

Regiments

Each player can choose one of the following options for their regiment.

Swat

Stats

+3 Perception

+6 Toughness

-3 Intelligence

Skills

Survival

Tech use

Talents

Light sleeper, lightning reflexes or resistance (poisons)

Foresight

Nerves of steel

Double Team or Combat Master

Other

-10 to formal interactions

-10 to interacting with foreigners

+2 wounds

Extra +10 at point blank

Gear

M4 or C8, 2 Frag, 2 Photon Flash, flak vest with plate, Mono knife

Paratrooper

Stats

+3 Strength

+3 Agility

Skills

Operate (trucks, aircraft)

Academic knowledge (animals)

Stealth

Talents

Resistance (fear)

Catfall

Blind fighting

Other

+10 to all tests relating to domesticated animals or any animal that could be domesticated

+10 to all tests to identify if something is edible

-10 to tests against deceive

Infiltrators are extremely adept at slipping past the enemy, and use every distraction and dirty trick in the book to this end. When two or more characters from a Squad with this Doctrine are called upon to make a Stealth Test, one of the characters making the Test may choose to make his Test at a –10 penalty. If he succeeds, one other character making the Test may use the first character's Agility Characteristic for the Test instead of his own. The characters must be within 10 metres of one another to use this ability.

+10 to any tests relating to using a parachute

+2 to starting wounds

Gain double insanity first time

Gear

C8 or M4, respirator, 2 frag, 2 smoke, flak vest

Anti-drug task force

Stats

+3 to willpower

+6 to perception

-3 to fellowship

+2 BS

Skills

Common knowledge (Geography)

Stealth

Talents

Hatred (criminals)

Air of Authority

Ambush

Marksman

Other

-3 on all unknown sciences tests

Aptitude Toughness

Gear

C8 or M4 with telescopic sight, 4 flash, 2 frag

Advanced Recon

Stats

+3 Agility

+3 Ballistic Skill

+3 Perception

-3 willpower

Skills

Awareness

Navigate (surface)

Survival

Talents

Combat sense

quick draw

Paranoia

Other

Cohesion is 15m

-20 to interaction tests with unfamiliar authority figures

+100 xp to spend

1 extra rarity slot

Gear

Binos

Dynamic Entry Specialist

Stats

+3 Agility

+3 Fellowship

+3 Weapon Skill

-3 Intelligence

Skills

Common Knowledge (country)

Deceive

Dodge or parry

Talents

Die hard

Lightning reflexes

Other

Dynamic Entry specialists grow up surrounded by crowds, and they are used to weaving through even the densest mobs with ease. Crowds do not count as Difficult Terrain for Dynamic Entry specialists, and when Running or Charging through a dense crowd, Dynamic Entry specialists take no penalty to Agility Tests to keep their feet.

1 extra rarity for explosives, can store an extra explosive per slot

Gear

Pump action Shotgun, 1 breaching charge, 5 frag, Flak vest

Rifleman

Stats

+3 Ballistic skill

+3 Toughness

+3 strength

-3 Intelligence

+2 Weapon skill

Skills

Common knowledge (war)

Common knowledge (country)

Common knowledge (military)

Athletics

Talents

Hatred (one)

Nerves of Steel or sprint

Rapid reaction

Rapid reload

Street fighter

Other

Must make a willpower test to avoid fighting their hated enemy

Must make a willpower test to directly go against regulations or orders

Starting Aptitude Willpower

Gear

AK, C7 or M16, 4 frag, flak vest

Naval Boarding Party

Stats

+3 Willpower

+6 Agility

-3 Toughness

Skills

Navigate (water, surface)

Operate (small boats)

Common Knowledge (tech, Military, War)

Tech-use

Talents

Sprint

Double team or combat formation

Other

Charmed: When he uses a fate point roll a d10, if he rolls a 9 or 10 he doesn't lose the fate point.

Ill-omened: -10 to interaction tests with anyone not Naval Boarding Party

Water accustomed: Naval Boarding party members do not make tests for rough water

+1 other slot

-1 wound

Gear

M4 or C8 or sub-machine gun, Frag Vest, 2 smoke, 2 frag, prey-sense goggles

Intelligence Agent

Stats

+3 Fellowship

+3 Intelligence

+3 Ballistic Skill

-3 Strength

Skills

Inquiry

Common Knowledge (Covert Ops)

Linguistics (Coded messages)

Command

Operate (pick 1)

Talents

Air of Authority or Peer (Government)

Resistance (fear)

Enemy (pick 1)

Light sleeper

Other

-10 to interactions with non-government agents, +10 to interactions with government agents

+1 rarity

-1 wound

Hand-held targeter doesn't take a slot

Gear

Binoculars, hand-held targeter, video camera, good quality compact SP pistol with silencer

Character creation changes

Generating Stats

As per the rulebook, but after using the re-roll may choose to switch any two stats

Specialties

Only the following specialties are available

Heavy gunner

Common lore replaced with common Knowledge (military, war)

Weapon training (Solid projectile, low tech, heavy)

Can take 1 extra reload of heavy weapon ammo per slot

Specialist equipment: Chose one: Anti-tank rocket launcher, mortar, light machine gun, Anti-material sniper rifle

Medic

Scholastic lore (chymistry) replaced with Academic Knowledge (medicine)

Trade (chymist) replaced with Trade (medic)

Weapon Training (solid projectile, low tech)

+1 to number of drug uses or medical equipment per slot

Specialist equipment: Injector, medi-kit, 2 shots stim, 2 shots de-tox

Operator

Common lore (tech) replaced with common knowledge (Tech)

Weapon Training (Solid projectile, low tech)

Combi-tool doesn't take up a slot

Specialist Equipment: Combi-tool, Dataslate, Lascutter

Sergeant

Scholastic Lore (Tactica Imperialis) replaced with Academic Knowledge (Tactics)

Weapon training (Solid projectile, low tech, one other)

Radio only takes 1 slot

Specialist equipment: Any SP pistol, radio

Weapon Specialist

Common lore (Imperial Guard, war) replaced with common knowledge (military, war)

Lasgun barrage not an option

+1 grenade per slot

Weapon training (SP, choose 2 excluding Heavy)

Specialist gear: 4 frag, Good craftsmanship AK, C7 or M16 or grenade launcher or flamethrower or pump action shotgun or sniper rifle or rpg

Stormtrooper

Scholastic Lore (Tactica Imperialis) replaced with Academic Knowledge (Tactics)

Weapon Training (Solid Projectile, low tech)

+1ammo reload per slot

Specialist gear: Best Quality AK, C7 or M16, Good Quality Frag Vest with Plate

Gear

Each character will have a fixed number of slots. Weapon mods do not use up slots unless stated otherwise. To begin with each player can have a total rarity of 2. This number will increase as resources improve for the unit.

3 Ranged slots (slots can be downgraded, ie heavy to basic, basic to pistol, pistol can be converted to other)

- 1 Heavy
- 1 Basic
- 1 Pistol

4 Other slots each slot can hold 1 of the following

- 3 extra reloads for a weapon
- 3 grenades
- ½ of a 2 handed melee weapon
- 1 one handed melee weapon
- 2 off hand melee weapons

Ranged weapons

Name	Class	Range	ROF	Damage	AP	Clip	Reload	Rarity	Special
Taser	Pistol Electric	10m	S/-/-	N/A	0	1	Full	scarce	T test or stunned for 1d5 rounds
Experimental Taser Rifle	Basic Electric	30m	s/-/-	N/A	0	1	2Full	Rare	T test at -10 or stunned for 1d5 rounds
Revolver	Pistol SP	30m	S/-/-	1d10+3	0	6	2Full	average	reliable
Service Pistol	Pistol SP	30m	S/2/-	1d10+3	0	10	Full	average	
Heavy Pistol	Pistol SP	45m	S/-/-	1d10+4	1	8	Full	scarce	
Sub-machine gun	Pistol SP	45m	S/-/6	1d10+3	0	18	Full	scarce	
AK	Basic SP	75m	S/-/5	1d10+4	1	30	Full	average	Inaccurate, reliable
M-16 rifle	Basic SP	100m	S/3/-	1d10+3	0	30	Full	average	
C-7 rifle	Basic SP	100m	S/-/5	1d10+3	0	30	Full	average	
M-4 carbine	Basic SP	75m	S/2/-	1d10+2	0	30	Full	average	
C-8 carbine	Basic SP	75m	S/-/4	1d10+2	0	30	Full	average	
Pump action shotgun	Basic SP	30m	S/-/-	1d10+3	0	8	2Full	average	Scatter
Automatic shotgun	Basic SP	30m	S/-/4	1d10+3	0	12	2Full	rare	Scatter
Sniper rifle	Basic SP	200m	S/-/-	1d10+4	3	5	Full	scarce	Accurate, reliable
Anti-material sniper rifle	Heavy SP	250m	S/-/-	2d10+2	4	5	2Full	rare	Accurate
Light machine gun	Heavy SP	100m	S/-/10	1d10+3	1	120	2Full	scarce	
Medium	Heavy SP	150m	S/-/10	1d10+4	2	120	2Full	rare	

machine gun									
Heavy Machine gun	Heavy SP	175m	S/-/10	1d10+5	4	60	2Full	rare	Tearing
Grenade launcher	Basic launcher	75m	S/-/-	Depends	0	6	Full	scarce	
Frag	N/A	N/A	N/A	2d10	N/A	N/A	N/A	scarce	Blast (3)
Flash	N/A	N/A	N/A	N/A	N/A	N/A	N/A	scarce	Blast (10), special
Smoke	N/A	N/A	N/A	N/A	N/A	N/A	N/A	scarce	Blast (8), special
RPG	Basic launcher	100m	S/-/-	2d10+6	6	1	2Full	scarce	Must be braced
Anti-tank rocket launcher	Heavy launcher	150m	S/-/-	3d10+8	8	1	2Full	rare	
EMP round				N/A	0	1	2Full		Blast (3), Haywire
Heavy anti-tank rocket launcher	Heavy Launcher	200m	S/-/-	5d10+10	12	1	3Full	Very rare	Takes an additional turn to set up.
Mortar	Heavy launcher	50m -300m	S/-/-				Full	rare	Add 3 to the blast of similar grenade, +2 damage, indirect (2)
Flamethrower	Basic Flame	20m	S/-/-	1d10+4	2	6	2Full	rare	Flame, spray

Combi-weapon

AK, C7, C8, M16 or M4 primary

Current secondaries (secondary has same stats as normal weapon but is one shot before reload) Takes up 1 basic and 1 other slot.

- Shotgun Scarce
- Grenade Launcher Scarce
- Taser rare

Melee weapons

Name	Type	Damage	AP	Rarity	Special
Knife	Low tech off hand	1d5	0	average	Balanced
Baton	Low tech 1 hand	1d10+2	0	scarce	
Cattle prod	Electric 1 hand	1d10	0	scarce	shocking
Bayonet (spear)	Low tech 1 hand	1d10	1	average	
Brass Knuckles	Low tech Off hand	1d5+2	0	scarce	
Machete	Low tech 1 hand	1d10+1	2	Scarce	

Special Ammo

As per the rulebook, special ammo not listed here is not available

Dumdum rounds

Manstopper rounds

Solid slugs

Tracer rounds

Weapon Upgrades

All the mods listed follow the rulebook unless stated otherwise. Any upgrades that increase weight instead use an extra slot, any weapons that reduce weight reduce its slot category by one.

Compact

Melee attachment

Silencer

Photosight

Telescopic sight

Red dot sight

Tripod/ Bipod

Extended mag

Mono

Weapon customization

As per the rulebook plus the following from other rulebooks

Sawn off

Extended barrel

Manual operation

Armour

Name	Location	Armour	Special	Rarity
Helmet	Head	2		Average
Flak vest	Chest	2		Average
Flak vest with plates	Chest	5	Agility related skills -10	Scarce
Riot gear	All	3	Agility related skills -10 Can't carry heavy weapons	Rare
Armoured riot gear prototype	All	5	Agility related skills -20 can't carry heavy weapons	Very rare

Other gear

As per rulebook

Gear in the rulebook not listed here is not available

Clip/drop harness

Photo-visor

Preysense goggles

Rebreather

Accordion wire

Combi-tool

Data slate

Demolition charge

Flashlight (Glow globe)

Field suture

Grapnel and Line

Parachute (Grav chute)

Injector

Plasma cutter (Lascutter (takes heavy slot))

Loud hailer

Binoculars (Magnoculars)

Manacles

Medi-kit

Microbead

GPS (Multicompass)

Multi-key

Video Camera (Pict recorder)

Hand held targeter

Radio (vox caster) takes 2 slots

Drugs

De-tox

Stimm

New gear

Breaching charge. Scarce. Automatically permanently opens a door

Skills

For knowledge, science, trade skills, I won't provide a comprehensive list, just run it by me.

Common lore replaced with common knowledges

Scholastic lore replaced with academic knowledges

Forbidden lore replaced with unknown sciences

Navigate (surface) and Navigate (water) are the only navigate

Operate skills now consist of

- Planes
- Helicopters
- Heavy duty vehicles
- Personal vehicles
- Small boats
- Large boats
- Small vehicles (ATVs, bikes, snowmobiles, etc)

Psyniscience, not available to players at this point

Talent

Unless stated otherwise all talents are available

Frenzy, not available to players at this point

Ferric summons, not available to players at this point

Psychic power, not available to players at this point

Warp sense, not available to players at this point

Lumen Shock, not available to players at this point

Maglev Transcendence, not available to players at this point

Mechadendrite use, not available to players at this point

Prosanguine, not available to players at this point

Strong minded, not available to players at this point

Warp conduit, not available to players at this point

Bastion of Iron will, not available to players at this point

Lasgun barrage, not available to players at this point

Lumen Blast, not available to players at this point

Master Engineseer, not available to players at this point

Warp lock, not available to players at this point