

Bauhaus Forces of War

Bauhaus Law Enforcement Units

BLEU Patrol

<fluff goes here>

BLEU Patrolman

Grunt squad trooper, required 2-12 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	5	3	1	4	4	16	2	12

Equipment: HG-12 Pistol, Tonfa

Special Abilities: Resolve:1

Special Rules: -

Weapons stats:

BLEU Patrol Officer

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	6	3	1	4	4	16	2	13

Equipment: HG-12 Pistol, Tonfa

Special Abilities: Resolve:1

Special Rules: -

Weapons stats:

BLEU Detectives

<fluff goes here>

Detective

Grunt squad trooper, required 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
5	8	4	7	3	1	4	4	15	2	18

Equipment: HG-25 Equalizer

Special Abilities: Stealth: 1

Special Rules:

Weapons stats:

Unterstützungskommando (USK)

<fluff goes here>

USK trooper

Grunt squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	5	3	1	5	3	19	2	15

Equipment: HG-12 Pistol, Tonfa

Special Abilities: Resolve:2, Dire:1,Group Assault

Special Rules:

Weapons stats:

USK Unteroffizer

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	7	3	1	5	3	19	2	16

Equipment: HG-12 Pistol, Tonfa

Special Abilities: Resolve:2, Dire:1,Group Assault

Special Rules:

Weapons stats:

USK GL Specialist

Grunt squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	5	3	1	5	3	19	2	30

Equipment: HG-12 Pistol, Tonfa

Special Abilities: Resolve:2, Dire:1,Group Assault

Special Rules:

Weapons stats:

USK "Fat Gerda" Riotwagon

Squad transport, optional 1 model, close-topped wheeled vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/1	-	5	20	4	90

Equipment: -

Special Abilities: Impenetrability, Transport

Special Rules: Transport up to 14 SZ2 models, including driver

Weapons stats:

USK "Fat Gerda" Driver

Grunt squad specialist, required 1 model per vehicle, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	6	4	5	3	1	5	3	19	2	11

Equipment: HG-12 Pistol

Special Abilities: Resolve:2

Special Rules: May leave the vehicle. Vehicle may not move until driver returns to it

Weapons stats:

Ministry of Justice Legates

<fluff goes here>

Legate

Elite squad trooper, required 4-12 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	23

Equipment: HG-14 Hagustrumm Shotgun, Truthbringer Axe

Special Abilities: Ferocity

Special Rules:

Weapons stats:

Legate FT Specialist

Elite squad specialist, optional up to 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	37

Equipment: Gehenna Puker Flamethrower, Truthbringer Axe

Special Abilities: Ferocity

Special Rules:

Weapons stats:

Legate Grenadier Specialist

Elite squad specialist, optional up to 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	4	12	3	1	6	3	20	2	30

Equipment: HG-14 Hagustrumm Shotgun, Truthbringer Axe, AP Grenades

Special Abilities: Ferocity

Special Rules:

Weapons stats:

Spezialeinsatzkommando (SEK)

<fluff goes here>

SEK trooper

Elite squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	1	4	4	18	2	25

Equipment: MP-103 Hellblazer SMG, Dagger

Special Abilities: Infiltration, Deadshot

Special Rules:

Weapons stats:

Sek Unteroffizer

Elite squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	9	3	1	4	4	18	2	26

Equipment: MP-103 Hellblazer SMG, Dagger

Special Abilities: Infiltration, Deadshot

Special Rules:

Weapons stats:

SEK Sniper Specialist

Elite squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	7	3	1	4	4	18	2	33

Equipment: Dagger, PSG-99 Sniper Rifle

Special Abilities: Deadshot, Sniper, Form fireteam

Special Rules:

Weapons stats:

SEK Demolitions Specialist

Elite squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	7	3	1	4	4	18	2	29

Equipment: MP-103 Hellblazer SMG, Remote Detonator, Dagger

Special Abilities: Deadshot, Demolition Training

Special Rules:

Weapons stats:

Magistrate Enforcers

<fluff goes here>

Magistrate Enforcer

Elite squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	5	3	17	2	29

Equipment: HG-14 Hagustrumm Shotgun

Special Abilities: Ambush, Tactical Sense

Special Rules:

Weapons stats:

Magistrate Enforcers LMG Specialist

Elite squad specialist, optional up to 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	5	3	17	2	33

Equipment: Bergdahl Stonecleaver LMG; HG-12 Pistol

Special Abilities: Ambush, Tactical Sense

Special Rules:

Weapons stats:

USK Hauptmann

<fluff goes here>

Hauptmann

Individual Squad Linked Officer, required 1 model, mortal, up to 1 per USK squad

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	5	9	3	2	4	3	20	2	27

Equipment: HG-14 Hagustrumm Shotgun

Special Abilities: Ambush, Tactical Sense

Special Rules:

Weapons stats:

Individual General Officer, required 1 model, mortal

SEK Hauptmann

<fluff goes here>

Hauptmann

Individual Squad Linked Officer, required 1 model, mortal, up to 1 per SEK squad

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	4	9	3	2	4	4	19	2	44

Equipment: CA-138 Deathlockdrum, HG-12 Pistol

Special Abilities: Infiltration, Deadshot, Tactical Sense, Unit Commander

Special Rules:

Weapons stats:

Ministry of Justice Quality Control Agent

<fluff goes here>

Quality Control Agent

Individual trooper, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	7	5	11	3	2	6	4	21	2	46

Equipment: PC-606 Hellstorm SMG, Punisher Sword

Special Abilities: Stalk 4, Keen Eyes

Special Rules:

Weapons stats:

Magistrate

<fluff goes here>

Magistrate

Individual Force Commander, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	5	11	3	3	5	3	20	2	40

Equipment: P-60 Punisher, Dueling Saber

Special Abilities: Inspiration:1,Strategic Insight, Tactical Sense, Police Force Commander

Special Rules:

Weapons stats:

Magistrate Bodyguard

Trooper, required 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	7	4	9	3	1	4	3	19	2	16

Equipment: P-60 Punisher

Special Abilities: Bodyguard, Resolve: 2; Tactical Sense

Special Rules:

Weapons stats:

Etoiles Mortant

<fluff goes here>

Etoiles Mortant

Support trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	26

Equipment: P-60 Punisher; Punisher Short Sword

Special Abilities: Group Assault, Secondary Attack

Special Rules:

Weapons stats:

Etoiles Mortant Unteroffizer

Support squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	6	13	3	1	4	4	18	2	30

Equipment: P-60 Punisher; Punisher Short Sword

Special Abilities: Group Assault, Secondary Attack; Tactical Sense

Special Rules:

Weapons stats:

Etoiles Mortant FT Specialist

Support trooper specialist, optional up to 3 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	38

Equipment: J-88 Light Flamethrower; P-60 Punisher

Special Abilities: Group Assault, Secondary Attack

Special Rules:

Weapons stats:

Etoiles Mortant Grenadier

Support trooper specialist, optional up to 3 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	5	12	3	1	4	4	18	2	33

Equipment: P-60 Punisher; Punisher Short Sword, AP Grenades

Special Abilities: Group Assault, Secondary Attack

Special Rules:

Weapons stats:

Capitol Armory

Nightstick

A military or police baton.

(concussive)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+4
Special Rules						
-						

Shiv

This home-made knife is as dangerous as it is easily concealed.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+3	-	-	-	-	-	ST+2
Special Rules						
-						

Punisher Short Sword

The Punisher short sword, while originally a Brotherhood design, has been replicated by just about every Merchant Corporation and several freelance corporations as well. It is compact, durable, and quite sharp. This sword is best known for being virtually unbreakable.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+4
Special Rules						
-						

ASH-88 Chainripper

This is a devastating weapon, produced by Imperial weaponsmiths for use by the Cartel, and since then replicated by the various corporations and in use by the Brotherhood as well. It works much like a chainsaw, with rapidly moving teeth that tear through armor, sinew and bone with relative ease, though it requires a strong wielder, lest the weapon simply yank itself out of one's hand. The major drawback of the weapon is that it is a powered weapon and not as energy efficient as power swords such as the Violator or Punisher Short Sword, and quite noisy, making stealth impossible while the weapon is operating.

(rending)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+4 (x2)
Special Rules						
-						

Riot Shield

RC and CC attacks against the model with this shield have -2 penalty to hit. Not cumulative with cover.

M-13 Bolter

The M-13 Bolter is the most common handgun manufactured by Capitol, and sees frequent civilian use. (The average Capitolian

citizen has a gun and knows how to use it.) This weapon is meant to be used with two hands, given its large caliber, thus the odd design.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+2	+0	-	-	-	8
Special Rules						
Can mount one optional load-out						

M-15 Ironfist

This is basically a military version of the M-13 Bolter, with automatic fire setting.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+2(x2)	-1	-	-	-	8
Special Rules						
Can mount one optional load-out						

Dual M-15 Ironfist

Firing this weapon single-handedly is difficult, only the best manage it.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
+0	+2(x2)	-1	-	-	-	11
Special Rules						
-						

Sherman M-7 "Enforcer" Revolver

The Enforcer is one of the cheapest and most popular guns on the streets. It is famous for its reliability. Because of its low cost, it is the most commonly used sidearm of private cops, small time hoods, and homeowners. You can find Enforcers almost everywhere.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	+1	+1	-	-	-	8
Special Rules						
-						

Jenson .45 "Widowmaker" Combat Revolver

The "Widowmaker" is a simple revolver based off of designs found in the Capitol War Museum over 1500 years old. It is a traditional weapon of the Rangers, who value its simple design, low bulk, and heavy hitting power at short range. There are also some who claim that its simple mechanism is all but immune to the influence of the Dark Symmetry.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+1	+0	-	-	-	9
Special Rules						
Can mount one optional load-out						

M-9 "Bolter Classic" Handgun

This was the first handgun to gain the "Bolter" label, and is superficially similar in appearance to the later M-13, except that it is smaller in size and uses a smaller caliber. The M-9 has been discontinued by Sherman Arms, but is still manufactured under license by Federated Arms & Munitions (FAM) in San Dorado and Columbia on Mars. Due to confusion with the newer Bolter, it is generally marketed as the "Classic".

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+2	+0	-	-	-	7
Special Rules						
-						

Piranha Handgun

This looks like a slimmed-down, sleeker version of the Punisher handgun ... and that's essentially what it is. It is small enough to be concealed under bulky clothing, but it doesn't really have the penetration required to go through body armor. It is mostly designed for the use of undercover operatives (such as Revisors) or law enforcement. After all, it usually just necessary to stop a charging attacker rather than to kill him outright, and even with armor, a direct hit from this gun is usually enough to make any human attacker at least stumble.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	+1	+0	-	-	-	9
Special Rules						
Can mount one optional load-out						

M-12 "Wasp" SMG

Less accurate than CAR-24, this large drum-fed SMG fires large-caliber bullets. It is the favorite weapon of the Mob.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	1(x2)	-1(x2)	-	-	-	11
Special Rules						
-						

CAR-24

The CAR-24 is an SMG regularly used by Capitol forces.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-1	2(x2)	+0(x2)	-1	-	-	9
Special Rules						
Can mount one optional load-out						

M-516 Shotgun

The M516S is a single barrel pump shotgun commonly used by Capitolian police forces, and a number have found their ways into the hands of criminals and civilians as well.

Firing Slug ammo

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	+0	-2	-4	-	-	8(x2)

CC	PB	SR	MR	LR	ER	DM
Special Rules						
Chose ammo type when activating model						

Firing Buckshot ammo

(rending)

CC	PB	SR	MR	LR	ER	DM
-4	Small shotgun template					8
Special Rules						
Cluster Effect 2. Chose ammo type when activating model						

Sawn-off Shotgun

Someone took the time to chop the last few inches off the barrel and stock of this shotgun. Now, the wide spread of this hand-cannon's short-barreled shots makes it perfect for short-range crowd control.

Firing Slug ammo

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-2	+2	-4	-	-	-	8(x2)
Special Rules						
Chose ammo type when activating model						

Firing Buckshot ammo

(rending)

CC	PB	SR	MR	LR	ER	DM
-2	Small shotgun template					8
Special Rules						
Cluster Effect 2. Chose ammo type when activating model						

M-22 Hunting Rifle

Nothing's better than seeing that surprised look on your target's face. This hunting rifle makes it easier than ever before. Accurate from first shot to last, no matter what kind of game you're gunning for.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-2	+0	+1	-1	-	8
Special Rules						
-						

M-43

This is a predecessor to the presently used M-50 assault rifle, it has shorter barrel length. This weapon was for a time out of production, and considered something of an antique, and obsolete, but the recent flare-up of the Second Corporate Wars has prompted it to be put back into production as a cheaper alternative to the M-50.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	+0	-1	-3	-	10
Special Rules						
-						

M-50

This is the standard weapon issued to Capitol infantry and special forces. The stock is detachable.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-1	+0	+0	-2	-	10
Special Rules						
Can mount one optional load-out						

Modified M-43

This M-43 Assault Rifle has been modified with large-capacity box magazine and heavy barrel, so that it can be used in LMG role. It is a home-made upgrade, but it is obviously efficient.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	+3(x3)	+2(x2)	-1	-	-	10
Special Rules						
Can mount one optional load-out						

M-606 LMG

The M606 LMG is the standard squad support weapon for Capitol infantry and special forces. It features a "trombone" handle on the gas chamber, allowing for a variable rate of fire.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	+3(x3)	+1(x2)	-1	-	-	10
Special Rules						
-						

M-89 HMG

The M606 LMG is the standard squad support weapon for Capitol infantry and special forces. It features a "trombone" handle on the gas chamber, allowing for a variable rate of fire.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	+3(x3)	+2(x2)	-1	-	-	14
Special Rules						
Can mount two optional load-outs						

SR-50 "Manstalker" Sniper Rifle

The SR-50 "Manstalker" Sniper Rifle is a fairly durable weapon, capable of mounting a bayonet attachment under the barrel. It sacrifices some of the range and accuracy of the Bauhaus PSG-99 in favor of slightly heavier hitting power. It has very little in the way of "bells and whistles", offering simplicity and reliability instead of features. All in all, it represents the "average" sniper rifle available to megacorporate special forces.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	-1	3	2	-1	-3	14
Special Rules						
Can mount one optional load-out						

Deathlockdrum

This single-barreled autocannon is another Doomtrooper weapon. It has swiftly become standard issue to all Special Forces units because of its high reliability.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-5	+0	-1	-3	-	-	10(x2)
Special Rules						
AV-4						

Molotov Cocktail

A home-made flammable grenade.

(radiant)

CC	PB	SR	MR	LR	ER	DM
-	+0	-2	-	-	-	8
Special Rules						
Residual, small explosion template						

Satchel Charge

A backpack full of military-grade explosives. Bulky and crude, but efficient explosive device.

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	+0	-4	-	-	-	12(x3)
Special Rules						
Small explosion template, AV-4						

Tear Gas Grenades

Used for crowd control, these grenades release gas that is not deadly, but extremely irritating.

(special)

CC	PB	SR	MR	LR	ER	DM
-	+0	-1	-	-	-	-
Special Rules						
Identical to Pacifier mortar ammo, page 143						

Flashbang Grenades

These grenades generate powerful flash and loud boom, which stuns enemies, providing HRT soldiers with the few precious seconds needed to do their job.

(special)

CC	PB	SR	MR	LR	ER	DM
-	+0	-1	-	-	-	-
Special Rules						
Identical to Flash Bang UBGL ammo, page 143						

M-540 GL

This is the police version of M-40 Grenade Launcher, used for crowd control by the AIP.

Firing Tear Gas ammo

(special, direct fire)

CC	PB	SR	MR	LR	ER	DM
-	+0	-1	-4	-	-	-
Special Rules						
Identical to Pacifier mortar ammo, page 143						

Water Cannon

Propelling a powerful stream of water, this vehicle-mounted weapon is perfect for crowd control.

(special)

CC	PB	SR	MR	LR	ER	DM
Large flamethrower template						-
Special Rules						
Models under template have to roll test their ST. Models that fail their tests are placed prone and pushed back 1 inch.						

Water Hose with Napalm

A civilian device turned into destructive weapon, this water hose propels napalm instead of water, working as a powerful flamethrower.

(special)

CC	PB	SR	MR	LR	ER	DM
Large flamethrower template						12
Special Rules						
Residual						

Breaching Charge

See rules for Detcord, page 144

Twin-Linked Modified M-43

Twin linked and mounted on a vehicle, it is a devastating weapon – even though it is home-made.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	+3(x3)	+2(x2)	-1	-	-	10(x2)
Special Rules						
Can mount one optional load-out						

Pistol and Machine Pistol Load Outs

Improved Pistol Grip & Hand Guards (X)

Adds +1 to CC value when using this weapon in close combat.

Night Sight (X)

Reduces penalty for firing into darkness/smoke by 2.

Silencer (X)

The model suffers -5 penalty to his Stalk/Stealth rating

should he fire the silenced weapon. If that penalty is less than his Stalk/Stealth rating, he will not lose his Stalk/Stealth status.

Sub Machine Gun Load Outs

Phased Reticle HoloSight (X)

Adds +1 to RC value against targets in SR when using this weapon.

Urban Assault Harness (X)

Adds +1 to CC value when using this weapon in close combat.

Underbarrel Flashlight (X)

Removes the penalty for firing into darkness or smoke at target in PB. Enemy models gain a +2 to their RC when targeting the firing model. Place the flare/tracer counter by the model firing with the aid of Underbarrel Flashlight.

Assault Rifle Load Outs

Red Point Gun Sight (X)

Adds +1 to RC value when using this weapon

Tracer Rounds (X)

Tracer Rounds remove the -4 penalty for firing into darkness. As every third round in the chamber is a tracer, the weapon's DAM is reduced by 1. Enemy models gain a +2 to their RC when targeting the firing model. Place the flare/tracer counter by the model firing the tracer rounds.

LMG Load Outs

Bipod (X)

Adds +1 to RC value when in the Minimize Presence position

Scope Sight (X)

Reduce targeting penalties from cover and minimize presence by 1 (so target in soft cover or minimize presence gains -1, target in hard cover gains -2, obscured target is at no penalty)

Sniper Rifle Load Outs

Bipod (X)

Adds +1 to RC value when in the Minimize Presence position

Scope Sight (X)

Reduce targeting penalties from cover and minimize presence by 1 (so target in soft cover or minimize presence gains -1, target in hard cover gains -2, obscured target is at no penalty)

Ghillie Suit (X)

Provides the user with Camouflage 2 SA, but reduces his MV by one.