

ELITE STRIKE/KILL TEAM

A TEAM OF WELL-ARMED AND EQUIPPED ELITES DISPATCHED TO HUNT DOWN AND KILL, CAPTURE OR OTHERWISE DESTROY SPECIFIC TARGETS IN THE UNDERHIVE. GENERALLY DISPATCHED TO SEIZE RECENTLY DISCOVERED ARCHAEO TECH ON BEHALF OF THE ADEPTUS MECHANICUS, BUT OCCASIONALLY UNLEASHED ON GANGS WHO HAVE BECOME JUST THAT LITTLE BIT TOO NOTORIOUS FOR THEIR OWN GOOD. INTENDED FOR USE IN CAMPAIGN SPECIAL SCENARIOS – IT IS UP TO THE CAMPAIGN ARBITRATOR TO DECIDE HOW MANY STRIKE TEAM MEMBERS REPRESENT A FAIR CHALLENGE.

Strike Teams are quick moving independent units able to survive in the harshest environments of the Underhive. They aim to get in and out fast, not getting held back with supply lines or hauling heavy weapons around. They are self-sufficient for the typical length of a mission, carrying all they need about their armoured bodies.

Strike teams may progress in experience if desired, following the Van Saar profile. In this case Strike Team Leader is a Gang Leader, Specialist is a Heavy and Enforcer is a Ganger.

A typical Enforcer Strike Team consist of one Leader, up to two Specialists and around 7 Enforcers. All team members are equipped with the following on top of additional equipment mentioned in their profile: Knife, Choke Grenades, Mesh Armour (5+), Infra-Red Goggles, Respirator.

STRIKE TEAM LEADER

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	2	4	2	8

A Strike Team must include one Team Leader, with the same traits as a standard NCE Gang Leader.

If progression is being used, the Strike Team Leader starts with 60+1D6 experience.

The Strike Team Leader is armed with a Hellpistol, Power Sword, Krak Grenades and Frag Grenades.

	Short	Long	THS	THL	Str	Dam	Sv. Mod	Ammo	Special
Hellpistol	0-6	6-14	+1	-	4	1	-1	5+	Pistol, Catch Fire (6+)

Strike Team Leaders carry the following additional equipment: Bio-Scanner, Weapon Reload (Hellpistol).

STRIKE TEAM SPECIALIST

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

A Strike Team may include up to two Specialists. They have the same traits as an NCE Heavy.

If progression is being used, the Specialist starts with 60+1D6 experience.

Specialists can be armed with one of the following special weapons: Plasma Gun, Melta Gun or Grenade Launcher (with Frag and Krak grenades). They carry a standard Laspistol as a secondary weapon.

Specialists carry the following additional equipment: Weapon Reload (for their chosen special weapon).

STRIKE TEAM ENFORCER

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	1	3	1	7

A Strike Team may include any number of Enforcers – usually up to 9. They have the same traits as an NCE Ganger.

If progression is being used, the Enforcer starts with 20+1D6 experience.

Enforcers are armed with a Hellgun and Frag Grenades.

	Short	Long	THS	THL	Str	Dam	Sv. Mod	Ammo	Special
Hellgun	0-8	8-20	+1	-	4	1	-1	5+	Catch Fire (6+)

Enforcers carry the following additional equipment: Medi-Pack, Weapon Reload (Hellgun).