

	Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Shooting	Savant
Sergeant		Secondary	Primary		Primary	Primary	Secondary	
Specialist		Secondary	Primary	Secondary	Primary		Primary	
Enforcer		Secondary	Primary		Primary		Secondary	
Handler			Primary	Secondary	Primary		Secondary	

Sergeant.....125 Credits

	<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>Cl</u>	<u>Wil</u>	<u>Int</u>
Sergeant	4	4+	2+	3	3	2	4+	2	4+	6+	5+	5+

Equipment:

A Sergeant is equipped with Enforcer Armour.
They have no equipment restrictions.

Starting Skill:

A Sergeant starts with the Iron Will Leadership skill, and the Nerves of Steel Ferocity Skill.

Specialist.....100 Credits

	<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>Cl</u>	<u>Wil</u>	<u>Int</u>
Specialist	4	3+	3+	3	3	2	4+	2	5+	6+	7+	6+

Equipment:

A Specialist is equipped with Enforcer Armour.
They have no equipment restrictions. Only one Specialist can have a Heavy Stubber per Patrol Team.

Starting Skill:

A Specialist starts with the Nerves of Steel Ferocity Skill.

Enforcer.....50 Credits

	M	WS	BS	S	I	W	I	A	Ld	Cl	Wil	Int
Enforcer	4	4+	4+	3	3	1	4+	1	6+	7+	7+	6+

Equipment:

An Enforcer is equipped with Enforcer Armour.

They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. One Enforcer can be equipped with a Special Weapon.

Starting Skill:

An Enforcer starts with the Nerves of Steel Ferocity Skill.

Handler.....75 Credits

	M	WS	BS	S	I	W	I	A	Ld	Cl	Wil	Int
Handler	4	4+	4+	3	3	1	4+	1	6+	7+	7+	6+

Equipment:

A Handler is equipped with Enforcer Armour.

They can be equipped with Basic Weapons, Close Combat Weapons, Grenades, Pistols and Wargear. A Handler is also issued a single Cyber-Mastiff. During a campaign the number of Cyber-Mastiff may increase in regards to additional skills.

Starting Skill:

A Handler starts with the Nerves of Steel Ferocity Skill.

Cyber-Mastiff.....Issued Equipment

	M	WS	BS	S	I	W	I	A	Ld	Cl	Wil	Int
Cyber-Mastiff	6	3+	-	5	4	1	4+	3	-	-	-	-

Equipment:

A Cyber-Mastiff has a Carapace Armour casement, and a hardened steel skull.

It is armed with razor sharp teeth and two front claws.

A Cyber-Mastiff is a construct and as such cannot be pinned and ignores all fear or terror checks.

Example Enforcer Patrol Team

Sergeant.....215 Credits

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4+	2+	3	3	2	4+	2	4+	6+	5+	5+
Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits		
Bolt Pistol	6	12	+2	-	4	-1	2	6+	Pistol		
Power Maul		E			5	-3	2		Melee, Parry, Shock		

Skills: Iron Will, Nerves of Steel

Wargear: Photo Visor, Respirator, Carapace Armour

Enforcer Specialist.....275 Credits

Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits	
Bolt Pistol	6	12	+2	-	4	-1	2	6+	Pistol	
Heavy Stubber	20	40	-	-1	4	-1	1	4+	Rapid Fire (1), Unwieldy	

Skills: Nerves of Steel

Wargear: Photo Visor, Respirator, Carapace Armour

Enforcer.....170 Credits

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4+	4+	3	3	1	4+	1	6+	7+	7+	6+
Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits		
Bolt Pistol	6	12	+2	-	4	-1	2	6+	Pistol		
Combat Shotgun	See Ammo Type										

Skills: Nerves of Steel

Wargear: Photo Visor, Respirator, Carapace Armour

Enforcer.....170 Credits

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4+	4+	3	3	1	4+	1	6+	7+	7+	6+
Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits		
Bolt Pistol	6	12	+2	-	4	-1	2	6+	Pistol		
Combat Shotgun	See Ammo Type										

Skills: Nerves of Steel

Wargear: Photo Visor, Respirator, Carapace Armour

Shotgun Ammo	S	L	S	L	Str	AP	Dam	Ammo	Traits		
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Shotgun Ammo Type	S	L	S	L	Str	AP	Dam	Ammo	Traits
-Salvo	4	12	+1	-	4	-	2	4+	Knockback, Rapid Fire (1)
-Shredder	-	T	-	-	2	-	1	4+	Scattershot, Template
-Firestorm	-	T	-	-	5	-1	1	6+	Blaze, Limited, Template
-Solid	8	16	+1	-	4	-	2	4+	Knockback
-Scatter	4	8	+2	-	2	-	1	4+	Scattershot
-Executioner	4	16	-1	+1	4	-2	2	6+	Knockback, Limited
-Inferno	4	16	+1	-	3	-	1	5+	Blaze, Limited

Handler.....170 Credits

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4	4+	4+	3	3	1	4+	1	6+	7+	7+	6+

Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits
Bolt Pistol	6	12	+2	-	4	-1	2	6+	Pistol
Power Maul		E			5	-3	2		Melee, Parry, Power
Knife		E			S	-1	1		Backstab, Melee

Skills: Nerves of Steel

Wargear: Photo Visor, Respirator, Carapace Armour

Cyber-Mastiff.....Issued Equipment

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
6	3	-	5	4	1	4+	3	-	-	-	-
Weapon	S	L	S	L	Str	AP	Dam	Ammo	Traits		
Teeth, Adamantium		E			S	-2	1		Pulverize		
Claws, Adamantium		E			S	-1	1(2)		Knockback		

Skills: Dodge

Wargear: Carapace Armour Casement, Adamantium Teeth and Claws, AI