

IG/PDF STRIKE TEAM

This "gang" represents a IG/PDF Strike Team that has been sent on a mission to the underhive. The possible reasons for their exile are many and sundry. This may actually be an honor, but more likely they honked someone off and this is the consequence. The team must scour the underhive in search of their objective or die trying. Just how bizarre or obscure the objective is is up to the CO and how irritated they are with unit. The unit is sent down with whatever they have when they are assigned the mission. They will not be re-equipped and will have to set up base quickly and find a way to get more and new equipment & ammo. Once the mission is completed the unit is free to rejoin it's detachment.

Mission. The strike team has a very specific mission. It can be as simple as a sabotage or as difficult as killing a specific ganger or special character. It is left up to the player, but it must be very specific and have a definite ending. Any added fluff would be a bonus.

Outlaws. The strike team is not outlawed, but is not a part of any house. Until the unit does something stupid they will be treated as law-abiding and gain all the benefits that imparts.

Territory. The strike team will quickly establish themselves and set up a base of operations. They get 5 pieces of territory to represent their home base.

Captured Territories. If the strike team captures any territory they will take it over and govern it. They will either move the base close

to home or find a way to hide or guard it. They will plunder it if need be, but this is a last resort.

Income. They make money like any other gang now that they cut off from their old supply bases.

Trading. Trading operates as it does with any other gang with the officer going to the trading post with trooper or conscript accompanying him that he orders to.

Hired guns. IG/PDF are not, in general, adverse to the use of mercs.

Bounty. If ever the team is outlawed bounty can be collected just like any other outlaw gang as it assumed that the trooper is a deserter (and in fact he may be).

Capture. The same rules apply to capture of IG/PDF as they do to other gangs. The strike team must mount and be allowed to mount a rescue mission as there is a strong tradition of not leaving behind another trooper.

Scenarios. The strike team plays scenarios as any other gang.

Injuries. Since the IG/PDF endeavor to bring back their own the troopers can choose to drag off a comrade that is out of action. Leave IG/PDF troopers down where they go out of action. Another trooper can carry off the downed trooper. The trooper carrying moves at half of his M while he is carrying his comrade. Also, any trooper who has expired and is w/in 2" of a comrade at the end of the game is assumed to have been carried off by that trooper, so

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none of his weapons or equipment is lost if he dies.

OFFICER

Cost to recruit: 130 credits

Every IG/PDF unit is lead by an officer. To be sent into the underhive that officer had to have been very good or really screwed up.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
4	4	4	3	3	1	4	1	8	-

Weapons: The unit's officer may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic, Special, Officer Only, Grenades, and Equipment lists.

Special Rules

The unit's officer is unlike the rest of the unit in that he can fight efficiently even on his own. He always counts as having a friend within 2", regardless of whether this is the case or not. This means he can always test to escape pinning.

Any fighter within 6" of the officer may use the Leadership characteristic of the leader when taking any Leadership test. This benefit applies so long as the leader isn't down or broken himself. All IG/PDF troopers are trained in how to use and maintain their weapons. As such they start with the Weaponsmith skill.

SPECIALISTS

Cost to recruit: 70 credits

IG/PDF units usually have a heavy weapons team and a special weapons operator. When sent into environments like the Underhive such standards are overlooked and the team is simply allowed to have two troopers armed with heavy &/or special weapons.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
4	3	3	3	3	1	3	1	7	-

Weapons: Heavies may be armed with weapons chosen from the Hand-to-Hand, Pistols, Special, Heavy Weapons, Grenades, and Equipment lists.

Special Rules

All IG/PDF troopers are trained in how to use and maintain their weapons. As such they start with the Weaponsmith skill.

TROOPERS

Cost to recruit: 60 credits

Troopers make up the bulk of the unit. Usually there are 6+ in the unit, whatever it takes to get to 10 total troopers. Units sent into the underhive are not always at full strength. They are either mobilized before they can be returned to full strength or being sent to redeem themselves or die trying. Occasionally they will be reinforced with similar troops.

<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>	<u>Sv</u>
4	3	3	3	3	1	3	1	7	-

Weapons: Troopers may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons, Grenades, and Equipment lists.

Special Rules

All IG/PDF troopers are trained in how to use and maintain their weapons. As such they start with the Weaponsmith skill. Even Troopers that are recruited in the Underhive are only taken if they know Weaponsmithing or are willing to learn before they are sent into combat, so even new Troopers start with the Weaponsmith skill.

CONSCRIPTS

Cost to recruit: 25 credits

Constricts are occasionally used when times are desperate. These troopers are given minimal training before being handed a rifle and sent

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towards the enemy. Such troopers can be drafted in whatever environment the unit has been sent into.

M WS BS S T W I A Ld Sv

4 2 2 3 3 1 3 1 6 -

Weapons: Constricts may be armed with weapons chosen from the Hand-to-Hand, Pistols, Basic Weapons and Grenades lists.

Starting Exp:

Officer- 60+D6

Specialist- 60+D6

Trooper- 20+D6

Conscript- 0

House/ Fighter	Combat		Muscle		Stealth		IG/ PDF	
	Agili ty		Feroci ty		Shooti ng		Techno	
IG/PDF	A	C	F	M	Sh	St	T	I
Conscript	-	-	-	-	X	-	-	X
Trooper	-	-	-	-	X	-	X	X
Specialist	-	-	X	X	X	-	X	X
Officer	-	X	X	X	X	-	X	X

IG/PDF Skills

1. Die Hard. While the model is no combat master, he is disciplined enough to prevent opponents from gaining the advantage when they are outnumbered. When attacked by multiple opponents they don't gain any advantage for their numbers. Also the model will only get flesh wounded on a 1 or 2 in close combat.

2. Iron Discipline. The model can escape pinning at the beginning of their turn just like a leader and won't break ever if an allied model goes down near it.

3. Close Order Drill. The models are bolstered by having allies nearby and gains +1 Ld and +1 I when within 2" of an allied model.

4. Hardened Fighter. Models are particularly tough in close combat. When the model charges they get an additional die and an additional +1 WS when they charge another model for the turn that they charge, so a total of +2 and +1D6 in the first round.

5. Sharpshooter. The model is a particularly good shot. Only team members with a BS of 3 or higher can take this skill. This model can reroll any 1s that they get when shooting.

This skill is lost under the same conditions that *Fast Shot*, *Rapid Fire* and *Marksman* are lost.

6. Street Fighter. The team member is especially adept at fighting in the urban environments found in the underhive and is very good at taking advantage of the cover offered there. The model gets an additional +1 in cover and even gets a +1 cover save when they are within 2" of anything that could provide cover.

Restrictions

A strike team cannot start with conscripts.

Only one heavy weapon and one special weapon at the start.

Since IG/PDF heavy weapons troopers are always in teams a model must be show to be the loader, but does not need to stay close to the heavy weapon.

IG/PDF models can only start with items from the weapon list, but may buy items from the regular list, but not their restricted list, later.

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WEAPON LIST

Equipment

Flak Armor 10

Grenades Cost

Frag Grenades 30

Krak Grenades 50

Missiles

Frag Missile 35

Krak Missile 115

Shells & Bullets

Man-Stopper Shotgun shell 5

Hot-Shot Shotgun Shell 5

Bolt Shotgun Shell 15

Hand-to- Hand Weapons Cost

Knife (first knife free) 5

Chainsword 25

Pistols

Autopistol 15

Laspistol 15

Basic Weapons

Autogun 20

Lasgun 25

Special Weapons

Shotgun 20

Flamer 40

Grenade Launcher 130

Meltagun 95

Plasmagun 70

Heavy Weapons

Autocannon 300

Heavy Bolter 180

Lascannon 400

Missile Launcher 185

Officer Only

Carapace Armor 70

Bolt Pistol 20

Bolter 35

Plasma Pistol 25

Power Fist 85

Power Maul 35

Power Sword 40

Exp.	Title
0-5	Green Conscript (starting point for conscripts)
6-10	Conscript
11-15	Conscript
16-20	Top Conscript
21-30	New Trooper (starting point for troopers)
31-40	Trooper (Corporal)
41-50	Trooper (Sergeant)
51-60	Trooper (Lieutenant)
61-80	Captain (starting point for Specialists & Officers)
81-100	Officer (Major)
101-120	Officer (Lieutenant Colonel)
121-140	Officer (Colonel)
141-160	Officer (Major General)
161-180	Officer (Lieutenant General)
181-200	Officer (Marshal)
201-240	Officer (Marshal)
241-280	Heroic Officer (General)
281-320	Heroic Officer (General)
321-360	Heroic Officer (Lord General)
361-400	Heroic Officer (Lord General)
401+	Warmaster