

IP Total
282



GENERAL WILLIAM'S BRIGADE



ND Total
\$3,000

IP Current
0

ND Current
\$0

D N	#1	Leader Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		S B	General William	+3	6	6	6	6	6	6	Onslaught
		<input type="checkbox"/> Yeehaw!							Charger	Passive	
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
300kW Carbine*		Cavalry	5 A	3 D	0-9	N/A	10-13	1x1		Dinohide Armor, Saber, Wire Lasso	
Plasma Lance*		Lance	2 A	8 D	Close	Close	Close	None			

D N	#2	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		S B	Malius Blaze	+2	6	8	8	8	8	8	Clear Sight
									Racer	Passive	
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
Badlands Burner*		Fireline	8 A	0 D	N/A	0-9	N/A	1x1		Bone Armor	
Flux Rifle*		Power Settings	5 A	1 D	0-5	6-12	13-16	None			

D N	#3	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		S B	Tom West	+2	9	6	7	7	7	7	Boxer I
									Boxer II	Passive	
									Inspiring Shot I		
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
Punch (Brawl)			2 A	8 D	Close	Close	Close	None		Padded Armor	
Trip (Brawl)*		Stopped	1 A	7 D	Close	Close	Close	None			

D N	#4	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		S B	Bellgloan	+0	6	8	8	8	8	8	Go For the Eyes
									Rapid Fire I		
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
Klondike 7000*		Hail of Shots	7 A	1 D	2-6	7-11	12-15	2x1			
Sawed Off Shotgun*		Open Choke	2 A	4 D	0-4	5-6	7-9	1x1			

D N	#5	Name	DEF	RTN	CTN	BTN	SPD	HP	Traits		
		S B	Unit 4-15-3	+1	7	8	9	9	9	9	Quick Hands
									Doctor	Passive	
									Get Up! I		
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
Lewis Airgun*		4" Pushed	2 A	4 D	0-4	5-7	8-13	1x1		Small IRP, Small IRP, Small IRP, Small IRP, Large IRP, Large IRP, Lifesaving IRP, Autosurgeon, Cloth Armor	
80kW Six-Shooter			4 A	0 D	0-6	7-10	11-14	1x1			

T P	#6	Dinosaur Name	DEF	DIS	CTN	PANIC	SPD	HP	Traits		
		F U	Norveco Hi-Way	+2	7	6	D6	6	6	32	Whirlwind I
Type: Horned		Size: Large			Current HP			Storage			
Weapon Name		Statistics			Distance			Reload	Current HP	Inventory	
Stab			6 A	2 D							