

# Capitol Forces of War

## Capitol Security Forces

### Uniformed Patrol

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#### Patrolman

*Grunt squad trooper, required 3 models, mortal*

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

**Equipment:** M-13 Bolter Pistol, Nightstick

**Special Abilities:** Keen Eyes

**Special Rules:** -

**Weapons stats:**

#### Patrol Car

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

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	3/1	-	6	20	3	40

**Equipment:** -

**Special Abilities:** Impenetrability, Transport

**Special Rules:** Transport up to 4 SZ2 models, including driver

**Weapons stats:**

#### Patrol Car Driver

*Grunt squad specialist, required 1 model per vehicle, mortal*

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

**Equipment:** M-516 Shotgun, Nightstick

**Special Abilities:** -

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

**Weapons stats:**

### Plain Clothes Patrol

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#### Patrolman

*Grunt squad trooper, required 3-6 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	6	3	1	4	4	16	2	17

**Equipment:** M-13 Bolter Pistol, Nightstick

**Special Abilities:** Infiltrate, Keen Eyes

**Special Rules:**

**Weapons stats:**

### K-9 Patrol

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### K-9 Handler

*Grunt squad leader, required 3-6 model, mortal*

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

**Equipment:** M-13 Bolter Pistol, Nightstick

**Special Abilities:** Keen Eyes

**Special Rules:**

**Weapons stats:**

### Dog

*Grunt squad trooper, required 1 model per handler, beast*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	-	4	5	3	1	5	5	15	2	10

**Equipment:** -

**Special Abilities:** Natural Attack (8), Predator Senses: 6

**Special Rules:** -

**Weapons stats:**

### AIP Riot Squad

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### AIP shield bearer

*Grunt squad trooper, required 4-6 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	18	2	17

**Equipment:** Nightstick, Riot Shield, M-13 Bolter Pistol

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

### AIP shotgunner

*Grunt squad trooper, required 2-4 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	18	2	19

**Equipment:** Nightstick, M-516 Shotgun

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

### AIP leader

*Grunt squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	7	3	1	4	4	18	2	20

**Equipment:** Nightstick, M-516 Shotgun

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

### AIP grenade launcher specialist

*Grunt squad specialist, optional up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	18	2	28

**Equipment:** Nightstick, M-540 GL

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

### Riot Control Vehicle

*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	130

**Equipment:** Water Cannon

**Special Abilities:** Impenetrability, Transport

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

**Weapons stats:**

### RCV Driver

*Grunt squad specialist, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	18	2	17

**Equipment:** CAR-24 SMG

**Special Abilities:** Dire:1

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

**Weapons stats:**

**RCV Gunner**

*Grunt squad specialist, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	5	3	1	4	4	18	2	17

**Equipment:** CAR-24 SMG

**Special Abilities:** Dire:1

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

**Weapons stats:**

**AIP Response Team**

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**AIP trooper**

*Elite squad trooper, required 4-8 models, mortal*

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

**Equipment:** CAR-24 SMG

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

**AIP leader**

*Elite squad trooper, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	7	3	1	4	4	18	2	19

**Equipment:** CAR-24 SMG

**Special Abilities:** Dire:1

**Special Rules:** -

**Weapons stats:**

**AIP Van**

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

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/1	-	6	20	4	90

**Equipment:** -

**Special Abilities:** Impenetrability, Transport

**Special Rules:** Transport up to 10 SZ2 models, including driver

**Weapons stats:**

**Van Driver**

*Elite squad specialist, required 1 model per vehicle, mortal*

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

**Equipment:** CAR-24 SMG

**Special Abilities:** Dire:1

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

**Weapons stats:**

AIP Paramedic Team

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Paramedic

Elite squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	6	3	1	4	4	18	2	29

Equipment: M-13 Bolter Pistol

Special Abilities: Medic:6

Special Rules: Members of this squad may be assigned to other squads at the beginning of the game. For all purposes they count as members of those squads. They do not gain any new abilities this way! (so Paramedics can't be assigned to e.g. infiltrating squads)

Weapons stats:

AIP LMG Team

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LMG Gunner

Elite squad trooper, required 1-3 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	7	3	1	4	4	18	2	23

Equipment: M-13 Bolter Pistol, M-606 LMG with Bipod

Special Abilities: -

Special Rules: -

Weapons stats:

LMG Assistant Gunner

Elite squad trooper, required 1-3 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	7	3	1	4	4	18	2	17

Equipment: CAR-24 SMG

Special Abilities: -

Special Rules: -

Weapons stats:

AIP Hostage Rescue Team

<fluff goes here>

HRT operator

Support squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	2	4	4	18	2	34

**Equipment:** CAR-24 SMG

**Special Abilities:** Natural Attack (12), Infiltrate, Climb, Surehand

**Special Rules:** May purchase Flashbang Grenades for +8 points or Tear Gas Grenades for +5 points.

**Weapons stats:**

HRT squad leader

Support squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	9	3	2	4	4	18	2	35

**Equipment:** CAR-24 SMG, M-222 UBGL

**Special Abilities:** Natural Attack (12), Infiltrate, Climb, Surehand

**Special Rules:** May purchase Flashbang Grenades for +8 points or Tear Gas Grenades for +5 points.

**Weapons stats:**

HRT entry specialist

Support squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	2	4	4	18	2	46

**Equipment:** M-516 Shotgun, Breaching Charge, Remote detonator, M-13 Bolter Pistol

**Special Abilities:** Natural Attack (12), Infiltrate, Climb, Demolition Training, Surehand

**Special Rules:** -

**Weapons stats:**

HRT paramedic

Support squad specialist, optional up to 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	7	3	2	4	4	18	2	45

**Equipment:** M-13 Bolter Pistol

**Special Abilities:** Natural Attack (12), Infiltrate, Climb, Medic:6

**Special Rules:** -

**Weapons stats:**

AIP Hostage Rescue Team Snipers

<fluff goes here>

Sniper

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	10	4	7	3	1	4	4	18	2	42

**Equipment:** M-13 Bolter Pistol, SR-50 "Manstalker" Sniper Rifle

**Special Abilities:** Infiltrate, Sniper, Ambush, Climb

**Special Rules:** -

**Weapons stats:**

Security detail

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	1	4	4	18	2	27

**Equipment:** CAR-24 SMG

**Special Abilities:** Natural Attack (12), Infiltrate, Climb

**Special Rules:** -

**Weapons stats:**

AIP Heavy Weapons Team

<fluff goes here>

Heavy Gunner

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	7	3	1	4	4	18	2	28

Equipment: M-13 Bolter Pistol, Deathlockdrum

Special Abilities: Tactical Sense

Special Rules: -

Weapons stats:

Assistant Gunner

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	7	3	1	4	4	18	2	19

Equipment: CAR-24 SMG

Special Abilities: -

Special Rules: -

Weapons stats:

AIP HRT Bomb Disposal Team

<fluff goes here>

Bomb Disposal specialist

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	7	3	1	4	4	20	2	27

Equipment: M-13 Bolter Pistol, Remote Detonator

Special Abilities: Demolition Training, Natural Attack (12), Infiltrate, Climb

Special Rules: -

Weapons stats:

Security detail

Support squad trooper, required 1-2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	1	4	4	18	2	27

Equipment: CAR-24

Special Abilities: Natural Attack (12), Infiltrate, Climb

Special Rules: -

Weapons stats:

AIP Motorcycle Squad

<fluff goes here>

RATS motorcycle

Support squad vehicle, required 1-3 models, open-topped wheeled vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2/1	8	5	18	3	

**Equipment:** M-606 LMG

**Special Abilities:** Dire:2

**Special Rules:** The driver may drive the bike and fire his pistol as a single action. The pistol has a 360 degree firing arc. The driver may move and attack an enemy within one inch of the bike with his sword using single action (Vehicles ST may be used to determine damage in such situation). The attack may be launched at any time during the move. The driver may not use sword and pistol in the same action.

**Weapons stats:**

RATS Driver

Support squad trooper, required 1 model per vehicle, mortal

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

**Equipment:** M-13 Bolter Pistol, Punisher Short Sword

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

RATS Gunner

Support squad trooper, required 1 model per vehicle, mortal

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

**Equipment:** M-13 Bolter Pistol, Punisher Short Sword

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

CBI Agent

<fluff goes here>

CBI Agent

Individual General Officer, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	10	4	9	3	2	4	4	18	2	30

**Equipment:** M-15 Ironfist

**Special Abilities:** Natural Attack (12), Division Commander

**Special Rules:**

**Weapons stats:**

HRT Negotiator

<fluff goes here>

Negotiator

Individual trooper, required 1 model, mortal, 1 per HRT Squad

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	6	4	10	3	2	4	4	18	2	28

Equipment: M-13 Bolter Pistol

Special Abilities: Irresistible Parley

Special Rules:

Weapons stats:

CSS Lieutenant

<fluff goes here>

Lieutenant

Individual General Officer, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	9	3	2	4	4	16	2	22

Equipment: M-13 Bolter Pistol

Special Abilities: Division Commander

Special Rules:

Weapons stats:



AIP Lieutenant

<fluff goes here>

Lieutenant

Individual General Officer, required 1 model, mortal, limit one per AIP squad

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	8	4	10	3	2	4	4	18	2	31

Equipment: CAR-24 SMG

Special Abilities: Division Commander, Tactical Sense

Special Rules:

Weapons stats:

HRT Coordinator

<fluff goes here>

Coordinator

Individual Force Commander, required 1 model, mortal, requires at least one HRT Squad

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	4	11	3	2	4	4	18	2	34

Equipment: M-13 Bolter Pistol

Special Abilities: Force Commander, Strategic Insight, Climb

Special Rules:

Weapons stats:

Coordinator bodyguards

Individual trooper, required 2 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	9	4	7	3	1	4	4	18	2	23

Equipment: CAR-24 SMG

Special Abilities: Natural Attack (12), Climb,

Special Rules:

Weapons stats:

## Capitol Citizens - city

### Teenager Street Gang

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#### Junior Ganger

*Grunt squad trooper, required 4-8 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	5	4	5	3	1	4	4	15	2	11

**Equipment:** Shiv, M-9 "Bolter Classic" Handgun

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

#### Senior Ganger

*Grunt squad specialist, up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	4	5	3	1	4	4	15	2	16

**Equipment:** Shiv, Sawn-off Shotgun

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

#### Pyromaniac

*Grunt squad specialist, up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	6	4	5	3	1	4	4	15	2	20

**Equipment:** Shiv, M-9 "Bolter Classic" Handgun, Molotov Cocktail

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

#### Gang Leader

*Grunt squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	6	4	7	3	1	4	4	15	2	17

**Equipment:** Shiv, Sawn-off Shotgun

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

### Mob Enforcers

<fluff goes here>

#### Enforcer

*Grunt squad trooper, required 4-8 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	16	2	13

**Equipment:** Piranha Handgun

**Special Abilities:** Combat Reflexes, Dire 1

**Special Rules:** Dire works only against Mortal models

**Weapons stats:**

#### Capo

*Grunt squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	7	3	1	4	4	16	2	14

**Equipment:** Piranha Handgun

**Special Abilities:** Combat Reflexes, Dire 1

**Special Rules:** Dire works only against Mortal models

**Weapons stats:**

#### Intimidator

*Grunt squad specialist, optional up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	16	2	17

**Equipment:** M-12 "Wasp" SMG

**Special Abilities:** Combat Reflexes, Dire 1

**Special Rules:** Dire works only against Mortal models

**Weapons stats:**

Neighborhood Watch

<fluff goes here>

Watchman

Grunt squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

Equipment: Sherman M-7 "Enforcer" Revolver

Special Abilities: -

Special Rules: -

Weapons stats:

Watchman

Grunt squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	14

Equipment: M-516 Shotgun

Special Abilities: -

Special Rules: -

Weapons stats:

Shift Leader

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	7	3	1	4	4	15	2	15

Equipment: M-516 Shotgun

Special Abilities: -

Special Rules: -

Weapons stats:

Mob Hitmen

<fluff goes here>

Hitman

Elite squad trooper, required 4-8 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	6	3	1	4	4	16	2	18

Equipment: M-12 "Wasp" SMG

Special Abilities: Combat Reflexes, Dire 1

Special Rules: Dire works only against Mortal models

Weapons stats:

Capo

Elite squad leader, required 1 model, mortal

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

Equipment: M-12 "Wasp" SMG

Special Abilities: Combat Reflexes, Dire 1

Special Rules: Dire works only against Mortal models

Weapons stats:

## Industrial Security Team

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### Security Guard

*Elite squad trooper, required 2-4 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	18	2	15

**Equipment:** CAR-24 SMG

**Special Abilities:** Keen Eyes

**Special Rules:** -

**Weapons stats:**

### Team Leader

*Elite squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	7	3	1	4	4	18	2	16

**Equipment:** CAR-24 SMG

**Special Abilities:** Keen Eyes

**Special Rules:** -

**Weapons stats:**

### Dog

*Elite squad trooper, optional 2-4 models, beast*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	-	4	5	3	1	5	5	15	2	10

**Equipment:** -

**Special Abilities:** Natural Attack (8), Predator Senses: 6

**Special Rules:** -

**Weapons stats:**

## Retired veterans

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### Retired trooper

*Elite squad trooper, required 2-4 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	7	3	1	4	3	18	2	16

**Equipment:** M-43

**Special Abilities:** Guerrilla Training

**Special Rules:** -

**Weapons stats:**

### Retired NCO

*Elite squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	9	3	1	4	3	18	2	19

**Equipment:** M-50

**Special Abilities:** Tactical Sense, Guerrilla Training

**Special Rules:** -

**Weapons stats:**

### Retired Sniper

*Elite squad specialist, optional 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	10	4	7	3	1	4	3	18	2	26

**Equipment:** SR-50 SR-50 "Manstalker" Sniper Rifle with bipod

**Special Abilities:** Sniper, Guerrilla Training

**Special Rules:** -

**Weapons stats:**

### Retired PIG

*Elite squad specialist, optional 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	7	3	1	4	3	18	2	20

**Equipment:** Modified M-43

**Special Abilities:** Guerrilla Training

**Special Rules:** -

**Weapons stats:**

### Retired Demolition Specialist

*Elite squad specialist, optional 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	7	3	1	4	3	18	2	38

**Equipment:** M-43, Satchel Charge

**Special Abilities:** Guerrilla Training, Demolition Training

**Special Rules:**

**Weapons stats:**

## Armed Pickups

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### Pickup

*Support squad vehicle, required 1-2 models, open-topped wheeled vehicle*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	5	18	4	

**Equipment:** Modified M-43

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

### Pickup Driver

*Support squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** -

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

**Weapons stats:**

### Pickup Gunner

*Support squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** -

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

**Weapons stats:**

### Autocannon Pickup

*Support squad specialist vehicle, optional 1 model, open-topped wheeled vehicle*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	5	18	4	

**Equipment:** Deathlockdrum

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

### Pickup Driver

*Support squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** -

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

**Weapons stats:**

### Pickup Gunner

*Support squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** May leave the vehicle. Vehicle may not fire until driver returns to it

**Special Rules:** -

**Weapons stats:**

## Firefighter Engine

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### Firefighter Engine

Support vehicle, required 1 model, close-topped wheeled vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	5/2	-	5	20	5	

**Equipment:** Water Hose with Napalm

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

### Firefighter Driver

Support squad trooper, required 1 model per vehicle, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** -

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

**Weapons stats:**

### Firefighter Gunner

Support squad trooper, required 1 model per vehicle, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	9

**Equipment:** Sherman M-7 "Enforcer" Revolver

**Special Abilities:** -

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

**Weapons stats:**

## Mob Eliminator

When the Mafia puts a price on your head, you're as good as dead. Sometimes your head of security will be the one to pull the trigger – trust no one. Sometimes the assassin will be just one of your employees motivated by the price on your head – and sometimes he will be quietly replaced by an impersonator waiting for the right moment.

### Eliminator

Individual trooper, required 1 model, mortal, limit 1 per Mob unit

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	10	4	8	3	2	4	4	18	2	52

**Equipment:** Dual M-15 Ironfist

**Special Abilities:** Carnivorous Birth, Gunslinger, Dire:1

**Special Rules:** dire works only against Mortal models

**Weapons stats:**

**Retired officer**

Once a respected officer of the Capitol Armed Forces, now just a private citizen. He may be retired, but he still remembers how to fight – and how to command. His expertise is one of the greatest assets of any volunteer citizen force. Some less moral officers might be working for the Mob – if the price is right.

**Retired Officer**

*Individual General Officer, required 1 model, mortal, limit 1 per Retired Veteran unit*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	10	3	2	4	3	18	2	33

**Equipment:** M-50, M-15 Ironfist

**Special Abilities:** Division Commander, Tactical Sense, Guerilla Training

**Special Rules:** -

**Weapons stats:**

**Mob Capo**

The most ruthless and efficient individuals rise quickly in the ranks of the Mob. The Mob Capo is exactly that – efficient and ruthless. Commanding the Mob operations in a specific area he's going to defend it from anyone – from competitors to forces of hell themselves.

**Mob Capo**

*Individual General Officer, required 1 model, mortal, limit 1 per Mob unit*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	9	3	2	4	4	16	2	27

**Equipment:** M-15 Ironfist

**Special Abilities:** Division Commander, Dire:1

**Special Rules:** dire works only against Mortal models

**Weapons stats:**

## Respected Citizen

Commanding great respect among his peers – due to his age, knowledge or personal charisma, this Capitolian citizen is very likely to lead his neighbors in the hour of need. Maybe he's not a great military mind – but he's a good leader.

### Respected Citizen

*Individual Unit Commander, required 1 model, mortal, limit 1 per Watch squad*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	8	3	2	4	4	15	2	23

**Equipment:** M-516 Shotgun

**Special Abilities:** Unit Commander

**Special Rules:**

**Weapons stats:**

## Vigilante

Capitolian citizens are used to take matters into their own hands. Maybe the vigilante is avenging someone – or maybe he just fights the good fight... anyway, whoever he holds grudge against is in deep trouble. Vigilante is an archetype very often encountered in Capitolian mass culture.

### Vigilante

*Individual trooper, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	4	8	3	2	4	4	16	2	26

**Equipment:** M-15 Ironfist

**Special Abilities:** Inspiration:1, Natural Attack (12), Predator Gaze

**Special Rules:** Inspiration for Watch, Retired Veteran, Industrial Security and Firefighters only

**Weapons stats:**



## Capitol Citizens - country

### Farmers

<fluff goes here>

### Farm Boy

*Grunt squad trooper, required 4-8 models, mortal*

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

**Equipment:** M-516 Shotgun

**Special Abilities:** Survival Training:1

**Special Rules:** -

**Weapons stats:**

### Farmer

*Grunt squad leader, up to 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	7	3	1	4	4	15	2	17

**Equipment:** M-516 Shotgun

**Special Abilities:** Survival Training:1

**Special Rules:** -

**Weapons stats:**

### Truck

*Grunt squad vehicle, optional 1 model, open-topped wheeled vehicle*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	5	18	5	

**Equipment:** Modified M-43

**Special Abilities:** Impenetrability, Transport

**Special Rules:** Transports up to 9 SZ2 models

**Weapons stats:**

### Truck Driver

*Grunt squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	11

**Equipment:** M-13 Bolter Pistol

**Special Abilities:** Survival Training:1

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

**Weapons stats:**

### Truck Gunner

*Grunt squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	15	2	11

**Equipment:** M-13 Bolter Pistol

**Special Abilities:** Survival Training:1

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

**Weapons stats:**

### Minutemen

<fluff goes here>

### Minuteman

*Grunt squad trooper, required 4-8 models, mortal*

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

**Equipment:** M-22 Hunting Rifle

**Special Abilities:** Camouflage:2, Survival Training:1

**Special Rules:**

**Weapons stats:**

### Minuteman Leader

*Grunt squad leader, up to 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	7	3	1	4	4	16	2	17

**Equipment:** M-22 Hunting Rifle

**Special Abilities:** Camouflage:2, Survival Training:1

**Special Rules:**

**Weapons stats:**

## Poachers

<fluff goes here>

### Poacher

*Elite squad trooper, required 4-8 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	7	4	5	3	1	4	4	16	2	22

**Equipment:** M-22 Hunting Rifle

**Special Abilities:** Predator Senses:4, Infiltrate, Camouflage:2

**Special Rules:** Survival Training:2

**Weapons stats:**

### Old Poacher

*Elite squad specialist, optional up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	8	4	5	3	1	4	4	16	2	27

**Equipment:** M-22 Hunting Rifle

**Special Abilities:** Predator Senses:4, Infiltrate, Sniper, Camouflage:2

**Special Rules:** Survival Training:2

**Weapons stats:**

## Country Sheriff

<fluff goes here>

### Deputy

*Elite squad trooper, required 4-8 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	6	3	1	4	4	18	2	17

**Equipment:** M-50 Assault Rifle, Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Survival Training:1

**Special Rules:** -

**Weapons stats:**

### Sheriff

*Elite squad leader, required 1 model, mortal*

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

**Equipment:** M-50 Assault Rifle, Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Tactical Sense, Survival Training:1

**Special Rules:**

**Weapons stats:**

### Deputy LMG Specialist

*Elite squad specialist, up to 2 models, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	6	3	1	4	4	18	2	21

**Equipment:** M-606 LMG, Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Survival Training:1

**Special Rules:** -

**Weapons stats:**

### Deputy Elephant Gun Specialist

*Elite squad specialist, up to 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	4	6	3	1	4	4	18	2	25

**Equipment:** Deathlockdrum, Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Survival Training:1

**Special Rules:** -

**Weapons stats:**

### UH-1 Cheyenne

*Elite squad vehicle, optional 1 model, close-topped flying vehicle*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	0/6:4	20	5	

**Equipment:** -

**Special Abilities:** Impenetrability, Transport

**Special Rules:** Transports up to 12 SZ2 models

**Weapons stats:**

### Pilot

*Elite squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	5	3	1	4	4	18	2	13

**Equipment:** Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Survival Training:1

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

**Weapons stats:**

## Pegasus Patrol

<fluff goes here>

### Pegasus

*Elite squad vehicle, required 1-2 model, close-topped flying vehicle*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	2	-	0/5:1	18	2	

**Equipment:** Enhanced Sensor Array

**Special Abilities:** -

**Special Rules:** -

**Weapons stats:**

### Deputy

*Elite squad trooper, required 1 model per vehicle, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	7	3	1	4	4	18	2	13

**Equipment:** Jenson .45 "Widowmaker" Combat Revolver

**Special Abilities:** Survival Training:1

**Special Rules:** May leave the vehicle. Vehicle may not move until driver returns to it. Driver may drive and shoot his weapon in the same action.

**Weapons stats:**

Crop Duster

<fluff goes here>

Crop

Support vehicle, required 1 model, open-topped flying vehicle

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
-	-	-	-	-	4/1	-	0/6:6	18	2	

Equipment: Twin-Linked Modified M-43

Special Abilities: -

Special Rules: -

Weapons stats:

Farmer

Support squad trooper, required 1 model per vehicle, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
6	6	4	7	3	1	4	4	15	2	18

Equipment: M-9 "Bolter Classic" Handgun, Molotov Cocktail

Special Abilities: Survival Training:1

Special Rules: May leave the vehicle. Vehicle may not move until driver returns to it. May either use the vehicle's weapon or one of his own weapons while driving.

Weapons stats:

## Capitol Armory

## Nightstick

A military or police baton.

(concussive)

CC	PB	SR	MR	LR	ER	DM
+2	-	-	-	-	-	ST+2
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+3 (x2)
Special Rules						
-						

## Riot Shield

RC and CC attacks against the model with this shield have -1 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						
Can mount two optional load-outs						

## M-89 HMG

The M89 is a gatling-style heavy machine gun typically mounted on vehicles or on a tripod. Some particularly strong soldiers actually carry the M89 into battle, as it offers a high rate of fire, but not much in the way of accuracy when carried rather than braced.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-3	+3(x3)	+2(x2)	-1	-	-	14
Special Rules						
-						

## 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)

