



# GANG ROSTER RED



## SCIPIONE NASICA

MOVED

VITALITY	ATTACK	DEFENCE	AGILITY	POINTS
6	0	3	5 + 1D6	
EQUIPMENT				

## I MANLIUS

MOVED

VITALITY	ATTACK	DEFENCE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				
CATENA : 6 dadi di attacco. Il difensore deve ignorare il suo più alto dado in difesa				

## II FELIX

MOVED

VITALITY	ATTACK	DEFENCE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## III MARCUS

MOVED

VITALITY	ATTACK	DEFENCE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## IV NERO

MOVED

VITALITY	ATTACK	DEFENCE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

# GANG ROSTER GREEN

## Publio Satureio

MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	0	3	5 + 1D6	
EQUIPMENT				

## I LUCIO

MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

TORCIA FIAMMEGGIANTE : ogni MOB costretta a contatto di base fugge

## II FLAVIO

MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## III PRISCO

MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## IV SETTIMIO

MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

# GANG ROSTER BLU

## Tiberio Gracco

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	0	3	5 + 1D6	
EQUIPMENT				

## I RUFUS

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

LANCIA: 12"- 4 D6 attacco. Può essere usata come lancio o mischia, ogni colpo vale 2 ferite. Quando viene lanciata è persa

## II CATO

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## III VALENS

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## IV BARCA

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## V MARZIO

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				

## VI LICINIO

 MOVED

VITALITY	ATTACK	DEFENSE	AGILITY	POINTS
6	5	3	6	
EQUIPMENT				