

# Brotherhood Forces of War

## Inquisition Urban Forces

### Missionaries

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#### Inquisition Missionary

Grunt squad trooper, required 6-12 models, mortal

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

**Equipment:** Piranha Pistol, Dagger

**Special Abilities:** Resolve: 1

**Special Rules:** -

**Weapons stats:**

#### Mystic Apprentice

Grunt squad specialist, optional up to 1 model, mortal channeler

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

**Equipment:** Piranha Pistol, Dagger, Book of Faith, Power Stabiliser

**Special Abilities:** Channel, Resolve: 1

**Special Rules:** May choose one spell from the Art of Kinetics

**Weapons stats:**

### Troopers

<fluff goes here>

#### Inquisition Trooper

Grunt squad trooper, required 4-12 models, mortal

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

**Equipment:** MP-21 Nemesis Machine Pistol, Confessor Chainsword

**Special Abilities:** Resolve: 1

**Special Rules:** -

**Weapons stats:**

#### Inquisition Trooper Decurion

Grunt squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	8	3	1	6	4	18	2	

**Equipment:** HG-14 Hagulstrum Shotgun, Confessor Chainsword, Book of Faith

**Special Abilities:** Resolve: 1

**Special Rules:** -

**Weapons stats:**

#### Inquisition Trooper Grenadier

Grunt squad specialist, optional up to 2 models, mortal

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

**Equipment:** MP-21 Nemesis Machine Pistol Confessor Chainsword, GL-221 UBGL

**Special Abilities:** Resolve: 1

**Special Rules:** -

**Weapons stats:**

#### Inquisition Trooper Flamethrower Specialist

Grunt squad specialist, optional up to 2 models, mortal

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

**Equipment:** MP-21 Nemesis Machine Pistol Confessor Chainsword, F-214 Light Flamethrower

**Special Abilities:** Resolve: 1

**Special Rules:** -

**Weapons stats:**

Wetwork Training Team

<fluff goes here>

Mortificator Trainee

Elite squad trooper, required 2-4 models, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	8	7	3	1	5	3	20	2	

Equipment: MP-21 Nemesis Machine Pistol, Mortis Sword

Special Abilities: Shadow Walk, Enhanced Charge:1, Climb

Special Rules: -

Weapons stats:

Mortificator Instructor

Elite squad leader, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
10	8	8	9	3	2	6	3	20	2	

Equipment: MP-21 Nemesis Machine Pistol, Mortis Sword

Special Abilities: Shadow Walk, Enhanced Charge:1, Climb

Special Rules: -

Weapons stats:

Heavy Weapons Team

<fluff goes here>

Rocket Launcher Operator

Elite squad trooper, required 1-2 models, mortal

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

Equipment: Piranha Pistol, ARL-57 Retributor Rocket Launcher

Special Abilities: Tactical Sense

Special Rules: -

Weapons stats:

Asistant Gunner

Elite squad trooper, required 1 model per Rocket Launcher Operator, mortal

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

Equipment: AC-19 Volcano Assault Rifle

Special Abilities: -

Special Rules: -

Weapons stats:

Revisor

<fluff goes here>

Revisor

Individual trooper required 1 model, mortal channeler

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	9	8	9	3	2	5	4	16	2	

- Equipment:** Punisher Pistol, Dagger
- Special Abilities:** Reconnaissance Training, Keen Eyes, Channel
- Special Rules:** May choose one spell from the Art of Mentalism
- Weapons stats:**

Redemption Assassin

<fluff goes here>

Redemption Assassin

Individual trooper, required 1 model, mortal

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	11	12	10	3	2	4	3	20	2	

- Equipment:** Punisher Pistol, Power Stabiliser
- Special Abilities:** Channel, Dire: 1, Ambush
- Special Rules:** May choose one spell from the Art of Mentalism
- Weapons stats:**

## Mortificator Sniper

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### Mortificator Sniper

*Individual trooper, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	10	8	9	3	2	6	3	20	2	

**Equipment:** Mephisto Sniper Rifle, Mortis Sword

**Special Abilities:** Shadow Walk, Sniper, Climb

**Special Rules:** -

**Weapons stats:**

## Inquisitor

<fluff goes here>

### Inquisitor Apprentice

*Individual squad linked officer,, required 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
8	7	8	8	3	1	6	3	20	2	

**Equipment:** Punisher Pistol, Punisher Short Sword, Book of Law, Power Stabiliser

**Special Abilities:** Channel, Unit Commander

**Special Rules:** May command Inquisition Missionaries and Inquisition Troopers. May choose one spell from the Art of Kinetics or Art of Mentalism

**Weapons stats:**

### Inquisitor Minoris

*Individual general officer, required 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
9	8	10	10	3	2	6	3	20	2	

**Equipment:** Punisher Pistol, Punisher Short Sword, Book of Law, Power Stabiliser

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

**Special Rules:** May choose up to two spells from either the Art of Kinetics or Art of Mentalism (both must be from the same Art)

**Weapons stats:**

### Inquisitor Mediatoris

*Individual force commander, required 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	12	13	3	3	6	3	20	2	

**Equipment:** AC-40 Justifier LMG, Ripper Chain Bayonet, Book of Law, Power Stabiliser

**Special Abilities:** Dire:2, Division Commander, Channel

**Special Rules:** May choose up to three spells from the Art of Kinetics or Art of Mentalism (all must be from the same Art)

**Weapons stats:**

**Inquisitor in Battle Armor**

<fluff goes here>

**Inquisitor Mediatoris in Battle Armor**

*Support unit, required 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	10	12	13	3	3	6	3	22	3	

**Equipment:** AC-41 Heavy Machine Gun, Purifier Incinerator, Power Fist, Book of Law, Power Stabiliser

**Special Abilities:** Dire:3, Channel, Impenetrability

**Special Rules:** May choose up to three spells from the Art of Kinetics or Art of Mentalism (all must be from the same Art)

**Weapons stats:**

# Curia Urban Forces

## Missionaries

<fluff goes here>

### Curia Missionary

*Grunt squad trooper, required 6-12 models, mortal*

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

**Equipment:** Piranha Pistol

**Special Abilities:** Blessed

**Special Rules:** -

**Weapons stats:**

### Mystic Apprentice

*Grunt squad specialist, optional up to 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
									2	

**Equipment:** Piranha Pistol, Power Stabiliser, Book of Faith

**Special Abilities:** Channel, Blessed

**Special Rules:** -

**Weapons stats:** May choose up to one power from any Art

## Troopers

<fluff goes here>

### Curia Trooper

*Grunt squad trooper, required 4-12 models, mortal*

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

**Equipment:** HG-14 Hagulstrum Shotgun, Punisher Short Sword

**Special Abilities:** Blessed

**Special Rules:** -

**Weapons stats:**

### Curia Trooper Decurion

*Grunt squad leader, required 1 model, mortal channeler*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	6	8	3	1	4	4	18	2	

**Equipment:** HG-14 Hagulstrum Shotgun, Punisher Short Sword, Book of Faith

**Special Abilities:** Channel, Blessed

**Special Rules:** -

**Weapons stats:** May choose up to one power from the Art of Exorcism

### Curia Trooper Grenadier

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

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

**Equipment:** P-60 Punisher Pistol, Punisher Short Sword, AP Grenades

**Special Abilities:** Blessed

**Special Rules:** -

**Weapons stats:**

### Cathedral Guards

<fluff goes here>

#### Guard

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

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	6	7	3	1	4	4	18	2	

**Equipment:** Retributor Carbine, Punisher Short Sword

**Special Abilities:** Keen Eyes, Blessed

**Special Rules:** -

**Weapons stats:**

#### Guard Decurion

*Elite squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	8	6	9	3	1	4	4	18	2	

**Equipment:** Retributor Carbine, Punisher Short Sword

**Special Abilities:** Keen Eyes, Blessed, Tactical Sense

**Special Rules:** -

**Weapons stats:**

### Fury Elite Guards

<fluff goes here>

#### Fury Elite Guard

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

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	9	9	3	2	7	3	20	2	

**Equipment:** Defender Powersword, Protector Powershield, Punisher Pistol

**Special Abilities:** Group Assault, Blessed, Resolve: 4

**Special Rules:**

**Weapons stats:**

#### Fury Decurion

*Elite squad leader, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
12	9	9	9	3	2	7	3	20	2	

**Equipment:** Defender Powersword, Protector Powershield, Punisher Pistol

**Special Abilities:** Group Assault, Blessed, Resolve: 4

**Special Rules:**

**Weapons stats:**

Heavy Weapons Team

<fluff goes here>

Autocannon Operator

Elite squad trooper, required 1-2 models, mortal

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

Equipment: Piranha Pistol, Deathlockdrum

Special Abilities: Tactical Sense

Special Rules: -

Weapons stats:

Asistant Gunner

Elite squad trooper, required 1 model per Rocket Launcher Operator, mortal

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

Equipment: AC-19 Volcano Assault Rifle

Special Abilities: -

Special Rules: -

Weapons stats:

Mystic

<fluff goes here>

Mysticus Minoris

Individual trooper, required 1 model, mortal, channeler

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	9	10	3	1	4	3	20	2	

Equipment: Punisher Pistol, Power Stabiliser

Special Abilities: Channel

Special Rules: May choose up to one power from any Art

Weapons stats:

Mysticus Mediatoris

Individual General Officer, required 1 model, mortal, channeler

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	11	10	3	2	4	3	20	2	

Equipment: Punisher Pistol, Power Stabiliser, Book of Faith

Special Abilities: Channel, Division Commander, Tactical Sense

Special Rules: May choose up to two powers from any Art or combination of Arts

Weapons stats:

Mysticus Majoris

Individual Force Commander, required 1 model, mortal, channeler

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
7	7	13	12	3	3	4	3	20	2	

Equipment: Punisher Pistol, Power Stabiliser, Book of Faith

Special Abilities: Channel, Force Commander, Tactical Sense

Special Rules: May choose up to three powers from any Art or combination of Arts

Weapons stats:



**Executioner**

<fluff goes here>

**Executioner**

*Individual trooper, required 1 model, mortal*

CC	RC	PW	LD	AC	WD	ST	MV	AR	SZ	PC
11	8	8	9	3	2	7	3	20	2	

**Equipment:** Executioner Powershields, Power Stabiliser

**Special Abilities:** Resolve: 4, Killing Blow

**Special Rules:**

**Weapons stats:**

## The Art

The Art of Mentalism

The Art of Exorcism

The Art of Manipulation

The Art of Elements

The Art of Kinetics

The Art of Premonition

The Art of Changeling

# Brotherhood Armory

## Dagger

(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						
-						

## Mortis Sword

The Mortis swords are forged using the ancient smithing methods of Mishima's most skilled swordsmiths. Today, they are only used by the Mortificators and a few special units within the Mishima security service. They are extremely sharp, easy to handle, and easily concealable.

(slashing)

CC	PB	SR	MR	LR	ER	DM
+2	-	-	-	-	-	ST+5
Special Rules						
-						

## Defender Powersword

Defender Blades are more finely crafted and more intricately detailed versions of Avenger Blades, and are only found in the hands of the Furies Elite.

(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+5
Special Rules						
May sweep						

## Executioner Powershields

(slashing, radiant)

CC	PB	SR	MR	LR	ER	DM
+0(x2)	-	-	-	-	-	ST+3
Special Rules						
RC and CC attacks against the model with this shield have -1 penalty to hit. Not cumulative with cover.						

## Power Fist

(concussive)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+4
Special Rules						
AV-2						

## Confessor Chainsword

(rending)

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

## Ripper Chain Bayonet

(rending)

CC	PB	SR	MR	LR	ER	DM
+0	-	-	-	-	-	ST+2 (x2)
Special Rules						
May sweep						

## Piranha Pistol

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						
-						

## Punisher Pistol

The Punisher handgun is heavy hitting, and only particularly strong individuals can use it effectively. There are many variations in this weapon, since it is not manufactured exclusively by the Brotherhood. The Brotherhood, in an attempt to help the megacorporations fight the Dark Legion, made the designs available to all of the megacorporations at the time. As a result, just about every megacorporation has its own production of the weapon.

(ballistic)

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

### MP-21 Nemesis Machine Pistol,

This weapon is designed to be able to put a lot of lead into the air quickly, though it lacks accuracy and penetration. It is a standard weapon issued to Brotherhood Troopers, and is available in a number of variations. The standard Nemesis can be fitted with an under-the-barrel grenade launcher or a small flame-thrower. The Mortificators make use of a silenced version of the pistol for up-close-and-personal combat against lightly-armored targets.

(ballistic)

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

### AC-19 Volcano Assault Rifle

This is the standard weapon for Brotherhood troops. Due to the expense in manufacturing these weapons, they are not generally seen in use outside of the Brotherhood.

(ballistic)

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

### Mephisto Sniper Rifles

This weapon is the favored tool of the Mortificators, and is also manufactured for use by Cartel Doomtroopers. It is fairly simple in design, with few moving parts, but it has a powerful scope and an integral laser pointer. It is among the hardest hitting of any sniper rifle, with the longest effective range, and full-auto capability ... but it's also the most expensive and the heaviest of any corporate sniper rifle.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-4	-2	0	1	2	-1	15
Special Rules						
Can mount one optional load-out						

### HG-14 Hagulstrum Shotgun

Pump-fed shotgun, standard Bauhaus issue, used in large number by Brotherhood forces.

Firing Slug ammo

(ballistic)

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

### Retributor Carbine

This weapon is basically a cross between the Punisher handgun and the Volcano assault rifle, in the SMG class. A strong individual can fire it one-handed, and it's regularly used as a weapon of the Sacred Warriors and the Furies Elite, in combination with a sword.

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	2(x2)	1(x2)	0	-	-	10
Special Rules						
-						

### AC-40 Justifier LMG

(ballistic)

CC	PB	SR	MR	LR	ER	DM
0	3(x3)	2(x2)	-2	-	-	10
Special Rules						
-						

### AC-41 Heavy Machinegun

(ballistic, rending)

CC	PB	SR	MR	LR	ER	DM
-	3(x3)	2(x2)	-2	-	-	13
Special Rules						

### ARL-57 Retributor Rocket Launcher

Firing Anti-Tank ammo:

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	-	13(x2)
Special Rules						

Firing Anti-Personnel ammo:

(concussive)

CC	PB	SR	MR	LR	ER	DM
-	-	-3	-4	-5	-	10
Special Rules						
Small Explosion Template						

### 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						

**GL-221 UBGL**

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-	0	0	-	-	-	-
Special Rules						
ROF: once per turn. Support munitions only						

**F-214 Light Flamethrower**

(radiant)

CC	PB	SR	MR	LR	ER	DM
-	Small shotgun template					8
Special Rules						
Residual damage						

**Purifier Incinerator**

(radiant)

CC	PB	SR	MR	LR	ER	DM
-	Small shotgun template					9
Special Rules						
Residual damage						

**AP Grenades**

(ballistic)

CC	PB	SR	MR	LR	ER	DM
-	-2	-3	-	-	-	8
Special Rules						
-						

**Book of Law**

**Book of Faith**

**Power Stabiliser**

**Protector Powershield**

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