

ENFORCER



EARLY ACCESS

As the big words above state, Enforcer is still in Early Access. This means that it is playable, but not 100% finished. As you'll see when you go through the book, it is 99% rules and 1% lore (at least for now). We'll be changing that as time goes on, but we wanted to get the book out to you as possible so that you can start playing and enjoying this groovy game.

Everything you need to start playing Enforcer is in this book (except for the dice), and all the rules here work. During the Early Access phase, we'll be continuing with our own playtesting as well as listening to feedback from you about how to polish up the rules. We have a few "experimental" rules that may or may not see the light of day, and we will be testing those out in the near future. Nothing, however, will drastically change the Enforcer rules, so if you play it now and play it in a few years you will still recognise the rules.

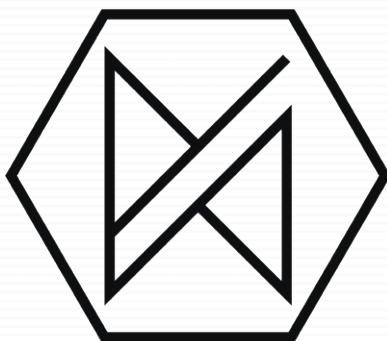
Other than polishing up the rules and adding in lore, a main purpose behind the Early Access phase of Enforcer is to fund the art. Art is expensive, and we want to pack this book full of it. Rather than gambling on the Kickstarter route, we wanted everyone who "backs" Enforcer to be 100% sure that they will have the game in their hands and it will be finished. So Early Access it is. Every dollar a customer spends on Enforcer is a dollar we will spend on art for the book.

By the end of the Early Access phase, what you'll have is polished up rules, all the lore you need to know what the world of Enforcer is like, and a metric boatload of art spread throughout the book. To top it all off, everyone who buys the Early Access version of Enforcer will get the finished digital version free of charge, and will be able to get the print version at cost price (the absolute cheapest we can make it).

If you're interested in giving us feedback on the rules, we have a short survey about it that you can find here: <https://forms.gle/jhDSAhctVBt8V9T39>

ENFORCER

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INTRO

THE END JUSTIFIES THE MEANS

Enforcer is a miniature based narrative-wargame, or a war-roleplaying-game. It takes the best of wargaming and RPGs to create an experience of the early skirmish era miniature RPGs. If you are familiar with the INQ2 style of games, then you'll be happy to know that Enforcer is designed to be compatible with nearly all INQ28 games.

Enforcer is as much about player skill as it is about character skill. Your characters and the dice will tell you if they succeed or fail at any given action, but it is about how you use your characters, about how you strategize and use your tactical skill that will determine if you win or lose any scenario.

TERRA 2289 A.D.

The course of human history changed forever when we discovered that hell was a real place. In 2089 A.D. an experiment designed to create artificial black holes ripped a hole in reality and opened the doorway to hell itself. Demons poured out into the heart of Europe, and across the world tens of thousands of people became possessed and tore further gateways into hell. It was the apocalypse, and for a brief moment it looked like the end of humanity.

However, we are still here, and that is because humanity prevailed. In our darkest hour, we marshalled our forces and pushed the demons back into hell, but it came at a cost. Most of mankind died in the Apocalypse War and the majority of the world's cities were reduced to rubble, ash and nuclear fallout. But in the darkness there was a ray of light.

Humanity rallied around two men: Pope Thaddeus

and a German General Markus von Richthofen, who soon became Emperor Markus I of the Holy Terran Empire. In the wake of the Apocalypse War, the War of European Reunification begun, to reform the old Union under a single government. Backed by the Roman Catholic Church, Markus was made Emperor and 7 years later ruled Europe.

He didn't stop there and soon World War 3 began. With the urging of Pope Thaddeus, the Catholic nations of the world eagerly joined the new world order, and the remains of the Anglosphere soon followed suit. The Emperor gave special dispensation to the Orthodox and Copts, and they too joined the Empire. The world was coming together, and the last pockets of resistance didn't stand a chance against the might of the whole world. The bloodiest battle was that for the city of Jerusalem, and once the city fell, the Emperor and Pope jointed decreed the start of the Holy Terran Empire.

Two centuries later and humanity has flourished as never before. 50 billion souls are packed cheek by jowl on earth and have colonised the solar system. Mars have been terraformed to house the hydroponic towers we need to feed earth, and Venus is a miner's paradise. The asteroid belt and moons of the giants have become military stations, scientific outposts, wealthy retreats and smuggling hideouts. We have even sent probes and flights outside our system to discover if the truth is indeed out there.

But not all is well in paradise. While a single

government and a single faith had made mankind prosper in this post-post-apocalyptic age, many chafe against this authoritarian rule. Crime is rife in the Empire, but that is to be expected when the solar system has nearly 100 billion people living in it. There is little difference between the military and policing forces in the Empire, and they do their best to keep the populace in line, but there simply isn't enough hours in the day to find and put down all the criminals in the solar system.

As bad as the crime rate is, it is the least of the Emperor's concerns. What troubles him and the rest of the wealthy Imperial citizens is the echoes of hell that has lingered after the Apocalypse War. Even after all the gateways to hell were shut, the inferno still found a way into our reality through our very souls. The demonic energy unleashed during the war opened up the psionic gifts in many humans, and those were gates that could never be shut. Psions are the Emperor's most deadly weapons, and the most fearsome threats to his rule.

Psions can do what no mortal should be capable of, and they can summon the demons back from hell to plague our lives. Unregistered Psions are hunted throughout the Empire as any single one of them can restart the Apocalypse War of two centuries ago. Their hunters were originally part of the Holy Inquisition, reformed from the Doctrine of the Faith after the Apocalypse War, but even the great Church lacked the ability to root out all the witches that tormented civilised society.

In stepped the Imperial Security Agency, tasked with policing treason and sedition in the Empire. The ISAgents found that, more often than not, treason and sedition walked hand in hand with heresy and witchcraft. The ISA and Inquisition's roles overlapped and blended more and more as the years rolled by, until the Imperial Senate decreed that the two would become one.

And so in 2189 A.D. the Faithful Companions of the Palace Guard were created. They are more commonly known as simply the Palace Guard, but the commoners of the Empire have a different name for them: the Emperor's Enforcers. They bow only to one man, the Emperor, and their entire lives revolve around hunting anyone who would be a threat to the Emperor and his Empire. Witches, heretics, traitors, rebels, anyone within the Empire falls under the Enforcer's purview, and they take grim pleasure in

Tl;dr Orange Boxes:

- » You'll find these throughout the book
- » They are condensed rules and tidbits
- » Great for quickly referencing the rules or remind yourself what the section is about

rooting out these dangers.

The Enforcers have no official authority over anyone else, but in turn no organisation has authority over them. The Enforcers go where they are needed, do what must be done, and then move on. Part investigator, part judge, and part assassin, the Enforcers are oftentimes the first and only defence against the ravages of hell.

WHAT YOU NEED TO PLAY

This rule book and some dice, first and foremost, but that's a given.

Enforcer is meant to be played with miniatures at the 28mm scale and it fits in with the INQ28 style of games. Customising, modifying and sculpting your own little figurine is at the core of the INQ28 hobby as you can express your character's individuality, and your own creative style through the models that you buy, change, create and paint.

However, not everyone has the tools and materials laying right at hand to get stuck into this side of the hobby, or feel they have the talents to pull it off well. Don't worry about it, there's nothing wrong with that. We encourage everyone to have a go at making and customising their own models, and you'll find a million and one tutorials and helpful guides on the internet; but while you have a go at that, you'll find some papercraft stand-in models at the end of this book that you can use in the meantime.

The papercraft tokens at the back of the book also work excellent for use as civilian models that you don't have time or energy to craft. You'll also find tokens for objective markers, Status effects, campaign-specific tokens, as well as templates for various weapons and explosives. You'll find instructions for everything you need to cut, fold and glue together.

And since this is a miniatures based game, you'll be in need of some terrain; again for the 28mm scale.

Look around at your hobby stores, online and offline, for where to get them; and check around the internet for tutorials and guides on how to make them. Papercraft terrain is quite popular, and you can find many different types online to download and print off. At the end of the book you can find some simple papercraft terrain that will get you going in Enforcer.

As this is a miniature RPG, distances are important, so get yourself a decent tape measure. We're rebel scum here, so no imperial measurements. Everything in this book will be in centimetres (cm), so make sure your tape measure is as well. If you refuse to renounce your imperial ways, then treat each 1cm as a ½ inch. It's not perfect, but it will get the job done.

Last, but not least, you'll need The Board. The Board isn't always a literal board (although it can be if you want to be), it just means the surface on which you'll be playing Enforcer. It can be a specifically designed board, a kitchen/dining table, the floor, whatever suits your purpose. To get a good game going, you'll need a minimum area of around 75cm by 75cm. Anything less, and the board will just be too crowded and the game will be over by round two. While 75cm² is the minimum you need, we would recommend a good solid 1m² so you can have a fair bit of room to work with and time to strategize about what you will do in each scenario.

When measuring any distances to or from a character, always measure from the character's base, rather than any point on the character himself. Similarly, if you are doing any vertical measurements, measure from the bottom of the character's base.

Wherever you find any fractions in Enforcers, such as when a stat or number is halved, always round that number down. Never round them up.

Tl;dr What you need:

- » **d100 dice**
- » **Metric tape-measure**
- » **28mm miniatures**
- » **A flat space to play**

GENERAL PRINCIPLES

Enforcer is a d100-roll-under game, and this means that whenever you need to roll some dice (called a Check) you roll a d100 and aim to roll below a given stat. Roll under and you succeed, roll over and you fail. Your GM will give you some bonuses and penalties that will change your stat for that specific roll, but the principle of rolling under remains the same.

Always bear in mind that any modifier (positive bonuses or negative penalties) are always applied to your character's stat, not to the roll. So if you get a -15 to your Check, your stat is reduced by 15 for that Check only.

There are no opposed or reaction rolls in Enforcer. If you roll to hit someone, they don't roll to dodge or block or whatnot. In some circumstances, the defender will provide a penalty to the the attacker's rolls, but in all cases: only the attacker ever rolls.



CHARACTERS

**DISTRUST EVERYONE,
FOR ANYONE CAN
BECOME A TRAITOR**

Characters in Enforcer are represented by three things: Stats, Equipment, and Perks. Equipment and Perks get their own sections later on, so this section will focus only on how to make a character and what the stats mean.

WHO ARE YOU

In Enforcer, you play as agent of an Enforcer, sent out to do the Emperor's and God's work. Enforcers rarely set foot on an active battlefield, so they have all found a team of men to do that for them. You are one of those agents. One day an Enforcer arrived at your doorstep, showed you the shield of the Emperor, and you were his. Maybe you are just in it for the fame and fortune, maybe you do it in the hopes of becoming an Enforcer yourself one day, or perhaps you truly believe that you are doing God's work in the world and making it a better place. Whatever the reason is, you know that one day this line of work will be the end of you.

So who is the Enforcer then, if you are just his agent? The GM, of course. He's the one that will be sending you out on missions and operations, the one that will be managing your resources, and the one that decides your fate.

CREATING A CHARACTER

Enforcer has no classes, but it does have a series of archetypes based on the types of agents commonly found in Enforcer teams. To create a character, simply choose an archetype and either roll for his stats as shown in that section, or just write down the default

stats for the archetype.

Each Archetype also comes with a default set of Equipment and one or two Perks. You can either take those Equipment and Perks as is, or you can replace them with ones you like instead. Next to the Equipment and Perks headings for each Archetype you will see a number. For Equipment, this is the number of Requisition Points he can spend on getting Equipment, and for Perks this is the number of Perks he can have. So if you want to customise your character, simply follow how many Perks the Archetype can have, and how much you can spend on Equipment.

PRIMARY STATS

- | | |
|------------------------|-------------------|
| » Health (HL) | » Will (WL) |
| » Weapon Skill (WS) | » Intellect (IT) |
| » Ballistic Skill (BS) | » Perception (PR) |
| » Dexterity (DX) | » Leadership (LD) |
| » Toughness (TN) | |

The primary stats are the most important parts of your character, as they form the basis for any dice roll in the game. As you go through the book, you'll find how to use each one of them in turn.

SECONDARY STATS

As the name implies, these stats don't form part of a character's main statline. Instead, they are either derived from the Primary Stats, or from other parts of the character.

CRITICAL CHANCE

Each of the Primary Stats has a Critical Chance percentage. At character creation this is 10% for all stats, but as you play the game you will be able to increase this percentage with XP or Perks.

With any stat Check, you can get a Critical Success if you succeed on the Check and also roll below your Critical Chance. So if you have a critical chance of 20%, rolling 20 or below means you got a Critical Success.

In most cases, getting a Critical Success means that whatever you were doing, you did it twice as good. For example: if you were rolling a Ballistic Skill Check to hit someone with your firearm, rolling a Critical Success means you did double damage; if you rolled a Health Check to heal someone, rolling a Critical Success means you healed them for twice as much.

MOVEMENT SPEED

This shows how far your character can travel in a single Action. It is measured in centimetres and is equal to double the first digit of your character's Dexterity stat. So if your character has a Dexterity of 50, he can travel 10cm in a single Action.

HEALTH POINTS (HP)

How much damage your character can take before they suffer injuries and die. Your character's HP is the first digit of your Health stat. So if your character has 40 Health, then he has 4 HP.

ARMOUR POINTS (AP)

How much protection your armour gives you. This is the only Secondary Stat not based on the character himself, but on his Equipment. Each piece of armour has an AP rating that says how much AP it gives your character. AP is important as any damage you take will first be taken off AP and only when that is all gone will damage be taken off your HP.

ENCUMBRANCE

A character can only carry as many pieces of equipment (including weapons and armour) as the first digit of his Toughness stat. Keep this in mind when you are

Tldr Characters:

- » 9 Primary stats that are used for Checks and rolling dice
- » 6 Secondary stats that give extra information about the character
- » 8 types of Archetypes to choose from
- » All Archetypes come with stats, Perks and Equipment already sorted

creating your character that you don't overfill him, and remember it in a scenario, as you don't want to get stuck with too many items.

REQUISITION

Not quite a stat, but still a valuable piece of info to know. All Archetypes have a REQ trait. This is its Requisition Cost and shows how many Requisition Points you need to spend to acquire him. Requisition Points are obtained and spent in between scenarios, and is covered fully in the Advancement Section.

By default, each Archetype has a REQ trait of 50. You can increase all stats of an Archetype you recruit by 5 levels, but this will cost you an additional 10 Requisition Point. So if you want to recruit a character with 15 extra levels, it will cost you a total of 80 Requisition Points.

However, next to each Archetype's Equipment heading, you will see a number. This is the number of REQ Points that they themselves can spend on Equipment. So if you want a character that comes with their own equipment, you will need to spend half their REQ Points (rounded up) to get that character (+10 for raising their stats if you want) and all their REQ Points. Essentially, you're getting their Equipment for half price.

For example, if you want to get an Apprentice Enforcer with all Equipment, and you want to boost his stats by 5, it will cost you 80 REQ points.

The equipment shown on the following pages are merely examples of equipment you *can* select, not what *must* be selected. If you want to make a character quickly, you can just take what is already listed. If not, you can use that character's REQ points to purchase custom equipment.

THE ENFORCERS

	HL	WS	BS	DX	TN	WL	IT	PR	LD
APPRENTICE	45	55	60	45	50	65	65	40	70
	30+3d10	40+3d10	45+3d10	30+3d10	35+3d10	50+3d10	50+3d10	25+3d10	55+3d10
MENTOR	60	45	40	50	45	65	65	70	55
	45+3d10	30+3d10	25+3d10	35+3d10	30+3d10	50+3d10	50+3d10	55+3d10	40+3d10
ROGUE	65	65	50	55	70	40	45	60	45
	50+3d10	50+3d10	35+3d10	40+3d10	55+3d10	25+3d10	30+3d10	45+3d10	30+3d10

APPRENTICE

Before an apprentice can oversee his own team from the comfort of his base, he needs to learn and appreciate what it takes to survive out in the field. Every Enforcer must spend five years as an Apprentice, working alongside the other team members, before they are given their own team. It teaches them patience, perseverance, and for the few that survive: wisdom that will carry them for the rest of their days.

EQUIPMENT: 40

- » Rifle (laser)
- » Sword (Shock)
- » Enforcer Gear
- » Electro Shield
- » Thermal Goggles

PERKS: 2

- » Natural Leader
- » Pre-Prepared

MENTOR

There comes a time for all of us when the spirit remains willing, but the flesh becomes to weak. For Enforcers this marks a change in their career. Retirement is not an option, and many are too proud to die behind a desk, so they once again set foot on the battlefield. They become Mentors of other Enforcers' teams, lending advice and a strong will to the next generation as they fight the good fight. They do this with one hope: that they will die doing what they love.

EQUIPMENT: 30

- » Rifle (laser)
- » Sanctified Armour
- » Ion Shield
- » Electro Shield

PERKS: 3

- » Counsel
- » Natural Leader
- » Pre-Prepared

ROGUE

Not every Apprentice becomes an Enforcer in his own right. The overwhelming majority of them die, but even among the survivors, not all are chosen to carry the torch. For those deemed deficient in mind or morals, there is a third option: going rogue. Some become vigilantes, doing the Emperor's work even without his edict, while others become mercenaries or even outlaws. Sooner or later, many catch the eye of another Enforcer who needs some extra muscle on his team from someone who knows how the game is played.

EQUIPMENT: 35

- » SMG (Kinetic)
- » Baton (Burning)
- » Dagger (Shock)
- » Enforcer Gear
- » Climbing Gear
- » Relic
- » Smoke Grenade

PERKS: 1

- » Pre-Prepared
- » Melee Shot

DECIMUS THE APPRENTICE

	HL	WS	BS	DX	TN	WL	IT	PR	LD
DECIMUS	47	51	59	46	49	66	68	44	64

BACKGROUND

Decimus comes from a long line of Enforcers, and for other Apprentices, this would be a point of pride, but not for Decimus. His great-grand father assassinated an Imperial Governor, his grandfather was executed as a rebel, and his father Markus is now possessed by a demon and walks the earth chained by the will of Decimus's master: the Enforcer Melchior.

Many say Decimus is cursed, and he can't blame them. He has inherited a lot of sin to repent for, and his every waking moment is spent trying to prove that there is no affliction in his bloodline, and that he isn't bound to repeat the sins of his ancestors.

He has spent four years as an Apprentice to Melchior, and the time for him to strike out on his own draws near. Melchior has said that he "shows promise", but Decimus isn't certain what he is "promised" for. His father showed promise, and now look at him. But Decimus can't stay an Apprentice forever. Sooner or later, he must accept the destiny laid out for him.

EQUIPMENT

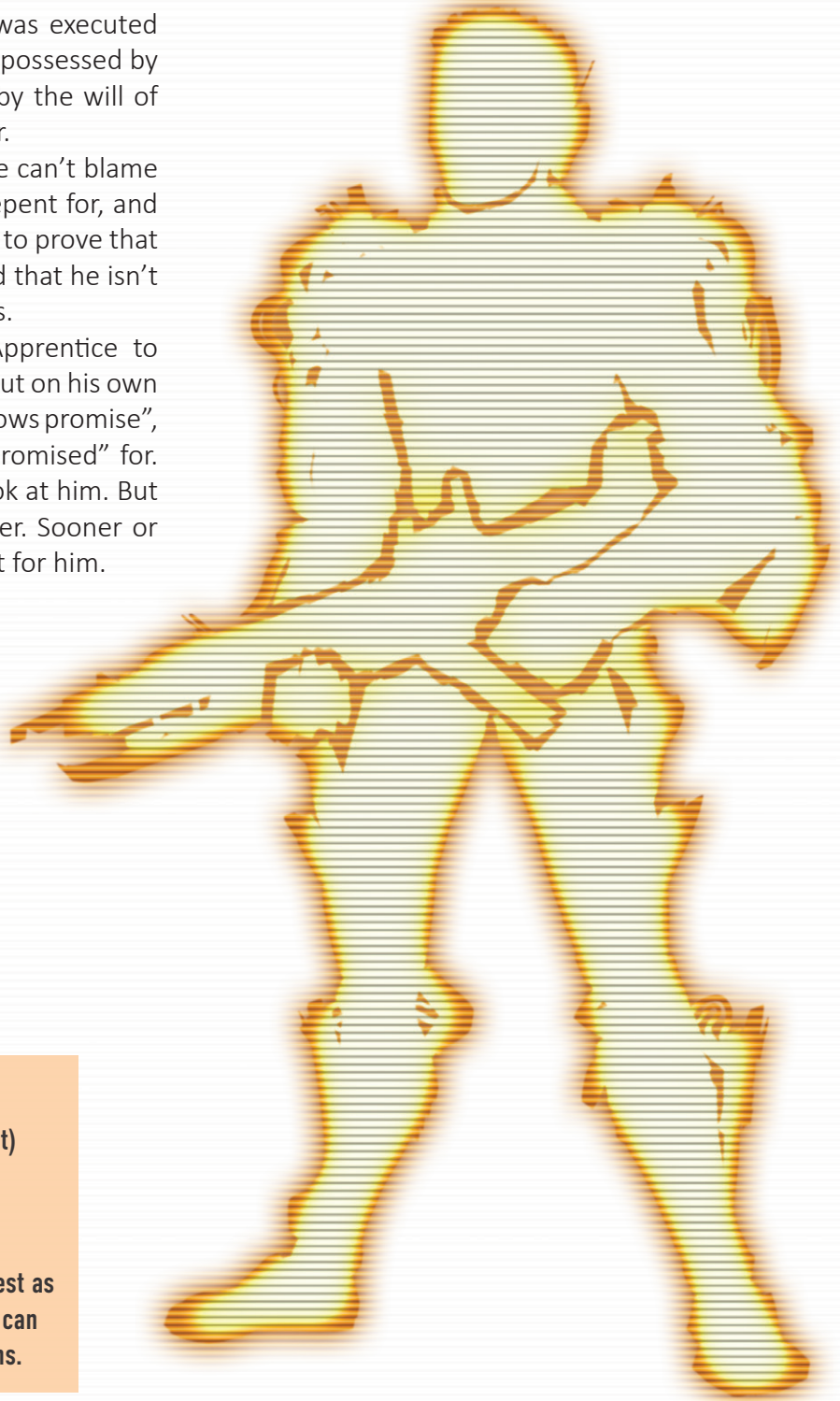
- » Hero Exosuit
- » Rifle (Laser)
- » Bio-Scanner
- » Relic

PERKS

- » Natural Leader
- » Pre-Prepared

Decimus Quick Look:

- » **Movement:** 8cm (6cm with Herosuit)
- » **Health Points (HP):** 4
- » **Armour Points (AP):** 6
- » **Encumbrance:** 4 (5 with Herosuit)
- » **Notes:** Keep Decimus behind the rest as his Natural Leader Perk means he can give other characters better actions.



THE SCHOLARS

	HL	WS	BS	DX	TN	WL	IT	PR	LD
ENGINEER	55	45	60	45	65	40	70	65	50
	40+3d10	30+3d10	45+3d10	30+3d10	50+3d10	25+3d10	55+3d10	50+3d10	35+3d10
DOCTOR	70	50	40	65	55	45	60	45	65
	55+3d10	35+3d10	25+3d10	50+3d10	40+3d10	30+3d10	45+3d10	30+3d10	50+3d10
PSI-OPERATIVE	35	25	55	35	45	85	75	65	75
	20+3d10	10+3d10	40+3d10	20+3d10	30+3d10	70+3d10	60+3d10	50+3d10	60+3d10

ENGINEER

An Enforcer's armoury is not just a mark of pride and wealth, but a necessity for carrying out the Emperor's work. Someone needs to make sure all of the gear is kept in good working order, and so you will almost always find an engineer drafted into an Enforcer's team. Spend enough time around such a team and you will pick up some fighting skills, and so the engineer can be put into the field, where his mechanical skills can be used where they are needed most.

EQUIPMENT: 30

- » Grenade Launcher
- » Kevlar Vest
- » Incendiary Grenade
- » Frag Grenade
- » EMP Grenade (Perk)
- » Frag Grenade
- » Toolkit

PERKS: 2

- » Grenadier
- » Tactician

DOCTOR

Everyone who works for an Enforcer knows that (willingly or not) they will die for him and the Empire. There is no retirement or happy-ever-after waiting for them. Just one battle after the next until they fall. The Enforcers know this too, and more than that, they know how expensive a good soldier can be. Better to keep the ones they have alive than go looking for new recruits.

EQUIPMENT: 25

- » Pistol (Laser)

- » Bio-Scanner
- » Medkit
- » Medkit
- » Medkit
- » Medkit (Perk)

PERKS: 3

- » Medic
- » Physician
- » Tactician

PSI-OPERATIVE

The most trusted, suspected, loved and hated of an Enforcer's team, and for all the right reasons. A psion can turn the tide of any battle, or he can accidentally kill the entire team (and everyone within a kilometre) if he makes a mistake. Working with a psion is like working with an armed bomb that can go off any moment. Psi-Operatives put people on edge, but their track records speak for themselves.

EQUIPMENT: 30

- » Psi-Skin
- » Psi-Hood
- » Psi-Blocker
- » Electro Shield

PERKS: 3

- » Psion
- » Mortify
- » Tactician

AMADEUS THE PSI-OPERATIVE

	HL	WS	BS	DX	TN	WL	IT	PR	LD
AMADEUS	42	33	58	44	49	90	72	66	82

BACKGROUND

Amadeus is the quintessential Psi-Operative, the poster boy for what the Imperial Psionic Institute (I.P.I.) can do for the Empire and humanity. So why then is he working for a nearly destitute, fringe Enforcer? Because the only thing Amadeus hates more than himself is the I.P.I., and spite is a powerful motivator.

Amadeus doesn't know his real name or who his parents were. He was discovered to have psionic potential at birth and was taken by the I.P.I. to be raised and tutored to properly wield his powers. He had no real childhood. Instead he had one lesson after the next, paused only for electro-shock therapy, and "physical conditioning". 20 years later and Amadeus' psionic powers wouldn't hurt a fly, but he had had more than enough. So he left and looked for anyone who would take him in. Melchior knew a prize when he saw one and didn't hesitate.

EQUIPMENT

- » Psi-Hood
- » Psi-Skin
- » Psi-Blocker
- » SMG (Laser)

PSIONIC POWERS

- » Inspire
- » Enchant
- » Mindsend

PERKS

- » Psion
- » Counsel
- » Devout
- » Tactician

Amadeus Quick Look:

- » **Movement:** 8cm
- » **Health Points (HP):** 4
- » **Armour Points (AP):** 2
- » **Encumbrance:** 4
- » **Notes:** Amadeus is a support character, able to help other characters out, so don't put him in the line of fire.



THE FAITHFUL

	HL	WS	BS	DX	TN	WL	IT	PR	LD
FANATIC	50	40	45	65	60	70	65	55	45
	35+3d10	25+3d10	30+3d10	50+3d10	45+3d10	55+3d10	50+3d10	40+3d10	30+3d10
PRIEST	25	35	45	55	35	75	75	65	85
	10+3d10	20+3d10	30+3d10	40+3d10	20+3d10	60+3d10	60+3d10	50+3d10	70+3d10
CRUSADER	55	65	70	45	60	65	50	40	45
	40+3d10	50+3d10	55+3d10	30+3d10	45+3d10	50+3d10	35+3d10	25+3d10	30+3d10

FANATIC

Faith is the greatest armour we have against the evils of this world, but many in the Empire have forgotten this. To find a truly devout man is finding a diamond in the rough, and any Enforcer would be lucky to have one. Their loyalty does not need to be tested, and their trust will last until the grave. When anyone in the Empire can be a traitor or a heretic, it is good to know that at least one man in your team can always be trusted.

EQUIPMENT: 30

- » Flamethrower
- » Incendiary grenade
- » Incendiary grenade
- » Incendiary grenade
- » Incendiary grenade
- » Incendiary grenade

PERKS: 3

- » Devout
- » Prayer
- » Frenzy

PRIEST

Enforcers live to safeguard the Church and her flock, but sometimes they too need the protection of the Holy Mother. Rome often send ordained priests to work with Enforcers, knowing that the investment is worth it. Not only do the priests serve as a rock for the team's faith, but their knowledge of the rites of Exorcism means that the priest become a valuable tool out in the field, where every possessed and demon fears the name of Christ.

EQUIPMENT: 30

- » Medkit

- » Baton
- » Relic

PERKS: 4

- » Enchanter
- » Exorcist
- » Prayer
- » Charm

CRUSADER

It's been more than a thousand years since a Pope has called for a crusade to take the Holy Lands, but with the increase of demonic activity across the Empire, Pope Alexander IX issued a papal bull declaring a crusade against the witches and demonic practitioners of the Empire. The bull famously stated "a crusader's entry into heaven is assured". Those without hope in the world flocked to the Church, hoping that salvation in the next world would be better than their living hell. The Enforcers know how to use this sentiment, and are never in short supply of men willing to kill and die for them.

EQUIPMENT: 30

- » EMP Grenade
- » Hammer (Shock)
- » Riot Shield
- » Revolver
- » Relic
- » Sanctified Armour

PERKS: 2

- » Prayer
- » Opportunity Attack

CIBRAN THE CRUSADER

	HL	WS	BS	DX	TN	WL	IT	PR	LD
CIBRAN	58	58	72	49	59	73	46	38	51

BACKGROUND

The priests always say “Killing a heretic is not a sin.” True though it may be, most accept it for the propaganda that it is. Some, however, take it to heart. Cibran is one of those few that truly believe in that phrase. Luckily for him, Imperial Law is on his side, and none of the men and women he has ever killed have been found to be innocent of heresy.

Cibran is a born killer and the Church would be happy to have them. Too bad for them that Melchior got there first, only to be almost killed by the man he came to recruit. Consorting with demons is heresy, the Church says, and Melchior has his own pet Possessed. The path forward seemed clear for Cibran, and it took every bit of Melchior’s negotiating skills to stop Cibran killing him.

Instead, Cibran is now Markus’ keeper and guard-dog. Should Markus step out of line, Cibran will be there to kill him, and in the meantime, Melchior has more than enough heretics on his list to sate Cibran’s taste for blood.

EQUIPMENT

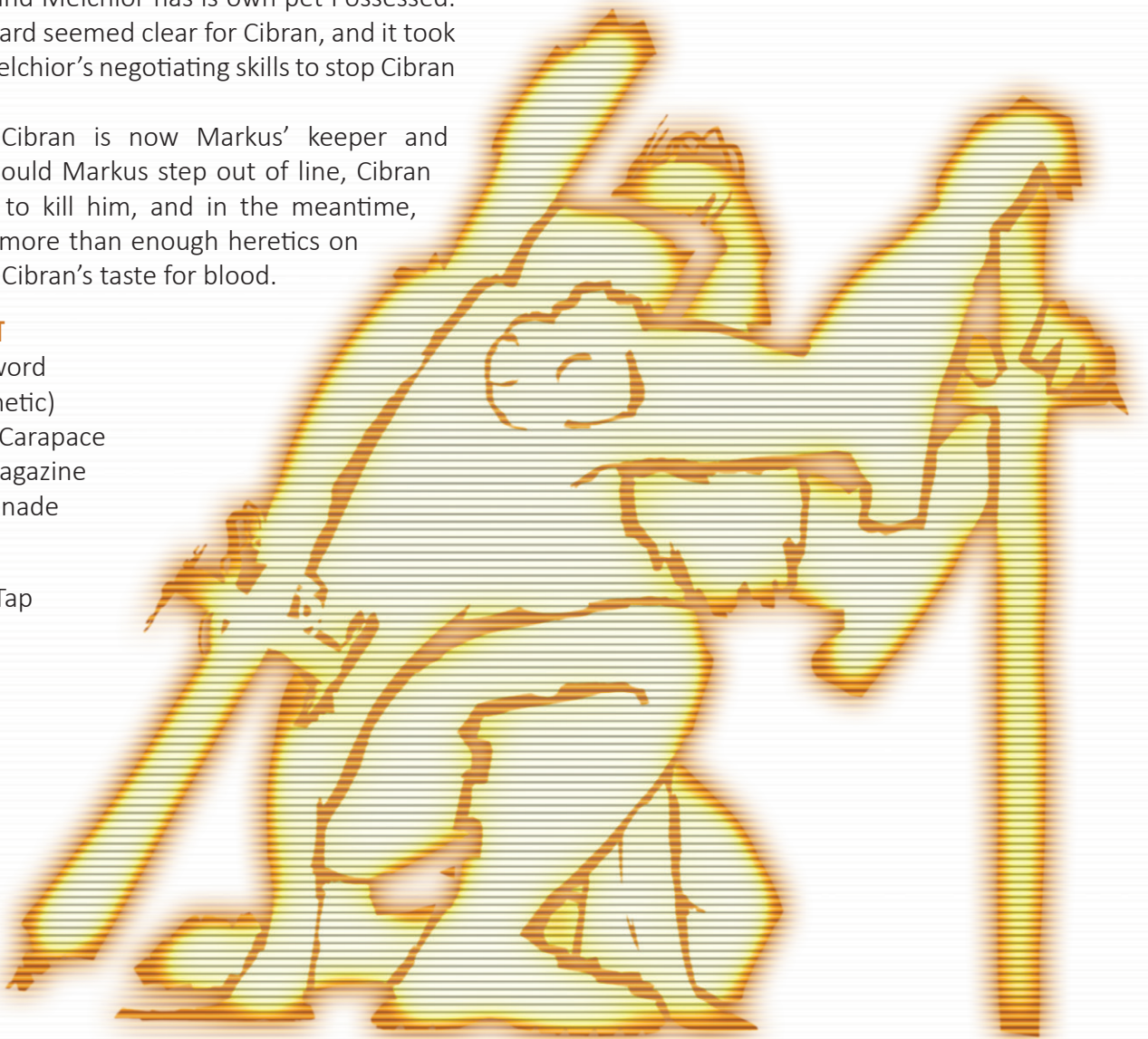
- » Great Sword
- » Rifle (Kinetic)
- » Military Carapace
- » Spare Magazine
- » Frag Grenade

PERKS

- » Double Tap
- » Prayer

Cibran Quick Look:

- » **Movement:** 8cm
- » **Health Points (HP):** 5
- » **Armour Points (AP):** 4
- » **Encumbrance:** 5
- » **Notes:** Cibran is a tank and a damage dealer. Keep him covered, but let him get into the action where he works best.



THE WARRIORS

	HL	WS	BS	DX	TN	WL	IT	PR	LD
SOLDIER	65	65	70	45	50	40	45	60	55
	50+3d10	50+3d10	55+3d10	30+3d10	35+3d10	25+3d10	30+3d10	45+3d10	40+3d10
SNIPER	55	25	85	65	35	75	45	75	35
	40+3d10	10+3d10	70+3d10	50+3d10	20+3d10	60+3d10	30+3d10	60+3d10	20+3d10
COMBAT MEDIC	65	45	70	60	55	40	45	50	65
	50+3d10	30+3d10	55+3d10	45+3d10	40+3d10	25+3d10	30+3d10	35+3d10	50+3d10

SOLDIER

Technically speaking, there hasn't been a war since humanity was unified under one Empire, but this isn't the truth. Renegades, rebels, and breakaway states are common, and as soon as one traitorous "army" is put down, another springs up in its place. A soldier's life is never dull, and these brave men are tried and tested every day. What better men are there then for an Enforcer's team?

EQUIPMENT: 35

- » Machine Gun (Laser)
- » Military Carapace
- » Respirator
- » Pistol (Laser)
- » Frag Grenade

PERKS: 2

- » Dancing Shot
- » Run and Gun

SNIPER

Urban combat is the name of the game for Enforcer teams. It is here where a lone shooter, hidden among the buildings and their many windows can turn the tide of any battle. It is a cold and calculated tactic, but it gets results. The best snipers are as cold as their tactics, moving from one Enforcer to get better pay.

EQUIPMENT: 25

- » Long rifle (Laser)
- » Pistol (Laser)
- » Climbing Gear

PERKS: 3

- » High Ground
- » Headshot
- » Dancing Shot

COMBAT MEDIC

What's better than a man that can heal you? A man that can heal you *and* kill your enemies at the same time. A doctor is a luxury many Enforcer's cannot afford, so they must do with medics requisitioned from the Imperial Armed Forces. Time and again a firearm and a well placed shot is as good as a physician's touch.

EQUIPMENT: 30

- » Rifle (Laser)
- » Military Carapace
- » Smoke Grenade
- » Medkit
- » Medkit

PERKS: 1

- » Dancing Shot
- » Dash
- » Lightfoot

ONLY THE INSANE SURVIVE

MAGNI THE COMBAT MEDIC

	HL	WS	BS	DX	TN	WL	IT	PR	LD
MAGNI	68	43	74	59	58	36	46	51	76

BACKGROUND

An Enforcer can never have enough weapons, nor enough skill-full hands to wield them. Having a soldier on the team who knows how to patch up a wounded comrade is just the bonus that Melchior wanted.

Magni is a disgraced soldier, dishonourably discharged from the Imperial Marines for daring to question orders. The motto of all the Imperial armed forces is “Obedience. Duty. Faith.” and Magni fell short at the first word. The order he questioned got his entire squad killed, and the blame fell squarely on his shoulders, but he wasn’t unemployed for long.

Working for an Enforcer means taking the initiative, being creative in executing orders, and being able to think for yourself in difficult situations. Questioning a bad order saves lives, and when

Magni Quick Look:

- » Movement: 10
- » Health Points (HP): 6
- » Armour Points (AP): 4
- » Encumbrance: 5
- » Notes: Magni is a support-gunner. Keep him in reserve to cover other characters. Suppressive fire and smoke grenades will keep your other characters alive

Melchior heard of Magni’s exit from the I.M. Corps he was right there to offer him a job.

It’s not the career that Magni wanted, but he takes comfort in the fact that he still does good in the world, and that he is still serving his Emperor.

EQUIPMENT

- » Military Carapace
- » Machine Gun (Kinetic)
- » Medkit
- » Respirator
- » Smoke Grenade

PERKS

- » Dancing Shot
- » Deadeye
- » Armour Specialist

THE OUTCASTS

	HL	WS	BS	DX	TN	WL	IT	PR	LD
OUTLAW	60	45	70	65	65	40	55	45	50
	45+3d10	30+3d10	55+3d10	50+3d10	50+3d10	25+3d10	40+3d10	30+3d10	35+3d10
SMUGGLER	50	60	65	45	40	45	65	55	70
	35+3d10	45+3d10	50+3d10	30+3d10	25+3d10	30+3d10	50+3d10	40+3d10	55+3d10
ASSASSIN	35	75	55	75	35	85	45	65	25
	20+3d10	60+3d10	40+3d10	60+3d10	20+3d10	70+3d10	30+3d10	50+3d10	10+3d10

OUTLAW

Enforcers are immune from many laws in the Empire, otherwise they wouldn't be able to do their work as effectively, and one of these laws are associating with criminals. Not only do these outlaws provide valuable information on what goes on in the underbelly of society, but their low moral standard means they will do things that most upstanding Christians won't. The promise of a pardon is always a good incentive as well.

EQUIPMENT: 35

- » Pistol (Laser)
- » SMG (Kinetic)
- » Rifle (Laser)
- » Knuckle Duster (Shock)
- » Smoke Grenade
- » Flashbang

PERKS: 2

- » Double Tap
- » Mug

SMUGGLER

While an Enforcer is immune from many laws, the people they work with aren't. Getting the supplies and equipment they need thus can become a thorny issue. Having a smuggler on call becomes a routine thing among Enforcers, and having on directly on the team is a worthwhile investment. Not only is it more manpower and meat for the grinder, but it means an Enforcer can get what he wants, when he wants.

EQUIPMENT: 35

- » Spider Armour
- » Rifle (Kinetic)
- » Pistol (Laser)
- » Thermal Goggles

PERKS: 3

- » Mug
- » Dodge
- » Stalwart

ASSASSIN

The punishment for heresy and witchcraft is death, and as that is most of an Enforcer's job, they are dealers of death. So what better man to recruit to the team than someone who is as acquainted with death as a mother to her child. Some assassins come to Enforcers out of loyalty to the Emperor, some out of fear of God, but most come for nothing more than the promise of endless death.

EQUIPMENT: 30

- » Sword (Burning)
- » Hammer (Shock)
- » Climbing Gear

PERKS: 4

- » Catfall
- » Mug
- » Dual Wield
- » Sneak Attack

ALEPH THE ASSASSIN

	HL	WS	BS	DX	TN	WL	IT	PR	LD
ALEPH	32	79	49	75	33	78	53	72	25

BACKGROUND

Precious little is known about Aleph, as she refuses to speak outside of a mission, and even then she only says the bare minimum that is required. Melchior's men have also learned to leave well enough alone, as the last man to touch her without permission lived only long enough to regret that mistake.

Melchior himself refuses to divulge any information about Aleph, and Amadeus's mental conditioning won't allow him to go digging into someone else's head without asking, so the group has turned the demon for answers, but even Markus is loathe to say anything.

Markus knows who Aleph really is, and Aleph knows that Markus knows, as Markus frequently reminds her of that fact. But all Markus has told the rest is that Aleph has a "purpose", that "fate has something in store for our dear princess". What this could be, no one else knows, but for now they take comfort in the fact that no one is better than Aleph at slitting throats.

EQUIPMENT

- » Sword (Burning)
- » Hammer (Shock)
- » Spider Armour

PERKS

- » Dodge
- » Concealment
- » Dual Wield
- » Mugging

Aleph Quick Look:

- » **Movement:** 14
- » **Health Points (HP):** 3
- » **Armour Points (AP):** 2
- » **Encumbrance:** 3
- » **Notes:** Aleph is very fragile, but quick and lethal. Get her to the enemy as quickly as possible before she gets killed.



THE LAW

	HL	WS	BS	DX	TN	WL	IT	PR	LD
SWAT OFFICER	45	60	65	45	40	55	50	65	70
	30+3d10	45+3d10	50+3d10	30+3d10	25+3d10	40+3d10	35+3d10	50+3d10	55+3d10
RIOT OFFICER	55	85	25	65	75	35	45	35	75
	40+3d10	70+3d10	10+3d10	50+3d10	60+3d10	20+3d10	30+3d10	20+3d10	60+3d10
NEGOTIATOR	55	45	65	70	60	40	45	50	65
	40+3d10	30+3d10	50+3d10	55+3d10	45+3d10	25+3d10	30+3d10	35+3d10	50+3d10

SWAT OFFICER

The Enforcers are the ultimate embodiment of the law, so it is no surprise that there is a close relationship between them and law enforcement. While Enforcers' work may be secret to the public, the police know well what they are up to, as they often have to clean up the mess or act as backup. For many cops, it becomes a natural progression of their careers then to move from the police up to an Enforcer's Team.

EQUIPMENT: 35

- » Machine Gun (Kinetic)
- » Hero Exosuit
- » Psi-Blocker
- » Cuffs

PERKS: 4

- » Freeze!
- » Reaction Shot

RIOT OFFICER

Investigative work is all well and good, but having an expert in urban combat and crowd control on the team is a gift from the Almighty. Riot Officers are frequently the ones battling heretics and rebel militia well before Enforcers get to the field. Their serves do not go unrewarded as many Riot Officers move up to witchhunters upon impressing an Enforcer.

EQUIPMENT: 35

- » Pistol (Kinetic)
- » Shotgun
- » Baton (Shock)
- » Riot Shield
- » Spare Magazine (Shotgun)
- » Flashbang Grenade
- » Riot Police Gear

PERKS: 2

- » Freeze!
- » Formation

NEGOTIATOR

A common belief about Enforcers is that they are nothing more than state sanctioned killers (hence their epithet), but this isn't always true. If the criminals they hunt are not immediately deserving of death, then the Enforcers will try to bring the situation to a peaceful end. After all, it is as much to their benefit as to their prey. But if a fight is going to happen, the Enforcer's negotiator better be up to the job of putting a man in the ground.

EQUIPMENT: 30

- » SMG (Laser)
- » Pistol (Kinetic)
- » Ion Shield
- » Cuffs
- » Electro Shield
- » Psi-Blocker

PERKS: 3

- » Spotter
- » Charm
- » Freeze!

THE BLOOD OF MARTYRS IS THE
LIFEBLOOD OF THE EMPIRE

ELIJAH THE SWAT OFFICER

	HL	WS	BS	DX	TN	WL	IT	PR	LD
ELIJAH	45	67	69	51	32	62	50	73	65

BACKGROUND

Elijah was a corrupt cop, plain and simple, but he always claims that is corruption was at an “acceptable level”. After all, he didn’t take what was meant for others, he merely skimmed off the top, took the leftovers, filled up his coffers after everyone else had.

He was an informant for many crime organisations, and told them when and where the police would raid. Sure, the cops didn’t always get there man, but Elijah knew that these organisations often kept their own neighbourhoods safe from other criminals, and that was work the cops didn’t need to do.

Bribes, blackmails, extortions, Elijah did the lot, but it was all “for the greater good” he claimed. Of course he was found out and was due to be set in front of the firing squad. His only saving grace was that, ironically enough, he was really good at his job. Tactical urban combat came as naturally to him as corruption did, and before he could get his just desserts, Melchior rescued him. Now he works off his debt to the Enforcer in the best way he can, by killing his enemies.

EQUIPMENT

- » Machine Gun (Laser)
- » Olympian Exosuit
- » Tear Gas

PERKS

- » Uberwatch
- » Freeze!

Elijah Quick Look:

- » **Movement:** 10cm (8cm with Exosuit)
- » **Health Points (HP):** 4
- » **Armour Points (AP):** 8
- » **Encumbrance:** 3 (4 with Exosuit)
- » **Notes:** Elijah shoots well, so let him do it. Set up him on a good spot and let him take care of business.

THE UNFORTUNATES

	HL	WS	BS	DX	TN	WL	IT	PR	LD
MUTANT	75	85	25	35	75	35	45	65	55
	d100	d100	d100	d100	d100	d100	d100	d100	d100
ADDICT	55	65	85	75	75	35	35	45	25
	d100	d100+10	d100+30	d100+20	d100+20	d100-20	d100-20	d100-10	d100-30
PENITENT	35	35	65	55	25	85	75	45	75
	d100-20	d100-20	d100+10	d100	d100-30	d100+30	d100+20	d100-10	d100+20

MUTANT

Humanity has wreaked havoc on the solar system, the environment, and even ourselves. Add in psionic interference and demonic activity, and it should come as no surprise that mutations in our genocode is arising at a pace never seen before. Mutants are shunned from society, as they should be, but they not without their use. Enforcers find those mutants with the most combat applicable mutations to be a handy asset on their teams.

EQUIPMENT: 25

- » Toxic Mutations (Counts as Hazmat)
- » Great Axe
- » Baton
- » Poison Grenade
- » Incendiary Grenade
- » Revolver
- » Frag Grenade

PERKS: 3

- » Mobbing
- » Riposte
- » Second Wind

ADDICT

An Enforcer must fund his team out of his own pocket, without help from the Empire. Sometimes this means cutting corners, and other times it means recruiting men who you don't have to pay, at least not with money. There is more than enough narcotics in the Empire to have its own legions of addicts, and they are cheap fodder for an Enforcer's team.

EQUIPMENT: 30

- » Rifle (Kinetic)
- » Spare Magazine

- » Poison Grenade
- » Poison Grenade
- » Frag Grenade
- » Frag Grenade
- » Incendiary Grenade

PERKS: 4

- » Mobbing
- » Demolitionist
- » Drug Receptive
- » Chem Treatments

PENITENT

Heretics deserve death, but the Church is merciful. Sometimes these sinner are spared, and their sentence commuted to a life of penitence. These penitents are stripped of their property, relationships and even their name. They exist to serve the Church until it is decided that they have paid the price of their sin.

EQUIPMENT: 20

- » Cannon (Kinetic)
- » Sanctified Armour

PERKS: 5

- » Witchhunter
- » Vanguard
- » Uberwatch
- » Mobbing
- » Rested Shot

Tl;dr d100+- rolls:

- » For some Unfortunates and Heretics, you roll a d100 rather than 3d10 for stats
- » Even with the modifiers, you still can't go over 100 or under 1.
- » 1 and 100 are the min and max stats.

LAZARUS THE MUTANT

	HL	WS	BS	DX	TN	WL	IT	PR	LD
LAZARUS	74	9	77	57	94	48	37	36	89

BACKGROUND

Humanity has destroyed the earth, and the Apocalypse War didn't help matters either. There is much pollutants, chemicals, psionic energy and radiation floating around the world, it is astonishing that we aren't all mutants. The underbelly of society, however, is rife with mutations and Lazarus is a prime example. He seems to have an extra of everything, three eyes, a malformed third ear, two tiny misshapen extra arms, and a small foot coming out of his kneecap. The curve of his spine would also put a snail to shame, but there is one thing Lazarus is good at: healing.

The dregs of society don't live very long, and a good physician is like a living saint. Lazarus learnt early that he had the healer's touch and did all he can for his fellow mutants, tramps and paupers. His way out of the wastes came when a dying Enforcer fell through his ceiling. Lazarus nursed the Emperor's servant back to life, and in return Melchior offered him a job.

It is not an easy life, but for Lazarus it is like living like a king.

EQUIPMENT

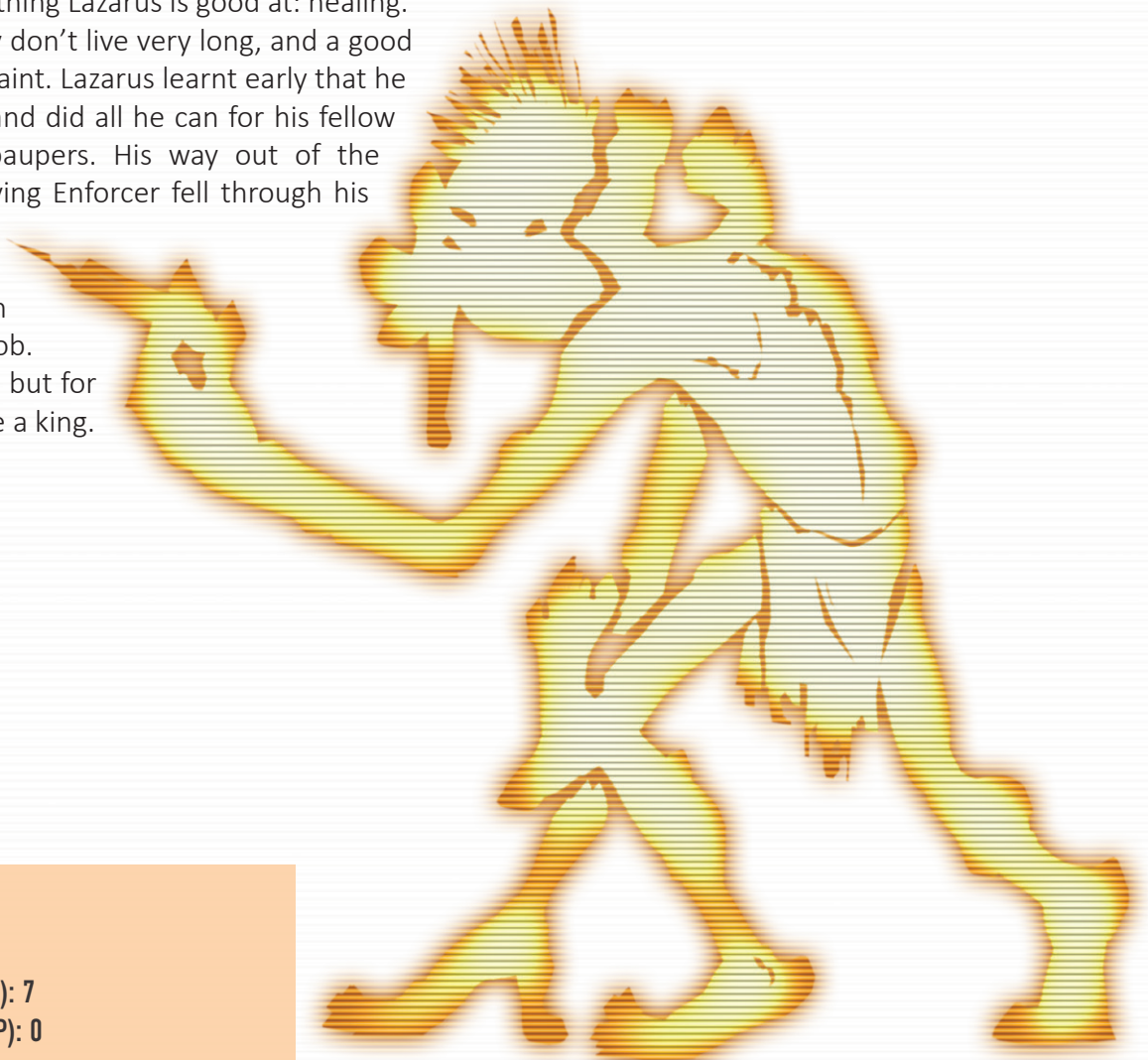
- » Pistol (Laser)
- » Medkit x7
- » Medkit (Perk)

PERKS

- » Medic
- » Physician
- » Mobbing

Lazarus Quick Look:

- » Movement: 10cm
- » Health Points (HP): 7
- » Armour Points (AP): 0
- » Encumbrance: 9
- » Notes: Lazarus is a hospital on legs. He is there to make sure everyone else makes it out alive. Don't put him in danger.



THE HERETICS

	HL	WS	BS	DX	TN	WL	IT	PR	LD
WITCH	60 45+3d10	50 35+3d10	45 30+3d10	45 30+3d10	40 25+3d10	55 40+3d10	65 50+3d10	65 50+3d10	70 55+3d10
POSSESSED	65 d100+10	55 d100	45 d100-10	35 d100-20	75 d100+20	85 d100+30	75 d100+20	35 d100-20	25 d100-30
HELLSPAWN	75 d100+20	85 d100+30	25 d100-30	75 d100+20	65 d100+10	45 d100-10	35 d100-20	55 d100	35 d100-20

WITCH

To consort with a Witch is to invite death, from either the forces of heaven or hell. This does not stop certain radical Enforcers from recruiting witches onto their team. After all, who better to catch a witch, than another one? But the witches know they are expendable, should other Enforcers ever find them.

EQUIPMENT: 30

- » Dagger (shock)
- » Sword (burning)
- » Psi-Hood
- » Respirator

PERKS: 3

- » Psion
- » Fel Magic
- » Sacrificial Lamb

POSSESSED

An Enforcer once said that keeping a Possessed chained up and putting it on the battlefield would make for a potent weapon. He was executed shortly after, but his words lingered on and gained traction. Many a radical Enforcer has tried, and often failed, to keep a Possessed on his team to fight hellfire with hellfire. They are potent weapons indeed, but one must never forget that they serve Satan first and foremost.

EQUIPMENT: 15

- » None

PERKS: 5

- » Psion (All Basic Psi-Powers, plus as many Advanced Psi-Powers as half the first digit of Intellect Stat)

- » Fel Magic
- » Controller
- » Acrobat
- » Long Legs

HELLSPAWN

Hellspawns cannot be controlled, they can only be aimed. They are the gnashing spirits of demons given material form, and should always be treated as the violent beasts that they are. Only the truly brave or insane Enforcer will keep a hellspawn in his team as he knows one day the demon will turn on his crew and himself; and should the Empire find out he is harbouring a demon, he will die alongside it.

EQUIPMENT: 0

- » Demonic Claw (Counts as Great Axe)
- » Mutated Bone Spar (Counts as Great Sword)
- » Fiery Breath (Counts as Flamethrower)
- » Hellborn Hide (Counts as Titan Exosuit)

PERKS: 4

- » Fel Magic
- » Bloodlust
- » Fencer
- » Hyperactive

NOTE: For both Possessed and Hellspawn, at the start of their turn, they must roll a Will Check. Pass, and they play as normal. Fail, and the GM controls them for that turn.

MARKUS THE POSSESSED

	HL	WS	BS	DX	TN	WL	IT	PR	LD
MARKUS	26	76	53	37	44	39	42	94	49

BACKGROUND

Markus used to be an Enforcer, and a damn good one at that. His psionic talents made him a specialist at hunting down witches and demons. He met his match against a witch calling herself Lilith. Markus' arrogance was his downfall, and after watching his all his men die, Lilith poured a demon into his body.

Now he calls himself Sahaquiel, and while he has all of Markus' memories, he claims that Markus' soul is in hell. Any other demon would have been killed on the spot, but Markus' closest friend couldn't bring himself to kill him. So Melchior bound him and took him on, hoping to find an exorcist who could save him.

EQUIPMENT

- » Great Axe
- » Sanctified Armour
- » Psi-Hood
- » Cuffs

PERKS

- » Psion
- » Long Legs
- » Mortify
- » Witch Sight
- » Fel Magic

PSIONIC POWERS

- » Psi-Bolt
- » Psi-Blade
- » Inspire
- » Enchant
- » Mindsend

Markus Quick Look:

- » **Movement:** 6cm
- » **Health Points (HP):** 2
- » **Armour Points (AP):** 2
- » **Encumbrance:** 4
- » **Notes:** Markus is a glass cannon, powerful but fragile. Use him for his Psi-Powers, and if someone gets too close, that's why he has a great axe.



THE CITIZEN

	HL	WS	BS	DX	TN	WL	IT	PR	LD
AVERAGE JOE	55	55	55	55	55	55	55	55	55
	40+3d10	40+3d10	40+3d10	40+3d10	40+3d10	40+3d10	40+3d10	40+3d10	40+3d10

AVERAGE JOE

The Empire isn't her worlds, moons, asteroids and mobile colonies. She isn't the Emperor, the Senate or even the Church. She isn't the noble aristocracy, the valiant soldiers or the pious priests. No, the Empire is her people, and the people is the Empire. When the Enforcers say they fight for the Empire, and kill to protect the Empire, they mean that they do it for the common citizens of the realm. The Enforcers are here to protect you... sometimes even from yourself.

And what happens when an Enforcer sees the spark of greatness in a citizen? When an Enforcers sees the spirit of the Empire shining through the eyes of a common man? Well, let's just say that many an Enforcers started off as nothing more than your everyday Average Joe.

IGNORANCE IS A VIRTUE

EQUIPMENT: 30

- » Dagger
- » Knuckle Duster
- » Revolver
- » Spare Magazine
- » Medkit

PERKS: 3

- » Mobile Cover
- » Concealment
- » Pack Mule (R)

JAMES THE AVERAGE JOE

	HL	WS	BS	DX	TN	WL	IT	PR	LD
JAMES	60	56	51	48	63	50	60	54	51

BACKGROUND

James had no idea what he is doing, or why is he here. One day he was minding own business, and the next a hellspawn nearly eviscerated him. The next time he opened his eyes, a deformed mutant was cleaning his wounds, and a bearded man was telling him that the Emperor has called him up for duty.

Melchior told him that Markus had seen his fate, and there was no going home now. He was “meant for a purpose”. James later found out that Markus says this about everyone, but Melchior took the Possessed seriously and so now James has to do what he is told.

Half the time he is scared out of his mind but what goes on around him, and the other half he is too tired to be scared. Every day he wakes up, hoping that his was all a dream, but then there stands the old, dishevelled, overweight Markus with his smug, knowing smirk, and James knows this is real.

EQUIPMENT

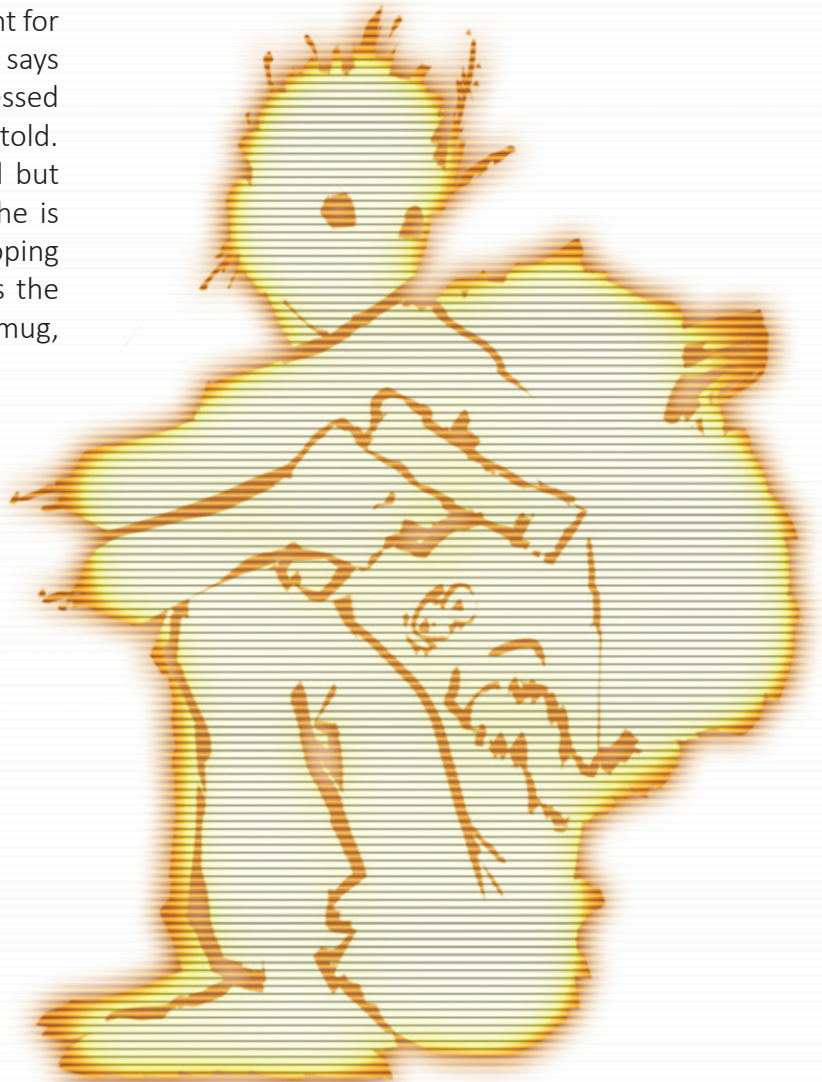
- » Toolkit
- » Minion Remote
- » Baton (Shock)
- » Medkit
- » Electro Shield
- » Pistol (Kinetic)

PERKS

- » Mobile Cover
- » Spotter
- » Pack Mule (R)

James Quick Look:

- » **Movement:** 8cm
- » **Health Points (HP):** 6
- » **Armour Points (AP):** 0
- » **Encumbrance:** 6
- » **Notes:** James is a support character with a Minion Remote, so give him some metal minions and let them run wild.





TURNS

**IDLE HANDS ARE THE
DEVIL'S WORKSHOP**

Enforcer is played in a series of rounds divided up into turns for each character. For every round, each character gets one turn, and then the next round begins. Once a scenario begins, the rounds and turn structure begins.

Figuring out who goes when is very simple. Enforcer uses something called Popcorn Initiative. When the scenario starts, the players choose among themselves who goes first (unless the GM has a special scenario in mind like an ambush). After that player has finished his turn, he decides which PC or NPC goes next. This then keeps going, with each PC and NPC deciding who gets the next turn. When the last character has had his turn, the round is over. The character that went last in the previous round gets to decide who goes first in the next round. He can even choose himself.

When choosing who to go next in a round, the only rule is that you can't choose a character who already had a turn this round.

ACTIONS:

In each turn, a character can perform 2 Actions. A character can choose to forfeit 1 or both Actions, but cannot have more than 2 Actions per turn (except through Perks).

The list below shows many of the Actions that can be performed in Enforcer. However, it is not an exhaustive list, and if you can think of something to do that isn't in the list below, ask your GM if it's possible to do, and he'll decide how your Action will work with the game mechanics.

DRAW/HOLSTER

While this is not (always) technically an Action, it has implications for the rest of the game's mechanics. Once each turn a character can draw or holster a weapon without spending an Action. The character can even swap a holstered weapon with a drawn weapon by using this free Action. This free Draw/Holster can only be done once each turn. If you want to do it more than that, you have to spend a proper Action to draw, holster, or swap a weapon.

If a weapon is drawn, it is considered "active" and can be used with any of the other Actions. You can Aim, Shoot, Fight, etc, with an active weapon, but not with a drawn weapon. Any weapon that is holstered is merely another piece of Equipment that you are carrying.

FIGHT

Target a character or object and do damage on a successful Weapon Skill Check. Modifiers can give bonuses or penalties to this Check. See the Combat Section later for full melee combat rules.

SHOOT

Target a character or object and do damage on a successful Ballistic Skill Check. Modifiers can give bonuses or penalties to this Check. See the Combat Section later for full ranged combat rules.

MOVE

Move a number of centimetres per Action equal to double the first digit of the character's Dexterity stat (so 10cm for a Dexterity stat of 50). "Difficult Terrain" (as determined by the GM) halves possible movement of a character. Difficult Terrain includes climbing.

JUMPING

A character can jump horizontally a distance equal to the first digit of his Dexterity stat (so 5cm for a stat of 50), and can jump vertically equal to half the first digit of his Dexterity stat (so 2.5cm for a stat of 50). A jump can be done as part of a Move Action, without expending an additional Action, as long as the total move distance will cover the jump distance.

LISTEN

Spend an Action and on a successful Perception Check, reveal all NPCs within a distance equal to double the first digit of the character's Perception stat.

AIM

Spend an Action to aim at a specific target (character, object or an area no larger than 5cm in diameter). Gain a +20 bonus to the next Ballistic Skill Check against that target. The effect stacks with itself, so each Action spent aiming at the same target will grant an additional +20 bonus. Any bonus gained from Aiming is lost if the character moves. Also, if the character is hit with an attack, he must pass a Will Check in order to keep the aiming bonus.

RELOAD

Reload one active weapon, restoring its ammo to full capacity, and using up one spare magazine.

OVERWATCH

The character immediately ends his turn, but shoots at the first enemy character that moves, shoots or initiates melee combat within his field of view. Roll a Ballistic Check as normal for this.

SUPPRESSIVE FIRE

Choose a target (character, object, or an area no larger than 5cm across) to suppress. Any character target, or any character between the shooter and target gains

the Pinned status. Suppressive Fire does no damage, and uses half a weapon's ammo (thus it requires that the weapon used for this Action has at least half its ammo remaining).

HUNKER DOWN

The character ends his turn and takes a fully defensive stance. Increases Cover penalty to enemies' Ballistic Skill check by-10 and the character becomes immune to critical hits.

PSI POWER

Use a Psi Power. See Psi Power Section for all the specific Powers and their rules.

MEDICAL TREATMENT

Provide medical treatment to self or another character to heal HP and remove certain status effects. Medical treatment requires a Medkit and a Health Check.

To heal HP:

- » A successful Health Check will heal 3 HP.
- » A failed Health Check will heal 1 HP.

To revive an unconscious target:

- » A successful Health Check will revive the target and bring their HP to 1.
- » A failed Health Check will result in the target remaining unconscious, but healing 1 HP up to a maximum of 0 HP.

To stabilize a dying target:

- » A successful Health Check will stabilize the target, grant them the Unconscious status, and bring their HP to 0.
- » A failed Health Check will have no effect.

Any use of a Medkit will remove certain status effects regardless of the success or failure of a Health Check. See the Status Effects section for further details.

TL;dr Turn Structure:

- » Popcorn Initiative
- » 1 turn per Round
- » 2 Actions per Turn

FIX ARMOUR

Fix the character's or another's armour to heal AP. Fix Armour requires a toolkit and a Intellect Check. Succeed on the Intellect Check and 3 points of AP are healed. Fail and only 1 point of AP is healed

COMMUNICATE

Speak or communicate with other characters. Can speak a number of words per Action as the first digit of the character's Leadership Stat.

INTERACT WITH CHARACTER

The character can physically interact with another. This covers giving equipment to another character, or placing a piece of Equipment (such as Cuffs or a Psi-Blocker), as well as picking up items from a Stunned, Unconscious, Dying or Dead character.

The GM has full discretion over what types of actions are covered by this Action, but for anything that involves pieces of Equipment, one Action will only cover one piece of Equipment (i.e.: you can only pick up, give, take or swap one piece of equipment with another character).

INTERACT WITH ENVIRONMENT

The character can physically interact with the environment around him, such as opening/closing doors, climbing through windows, lifting, carrying, or throwing objects. This is a very vague Action and it is up to GM's discretion how much can be allowed in a single Action. For anything that requires a character's strength to complete, such as lifting, carrying or throwing an object, make a Toughness Check to see if it succeeds.

PRAY

If the character has the Prayer Perk, then he can undertake a Pray Action. The Lord said that the gates of hell will never overcome His Church, and now that the gates of hell literally stand open, the prayers of the righteous are more powerful than ever.

A character can only use a Pray Action once per round, and each Pray Action affects only a single character as a target. A prayer is a conversation with God, and so a character can theoretically plead and ask for anything, but for the purposes of Enforcer, there are four types of prayers.

PRAYER	DURATION	RANGE	DESCRIPTION
Anointment	Instant	Reach	Target may roll a HL Check. If successful, target heals 1 HP or removes 1 Status Effect.
Blessing	1 Round	LoS	Increase all Target's Critical Chance by 10%.
Intercession	2 Rounds	LoS	Target may reroll one failed Check per round.
Last Rites	Instant	Reach	Target's soul is commended to heaven. Only applicable to Dying characters.

PAIN IS THE PRAYER OF THE BODY



COMBAT

KILL THEM ALL. GOD
WILL KNOW HIS OWN

RANGED COMBAT

Shooting is quite straightforward. First, make sure you have enough ammo left in your weapon to fire. Then, pick a target to shoot at. This can be a character or an object. If it is a large object, you can only choose a spot on it no larger than 2cm across. Next, your GM will tell you which bonuses and penalties you need to use to modify your Ballistic Skill stat.

The only thing left to do is roll a d100 and see if you get at or below your modified Ballistic Skill stat. If you do, your target will take damage equal to the strength of your weapon; and if your weapon has any traits, your target will have a chance to resist them.

Tldr Ranged Combat:

- » Select target
- » Add modifiers to BS stat
- » Roll BS Check
- » If hit, apply damage and secondary effects

SHOOTING MODIFIERS	
DESCRIPTION	MOD
Target in half-cover	-20
Target in full-cover	-40
Target in Long Range	-20
Target in Medium Range	+0
Target in Short Range	+20
Aiming	+20
Target moved twice previous turn	-10
At higher elevation than target	+10
Burst Shot	+10
Firing on Full Auto	+30
Flanking the enemy	+20

COVER

There are two types of cover: Half Cover and Full Cover. Whenever your character hides behind, under, or next to something, your GM will decide whether he is in Half or Full Cover. Half Cover are things that either don't fully cover the character (like good, old chest high walls; or benches, barrels and tables) or things that don't provide much defence against bullets and laser (such as wooden objects and the like). Full Cover, by contrast either almost fully conceals the character, or provides sufficient defence that it can stop most bullets and lasers.

ELEVATION

To gain the bonus from being on a higher elevation than your target, you can't just be 1mm higher. You need to be at least 5cm higher than your target to get that +10 bonus.

BURST SHOT & FULL AUTO

Some weapons have the trait Burst Shot and/or Full Auto. These are different modes they can be fired with during a Shoot Action. Firing the weapons on these modes will give you a bonus to hitting your target, but they will use up more ammo than normal. Burst Shot uses 3 ammo, and Full Auto uses 10. To use one of these modes, you must declare you are doing so before you roll your Ballistic Skill Check and have enough ammo to complete the shot.

INDIRECT FIRE

Any character that is within 2cm of the line of fire between a shooter and his target is in danger of getting hit by a stray shot. When the shooter fails his Ballistic Skill check and rolls 90-100, the shot instead hits the character nearest to the shooter that is within 2cm of the line of fire.

THROWN WEAPONS

A weapon (such as a grenade or a knife) can be thrown up to a distance three times that of the first digit of the character's Toughness Stat (so 15cm for a stat of 50). As with shooting a gun, pick a target to throw your weapon at and roll a Ballistic Skill Check. If you succeed, you hit the target as normal, but if you fail then you need to roll for scattering.

To see where the weapon scattered to, roll two d10 dice. If you rolled doubles, then the attack hits the target as if you passed your Ballistic Skill Check. Otherwise, draw an invisible line between the two numbers on the dice, going from the smallest to largest number. The thrown weapon scatters in that direction. The distance it travels is the highest number on the dice in centimetres. So if you rolled a 1 and an 8, the thrown weapon scatters 8cm in the direction that the 1 and 8 are laying.

MOVING TWICE

A moving target is always harder to hit than a stationary one, and so keeping on the move will keep you alive and well. If a character moves twice in a turn (whether by using both his actions for moving, or through a Perk such as Dash) then anyone shooting at him will get a -10 penalty to hit him.

FLANKING

If you attack an enemy from the rear, then you will get a +20 bonus to your roll, whether you are in Ranged or Melee Combat. The "rear" here counts as anything within the 180 degrees from the character's centreline and backwards

MELEE COMBAT

Melee combat works remarkably similar to ranged combat. You pick your target (character or object), you modify your Weapon Skill stat with the bonuses and penalties your GM gives you, then you try and roll under your modified stat to hit your target. Succeed and you deal damage to your opponent based on your weapon's strength, and your opponent needs to succeed on a Toughness check to resist whatever traits your weapon might have.

It's as simple as that, well almost.

FIGHTING MODIFIERS	
DESCRIPTION	MOD
Attacker on higher ground	+10
Defender is Stunned	+20
Flanking the enemy	+20
Charging	+10
Every point of Reach your weapon is greater than Defender	+10
Every point of Reach your weapon is lower than Defender	-10

Parry and Block: Penalty equal to twice the first digit of defender's Weapon Skill Stat.

Tl;dr Melee Combat:

- » Select target
- » Add modifiers to WS stat
- » Roll WS Check
- » If hit, apply damage and secondary effects

WEAPON REACH

As the name implies, a weapon's Reach states how far away from an opponent you can be and still hit it. Your weapon's Reach number is the in centimetres how far away you can be from an opponent and still be considered to be in melee combat. Additionally, the difference in reach between you and your opponent will also either give you a bonus or penalty to your Weapon Skill Check.

THE HIGH GROUND

To get the +10 bonus from attacking from higher ground, it isn't just a case of millimetres. Your character needs to be at least a solid 1cm higher than his opponent (and still within weapon's reach) to get this +10 bonus.

CHARGING

If a character finishes his move within his weapon's reach of an opponent, he can initiate combat and make a Weapon Skill Check as part of his move action; essentially getting a free action and a +10 to his Weapon Skill Check.

There is only one limitation: if your character is already within an opponent's weapon reach (but your character's weapon reach is smaller) then you cannot get the +10 bonus. You can still move and attack in one action, though, just without that bonus.

PARRY AND BLOCK

Melee combat is a dance meant for two, and just because it is your character's turn doesn't mean your opponent will be standing still and taking your hits. When your character attacks an opponent, you will take a penalty to your Weapon Skill Check equal to double the first digit of the opponent's Weapon Skill stat (so -10 for an opponent's stat of 50).

Note: You won't get this penalty if your opponent has the Stunned status, or you are attacking your opponent from his rear.

COUNTER-ATTACKING

If the attacker fails his Weapon Skill Check, the defender is allowed to make an immediate Weapon Skill Check of his own against that attacker. This happens out of turn and doesn't impact the defender's number of actions on his next turn.

There's a couple of things to keep in mind. Only one counter-attack is allowed per turn, so if the defender also fails his Weapon Skill Check, then that's it for that bout of combat. Secondly, the defender can only counter-attack if he is within his weapon's reach of his opponent. And lastly, if he is facing away from his attacker, he automatically turns and faces his opponent when counter-attacking.

THROUGH THE DEATH OF OUR
ENEMIES WILL WE KNOW PEACE



DAMAGE

PAIN IS TEMPORARY,
DAMNATION IS ETERNAL

TAKING DAMAGE

Unless an ability, weapon or status effect specifically mentions otherwise, all damage is first taken from a character's Armour Points (AP), and then from his Health Points (HP). So a character's HP won't be touched until all his AP is gone.

If a character drops down to 0 HP, he gains the Unconscious status. If the HP goes to half negative value (so -3 for a starting HP of 6), the character gains the Dying status. If the Dying status isn't removed in 3 turns, or the character's HP goes down to the negative of his starting value (so -6 for a starting HP of 6), the character gains the Dead status and is permanently gone.

HP damage can be healed through the Medical Treatment Action, and AP damage through the Fix Armour Action, but neither can be healed for more than his starting HP and AP for the scenario.

SECONDARY WEAPON EFFECTS

Most weapons have Traits, and some of these Traits can inflict Status effects on characters. If a character is successfully hit with a weapon that has one of these status inducing Traits, there is a chance he will gain that Status. When hit, the character must roll a Toughness Check. Succeed on this Check and nothing happens, but fail and the character gains the Status effect.

FALLING DAMAGE

A character can fall a distance up to the first digit of his Dexterity stat without suffering any damage (so a fall of up to 5cm for a stat of 50). Falling any further than this will result in the character suffering 1 point of damage for each full 2cm that he fell. In addition to this, the character must also then succeed on a Toughness Check or he will gain the Stunned Status.

INJURIES

A character that drops to 0 HP or below at any point during a scenario may suffer an injury. At the end of a scenario, a character who had the Unconscious Status at any time in that scenario must pass a Toughness Check or be classified as Injured and be out of action for the next scenario. Succeeding on that Toughness Check means he is good to go for the next scenario.

A character who had the Dying Status in a scenario must pass a Toughness Check or be classified as Severely Injured and be out of action for the next 3 scenarios. Succeeding on this Toughness check still means the character is Injured and will be out of action for the next scenario. A Severely Injured character will never be quite the same as before, so when this happens to your character, choose one of the following stats and reduce it by 1d10: Health, Weapon Skill, Ballistic Skill, Dexterity, or Toughness.

TRAUMA

If a character fails a Toughness Check in regards to Injuries and rolls within 96-100, his mental health is affected by his experiences. Reduce his Will Stat by 1d10.

DAMAGED ARMOUR

If a character ends a session with 0 AP, his armour has been so damaged that it isn't useful anymore. At the end of a session, any character in the Enforcer's team may make an Intellect Check to repair the armour before the next scenario. This Check gets a -10 penalty to it for each point of AP the armour normally gives. So if you want to repair some Enforcer Gear with an AP of 3, you will get a -30 to your Intellect Check. Each character can only have one chance to fix any single piece of armour.

Succeed on this Intellect Check, and the armour is good to go for the next scenario. Fail the Check and the armour is out of commission for the next 3 scenarios.

Tl;dr Damage & Injuries:

- » Damage taken first from AP, then HP
- » Fall safely up to your DX stat's first digit
- » Roll TN to avoid weapon Traits
- » Roll TN at end of scenario to avoid Injuries
- » Armour can get damaged and needs repairs



STATUSES

TRUE FAITH IS BLIND AND DEAF

There's a lot of things that can happen to a character in a scenario that isn't pure damage; things that can change way he acts or the way you will make him act. A lot of those we call Status effects, and you will find all their explanations here.

FEAR

Even the strongest and toughest of Enforcers feel fear once in a while. They've gazed into the abyss for so long, it is no surprise that the abyss has gazed back.

There are many things that can cause the Fear Status, and the GM can at any time call for a character to make a Will Check to resist Fear. Enforcers, however, are never alone, and if a character's Will stat isn't that good, he can always choose to use the Leadership stat of another character within his field of view to resist Fear.

Some things that may trigger a GM to call for a Will Check to resist fear is:

- » When the character loses HP
- » The character gains the Burning Status
- » The character gets hit by a Psi-Power
- » The character sees another character dying

This is an utterly non-exhaustive list, and it is up to the GM's reasonable decision when a Will Check to resist Fear should be made.

Whenever a character has the Fear Status, he is only allowed one Action per turn, and he can only do one these three Actions:

- » **Fight:** Make a Ballistic Skill Check against the closest opponent within his field of view
- » **Flight:** Run towards the nearest cover (if in

cover, run further away from the nearest opponent towards other cover)

- » **Freeze:** Hunker Down

When the character first gains the Fear Status, he will immediately (out of turn if necessary) make one of these actions. To determine which one, take a look at the "ones" digit of the failed Check and compare with the Actions below:

- » 1-3 = Fight
- » 4-6 = Flight
- » 7-0- Freeze

So a failed Check roll of 89 has the 9 as the "ones" digit, which means the Freeze Action.

On each successive turn, the character will make another Will Check (or Leadership Check) to resist Fear. If he fails, take another look at the "ones" of the roll and see what Action he performs.

BLEEDING

Most often caused by melee weapons, the Bleeding Status is simple and straightforward. When a character has this Status, he loses 1 HP at the end of each of his turns (regardless of how many AP he has). The Bleeding Status can be removed through the Medical Treatment Action.

POISONED

Caused chiefly by poison grenades, and poison coated melee weapons, the Poison status works very similar to the Bleeding Status. When a character has this Status, he loses 1 HP at the end of each of his turns (regardless of how many AP he has), and his speed is reduced by 2cm. At the end of each of his turns, before taking the damage, the character rolls a Toughness Check. Succeed on this check and he loses the Poisoned Status. The Status can also be removed through the Medical Treatment Action.

BURNING

Burning means that the character, or part of him, is on fire. The Burning Status lasts for 3 turns (unless removed) and causes 2 damage per turn. Whenever a character has this Status, his speed is halved, and each turn he must pass a Will Check to resist Fear. The Burning Status can be removed through the Medical Treatment or Fix Armour Actions, or through water or any other way that a fire is normally put out.

STUNNED

The character's mind is somewhere else, sometimes forcefully taken there. A Stunned character forfeits his next 1 Action on his turn (this round or the next). The Status stacks with itself, so if the character gets the Status twice (or more) before his next turn, he forfeits that entire turn.

Tl;dr Status Effects:

- » Fear - lose control
- » Bleeding - lose HP
- » Poisoned - lose HP
- » Burning - lose HP, gain Fear
- » Stunned - forfeit Action
- » Disoriented - penalties to Checks
- » Pinned - get shot if moving
- » Unconscious - can't do anything
- » Dying - about to die
- » Dead - gone

DISORIENTED

A more severe case of being "away with the fairies" whereby the character is confused and befuddled about what's going on. This Status lasts for 2 turns and whenever a character has this Status, he gains a -20 penalty to his Ballistic Skill, Weapon Skill and Perception Checks. In addition, his speed is halved and he cannot perform the following Actions:

- » Aim
- » Overwatch
- » Suppressive Fire
- » Psi-Power
- » Medical Treatment
- » Fix Armour

PINNED

Caused by the Suppressive Fire Action, this Status lasts for as long as the character is being Suppressed. Whenever a character has this Status, he gains a -20 to Ballistic Skill Checks and cannot use the Aim Action. In addition, if he moves or shoots then the character during the Suppressive Fire immediately makes a Ballistic Skill Check against him out of turn.

UNCONSCIOUS

Occurs when a character's HP drops to 0 or below. This status lasts until the end of the scenario, unless removed with a Medical Treatment Action. For all intents and purposes, the character is treated as having the Stunned Status until this Status is removed.

DYING

Occurs when a character's HP drops to half their negative starting value (so -3 for a starting HP of 6). This status lasts for 3 turns, and if not given Medical Treatment before the countdown ends, the character gains the Dead status. A successful Medical Treatment Action will remove this status and replace it with the Unconscious Status. As with that Status, until the Dying Status is removed, the character is treated as having the Stunned Status.

DEAD

Bereft of life and gone to meet his maker. A character that gains this Status is permanently gone. A character gains this status if the Dying Status isn't removed in 3 turns, or the character's HP goes down to the negative of his starting value (so -6 for a starting HP of 6).

Note: Minions are not affected by the Unconscious or Dying Statuses. As soon as their HP drops to 0, they gain the Dead Status.

DEATH IS ITS OWN REWARD



ENVIRONMENT

To us, the board is just that: a board on which we play Enforcer. To the characters, however, it is their world, and the environment around them has as much of an impact on the success of their operations as their skills. The environment can be a powerful ally or a dangerous foe, and you won't know which until your PC sets foot on the board.

PERCEPTION

FIELD OF VIEW

Each character has a distinct "front" and "back" side of his base, each one taking up a full 180 degrees. Everything that is within line of sight of the "front side" of a character is said to be within his "Field of View".

Characters that are in Cover can see around/over/under the object they are hiding behind, and is said to be within the field of view of any character looking at that object. E.g.: a character hiding next to a door can see around the door into the building (if he is facing that way), and he is in the field of view of characters in that building.

AMBUSH

Not all NPCs will be visible to the PCs at the start of a scenario. If they would not be immediately within the PCs' field of view, then the GM does not place them on the board at the start of a scenario. They will only be revealed once the PCs move in such a way that they would come into their field of view. Only then

**DO NOT WAIT FOR THE
TRAITOR TO FIND YOU.
HUNT HIM DOWN**

does the GM place the specific NPC(s) on the board.

When an NPC is revealed this way, they immediately take one Action. This is done out of turn and can interrupt a player's turn. After this ambush Action, the player can resume their turn, after which the NPCs join the queue for the round to get their own turn.

Players can avoid ambushes by checking for enemies by taking a Listen Action. This action requires a successful Perception Check and reveals all NPCs within a distance equal to double the first digit of the character's Perception stat. NPCs will be revealed even if they are not within the character's field of view. NPCs revealed this way do not take an Ambush Action.

SCOUTING

The best way to avoid an ambush is to be well prepared. After the scenario has been set up and all NPCs that are within the PCs' field of view has been

TL;dr Perception:

- » Characters has a front and a back
- » Can only see what's in front
- » NPCs can start the scenario hidden
- » Get a surprise action when discovered
- » PCs can scout ahead of a scenario to stop ambushes

placed on the board, each PC can roll a Perception Check. If successful, the GM reveals an NPC that is outside the PCs' field of view and places him on the board.

ENVIRONMENTAL CONDITIONS

Not every mission your PCs will go on will be in perfect conditions. Sometimes they will have to battle the elements as much as the empire's enemies. Generally, an environmental condition will cover the whole of the scenario for its entire duration, however the GM can have multiple conditions affect the scenario, can choose to have a condition affect only part of the board, or have specific triggers for when the conditions start and stop.

LOW VISIBILITY

Darkness is the enemy of faith, and will be the enemy of your PCs in many scenarios. Many types of situations can cause the scenario to be in Low Visibility, from it taking place in a dark interior environment; to fog, smog and mist; to night time operations far from civilisation.

Low visibility will cause the following effects during the scenario:

- » A character can only see as far as his Perception stat in centimetres.
- » Due to this, the maximum range of all weapons is limited to the character's Perception stat.
- » Moving through Difficult Terrain (including climbing) requires a Dexterity Check. Failing this Dexterity Check means the character becomes Stunned.
- » All explosives grant the Stunned status to characters within 10cm.
- » Extend the blast zone of the Flashbang explosive by 10cm.

STORMS

Earth's climate has been wrecked and destroyed more time than bear counting, and the hulking metropolises that dot its landscapes burden it even more so. As bad as the weather gets, no gale or blizzard will stop the Enforcers from doing their work. Even the thunderstorms which have become so common on earth can protect the heretics from the Empire's justice.

Tl;dr Environmental Conditions:

- » Environment has dramatic impact on gameplay
- » Low visibility makes it harder to see
- » Storms makes it harder to move and shoot
- » Low Gravity makes it easy to move

Storms will cause the following effects during the scenario:

- » Moving through Difficult Terrain (including climbing) requires a Dexterity Check. Failing this Dexterity Check means the character becomes Stunned.
- » All Ballistic Skill Checks suffer a -15 penalty
- » For thunderstorms: If a player rolls doubles, roll to scatter a lightning blast on them. If it hits any character, it deals 5 damage. The impact also counts as a flashbang grenade.
- » For windstorms: If a player rolls doubles, roll to scatter that character's movement.

LOW GRAVITY

The Enforcers' missions regularly takes them offworld to the colonies on the various moons, asteroids, rocks and stations throughout the solar system. In many of these cases, the gravity (natural and artificial) is not as strong as that on holy Earth.

Low Gravity will have the following effects during the scenario:

- » Double movement and safe fall distance.
- » Difficult terrain no longer halves movement distance.
- » Successful melee attacks pushes the defender 2d10cm away from the attacker.
- » For High Gravity environments: halve movement and safe fall distance, and difficult terrain requires a successful Toughness Check to cross.

THE BEGINNING OF WISDOM IS FEAR



EQUIPMENT

KILL FOR SOMETHING,
OR DIE FOR NOTHING

There are 5 types of equipment that you can use: Ranged Weapons, Melee Weapons, Explosives, Armour and Items. Each type of Equipment works a little differently, but one thing that must always be remembered is that your character can only carry as many pieces of Equipment as the first digit of his Toughness stat. So with a Toughness stat of 50 you could, if you wanted, carry 5 Weapons; or 5 Items; or (more sensibly) 1 Armour, 2 Weapons and 3 Items.

If you carry more items than your limit allows, your speed is reduced by 2cm for each item above your limit, and moving across Difficult Terrain requires a Dexterity Check.

You can pick up pieces of Equipment during a scenario, but the same rules above apply.

ARMOUR

Armour's main role is to give your character Armour Points (AP). AP works just like HP in that it soaks up the damage you take. The key thing is that all damage is first applied to AP, and when that's all gone, it goes to HP. AP can't be healed through Medical Treatment, and instead requires a Fix Armour Action.

Some Armour have special Traits that can help your character, or hinder opponents. All their details, as well the AP gain from the Armours is the table below.

ARMOUR NAME	AP GAIN	TRAITS	REQ
Kevlar Vest	1		2
Chameleon Skin	1	-20 to opponent's PR checks, has Thermo Goggles	12
Firesuit	2	Immune to burning	5
Hazmat	2	Immune to poison	6
Sanctified	2	-20 to opponent's Psi-Power checks	6
Police Riot Gear	2	Reduce damage from (Kinetic) weapons by 2	9
Psi Skin	2	+20 to Psi-Power Checks	9
Spider Suit	2	Ignore difficult terrain	12
Enforcer Gear	3		4
Military Carapace	4		7
Hero Exosuit	6	Immune to poison, +10 to TH, -10 DX, fist Punching weapon	17
Olympian Exosuit	8	Immune to poison, stun, +15 to TH, -15 DX, fist Punching weapon, use 2H weapons in 1H	24
Titan Exosuit	10	Immune to poison, stun, disoriented, burning, +20 to TH, -20 DX, fist Punching weapon, use 2H weapons in 1H	30

NAME	RANGED WEAPONS						REQ
	RANGE (S)	RANGE (M)	RANGE (L)	DAMAGE	AMMO	TRAITS	
Revolver	10	20	30	3	6		2
Pistol (Kinetic)	10	20	30	2	15		3
Shotgun	11	22	33	5	10	2H	4
Pistol (Laser)	15	25	35	1	25	Overload	5
SMG (Kinetic)	15	30	45	2	30	Burst Shot, Full Auto, 1.5H	6
Long Rifle (Kinetic)	33	66	100	6	5	2H	8
Rifle (Kinetic)	18	36	54	5	30	Burst Shot, Full Auto, 2H	9
SMG (Laser)	25	40	55	1	45	Full Auto, Overload, 1.5H	9
Grenade launcher	20	40	60	G	6	AOE, Scatter, 2H	10
Flamethrower	T	T	T	3	10	Burning, Template, 2H	10
Long Rifle (Laser)	50	85	115	3	10	Overload, 2H	11
Rifle (Laser)	25	45	60	3	45	Full Auto, Overload, 2H	12
Machine Gun (Kinetic)	30	60	90	6	100	Cumbersome, Burst Shot, Full Auto	12
Cannon (Kinetic)	30	60	90	7	4	Cumbersome	14
Machine Gun (Laser)	45	75	105	4	200	Cumbersome, Full Auto, Overload	15
Missile Launcher	40	80	120	M	1	Cumbersome, AOE	16
Cannon (Laser)	45	75	105	5	8	Cumbersome, Overload	18
Plasma Thrower	T	T	T	T	5	Template, 2H, Plasma Damage	20

RANGED WEAPONS

Ranged weapons are the first line of attack and defence in a scenario. Being able to put a man down before he gets close is most often the safest means of dealing with hostile opposition.

Each Ranged Weapon has 5 descriptors that define and detail everything you need to know about that weapon. These 5 are:

- » **Name:** Says what the weapon is
- » **Ranges:** Shows the maximum distance in cm for each range band
- » **Damage:** Amount of damage inflicted on a successful hit
- » **Ammo:** Number of shots the weapon can make before it requires a reload
- » **Traits:** Special Traits the weapon has.

Except for weapons with the Template Trait, all Ranged Weapons require a successful Ballistic Skill Check in order to deal damage.

GRENADES AND MISSILES

The Grenade Launcher and Missile Launcher have no Damage Rating of their own, as they shoot Missiles and Grenades, listed in the Explosive Weapons section.

Tl;dr Equipment:

- » Item limit: first digit of TN stat
- » Armour gives HP
- » Weapons need WS/BS Checks to deal damage
- » Some weapons have Traits, some inflict Statuses
- » Roll TN to resist Statuses

MELEE WEAPONS

NAME	REACH	DAMAGE	TRAITS	REQ
Dagger	0	1	Bleeding	1
Knuckle Duster	0	1	Stun, Punching	2
Baton	1	2	Stun	3
Hammer	1	3	Stun	5
Sword	1	3	Bleeding, Parry	6
Axe	1	4	Bleeding	5
Spear	3	4	Bleeding, 2H	6
Staff	3	4	Stun, 2H	4
Great Sword	2	5	Bleeding, Parry, 2H	9
Great Axe	2	6	Bleeding, 2H	8
Great Hammer	2	6	Stun, 2H	8

MELEE WEAPONS

Sometimes there just isn't anything more than taking care of business in a straightforward and personal manner. That's why Enforcer squads keep a well stocked of all sorts of instruments of war and blood.

Unlike Ranged Weapons, Melee Weapons only have 4 descriptions, because Melee Weapons don't need or have ammo. The major difference between the two types of weapons are Melee Weapons' Reach. The 4 descriptors are:

- » **Name:** Says what the weapon is
- » **Reach:** Shows the maximum distance in cm from where the weapon can be used
- » **Damage:** Amount of damage inflicted on a successful hit
- » **Traits:** Special Traits the weapon has.

All Melee Weapons require a successful Weapon Skill Check in order to deal damage.

EXOTIC WEAPONS

Each of the weapons listed above is also available in one of three exotic varieties. Each variety of exotic weapon adds a single Trait to the weapon's current list of Traits and costs 3 REQ points. The exotic varieties do not mix, so you can only have a weapon be of one variety of exotic weapon. The exotic varieties are:

- » **Shock Weapons:** Adds the Disoriented Trait to the weapon
- » **Scorch Weapons:** Adds the Burning Trait to

the weapon

- » **Blight Weapons:** Adds the Poisoned Trait to the weapon

EXPLOSIVE WEAPONS

For when there is no such thing as overkill. Explosive Weapons work quite simply: roll a Ballistic Skill Check, and if successful put the AOE where you want it to be; if you fail, roll to Scatter. This works for all Explosive Weapons other than the Proximity Mine and Missile, which have their own unique Traits.

Explosive Weapons have 4 descriptors, the most important of which is the Blast Zone, which shows how big a boom the explosives make.

- » **Name:** Says what the weapon is
- » **Blast Zone:** Shows the size of the AOE in cm, in which the explosive does damage
- » **Damage:** Amount of damage inflicted on a successful hit
- » **Traits:** Special Traits the weapon has.

EXPLOSIVE WEAPONS

NAME	BLAST ZONE	DAMAGE	TRAITS
Incendiary Grenade	8	2	Burning
Frag Grenade	8	3	
Missile	10	6	Launcher
Proximity Mine	10	6	Trap
EMP Grenade	10	-	EMP
EMP Missile	10	-	EMP
Flashbang	15	-	Stun
Poison Grenade	10	-	Poisoned
Smoke Grenade	15	-	Obscure
Plasma Grenade	10	T	Plasma Damage
Tear Gas	15	-	Disoriented

AOE TRAIT

While it does not explicitly say it, all the Explosive Weapons have the AOE Trait. The AOE size of each explosive's AOE is shown by the Blast Zone. All characters within the AOE is dealt damage equal to the explosive's Damage rating. If a character has Full Cover between the centre of the AOE, he suffers no

damage and do not have to roll a Toughness Check to resist the Trait. If a character has Half Cover between the centre of the AOE, he suffers half damage, but still has a chance of suffering from the Trait.

WEAPON TRAITS

Most weapons have one or more Traits. In many cases, these Traits describe how the weapon can be used, and any limitations and restrictions to using them. In other cases, the Traits show that a successful hit with the weapon has a chance of inflicting a Status effect on the opponent. For these latter Traits, the opponent that was hit must succeed on a Toughness Check or gain that Status effect; however if you roll a Critical Success on you Weapon/Ballistic Skill check, then that Status effect is automatically gained by the opponent without the need of a Toughness Check.

1.5H

This weapon can be wielded with one or both hands, however wielding it in only one hand means the character suffers a -25 penalty to his BS Checks.

2H

This weapon can only be wielded using both hands.

AOE

Rather than hitting a single target, this weapon creates an AOE, in which every character suffers damage equal to the weapon's Damage Rating.

BLEEDING

This weapon has the chance to grant the opponent the Bleeding Status effect.

BURNING

This weapon has the chance to grant the opponent the Burning Status effect.

BURST SHOT

Can fire the weapon in the Burst Shot mode, using up 3 ammo, but gaining a +10 bonus to your BS Check.

CUMBERSOME

This weapon can only be wielded using both hands,

and cannot be fired if the character moved in this turn.

DISORIENTED

This weapon has the chance to grant the opponent the Disoriented Status effect.

EMP

This weapon completely drains all the ammo from Laser and Plasma weapons, as well as granting the Stunned status to Mechanical Minions and characters in Exosuits or with Augments. As this Trait effects Equipment and not characters, it can't be resisted with TN Checks.

FULL AUTO

Can fire the weapon in the Burst Shot mode, using up 10 ammo, but gaining a +30 bonus to your BS Check.

LAUNCHER

This explosive requires a Missile Launcher to be used.

OBSCURE

This weapon obscures the characters in the AOE, giving a -20 penalty to any BS Checks made against them.

OVERLOAD

Can fire this weapon in the Overload mode, using up half the weapon's ammo, but dealing double damage on a hit. Must have at least half ammo in the weapon to use this mode. This mode can be used in addition to other firing modes.

PARRY

Increase the penalty you give to opponent's WS checks by -10.

PLASMA DAMAGE

The closer a character is to the weapon's origin on the template/AOE, the more damage he receives. At the weapon's origin, the damage received is 10. For AOE's, this reduces by 1 damage for each full 1cm the character is further away from the weapon's origin. For plasma templates, this reduces by 1 for each full 2cm the character is further away from the weapon's origin.

POISONED

This weapon has the chance to grant the opponent the Poisoned Status effect.

PUNCHING

Having this weapon active does not interfere with Actions requiring a free hand to use.

SCATTER

Failing your BS Check with this weapons results in it Scattering.

STUN

This weapon has the chance to grant the opponent the Stunned Status effect.

TEMPLATE

This weapon doesn't require a BS check to hit. It uses the appropriate template to its type of weapon, and all characters that falls (entirely or partly) within this template is automatically hit.

TRAP

This weapon does not explode when thrown. Instead it waits until the first character comes within its AOE before exploding.

ITEMS

Enforcers need more than just weapons and armour to effectively do their jobs. The list below shows only a small sample of the type of gear that Enforcers carry onto the field.

The GM has discretion to put more items into the campaign for your Enforcers to use, so if you have a specific idea of something you'd like your Enforcer to carry, ask your GM if it is appropriate.

REQUISITION

All pieces of Equipment has a REQ trait. This is its Requisition Cost and shows how much the piece of Equipment is worth, and how many Requisition Points you need to spend to acquire it. Requisition Points are obtained and spent in between scenarios, and is covered fully in the Advancement Section.

TOLERANCE IS THE TOOL OF THE ENEMY

ITEM NAME	DESCRIPTION	REQ
Bio-Scanner	Reveals all NPCs within 20cm.	9
Climbing Gear	Climbing no longer counts as Difficult Terrain, and double safe falling distance	8
Cuffs	Prevents a character doing any Actions that involves his hands	1
Electro Shield	Reduces kinetic weapon damage by 2	6
Explosives	One grenade or missiles from the Explosives list	3
Ion Shield	Reduces laser weapon damage by 2	6
Magazine	One spare full magazine for one of your ranged weapons	2
Medkit	Restores HP. One use only	2
Minion Remote	Can give Order to Mechanical Minions. Item must be active to be used.	5
Psi-Blocker	Prevents a character from using any Psi-Powers	4
Psi-Hood	Grants one reroll per round when using Psi-Powers	8
Relic	Grants one reroll per round against Psi-Powers	3
Respirator	Grants immunity to the Poisoned Status effect	5
Riot Shield	If held in hand, provides half cover, and -20 to opponent WS Checks	7
Thermal Goggles	Immune to environment conditions and weapon Traits that limit visibility	8
Toolkit	Restores AP. Infinite uses	3

AUGMENTS

Medicine in the Empire is not simply limited to the biological. The cybernetic route is always an option when your spirit is willing, but your flesh is weak. Cybernetic augments are extremely expensive, and only the upper classes of the Empire are seen with any high degree of augmentation. Nevertheless, they are valuable tool in the Enforcer's arsenal, and many Enforcers will go without luxury in order to equip their teams out with augments.

PURCHASABLE PERKS

Augments work just like Perks in scenarios, except you don't have to wait to spend XP to get them. Instead, you can buy them with REQ points: 10 REQ per Augment.

There's only one restriction: you can only have one Augment per body part. E.g.: if you already have a Thermal Lenses on your Eyes, you can't also have a Smart Imager Augment there. You have to choose.

REPENT, DIE, AND BE BORN AGAIN

EX MACHINA

For each Augment you get, one of your HP turns into an AP (on top of whatever the Augment does). This comes with its own pros and cons, but the important bit to note here is that a character must have at least 1 HP remaining. So if you have gotten so many Augments that you only have 1 HP left, then you can't have any more.

EMP VULNERABLE

If you have an Augment and an EMP weapon hits you, then you will get stunned for 1 Action. If you have more than 4 Augments and get hit with an EMP weapon, then you will get stunned for 2 Actions.

AUGMENT	DESCRIPTION	LOCATION
Artificial Muscles	Increase the horizontal distance by which you can jump by 6cm, and the vertical distance by 3cm.	Legs
Auto-Resus	Once per Scenario, if you gain the Dead Status, replace it with the Unconscious Status and return your HP to 0.	Chest
Binocular Lenses	Increase the distance of each range band of your Ranged Weapons by 15cm.	Eyes
BT-Pairing Chip	Action: Give an order to a mechanical minion.	Brain
Cochlear-Comms	You are counted as having the Telepathy Psi-Power with anyone else that has this Augment.	Ears
Deci-Scanner	If you are to be Ambushed, on a successful PR Check, you get to make one action out of turn before the Ambushers.	Ears
Eel Skin	Action: Inflict the Stunned Status on a character within 5cm.	Skin
EI-Assist	Once per round, you can reroll one LD Check. You can keep either result.	Brain
Fortified Joints	Increase the number of Equipment you can carry by 3.	Skeleton
Glass Shield	If you haven't moved this turn, until your next turn enemies must pass a PR Check to attack you.	Skin
Hacking- Capture	Action: On a successful IT Check, you gain control of target mechanical minion within LoS until the beginning of your next turn.	Brain
Hacking- Stunlock	Action: On a successful IT Check, make a 0 damage attack with the EMP trait at a character or minion within LoS.	Brain
Implant Blade	You are always deemed to have a Sword on you. You can draw/holster it multiple times per turn.	Arms
Landing Hydraulics	Increase the distance by which you can safely fall by 6cm.	Legs

AUGMENT	DESCRIPTION	LOCATION
Last Resort	You are always deemed to have a Revolver on you. You can draw/holster it multiple times per turn. It cannot be reloaded.	Arms
Martyr's Laugh	The first time in a scenario when you gain the Dead status, centre an 8cm AOE on you. Every character in the AOE takes 3 damage.	Chest
Nano Marrow	Action: Recover 1 HP.	Skeleton
Neural Dampening	Once per round, you can reroll one WL Check. You can keep either result.	Brain
Psi-Chip	Once per round, you can reroll one Psion Check. You can keep either result.	Brain
Rebreather	You are immune to the Poisoned Status effect	Chest
Recoil comp	Once per round, you can reroll one BS Check. You can keep either result.	Arms
Reflex Net	Once per round, you can reroll one WS Check. You can keep either result.	Skeleton
Sat-Link	Once per round, you can add or subtract the first digit of your IT to your a result of a Check.	Ears
Smart Imager	Action: Reveal all NPCs within 20cm.	Eyes
Stability Servos	You can move and fire Cumbersome weapons on the same turn.	Legs
Subdermal Armour	Gain 2 AP.	Skin
Thermal Lenses	You are immune to environment conditions and weapon Traits that limit visibility	Eyes

PSI-POWERS

TO KNOW THE HERETIC IS
TO HATE THE HERETIC

Those cursed with the power to break the veil of the natural world are called psions and live a life fraught with danger and misery. Not only can their own psionic abilities kill them and everyone they love, but they are constantly watched, guarded and (in the case of unregistered psions) hunted by the Emperor's Enforcers.

To fight fire with fire, the Enforcers have their own Psi Operatives, those who have been trained by the Empire in the use of psionic abilities and, more importantly, how to resist the hellish call of demons and devils.

USING PSI POWERS

It may seem obvious, but you need to be a psion in order to use Psi Powers.

In character creation, a Psi Operative can choose as many Basic Psi Powers as half the first digit of his Intellect stat (so 3 for an stat of 75, rounded down).

To get any of the Advanced Psi Powers, and the rest of the Basic Psi Powers, they must be obtained as if they are Perks. Bear in mind that the Advanced Psi

Powers all have a specific Basic Psi Power that must be taken first, before the Advanced ones can be obtained.

Using a Psi Power requires the character to take the Psi Power Action and in most cases roll a Check. Each Psi Power has its own stat to use and unique abilities and effects, and the lists below will detail them all.

PSIONIC FEEDBACK

If you roll doubles on your Check for any Psi Power (regardless if you succeed or fail in that Check), the powers of hell are too strong for the character to contain and he suffers from Psionic Feedback.

When Feedback happens, roll on the next table just to see how this hellish feedback manifests. If a character gains a Status because of feedback, they can't roll Toughness to resist it.

ROLL	FEEDBACK EFFECT
1-4	Black Sun: The sun seems to darken and turn black. For the remainder of the scenario, treat the entire board as being low visibility.
5-8	Blind leading the Blind: The curse of hell is as capricious as it is dangerous. All characters within 3d10cm (including the Psion himself) gain a -40 penalty to BS and PR Checks for 2 rounds.
9-12	Corrupted: All psionic energy eventually corrupts, sometimes sooner than later. All characters within 3d10 cm (including the Psion himself) gain the Poisoned Status.
13-16	Death Bringer: Hell follows with you. For the next 2 rounds, if a character ends their (or your) turn within 15cm of you, they take 1d10 damage.

- 17-20 **Hell's Gate:** The Psion's power rips open a gate to hell, and an eager demon accepts the invitation. A hellspawn is summoned within 3d10 cm of the Psion, hostile to all.
- 21-24 **Hellish Howl:** The psion screams with the voice of hell. All characters within 3d10 cm (including the Psion himself) gain the Disoriented Status.
- 25-28 **Mind Switch:** The Psion's mind seeks an escape from the pain, and changes places with another's. For the next 1d10/2 rounds, the GM gains control of the Psion and you choose one NPC to control.
- 29-32 **Night of the Living Dead:** All corpses in the board become Zombie Minions that are hostile to all characters. If there are no corpses, 1d10 Zombie Minions burrow out of the ground within 3d10 cm of the Psion.
- 33-36 **Nightmare:** The Psion conjures the worst fears of those around him. All characters within 3d10 cm (including the Psion himself) gains the Fear Status.
- 37-40 **Open Door:** The door to hell opens and the demons are eager to escape. The Psion must pass a WL Check or become a Possessed.
- 41-44 **Peek through the Gate:** The gates of Hell opens a mere fraction, bathing all in hellfire. All characters within 3d10 cm (including the Psion himself) gain the Burning Status.
- 45-48 **Psi-pocalypse:** Uncontrollable, hellish energy lances out from the Psion. Every character (including the Psion) within 3d10cm takes 1d10 damage. Every character that ends his turn within this range for the next round also takes 1d10 damage.
- 49-52 **Psionic Shock:** The Psion suffers 1d10 damage and gains the Disoriented Status.
- 53-56 **Shutdown:** In order to save his mind from the powers beyond, the Psion breaks it instead. The Psion gains the Unconscious Status.
- 57-60 **Souls of the Damned:** The spirits of hell come to assail the living once more. The GM places 1d10 Zombie minions within 3d10cm of the Psion, hostile to all characters. Remove them from the board after 5 rounds.
- 61-64 **Stolen Breath:** The air becomes thin around the Psion, and for the next round, no character can make any Dash or Charge actions, or use more than one Action for movement.
- 65-68 **Suicidal Revenge:** The damned from the Seventh Circle reach out through the Psion to spread their misery. All characters within 3d10 cm (including the Psion himself) gain the Bleeding Status.
- 69-72 **Tech Bane:** Demons are envious of humanity's technology, and they are a spiteful lot. All laser/plasma weaponry within 3d10cm are out of ammo, all armour abilities and all technological Items cease to function for 2 rounds.
- 73-76 **The Harrowing:** The Psion is dragged into hell. The Psion disappears for 1d10/2 rounds and loses 1d10 points in his WP stat. He reappears on the exact spot he disappeared from.
- 77-80 **The Reaping:** The Psion's power is simply too much for mortals to handle. All characters within 3d10 cm (including the Psion himself) gains the Dying Status.
- 81-84 **Time Bubble:** All characters within 3d10 cm (including the Psion himself) gain the Stunned Status.
- 85-88 **Tombs of Dis:** The souls of those near the Psion are transported to the flaming tombs of Dis. All characters within 3d10 cm (including the Psion himself) gain the Unconscious Status.
- 89-92 **Upside-Down World:** Physics does not exist in Hell, and now it doesn't exist here. For the next 2 rounds, all characters can fly at their normal speed, there is no fall damage, and no maximum range for firearms.
- 93-96 **Visions of Hell:** The Psion sees the pit of fire and despairs. He is Stunned for 2 Actions.
- 97-100 **Winds of Minos:** Spectral gales howl around the Psion. All characters within 3d10 cm of the Psion are pushed 3d10cm away. Should a character's path be impeded, he takes 1d10 damage.

BASIC PSI POWERS

PSI-BOLT

The most basic and first Psi Power that Enforcer Psi Operatives are trained in. It is simply building up the willpower of the psion and unleashing it in a powerful, physical blast.

Psi-Bolt acts as a ranged attack, using the character's Perception stat for the check. The statistics for the Psi-Bolt is as follows:

- » Short Range: Double first digit of Perception Stat
- » Medium Range: Double Short Range
- » Long Range: Double Medium Range
- » Damage: Half of first Digit of Will Stat

PSI-BLADE

Much like the Psi-Bolt, this power turns the immaterial into the material, turning the character's willpower into a psionic extension of his arm, capable of harming the strongest steel.

The Psi-Blade power uses the Weapon Skill for its checks and acts like a normal weapon in melee combat. Its reach is equal to half the first digit of the Psion's Intellect stat, and the damage is equal to half the character's Will stat.

INSPIRE

The most basic form of biomancy is to alter the concentration of chemicals in the brain in order to make it work better.

Pick a target character (yourself included) and roll a Leadership Check. Succeed and the target gets a +20 to all Will, Intellect, Perception and Leadership Checks until the start of your next turn. If you roll a Critical Success, you can choose as many characters to apply this effect to as half the first digit of the Psion's Leadership stat.

ENCHANT

The power of Christ has always had an effect on the demon-possessed, but for the psions whose minds can often literally wander into hell, the words of Christ has become a weapon. The Church and the Inquisition have taught Psi Operatives to propel the words of the rite of exorcism directly into the minds of possessed, leaving them vulnerable to capture or killing.

Tl;dr Psi-Powers:

- » Only psions can use Psi Powers
- » Costs Actions to use Powers
- » Rolling doubles means troubles
- » Advanced Powers require Basic Powers

Enchant works as a ranged attack that requires an Intellect Check. It does no damage, but if successful it gives a Possessed or Hellspawn the Stunned and the Disorient Status. The ranges for the attack are as follows:

- » Short Range: Double first digit of Perception Stat
- » Medium Range: Double Short Range
- » Long Range: Double Medium Range

MINDSEND

The simplest of telepathic abilities. It grants the psion the capability to project his thoughts to others. Nothing more or less than that.

This power works just like the Communicate Action, but can be done with any character on the board, and is heard only by the target. It requires no Check to work.

ADVANCED PSI POWERS

Advanced Psi Powers are categorised into various classes, each with a prerequisite. To obtain any Psi Power in a given class, you must first have the Basic Psi Power listed as that prerequisite. For example: if you want to get any Advanced Psi Powers in the Telepathy class, you must first have the Mindsend Psi Power.

PSYCHOKINESIS

Prerequisite: Psi-Bolt

FLASHBANG

Psionic energy is extremely unstable, hence its danger, but that instability can be useful in its own right. By collapsing a Psi-Bolt in on itself, the psion can create an implosion energy that is as bright and loud as any flashbang grenade you will find.

On a successful Perception Check, put a 15cm AOE completely within a distance equal to half the psion's Perception stat (so 25cm for a stat of 50). On a failed Perception Check, centre that AOE on the

psion. All characters within the AOE must succeed on a Toughness Check or gain the Disoriented Status.

HELLFIRE

The psion opens up the gates of hell just enough to let the eternal fire seep through.

This Psi Power causes damage equal to half the first digit of the Psion's Will stat and any character who is hit must pass a Toughness Check or gains the Burning Status.

Using this Power requires an Intellect Check, and if the psion succeeds, this Power uses the flame-thrower template. If the psion fails, centre an 8cm AOE on the psion and he himself is also hit by the attack.

PSI-FIELD

The psion has learned to temper and focus his psychokinetic abilities, to create a stabilized field of pure force around him; a shelter from the storm.

Any character within a number of cm to the psion equal to the first digit of his Will stat benefits from being in Full Cover. The Psi Power lasts until the psion's next turn. If he is hit with an attack before then, he must pass a Will Check to keep the effect going.

TELEKINESIS

The Psi Power that all psychokines work towards. It is the ultimate expression of mastery of the physical realm: to move objects in a deliberate and focussed manner. Telekines can lift cars and thread needles with their minds, but the Enforcers use this in a far more weaponised fashion.

This power requires an Intellect Check, and if successful the psion can move a target (character or object) a number of centimetres up to twice the first digit of his Intellect stat. If the targeted object is larger than 2cm across, apply a -10 penalty for each full 1cm that the target is greater than 2cm (so -30 for a targeted object that is 5cm across).

FORCE BLAST

A Psion needs space to think clearly if he is to concentrate on his abilities. Sometimes people just need a helping hand to give you room.

On a successful WL Check, all characters within 10cm of the Psion are pushed 1d10 cm away (roll once for all characters' distance). Should a character's path be impeded by an obstacle, he takes 1d10 damage.

BIOMANCY

Prerequisite: Inspire

STRENGTHEN

The work of an Enforcer is a gruelling one, and your brother Enforcers need all the help they can get. So psionically soothe their muscles, increase the flow of adrenaline and endorphins. Make their bodies respond as quickly as possible.

Choose a character within your field of view and roll a Leadership Check. If successful, the target gets a +20 bonus to Weapon Skill, Ballistic Skill, Dexterity, Toughness Checks until the start of your next turn.

If you roll a Critical Success, you can choose as many characters to apply this effect to as half the first digit of the Psion's Leadership stat.

DEMORALISE

To defy the empire is to defy the Emperor, and to defy the Emperor is to defy God... and that should put the fear of hell into any man. Luckily the Enforcers are here to help with that last bit.

Choose a character within your field of view and roll a Leadership Check. If successful the target gets a -20 penalty to Will, Intellect, Perception and Leadership Checks until the start of your next turn.

If you roll a Critical Success, you can choose as many characters to apply this effect to as half the first digit of the Psion's Leadership stat.

ENFEEBLE

When an enemy's spirit is willing, make his flesh weak. Muddy the connections between mind and body, strip away the muscle, harden the joints, slow the reflexes. All this is possible for a psion that needs an enemy down, but not always dead.

Choose a character within your field of view and roll a Leadership Check. If successful the target gets a -20 penalty to Weapon Skill, Ballistic Skill, Dexterity, Toughness Checks until the start of your next turn.

If you roll a Critical Success, you can choose as many characters to apply this effect to as half the first digit of the Psion's Leadership stat.

Tl;dr Advanced Powers:

- » Psychokinesis = damage
- » Biomancy = (de)buffs
- » Telepathy = crowd control
- » Demonology = summoning

TELEPATHY

Prerequisite: **Mindsend**

MIND READ

An insidious power that strips all sense of privacy, and yet another reason why psions are feared.

To use this power, choose a character and roll a Will Check, with a penalty equal to double the first digit of the target's Will stat. If successful, the target will suffer a -20 penalty to all Checks made against you until your next turn, and you will gain a +20 bonus against all Checks made against him.

MIND CONTROL

Reason #34 why psions are hunted. Mind control means exactly that.

To use this power, choose a character and roll a Will Check, with a penalty equal to double the first digit of the target's Will stat. If successful, you (the player) will gain control of that character until your own character's next turn. If the target already had a turn this round, he gains another one.

PHANTASMS

Reality is perception, and when you can't count on your senses, what is real anymore? Psions can create images that look, sound, and even feel real, but exist only within your mind. For a witch looking to escape the Enforcers, this is a godsend, but the Enforcers themselves are fond of this power. They can look like an invading army, when there is only a handful of them.

To use this Power, roll a Perception Check. If successful, you can create a number of phantasms equal to the first digit of your Perception stat. These phantasms can look like any character on in the scenario, or even look like anything you can imagine. These phantasms will last until the start of your next turn, and each gets a turn in the rounds. The phantasms can use Actions, but nothing they do can harm a character.

At the start of your next turn, you can roll another Perception Check, and if successful continue the current phantasms and give them another round.

NIGHTMARE

Insanity is like gravity, sometimes all you need is a little push. Psions are always ready to help with that. Nightmare is a power that confuses the target's perception and makes them believe the world isn't as it seems.

To use this Power, choose a character and roll a Perception Check. If successful, the target must pass a Will Check or gain the Disoriented Status.

PSI-ASSAULT

No matter how far humanity advances, might makes right, and power is attained through fear. Psions take this quite literally and can attack the psyche of a person directly to instill the most primal of fears.

To use this Power, choose a character and roll a Will Check. If successful, the target must pass a Will Check or gain the Fear Status.

PUPPETRY

The most difficult thing about mind control is controlling the mind. Remove the mind, and the body is nothing more than a meat puppet to play with. If there were ever another reason needed to kill a witch, it is seeing them inhabit your dead comrade to try and kill you.

To use this power, choose a corpse within Line of Sight and roll a Will Check. If successful, you can take control of that character and all their Stats, current Equipment and Perks. You can sever the connection with the puppet at any time, but until then, your character cannot take any Actions."

DEMONOLOGY

Prerequisite: **Enchant**

ENSNARE

The legions of hell don't need any help to damn humanity, but they get it all the same. Summoning a demon straight from hell is an arduous task, but forcing a demon's spirit into another's body is a comparatively easy task.

To use this Power, pick a target character and roll an Intellect Check. If successful, the target has become ensnared. Each time an ensnared target wants to make an action, he has to roll a Will Check. If the target fails on 3 Will Checks before he succeeds on 3 Will Checks, he becomes possessed by a demon. The psion can use Ensnare on an already ensnared

THE FUTURE IS AN ILLUSION, THE PAST A DREAM

target, and a successful Ensnare counts as a fail Will Check for the 3 succeeds vs 3 fails.

Rolling a Critical Success immediately causes the target to become possessed.

EXORCISE

It can take an ordained exorcists days, weeks, or even months to exorcise a demon from a person, but a psion trained in the rites and liturgies can force a demon out within a matter of minutes... if he is strong enough.

To use this Power, pick a target possessed character and roll an Intellect Check. If successful, the exorcism has begun. Each time an exorcising possessed target wants to make an action, he has to roll a Will Check. If the target fails on 3 Will Checks before he succeeds on 3 Will Checks, he is completely exorcised and the demon is sent screaming back to hell. The psion can use Exorcise on an already exorcising possessed target, and a successful Exorcise counts as a fail Will Check for the 3 succeeds vs 3 fails.

Rolling a Critical Success immediately causes the possessed target to become exorcised.

SUMMON

One of the many reasons that psions are hunted. Summoning a demon is an automatic death sentence in the empire. No judge, no jury, just execution... for everyone but Enforcers. They get a little leeway, but only a little.

Summoning a demon costs 6 Actions, and these can be split amongst any psion that wishes to help summon the demon. The first Action plants a seed anywhere within a psion's field of view. Every Action after that helps it grow to split apart the gates of hell. The summoning Actions do not have to be done one after the other, and can be completed throughout the scenario. Once the 6th Action is complete, a hellspawn is summoned.

A Summon Action requires a successful Intellect Check and can be done from any distance as long as the seed is within line of sight.

A Critical Success on a Summon Action counts as 3 successful Summon Actions.

A psion can attempt to summon a hellspawn to the material plane through a Possessed character, in which case all the same rules apply, except it only requires 3 successful Summon Actions.

BANISH

The original purpose of the Enforcers were to banish demons, and kill any who consort with them. Having a psion on the team who can quickly and efficiently do the first is the main reason Psions are tolerated in Enforcer squads.

Prevention is better than a cure, and Banish can be used to delay and stop a Summoning. If a Psion uses Banish on a summoning seed, and makes a successful Intellect Check, it takes away one of the successful Summon Actions already used on the summoning seed. If only one successful Summon Action remains on a summoning seed, and a successful Banish Action is used on it, the seed permanently disappears.

Using a Banish action on a hellspawn requires a successful Intellect Check, which grants the hellspawn the Disoriented status (no Toughness Check required to resist), as well as damage directly to HP equal to the first digit of the psion's Will stat.

REANIMATE

When we die, our souls are judged and we enter the gates of Purgatory (or Heaven if we are blessed) and damned are thrown into the pits of hell. At least that is what is supposed to happen. A corpse is nothing more than an empty vessel, one a Psion can easily push a demon into to wreak havoc until the body rots.

To use this Power, pick a target corpse within Line of Sight and roll an Intellect Check. If successful, the corpse turns into a Zombie Minion. The Zombie is hostile to all characters and will always attack the closest character. Reanimate doesn't work on a character that has been given his Last Rites.



SQUADS

THE REWARD OF
TRUST IS BETRAYAL

There's only one thing better than being your own boss, and that's being someone else's boss. Rather than having each player character be part of the same team, you can have each player control their own small band of characters, called a Squad. This is great if you want to enjoy some PvP Battle Scenarios (found at the back of the book), for solo plays, enemy teams to engage with, or if you want to bulk out how big your Enforcer team is by having each player take on multiple characters.

A Squad is made up of two types of characters: the Leader and the Minions. There is only ever one Leader per squad, but there can be as many Minion as half the first digit of the Leader's Leadership stat (so 3 Minions of a stat of 60).

ORDERS

Giving an Order is a special Action that only Squad Leaders can take. Each type of Order the Leader can give is unique, but they all share the same basic rules. Giving an Order requires a successful Leadership Check. If successful, the Squad Leader gives a specific Action to one of his Minions, and that Minion performs the Action immediately and out of turn. This Action does not reduce the number of Actions the Minion has on his regular turn.

If the Squad Leader gets a Critical Success on his Leadership Check for the Order, he can choose as many of his Minions to carry out that Order as he wants.

ATTACK!

The Minion makes a WS or BS Check against a specific target within his field of view.

CHARGE!

The Minion makes a Move Action and then a WS Check against a specific target within his field of view.

FOCUS FIRE!

The Minion makes a BS Check against a specific target within his field of view, with a +10 Critical Chance.

FALL BACK!

The Minion makes a Move Action away from the nearest enemy, towards cover (prioritising Full Cover over Half Cover).

DOUBLE TIME!

The Minion makes a Move Action at double his speed towards a specific location.

ATTEND ME!

The Minion makes a Move Action towards the Leader, and makes a Medical Treatment/Fix Armour Action if he reaches the Leader, or enters Overwatch if he does not.

MAN DOWN!

The Minion makes a Move Action towards a target character and makes a Medical Treatment/Fix Armour Action on the target.

HIT THE DECKS!

The Minion makes a Hunker Down, and increases the penalty to opponents' BS Checks by -10.

HOLD THE LINE!

The Minion automatically passes WL checks to resist Fear until Leader's next turn.

WATCH OUT!

The Minion enters Overwatch and gains a +20 Critical Chance on first BS check.

MINIONS

Minion are simplified characters, meant to be easily created and easily managed. On the board, they work almost the same as regular characters, but there are a few rules that sets them apart.

The most important difference is that a Minion only has 5 stats:

- » Health (HL)
- » Weapon Skill (WS)
- » Ballistic Skill (BS)
- » Dexterity (DX)
- » Intellect (IT)

This leads to some interesting situations. For any Perception Checks, the Minion uses his Ballistic Skill; and for any Will Checks, the Minion uses his Leader's Leadership stat, but only if he is within the Minion's field of view. If the Leader is not within the Minion's field of view, the Minion automatically fails his Will Check. For any Toughness Checks, and to figure out how much Equipment the Minion can carry, the Minion uses his Health Stat.

Another change is that Minions never suffer from the Unconscious or Dying Status effects. As soon as Minion's HP drops to 0 or below, he immediately dies.

For character creation and advancement, a Minion can only ever have a maximum of 2 Perks.

Tldr Squads:

- » 1 Leader, many Minions
- » Minions have 5 stats, 2 Perks max, and die easily
- » Leader gives Orders
- » Orders give Minions extra actions

MECHANICAL MINIONS

Artificial Intelligence is a forbidden technology, as only God is allowed to create intelligent life. That hasn't stopped the creation of pseudo-autonomous artificial creatures, mixing software and wetware to create a machine that needs limited input to function.

If you put mechanical Minions into your Squads, there are a couple of things that change. First and foremost, giving them order requires an Intellect Check instead of a Leadership one. Secondly, the Leader must have a Minion Remote item in one of his hands in order to remotely program the Order into the Minion.

On the Minion side of things, they don't have HP; instead their Health stat provides them with AP instead. Lastly, they are immune to the Bleeding, Poisoned and Fear Status effects.

GETTING YOUR OWN MINIONS

Getting your hands on a Minion or three is quite simple. Any of the normal characters can be turned into Minions by simply disregarding their stats which don't fit the Minion mould and reducing their REQ cost by half. That's it, easy as pie. Just remember that whether they are a Minion or a full-fledged character, you will still pay exactly the same for them.

The other way of getting Minions is by having a look at the next page. It has a list of Minions (organic and mechanical) and their REQ cost, starting Perks and Equipment. Think of it like a Minion Catalogue and you can just buy them off the shelf.

SQUADS

	MINION LIST					
	HL	WS	BS	DX	IT	REQ
Zombie	100	90	0	60	0	0
Civilian	50	50	50	50	50	10
Attendant	80	30	30	40	70	15
Hound	40	70	60	80	0	10
Gangster	40	60	60	50	40	25
Beat Cop	60	40	60	50	40	20
Thief	40	60	35	55	60	20
Witch's Acolyte	40	70	35	55	50	20
Mercenary	60	45	65	40	40	30
Rebel Militia	40	55	60	45	50	30
Rogue Psion	30	50	40	50	80	35
Ballistic Drone	60	0	100	90	0	45
CQC Drone	90	100	0	60	0	45
Support Drone	100	0	0	50	100	40
Turret Drone	120	0	120	10	0	40
Grenadier Drone	120	0	100	30	0	40

ZOMBIE

PERK

- » Bloodlust

EQUIPMENT

- » None

CIVILIAN

PERK

- » Mobile Cover

EQUIPMENT

- » Relic
- » Knuckle Duster

ATTENDANT

PERK

- » Physician

EQUIPMENT

- » Toolkit
- » Medkit
- » Medkit
- » Pistol (Laser)

HOUND

PERK

- » Frenzy

EQUIPMENT

- » Axe (bite)
- » Dagger (claws)

GANGSTER

PERK

- » Deadeye

EQUIPMENT

- » SMG (Kinetic)
- » Dagger

BEAT COP

PERK

- » Reaction Shot

EQUIPMENT

- » Revolver
- » Kevlar Vest
- » Cuffs

THIEF

PERK

- » Mug

EQUIPMENT

- » Flashbang
- » Hammer

WITCH'S ACOLYTE

PERK

- » Enchant

EQUIPMENT

- » Dagger
- » Cuffs

MERCENARY

PERK

- » Double Tap

EQUIPMENT

- » Rifle (Kinetic)
- » Military Carapace
- » Dagger

REBEL MILITIA

PERK

- » Run and Gun

EQUIPMENT

- » Rifle (Kinetic)

ROGUE PSION

PERK

- » Psion

EQUIPMENT

- » EMP Grenade

BALLISTIC DRONE

PERK

- » Catfall

EQUIPMENT

- » Rifle (Laser)
- » Climbing Gear
- » Flash Bang

CQC DRONE

PERK

- » Dual Wield

EQUIPMENT

- » Sword
- » Axe
- » Hammer
- » Spear

SUPPORT DRONE

PERK

- » Dash

EQUIPMENT

- » Toolkit
- » Smoke Grenade
- » Medkit
- » Medkit
- » Medkit

TURRET DRONE

PERK

- » Rested Shot

EQUIPMENT

- » Missile Launcher
- » Missile x5

GRENADIER DRONE

PERK

- » Grenadier

EQUIPMENT

- » Grenade Launcher
- » Incendiary Grenade
- » Frag Grenade
- » Poison Grenade
- » Smoke Grenade
- » Plasma Grenade

SAMPLE SQUADS

ENFORCER ENTOURAGE

- » Leader: Apprentice
- » Minions: Attendant, Mercenary, Hound

An Enforcer is not paid by the Empire, but nonetheless they are men of status, and with status comes those that seek to curry favour. Despite being homeless and penniless, many Enforcers live rich lives from the moment they become an Apprentice, being able to afford a posse of workers to make their lives easier.

EXCOMMUNICATED

- » Leader: Penitent
- » Minions: Thief, Rebel Militia, Gangster

For those that have been separated from the Church by the act of excommunication, there is placed a great burden. They must redeem themselves in the eyes of the Church or face eternal hellfire. For many, this hope of redemption spurs them on to great acts of heroism and zealotry, but others know that hope is simply the first step on the road to disappointment and resolve themselves to damnation. These are the ones to watch out for, as there is nothing as dangerous as a man who has already accepted that he is going to hell.

FLOCK

- » Leader: Priest
- » Minions: Civilian, Civilian, Civilian, Civilian

For all the action and adventure that goes on in the life of an Enforcer's squad, at the end of the day they must always remember that everything they do is in service to the Empire and her people. The Church may be the shepherd of God's flock, but the Enforcers are the sheepdogs, keeping the flock on the straight and narrow, and protecting them from the wolves of hell.

HERETICS

- » Leader: Witch
- » Minions: Witch's Acolyte, Rebel Militia, Unregistered Psion

The bane of civilisation and the servants of hell,

heretics are to be hunted and killed whenever and wherever possible. Heretics come in all shapes and sizes to oppose the Empire, but they are almost always led by a psion of one type or another. Witches are hell's midwives, and an Enforcer knows that wherever these heretics goes, plagues and demons follow. Better to kill them before they corrupt those around them.

HIGHWAYMEN

- » Leader: Outlaw
- » Minions: Thief, Thief

Crime is a neverending disease in the Empire, and a cancer that destroys the lower classes. No matter how many times law enforcement puts them down, the next day there will always be more criminals. The Enforcers rarely deal with such mundane matters, but criminals know that taking down an Enforcer will give them enough street-cred to last the rest of their lives. Often it isn't the witch or the demon that will kill an Enforcer, but a highwayman looking to make a name for himself.

SHUN HE WHO DOUBTS

LAB TECHS

- » Leader: Engineer
- » Minions: Attendant, Attendant

The empire is a gargantuan machine that requires daily upkeep. Without its best and brightest minds working steadily to keep it running, it would fall apart. These geniuses must be protected at all costs, and many times an Enforcer's mission is to rescue some savant captured by rebels or heretics. Other times, there is credible evidence of a plot against the Emperor's researchers, and the Enforcers must become bodyguards. Rarely, however, do these academics turn against the Empire, but when they do, they are treated the same as any rebel: hunted down and killed like dogs.

PSI-UNIT

- » Leader: Psi-Operative
- » Minions: Unregistered Psion, Unregistered Psion, Unregistered Psion

As much as the Enforcers would like it, they don't control all Psions. Not even the Church is powerful enough for that. Psions are the Empire's most dangerous and powerful resource, and many organisations that claim loyalty to the Emperor compete for their own psionic agents. Just as the left hand doesn't know what the right hand is doing, many of these shadowy organisations find themselves head to head with the Enforcers. It's never an easy fight, as a group of psions together can outperform a whole army. Whoever wins these skirmishes, there is only one loser: the Empire.

REBELS

- » Leader: Soldier
- » Minions: Rebel Militia, Rebel Militia

There is no excuse for treachery, and no mercy for the traitor. Rebels come in all shapes and sizes, but wherever they are and however they look, it is up to the Enforcers to put them down. There can be no rebellion to the Emperor or the eternal peace the Empire promises, and so the Enforcer's duty is made clear. For many Enforcers, rebels are worse than heretics, because here there is no excuse of a demon corrupting the pure. There is only hatred for the Empire, and thus, for humanity itself.

RESPONSE UNIT

- » Leader: Negotiator
- » Minions: Beat Cop, Beat Cop, Beat Cop

On a good day the Empire's law enforcement are the closest allies of the Enforcers. After all, they have the same goal: to keep the Empire safe and to punish the wicked. On a bad day, however, the Emperor's police force can be the deadliest of enemies. Enforcers rarely have time to alert the local cops to what they are doing or planning, and rarer still do they or their teams identify themselves. A cop sees an armed individual killing others, and they do what they do best. An Enforcer sees someone getting in their way, and they do what the Emperor needs of them. Neither side can or would give up.

STRIKE TEAM

- » Leader: Combat Medic
- » Minions: Mercenary, Mercenary, Mercenary

Private Security Contractors are a dime a dozen in the Empire, even if they are a luxury only the elite can afford. Law enforcement are for the lower classes, and the military is for the rebels. The wealthy need a lighter, more refined touch. They also need men who don't ask questions and are happy to trade death for coin. These mercenaries rarely care that the Enforcers can sentence them to death, all they see is the prize their noble masters promised them should they live to tell the tale. Ironically enough, many security contractors eventually end up working for the Enforcers once the excitement of mercenary life has lost its shine.

UNDERWORLDERS

- » Leader: Mutant
- » Minions: Gangster, Gangster

Earth is a stratified society in more than just the economical. The world is full of metropolises built on the ruins of previous cities; layers upon layers of urban cityscapes forever closed off to the sun. In this underworld, civilisation still thrives, but it is a different beast than what we know. Enforcers often have to operate in these environments, and they know they are not at the top of the food chain. Mutants and unfortunates rule these irradiated, polluted and corrupted world, and they are not too welcoming of outsiders.

WITCH'S COVEN

- » Leader: Witch
- » Minions: Witch's Acolyte, Witch's Acolyte, Witch's Acolyte

The Book of Exodus, Chapter 22, Verse 18: Thou shalt not suffer a witch to live. Words to live by for an Enforcer. Witches and their covens pose one of the gravest threats to the Empire, and without the Enforcers to cull them, they would undoubtedly unleash hell on earth in the most literal of senses. Witches know they will receive no mercy from the Enforcers, and they give none in return. Where Enforcer and witch meet, at best only one will survive.



ADVANCEMENT

An Enforcer cannot afford to stagnate or stand still. He must constantly work to better himself and evolve or the heretics and traitors he hunts will get the better of him, and he will die as so many Enforcer has before him.

GETTING XP

Every scenario your character takes part in will give him the chance to advance his skills and become better. In each scenario there are several criteria that your character can fulfil, and if he does, he will get 1 XP for each criterion he fulfils.

These criteria that will get you XP are:

- » Kill an enemy
- » Successfully complete a mission objective
- » Ending the mission without having been damaged
- » Ending the mission having had the Dying status but not Dead
- » The entire team survives the scenario

Each criterion can only be fulfilled once per scenario, so killing more than 1 enemy will still only get you 1 XP.

SPENDING XP

XP is spent in between sessions, and there are 3 things you can spend it on. 5 XP will get you one of the following:

- » Choose a stat and increase its level by 1d10
- » Choose a stat and increase its Critical Chance by 1d10
- » Gain a Perk

DEATH WILL BE YOUR
ONLY RELEASE

For Minions, if the Minion survives a scenario, he can get only 1 of the above, nothing more. In addition, a Minion can only ever have 2 Perks max.

TRAINING

Just because an Enforcer is not out in the field, doesn't mean he gets to sit back and relax. Enforcers are trained relentlessly to ensure that when they set foot on the streets of the empire, they are ready to kill.

A character that was not in a scenario will be spending time training instead. For that character, choose one stat and roll a d100. If you roll over that stat, it increases by 1. If you get a Critical Success, you can instead raise the stat by 1d10. This is only done once per scenario that they are sitting out. Enforcers that are training cannot increase a stat's Critical Chance or get a Perk.

PERKS

Perks are powerful things to get, as they change the way the game is played. Some Perks can also be chosen more than once, and this is shown by the repeatable sign "(R)" after their name in the tables on the next couple of pages.

REQUISITION

Everything costs something and there's no such thing as a free lunch. This is doubly true for Enforcers who

need to outfit their teams, as the Empire doesn't pay its Enforcers. Duty is enough. This means that anything an Enforcer wants, he needs to pay for it himself.

In the game, this works through Requisition. Every piece of Equipment and every character Archetype has a Requisition Cost, and if you want it you need to pay the cost.

In between scenarios, you can then spend those Requisition Points to acquire new pieces of Equipment, or recruit new characters. Or you can save up those Requisition Points to spend at a later date. One thing to keep in mind is that the team shares all Requisition Points. No specific character or player owns any Requisition Points, and the team together decides what the spend the Requisition Points on.

GETTING REQUISITION POINTS

At the end of each Scenario, if you have successfully completed the mission then the team will get 1d10 Requisition Points to spend. If the scenario had more than one critical objective (e.g.: escort VIP and eliminate all hostiles) then you will get 1d10 Requisition Points per objective completed. Characters that survive the scenario can also turn their XP into Requisition Points.

Tl;dr Advancement:

- » Fulfill criteria, get XP
- » Spend XP on stat increases, Critical Chance increases or Perks
- » Perks are talents that make you better
- » Minions advance slowly

Another way to get Requisition Points is through bringing in bounties. The Empire pays to get its hands on heretics and rebels, and Enforcers know that this is a quick way to make money. To bring in a bounty, the target needs to be cuffed, Stunned, or incapable of fighting back in some way, shape or form. The bounty then needs to be escorted off a board edge that matches the scenario's win-condition, or all other hostiles need to be killed. Then the bounty is yours and so is the money.

BOUNTY VALUES

- » Criminal = 2 REQ
- » Heretic/Rebel = 3 REQ
- » Witch/Rebel Psion = 1d10 REQ
- » Possessed = 2d10 REQ
- » Hellspawn = 3d10 REQ

PERKS LIST

NAME	DESCRIPTION
Acrobat	Increase the horizontal distance by which you can jump by 5cm, and the vertical distance by 2.5cm.
Armour Specialist	Increase the AP gained by armour by 2.
Big Boom (R)	Increase the blast radius of grenades and missiles by 2cm.
Bloodlust	If you kill an opponent in melee combat, you can move up to your full speed towards the closest enemy without spending an action.
Brawler (R)	Punching attacks do +1 damage.
Catfall (R)	Increase the distance by which you can safely fall by 5cm.
Charm	Action: On a successful LD Check, target enemy gets a -20 penalty to all checks made against the PCs.
Chem Treatments	Action: Once per round you can reroll a TN Check to remove the Poisoned Status.
Concealment	Action: Until your next turn, enemies cannot target you with BS Checks.
Controller	Increase the number of Minions you can control by 1.
Counsel	Action: On a successful LD Check, target character loses their Fear Status.
Dancing Shot	Action: On a successful BS Check with a +30 bonus, the target moves their speed in a random direction. Required: Have the Warriors archetype.
Dash	Action: Move up to twice your speed. Usable only once per round.

PERKS LIST

NAME	DESCRIPTION
Deadeye	If you kill an opponent in ranged combat, you can take an additional action. Usable only once per round.
Demolitionist	Your grenades do 2 extra points of direct damage.
Devout	Gain a +20 bonus to resisting Psi Powers.
Dodge	Each BS Check made against you has a penalty equal to double the first digit of your DX stat.
Double-tap	Action: Perform two BS Checks against a single target with a-15 penalty. Can only be used once per turn.
Drug receptive	Medkits heal +2 damage than normal.
Dual Wield	Action: Attack with a single handed weapon in each hand with a-15 penalty. Usable only once per round.
Enchanter	You gain the Enchant Psi Power without having to be a psion.
Exorcist	You gain the Exorcise Psi Power without having to be a psion.
Fel Magic	If you critically succeed on a check that damages an enemy, you heal 1 HP. Required: Have the Heretics archetype.
Fencer	Double the Parry & Block penalty you give opponents in melee combat.
Formation	Opponents suffer a-10 to their WS Checks made against you for each ally that is within Reach of you.
Freeze!	Action: On a successful LD Check, target enemy is Stunned. Usable once per Round. Required: Have the Law archetype.
Frenzy	For each point of damage to your HP, you gain +10 to your WS Checks
Grenadier (R)	You can hold an additional grenade or missile on top of your item limit.
Headshot	Action: Target an enemy and roll a BS Check, with a-20 penalty, but a +20% Critical chance. Usable only once per round.
High Ground (R)	Increase the bonus you get to BS Checks from shooting from higher elevation by +10.
Hyperactive (R)	Increase the number of actions you can perform each turn by 1.
Mug	Action: On a successful WS Check, do no damage but take one item or holstered weapon. Required: Have the Outcasts archetype.
Lightfoot	The first Overwatch shot against you each round automatically misses.
Long Legs (R)	Increase your speed by 5cm.
Medic (R)	You can hold an additional medkit on top of your item limit.
Melee Shot	Automatically make a BS Check against an enemy that moves within 10cm of you.
Mobbing	You get a +10 to WS made against a target for each ally in reach of that target. Required: Have the Unfortunate archetype.
Mobile Cover	If you did not attack this turn, you gain the Hunkered Down status.
Mortify	Psions only. Take 1d10 damage to negate the effects of Psionic Feedback
Natural Leader	You can use Minion Orders on non-Minion friendly characters.
Opportunity Attack	Automatically make an attack against an enemy that moves within reach.
Pack Mule (R)	Increase the number of Equipment you can carry by 2. Required: Have the Citizen archetype.

PERKS LIST

NAME	DESCRIPTION
Physician	Reviving an unconscious ally brings them back to full health.
Prayer	Action: Pray to God. On a successful WL Check, do a Pray Action. Required: Have the Faithful archetype.
Pre-Prepared	If you are to be Ambushed, on a successful PR Check, you get to make one action out of turn before the Ambushers. Required: Have the Enforcers archetype.
Psion	Your abilities have awoken; you are a psion. Choose as many Basic Psi Powers as half the first digit of your Intellect stat.
Reaction Shot	If an enemy targets you and fails their BS Check, you can return fire to them. Usable only once per round.
Rested Shot (R)	If you hunkered down in your last turn, you can +15 to your BS Check if you fire on your first action.
Riposte	If an enemy targets you and fails their WS Check, you can roll a WS Check against them if in reach. Usable only once per round.
Run and Gun	Action: Once per round you can combine a move and shoot action, taking a -20 penalty to the BS Check.
Sacrificial Lamb	If one of your Minions is within 2cm of you, and you are hit with a ranged attack, the Minion may take the damage from that attack.
Second Wind	Once per scenario, succeed on a TN check to regain 5 HP.
Sneak Attack (R)	Increase the bonus you get to WS Checks when attacking an opponent from the rear by +15.
Spotter	Action: Mark a target. For the next round, all BS Checks against this target gains a +15 bonus.
Stalwart	Once per round you can automatically succeed on a Fear check.
Tactician	Once per round, you can add or subtract the first digit of your IT to your a result of a Check. Required: Have the Scholars archetype.
Overwatch	If your first Overwatch shot of the round was successful, you can gain a second one.
Vanguard	If you did not attack this turn, you automatically enter Overwatch.
Witch Sight	All NPCs with the Psion Perk is placed visibly on the board from the start of the scenario.
Witchhunter (R)	Gain +10 to all WS and BS Checks against Possessed and Hellspawn.

DEDICATE YOUR LIFE TO THE EMPIRE AND YOU WILL HAVE ETERNAL LIFE



SCNEARIOS

Scenarios are where the action in Enforcer takes place. The miniatures, the board, the terrain, some luck and a lot of skill. There are two types of scenarios, Battle Scenarios and Campaign Scenarios, one glory and the other for story.

SETTING UP

Before you can play a scenario, you must first set it up. For Campaign Scenarios (or even a Battle Scenario that a GM uses for a story-scenario) it is really easy: the GM decides how the characters and the terrain is set up. For Battle Scenarios, it can be a bit tricky as they can be as much player-vs-GM as they can be good, old player-vs-player.

When there is any disagreement about how terrain and/or characters should be set up, each player rolls a d100 and the one with the highest roll gets to place the first character/terrain. Then it's popcorn-initiative, and that player chooses who to go next, and so on and so forth until all the terrain and characters have been put on the board.

The same goes if there is ever a disagreement about which character goes first: everyone rolls a d100 and the player with the highest roll gets the first turn, and then popcorn-initiative.

BATTLE SCENARIOS

Battle Scenarios can be played as the players against the GM, or have players take control of both teams, making it a PvP game. The scenarios below can be used as a campaign scenario (particularly the Escape and Gauntlet escort variations), but in general terms, the main aim of Battle Scenarios is just to relax and

THE WEAK GO UNREMEMBERED,
THE COWARDS GO UNSUNG

have fun. To fight it out for guts and glory.

Unless agreed upon beforehand, character deaths and injuries that result from Battle Scenarios are not permanent. What happens in a Battle Scenario stays in the Battle Scenario.

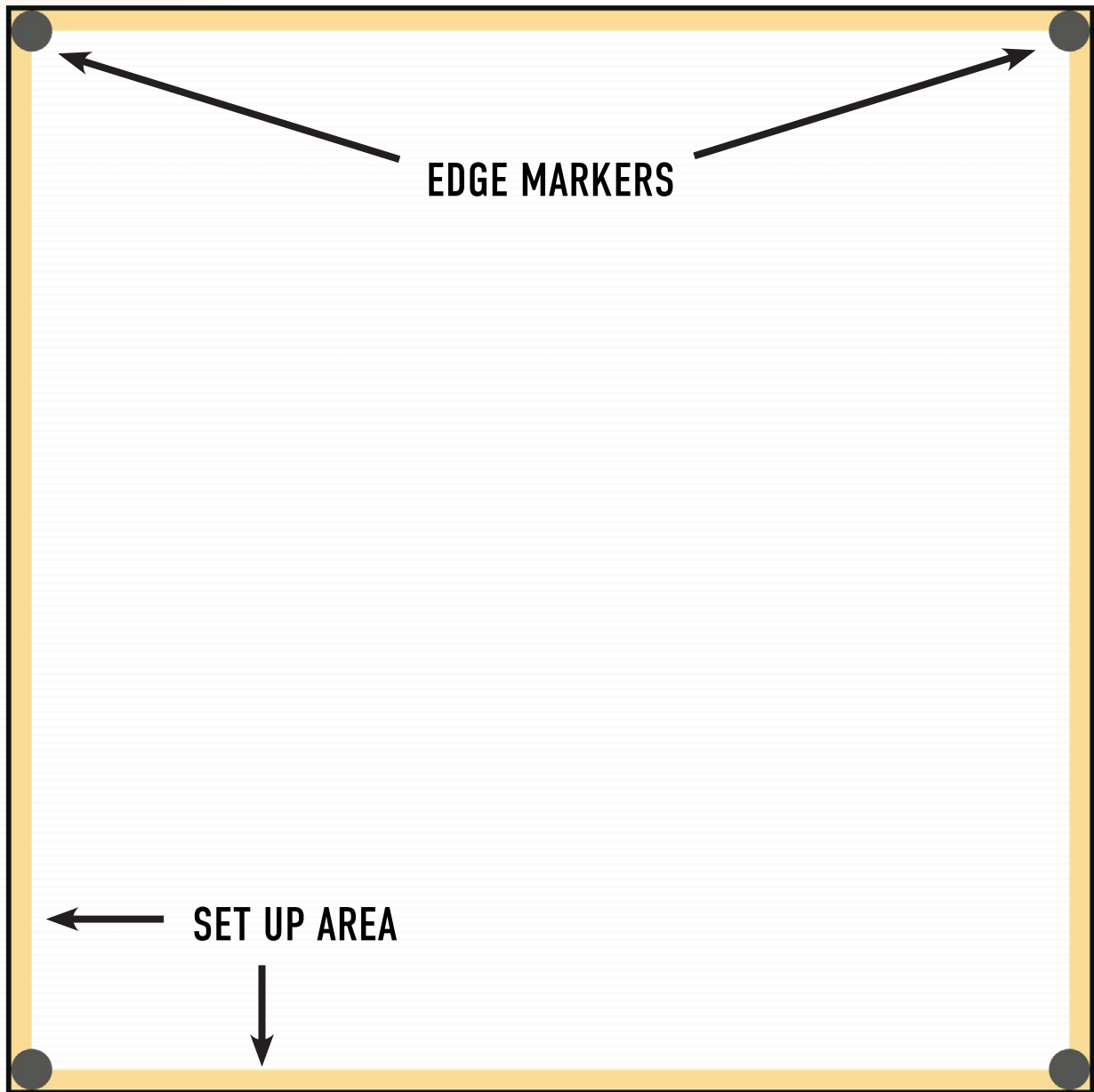
CAMPAIGN SCENARIOS

Campaign Scenarios form the backbone of the stories told in Enforcer. They are more structured, with a specific goal tied to the ongoing narrative you are playing through in and around the various scenarios, missions and operations.

In Campaign Scenarios, it is possible to lose the scenarios but survive. It is a disappointment, but it happens, and losing does not mean the scenario ends. As long as one PC survives, the scenario continues. When a scenario is lost, the only thing left to do is escape. If a PC at any time crosses the board edge where he started, he has escaped and lives to fight another day.

Tl;dr Scenarios:

- » Battle Scenarios: fun, guts, glory
- » Campaign Scenarios: story and narrative
- » Each scenario has unique rules, check em all out



BATTLE ROYALE

SCENARIO TYPE: BATTLE

SET UP

This scenario has no teams; instead individual characters are on their own against everyone else. Any number of characters set up against the board edges, equidistant from each other. Four “edge” markers are set up at the four corners of the board.

WIN CONDITION

Last man standing. The character that is the last one to stay alive wins the scenario.

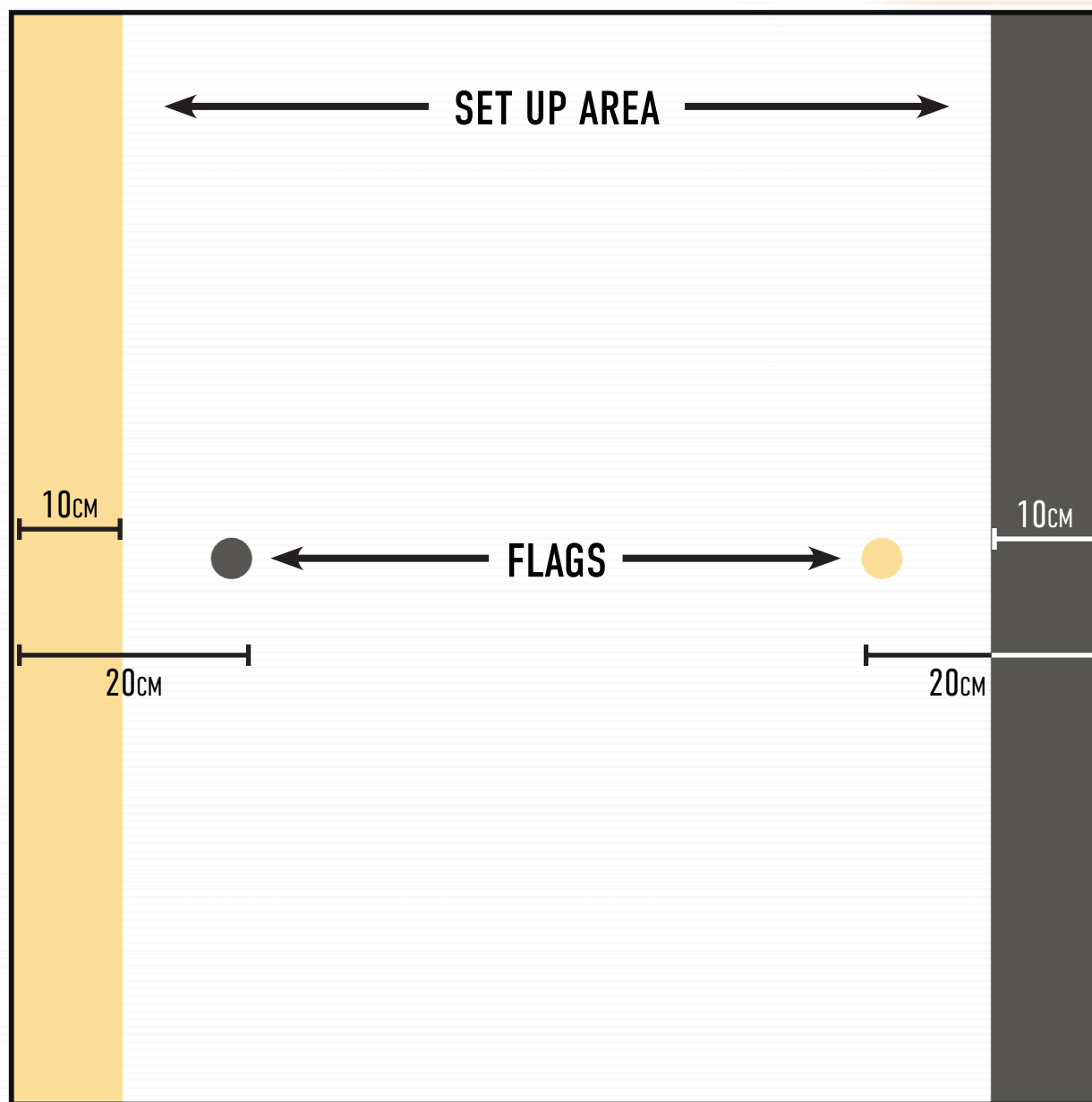
RESPAWN RATE

None. Each character only has one life.

SPECIAL RULES

At the end of each round, each edge marker is moved 2cm directly towards the centre of the board (moving over, under, through terrain). Any character that ends a round between the edge markers and the board edge instantly die.

Warbands: Instead of playing as individual characters, each player controls a Squad. The last Squad Leader to remain alive wins the scenario, although Minions without a Leader can continue to be played in the scenario.



CAPTURE THE FLAG

SCENARIO TYPE: BATTLE

SET UP

Two teams sets up within 10cm of opposites sides of the board. At the centre of each team's edge, 20cm in from the edge is an objective marker: the flags

WIN CONDITION

The first team to carry the opponents' flag back across their own board edge wins the match. The flag cannot be thrown across the board edge; it must be carried across.

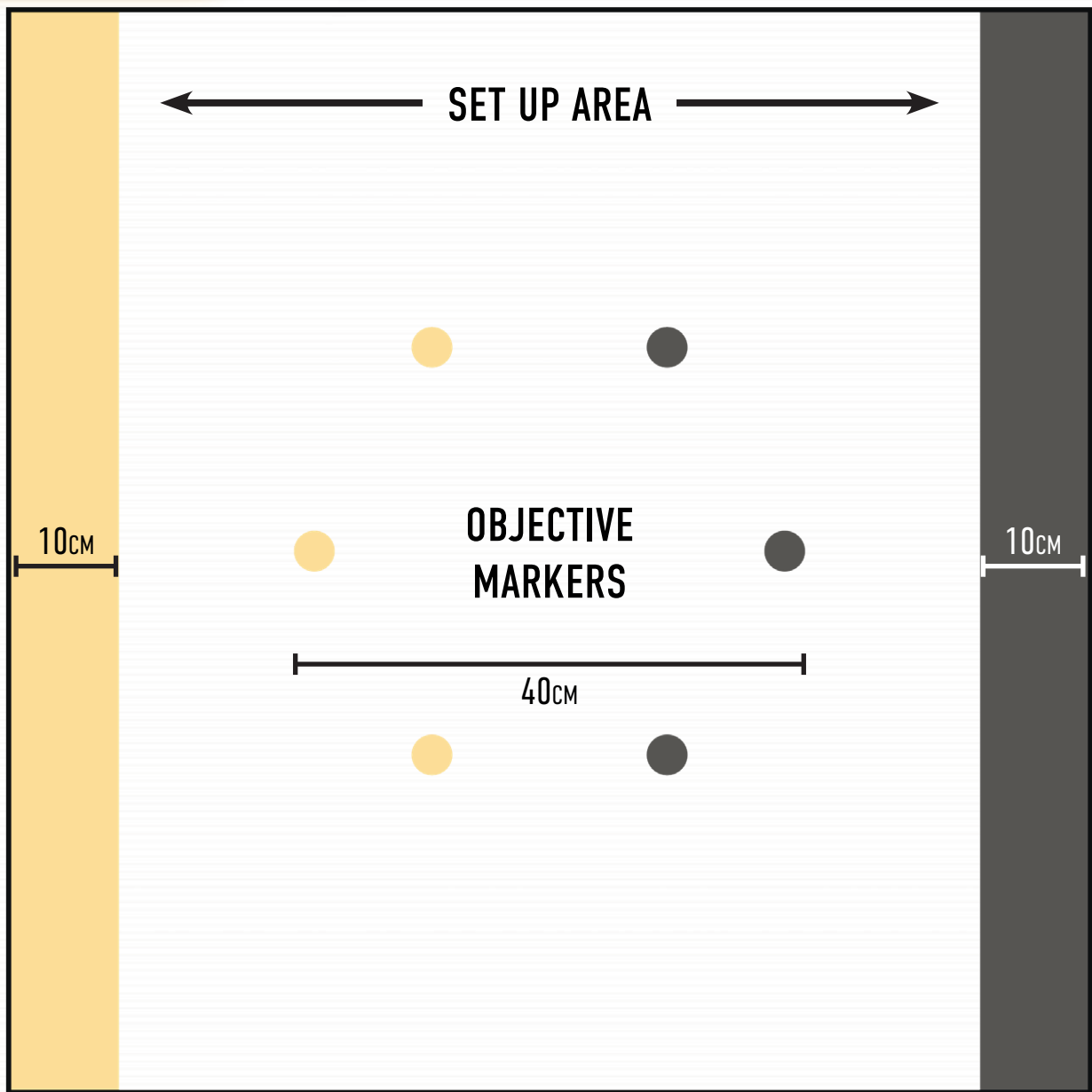
RESPAWN RATE

After a character dies, he is still in the turn order for future rounds. On the character's future turns, his player rolls a d100. On a roll of 25 or less, the character enters the board from anywhere on his team's edge. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

To carry a flag, a character requires a free hand an spend an Action to pick it up. The flag must be held in a hand if carried; it cannot be holstered or pocketed.

A character who gets any of the Fear, Stunned, Unconscious, Dying or Dead Status effects immediately drops the flag where they currently are.



CONQUEST

SCENARIO TYPE: BATTLE

SET UP

Two teams set up within 10cm² on opposing corners of the board edge. Six immovable objective markers are placed equidistant from each other in a 40cm diameter ring around the centre of the board.

WIN CONDITION

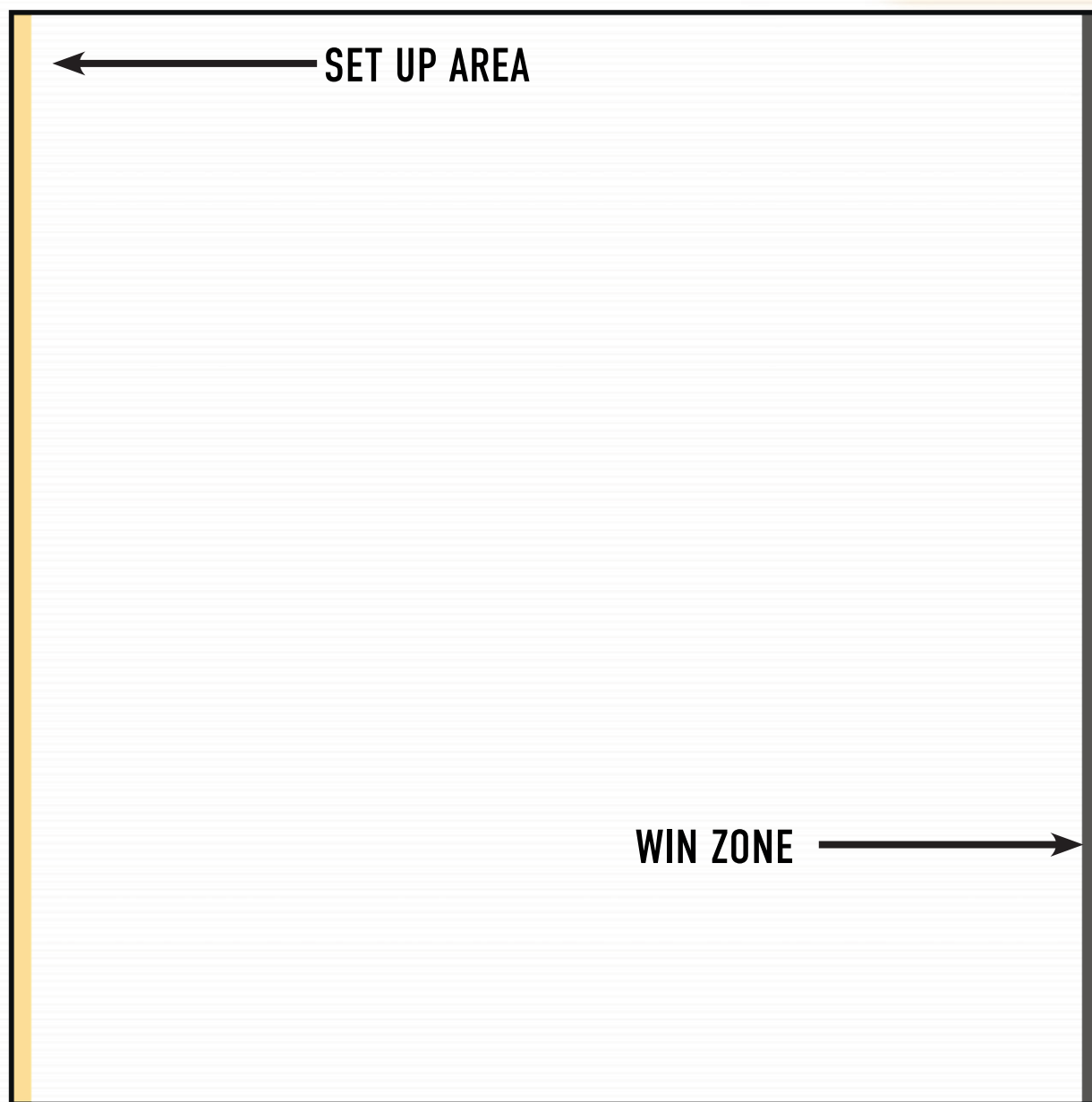
The first team to have all six objective markers activated in their colours wins the scenario.

RESPAWN RATE

After a character dies, he is still in the turn order for future rounds. On the character's future turns, his player rolls a d100. On a roll of 25 or less, the character enters the board from anywhere on his team's edge. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

Objective markers come in two different colours, one for each team. It takes one Action to activate an objective marker, and doing so changes its colour to that team's. A character must be within 1cm of the objective marker to activate it. At the start of the scenario, three objective markers are in one team's colour and three in another.



DEATH RACE

SCENARIO TYPE: BATTLE

SET UP

This scenario has no teams; instead individual characters are on their own against everyone else. Any number of characters set up against a single board edge, equidistant from each other.

WIN CONDITION

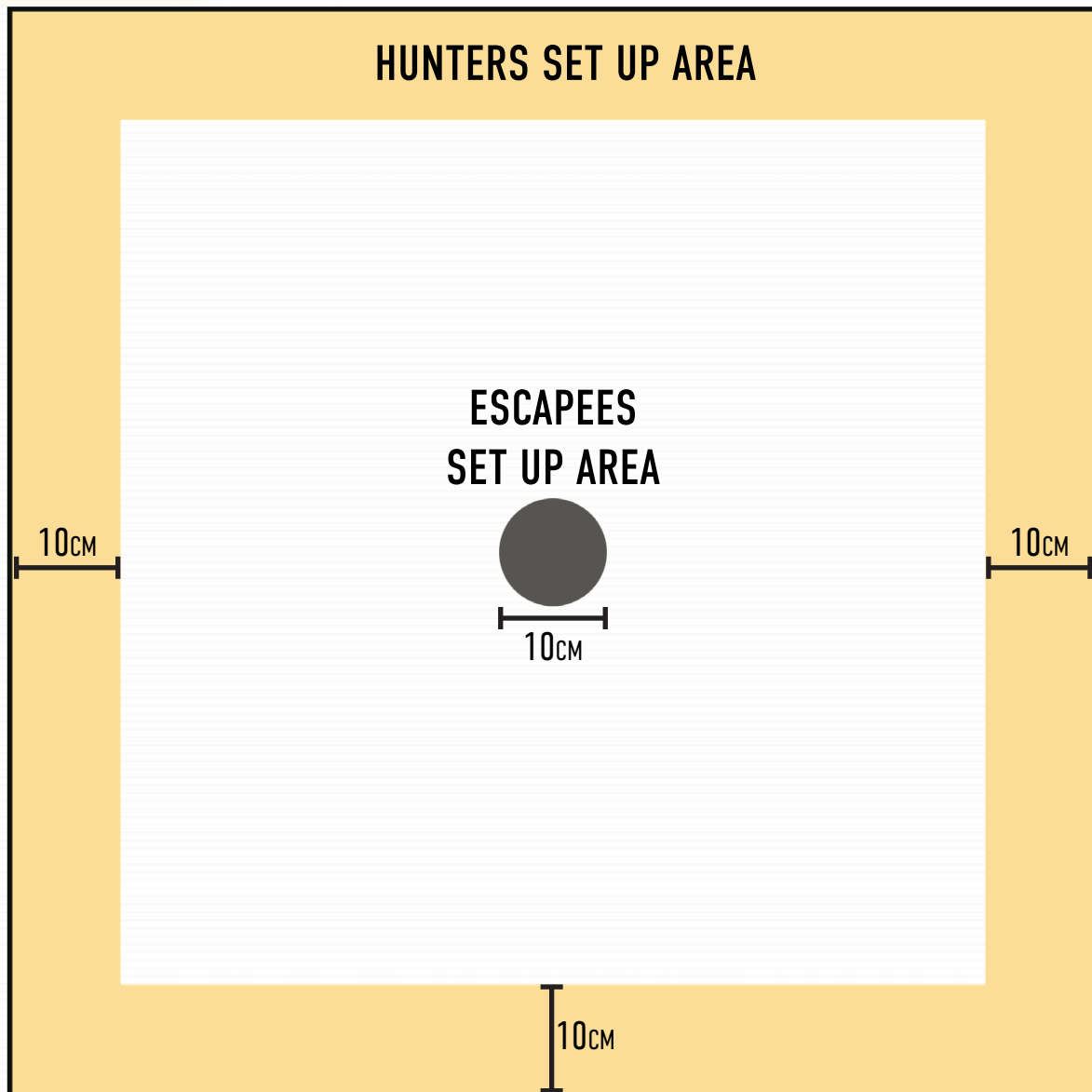
The first player to make it across the opposite board edge is the winner.

RESPAWN RATE

After a character dies, he is still in the turn order for future rounds. On the character's future turns, his player rolls a d100. On a roll of 33 or less, the character enters the board from anywhere on his team's edge. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

Hell Race: An equal number of hostile NPCs are set up anywhere on the board, at least 30cm away from the PCs. These NPCs can be controlled by a GM; but if not, the players can control them and they are always hostile to the nearest PC.



ESCAPE

SCENARIO TYPE: BATTLE

SET UP

Two teams: Escapees and Hunters. Escapees start within a 10cm diameter area in the centre of the board; and Hunters start within 10cm of any board edge.

WIN CONDITION

Escapees win when any one of them crosses a board edge. Hunters win when all Escapees have died.

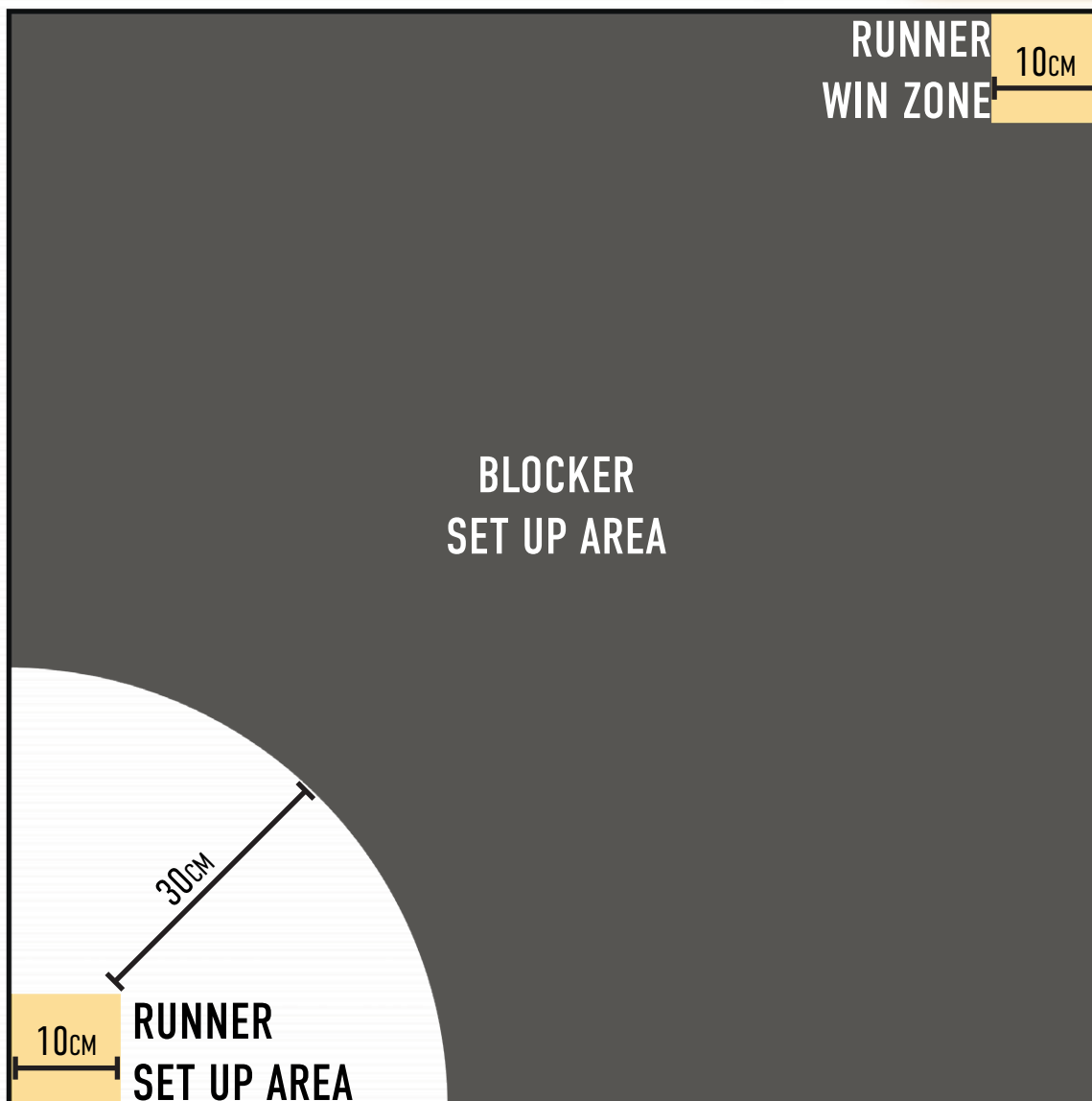
RESPAWN RATE

Escapees do not respawn.

For Hunters, after one of them dies, he is still in the turn order for future rounds. On the Hunter's future turns, his player rolls a d100. On a roll of 20 or less, the Hunter enters the board from any edge, as long as it is 30cm away from an Escapee. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

Escort Variant: There is a VIP in the Escapee team. This VIP is an extra NPC controlled by the Escapee team. All his stats are 50 and he only has a Kevlar Vest and a Pistol (Laser). The Escapees win when the VIP crosses a board edge, and the Hunters win when the VIP dies.



GAUNTLET

SCENARIO TYPE: BATTLE

SET UP

Two teams: Runners and Blockers. Runners start within 10cm of one corner on the board. Blockers start anywhere on the field, at least 30cm away from the Runners.

WIN CONDITION

Runners win when any one of them crosses the board edge within 10cm of the corner opposite to the one where they started. Blockers win when all Runners have died.

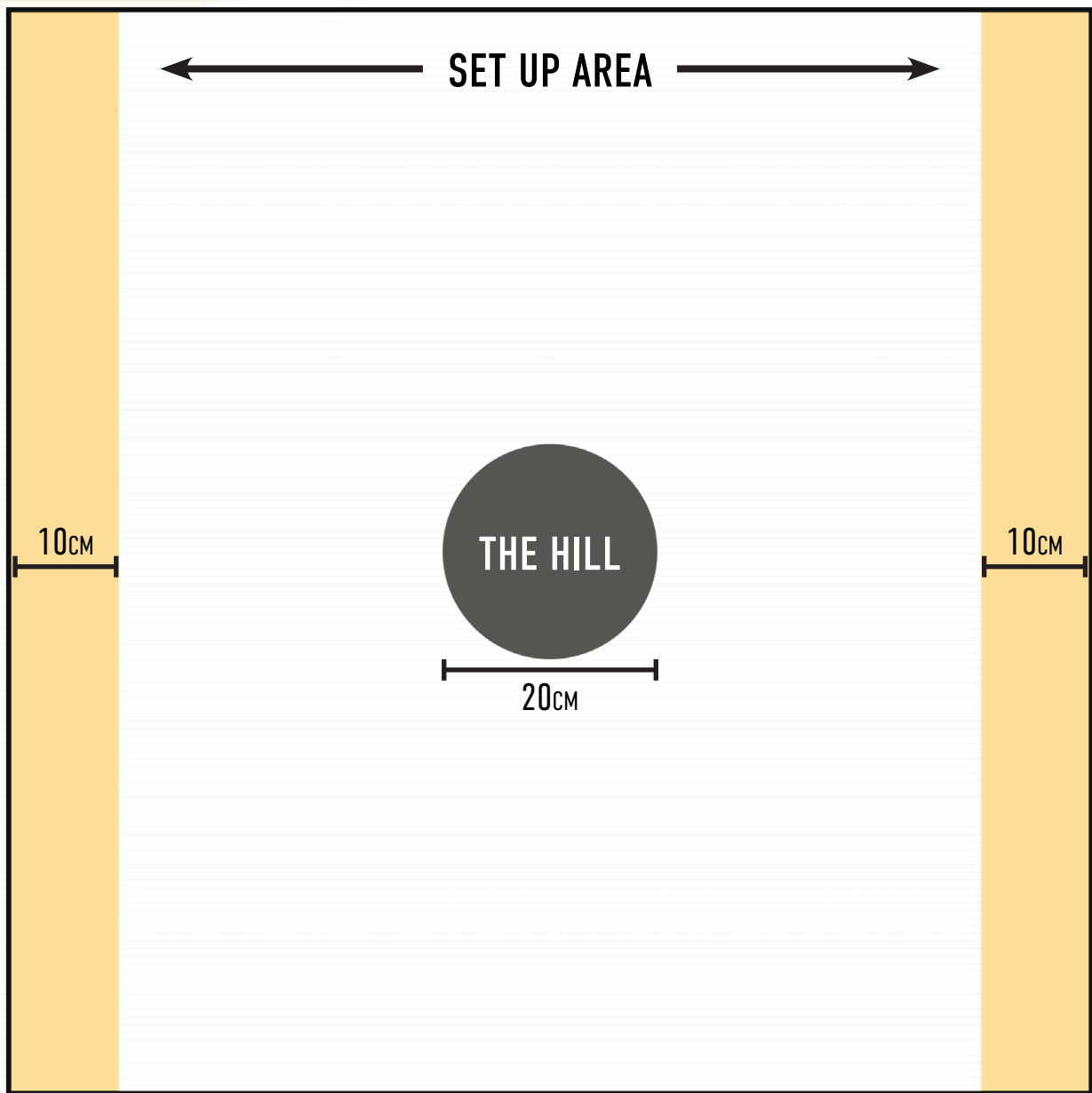
RESPAWN RATE

Runners do not respawn.

For Blockers, after one of them dies, he is still in the turn order for future rounds. On the Blocker's future turns, his player rolls a d100. On a roll of 20 or less, the Blocker enters the board from any edge, as long as it is 30cm away from a Runner. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

Escort Variant: There is a VIP in the Runner team. This VIP is an extra NPC controlled by the Runner team. All his stats are 50 and he only has a Kevlar Vest and a Pistol (Laser). The Runners win when the VIP crosses the board edge within 10cm of the corner opposite to the one where he started, and the Blockers win when the VIP dies.



KING OF THE HILL

SCENARIO TYPE: BATTLE

SET UP

Any number of teams sets up within 10cm of opposite sides of the board. At the centre of the board is a 20cm diameter zone: the hill.

WIN CONDITION

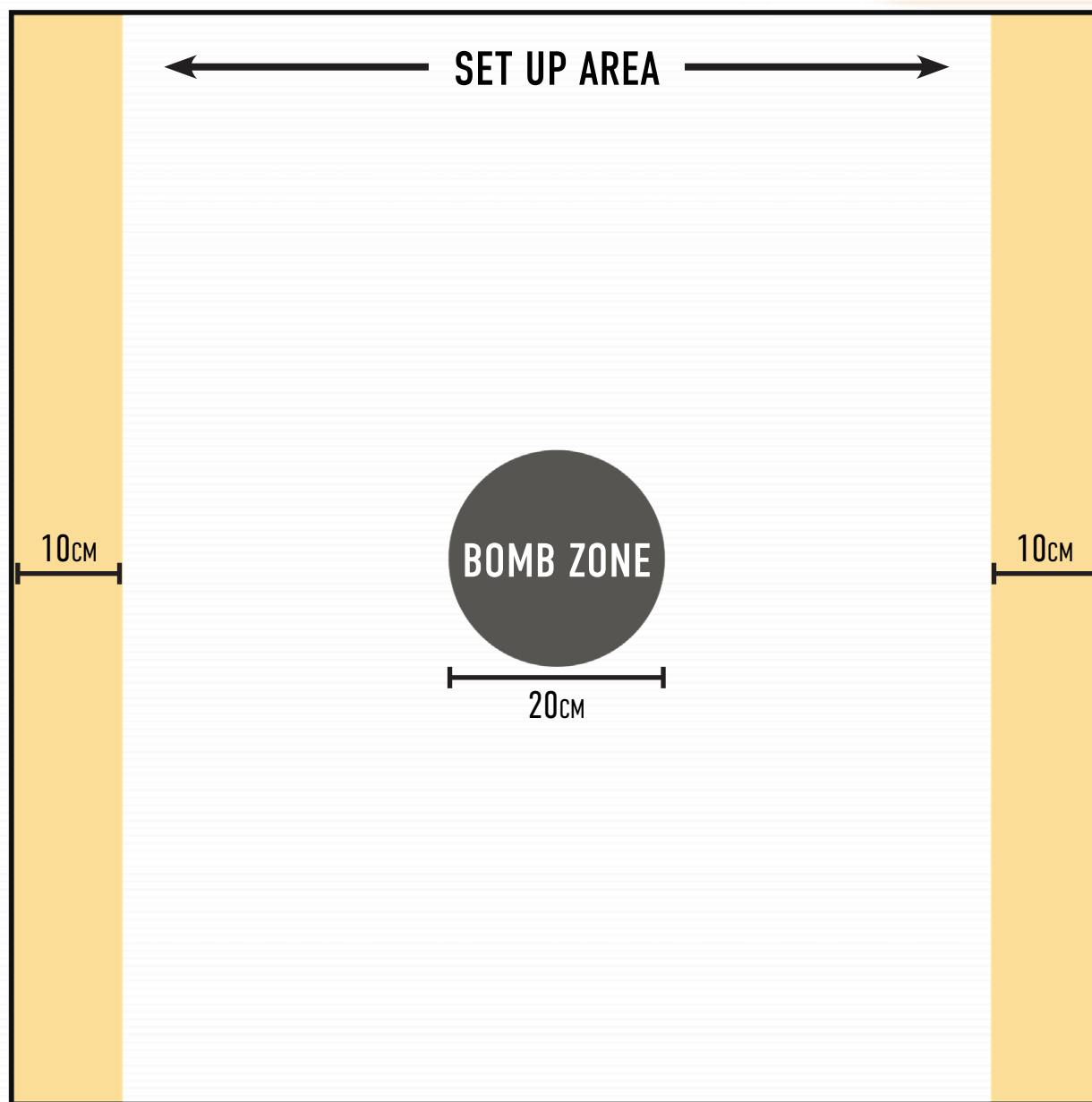
A team wins when only their team has a character on the hill for three consecutive turns.

RESPAWN RATE

After a character dies, he is still in the turn order for future rounds. On the character's future turns, his player rolls a d100. On a roll of 25 or less, the character enters the board from anywhere on his team's edge. He starts again with full HP/AP and all his Equipment.

SPECIAL RULES

The three turn victory timer will only count down if only one team has a character on the hill. If more than one team has characters on the hill, any countdown stops and reset. Only when one team has characters on the hill will the countdown start again.



SABOTEUR

SCENARIO TYPE: BATTLE

SET UP

Two teams: Agents and Saboteurs. The two teams set up within 10cm of opposite sides of the board. Place a single objective marker, “the bomb”, anywhere within 20cm of the centre of the board.

WIN CONDITION

Saboteurs win when they activate the bomb and it stays activated for 3 consecutive rounds, or when all Agents are dead.

Agents win when they deactivate the bomb, after it has been activated, but before the 3 turn timer has expired, or all Saboteurs are dead.

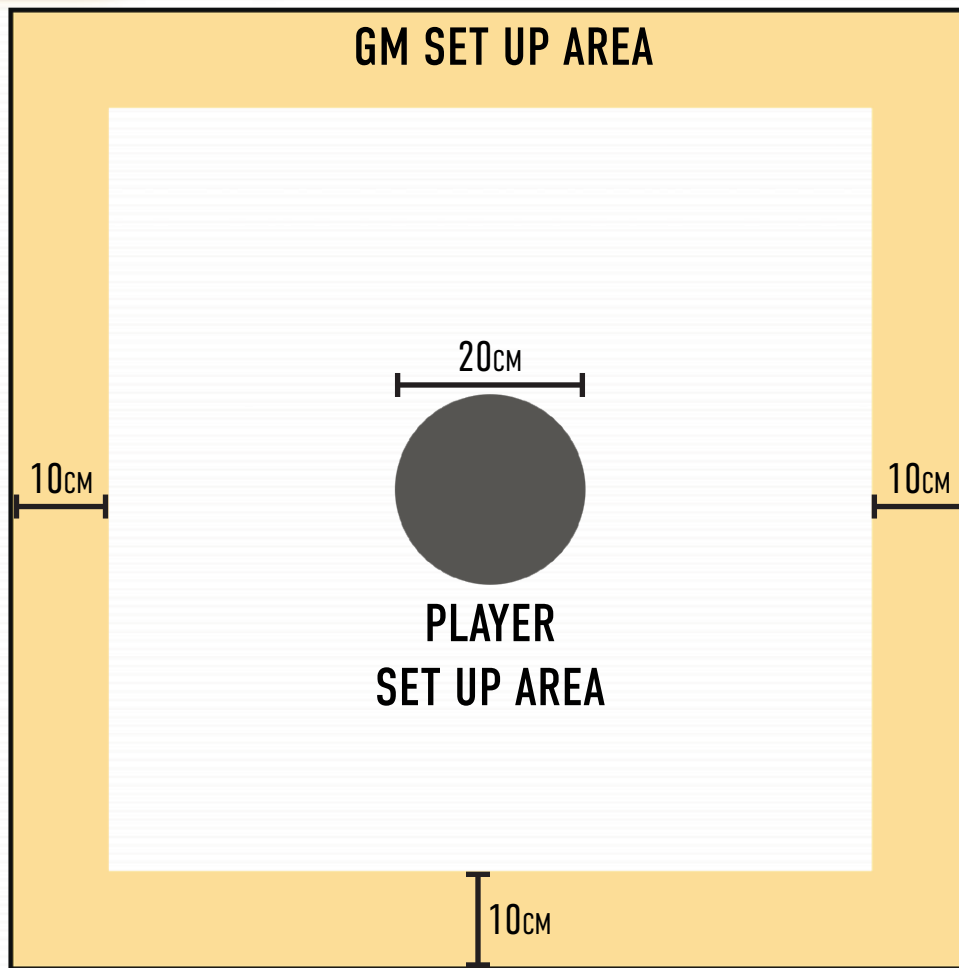
RESPAWN RATE

None. Each character only has one life.

SPECIAL RULES

The bomb cannot be moved, picked up, or destroyed. The bomb requires one Action to activate, and one Action to deactivate.

ONLY THE WEAK FORGIVE



SURVIVAL

SCENARIO TYPE: BATTLE

SET UP

Two teams: Players and GM. Players start within a 20cm diameter area in the centre of the board; and GM starts 1d10 characters within 10cm of any board edge.

WIN CONDITION

There is none. Player simply see how long they can survive.

RESPAWN RATE

None. Each character only has one life.

SPECIAL RULES

At the start of each round, the GM sets up an additional 1d10 characters anywhere within 10cm of any board edge, as long as they are at least 30cm away from a

PC.

At the start of every 5th round, a single PC gets one of the following gifts:

- » Fully healed HP
- » Fully healed AP
- » Fully restored Items
- » Fully restored ammo for all his weapons.
- » Remove all Status effects (other than Dead)

Zombie variant: The GM only uses zombies as characters, but puts 2d10 of them on the board at the start of each round. Zombies are Minions with the following stats:

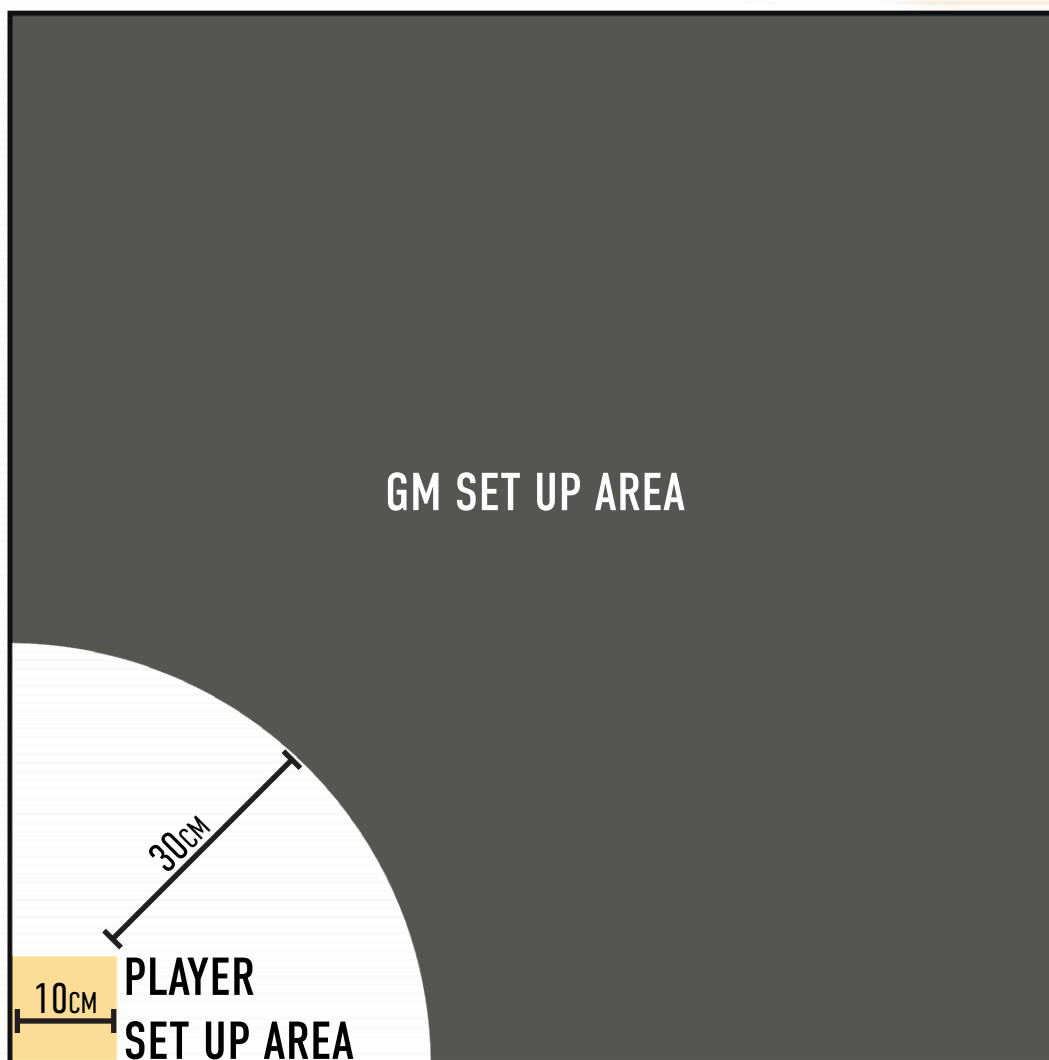
	HL	WS	BS	DX	IT
Zombie	100	80	0	40	0

Equipment:

- » Fist (Equivalent to Knuckle Duster)
- » Bite (Equivalent to Sword)

Perks:

- » Dual Wield
- » Bloodlust



DEFUSAL

SCENARIO TYPE: CAMPAIGN

A bomb is set to go off, and only the Enforcers can stop it before it can cause destruction.

SET UP

The PCs set up in a 10cm² area in one corner of the board edge. The GM determines where the NPCs will be set up. If they are within the field of view of the PCs, the GM sets the NPCs physically on the board. If they are not, the GM mentally notes their position to be revealed later. The bomb is always outside the PCs' field of view.

WIN CONDITION

The bomb will detonate at the end of the 6th round. The PCs win if they deactivate the bomb before then.

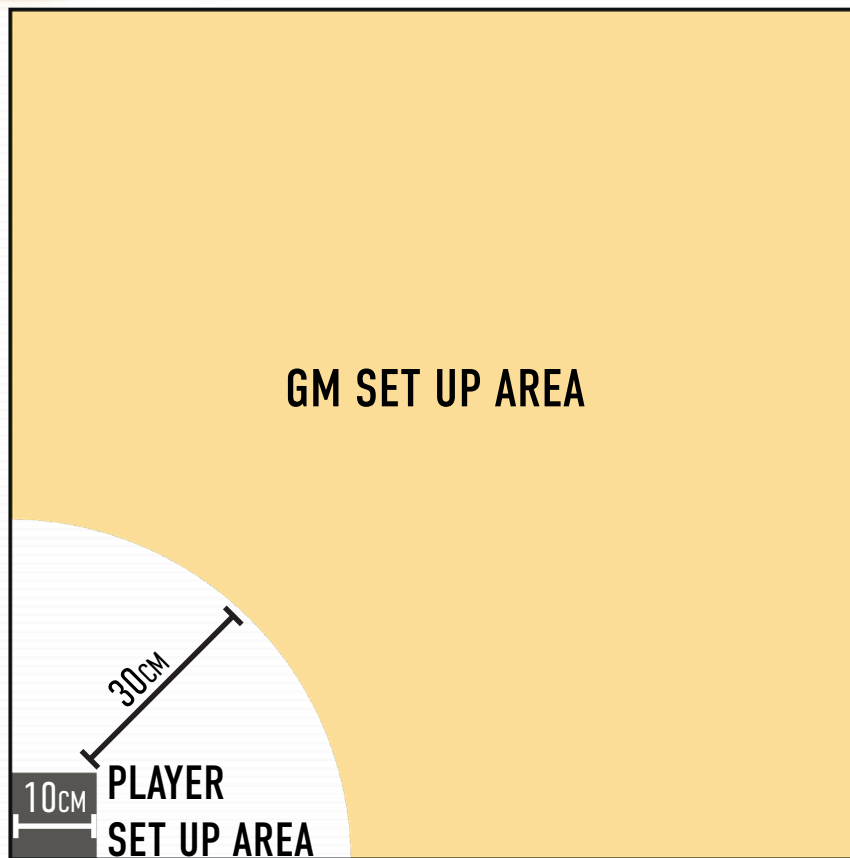
RESPAWN RATE

None. Each character only has one life.

SPECIAL RULES

The bomb has 3AP and if it is destroyed, it detonates. When the bomb detonates, treat it as an incendiary grenade with a blast radius of 40cm. If the bomb is hit with an EMP weapon, the countdown timer is paused.

Demon summoning variant: A witch and her acolytes are summoning a demon. The witch starts the summoning process on her first turn. The PCs must prevent the hellspawn being summoned and kill or apprehend the witch. If the hellspawn is summoned, the PCs must see it dead or banished.



EXTRACTION

SCENARIO TYPE: CAMPAIGN

This scenario sees the Enforcers try and locate a valuable target and then escort it back out of the board.

SET UP

The Enforcers set up in a 10cm² area in one corner of the board edge. The GM determines where the target and NPCs will be set up. If they are within the field of view of the PCs, the GM sets the target and NPCs physically on the board. If they are not, the GM mentally notes their position to be revealed later.

WIN CONDITION

The Target must be cross the board edge inside the area where the PCs started. If the target is destroyed, the players lose the scenario.

RESPAWN RATE

PCs do not respawn.

At the start of each turn, the GM rolls a d100. On a roll of 10 or less, the GM reintroduces one NPC that

has previously died from any of the three opposing board corner edges.

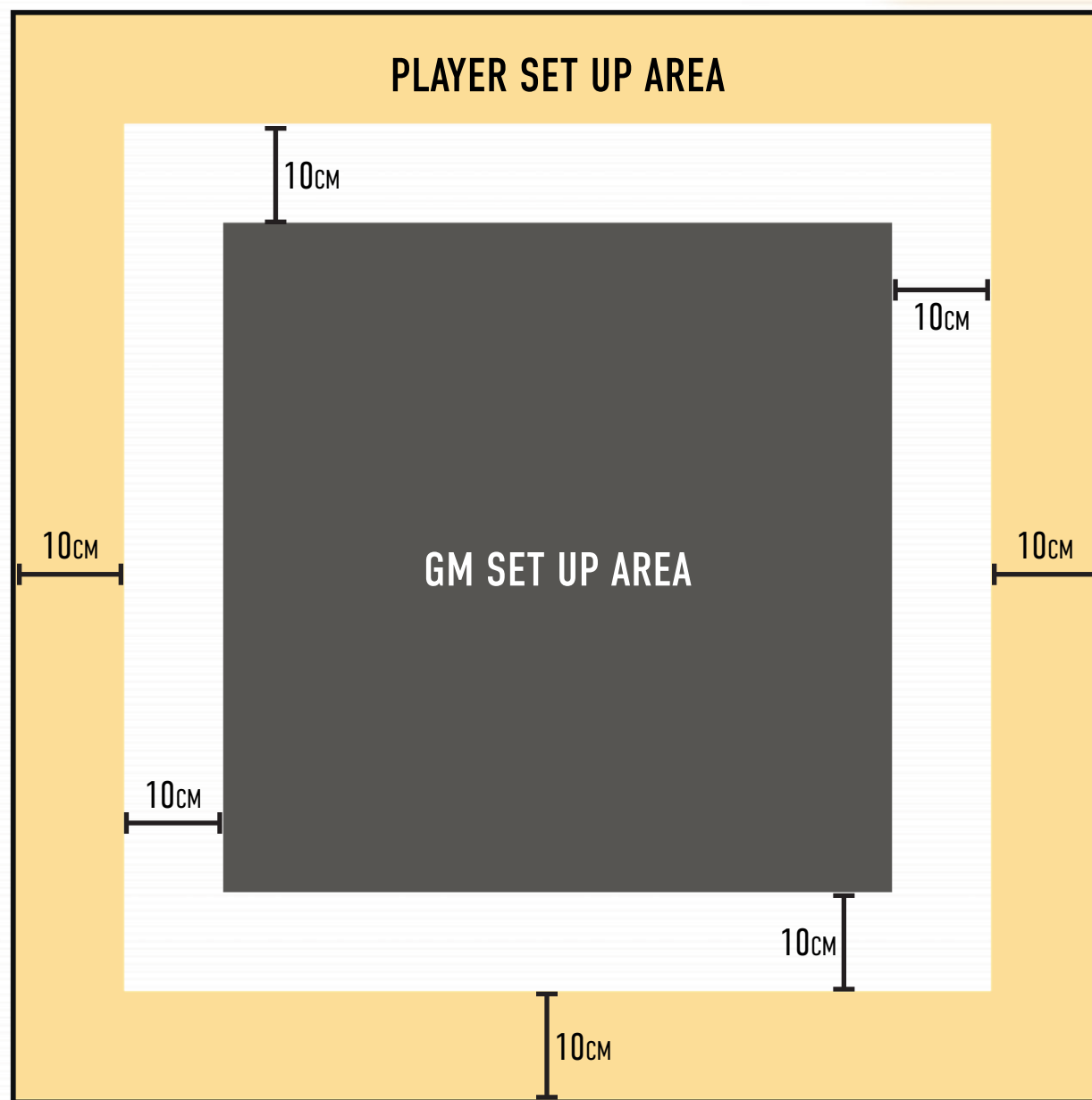
SPECIAL RULES

Civilian extraction: The target is a character with no equipment or Perks, and with a 40 in all stats.

Enforcer extraction: The target is an Enforcer using the Enforcer Apprentice stats, Equipment and Perks. The Enforcer has half HP, half AP and half ammo remaining.

Data extraction: The target is a piece of information that must be retrieved from a computer that is represented by an objective marker. The computer cannot be moved, but has 3 AP and can be destroyed. It takes one Action to start the download process, and it takes three rounds to finish the download. The data can then be pocketed as a regular Item.

Asset extraction: The target is an object represented by an objective marker. The asset requires an Action to pick up or put down, and needs two free hands to carry. It cannot be holstered or pocketed. A character who gets any of the Fear, Stunned, Unconscious, Dying or Dead Status effects immediately drops the asset where they currently are.



INFILTRATOR

SCENARIO TYPE: CAMPAIGN

An infiltrator has hidden away in a group of civilians. Hunt him down and find him.

SET UP

The PCs set up within 10cm of any board edge. The GM sets up five times as many civilians as PCs on the board, all visible to the players.

WIN CONDITION

The PCs win if they find the Infiltrator before the event occurs.

RESPAWN RATE

None. Each character only has one life.

SPECIAL RULES

One of the civilians is the Infiltrator, and it's the PCs' job to figure out which one it is. Depending on the variant, the Infiltrator may have weapons, but these and all other Equipment will not be visible. If the Infiltrator draws a weapon or uses an item within the PCs' field of view, they can clearly tell who it is.

The Infiltrator will do his best to stay hidden from the PCs, but they can use their investigation skills to uncover him. If a PC is within 20cm of a civilian, he can spend an Action and roll a Perception Check to investigate a civilian. On a success, he knows if that is

the Infiltrator or not. The PC can also spend an Action and roll a Leadership Check to interrogate a civilian, if within 20cm. If the check is successful, the civilian will either gain the Fear Status if it is indeed a civilian, or reveal itself to be the Infiltrator.

Agent recovery variant: An undercover Enforcer has reached out for help. He is being hunted by another team and cannot verify that your team really are Enforcers. In this variant, the PCs set up in one corner of the board edge, and the Copies set up in the opposite edge. The Copies, as their name says, number exactly the same as the PCs, and each Copy is a copy of an PC (the stats, Equipment, and Perks). The Copies will use the same Leadership and Perception Checks to uncover the Infiltrator and kill him when they find him. The PCs can either kill the Copies or find the Infiltrating Enforcer before they do.

Assassin variant: One civilian is the Assassin (using the Assassin stats, equipment and Perks) and another civilian is the Victim (standard civilian). The PCs must find and escort the Victim across a board edge before the Assassin kills him; or kill the Assassin first. The Victim is unaware of the Assassin.

Suicide Bomber: A rebel has taken it on himself to give his life for his cause, and he will take as many people with him as possible. The PCs have six rounds to find and kill the bomber before he blows himself up. If the bomber knows that he has been detected (i.e. through a Leadership Check made on him, or being attacked) then he will blow himself up on his next turn.

TO NEGOTIATE IS TO ACCEPT FAILURE



REBEL ATTACK

SCENARIO TYPE: CAMPAIGN

Traitors to the empire have taken up arms against its citizens. The Enforcers must save them or the rebels will kill them all.

SET UP

The PCs set up in a 10cm² area in one corner of the board edge. The GM sets up three times as many civilians on the board as PCs, and twice as many hostile NPCs (the Rebels) as PCs. All NPCs are visible to the players from the beginning.

WIN CONDITION

The PCs win when at least half the civilians have crossed any board edge.

RESPAWN RATE

PCs do not respawn.

At the start of each turn, the GM rolls a d100. On a roll of 20 or less, the GM reintroduces one NPC that has previously died from any of the three opposing board corner edges.

SPECIAL RULES

Civilians have no Equipment or Perks, have all stats at 40. They start the scenario with the Fear Status, and will keep the Status until an PC gets within 15cm of a civilian. Once this close, the PC can use an Action to calm to the civilian, at which point the civilian will lose the Fear Status and can act as normal.

Rebels will always move to and attack the nearest civilian unless they are first attacked by an PC, or if an PC comes within 20cm of a Rebel.



PRINT OUTS

INNOCENCE IS NO ALIBI

On the next few pages you'll find some sheets that you can print out and use during your games. These sheets will help keep track of all the things that go on during and in between a scenario, so it's always a good idea to keep them nearby, and keep them updated.

There are four sheets to print off, but only two you'll be using in a scenario:

CHARACTER SHEET

This is where you keep track of an individual character's Stat Levels and Critical Chance, their Equipment and any Perks they have. You can use this sheet for Minions as well, just ignore the stats the Minions don't have.

ARMOURY

A character sheet shows only the Equipment they carry into each scenario. In between scenarios, all Equipment goes into a collective pool that is shared with the entire Enforcer's team. This is the Armoury.

Before each scenario begins, each player can choose their equipment from the Armoury and write that on their character sheet. Anything that isn't carried on a character can't be used during that scenario.

ENFORCER'S LOG

While the Enforcers work is secret to the public, it does not mean their deeds should go unremembered. The Enforcers keep exquisite records of the work their teams do, as the Emperor always wants to know that his realm and his people are being protected from the many threats they face.

IN REMEMBRANCE

Not every character in your Enforcer's team will survive to retirement. The work of an Enforcer is a lethal and gritty one, and often it is little more than a meat grinder where men go in and bodies come out. However, we will never forget the sacrifices these men have made for Empire, Emperor and God, and so we record their names here.

Tl;dr Print-Outs:

- » Character Sheet: Keep track of your PC
- » Armoury: Note down the team's Equipment
- » Enforcer's Log: Track how your campaign's going
- » In Remembrance: Remember your fallen comrades

NAME: _____

	LVL	CRIT	EQUIPMENT
HL			
WS			
BS			
DX			
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NAME: _____

	LVL	CRIT	EQUIPMENT
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ARMOURY

THERE IS NO GREATER WEAPON THAN FAITH.

[illegible][illegible]

RANGED WEAPONS

[illegible]

MELEE WEAPONS

[illegible]

ENFORCER'S LOG

OUR LIVES ARE FOR THE EMPEROR. OUR WORK IS FOR THE EMPIRE. OUR SOULS BELONG TO GOD.

[illegible]

HERE WE REMEMBER THE BRAVE SOULS WHO GAVE THEIR ALL FOR THEIR EMPIRE, EMPEROR AND GOD. WE WILL NEVER FORGET.

OPS

EPITAPH

[illegible]



TEMPLATES

AN OPEN MIND
LACKS CLARITY

For all the templates found in this section, you may need to scale the pages using your pdf-reader and your printer. On each page you'll find a measurement for both centimetres and inches that you can use to adjust the scale of the printing size. Print out one page (one of the weapon template ones will use the least amount of ink) and then adjust the printing scale for all the subsequent printing.

For all the templates, we suggest using some card stock rather than simple paper as it will give you some more strength and durability.

WEAPON TEMPLATES

These are the most vital of the templates found in this section as they are the ones used to show the area of effects for the flame-thrower, plasma-thrower and all the grenades.

Note that for the flame-thrower, the slim end of the template is the weapon-end of the template, but for the plasma-thrower, the thick rounded end is the weapon-end.

CHARACTER STAND-INS

A great part of the INQ28 hobby that the Enforcer rules are for is about buying, building, modifying, sculpting and/or painting your models. The creativity found in the INQ28 community is second to none, and we highly recommend having a look online at everything that can be done with 28mm models.

If you're new to this sort of thing, on the internet you'll find all sorts of tutorials about how to get starting with your own modelling hobby. Until then, or if you are in need of some quick NPCs and the like,

you'll find paper stand-ins on this section that are scaled to 28mm. Just cut them out, paste the backs together, and fold open to bottom semi-circles to form the base. If you want a bit more support on the base, you can cut out some cardboard to stick the paper stand-ins on.

SAMPLE TERRAIN

The board during a scenario should never be empty. It should be littered and packed with terrain. Things to hide behind, things to hide within, stuff to investigate, and stuff to block line of sight. The board should "feel" like it is part of the Enforcer-verse.

To help out with that, we got some simple walls and boxes to get you started. Cut along the solid lines, fold along the dotted lines, and glue the shaded areas and you'll be on the way.

If you want more terrain, search online for "papercraft terrain" and you won't be dissatisfied. There is so much to find, you'll land on something you like.

Tl;dr Templates:

- » Weapon Templates: For grenades, flamethrowers and plasma throwers
- » Character Stand-Ins: Proxy paper models
- » Sample Terrain: Simple walls and boxes



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FLAMETHROWER

8 CM

Print the page so that the scales below
line up with their real measurements



1 CM



1 INCH

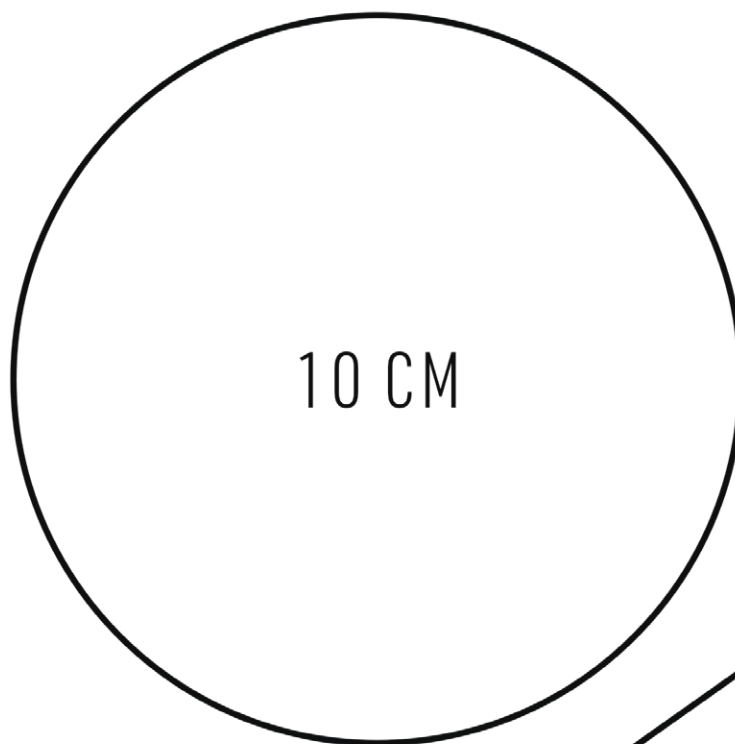
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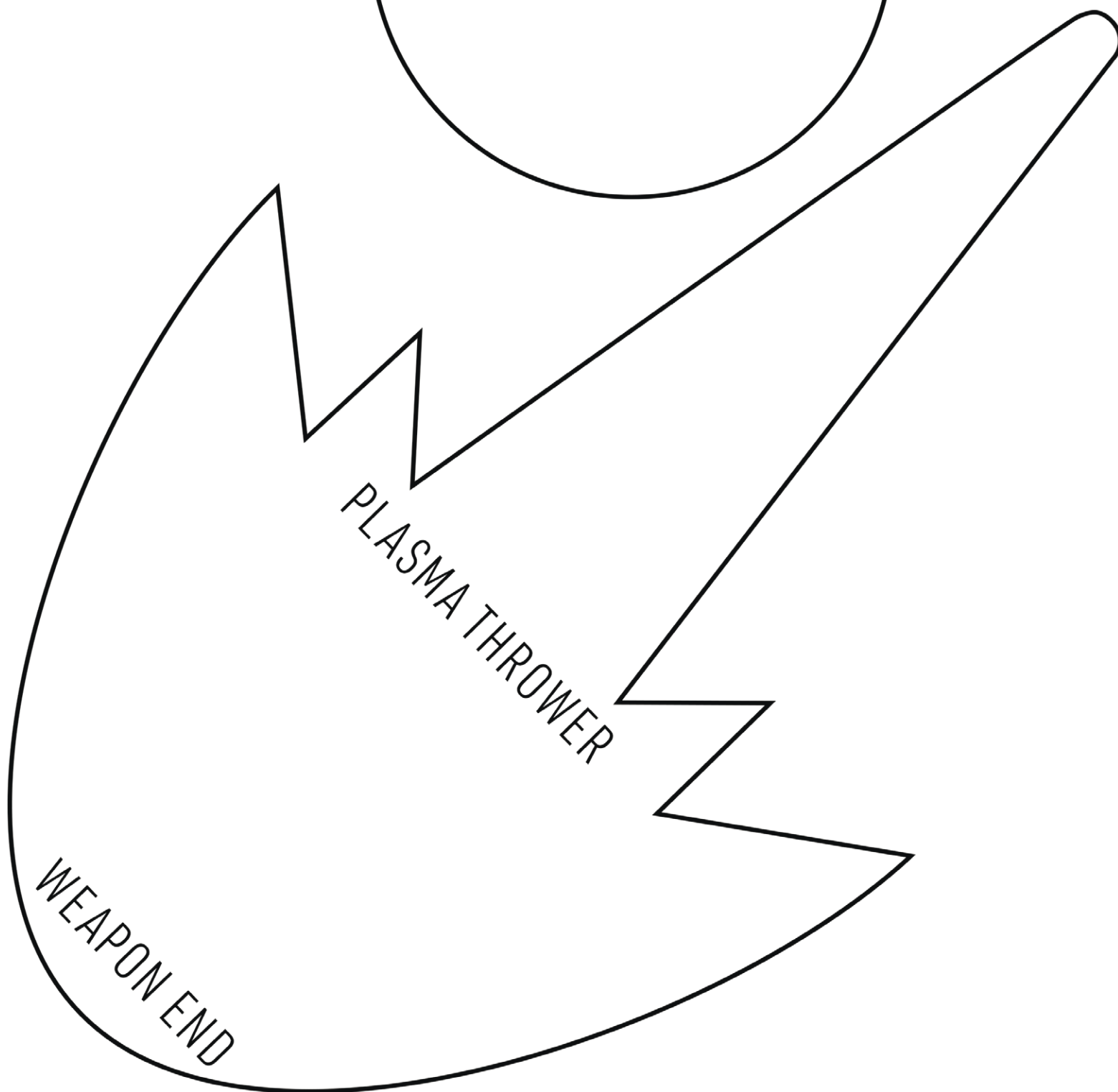
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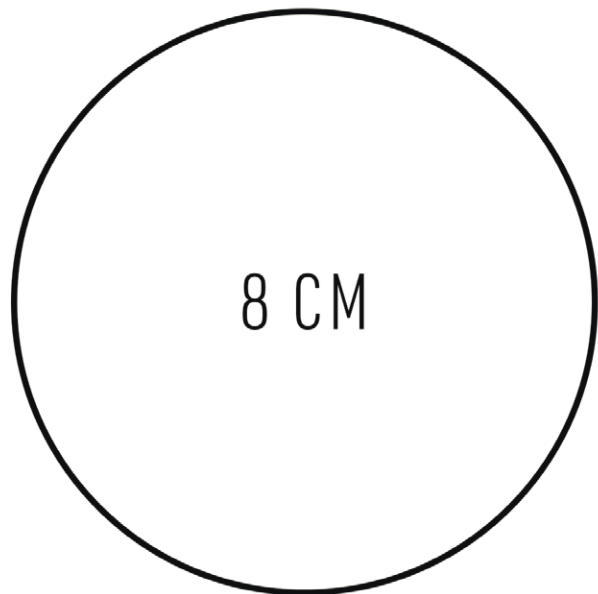
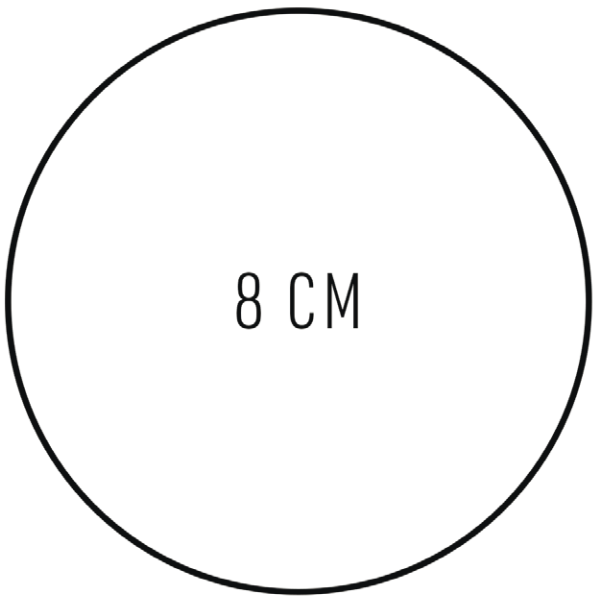
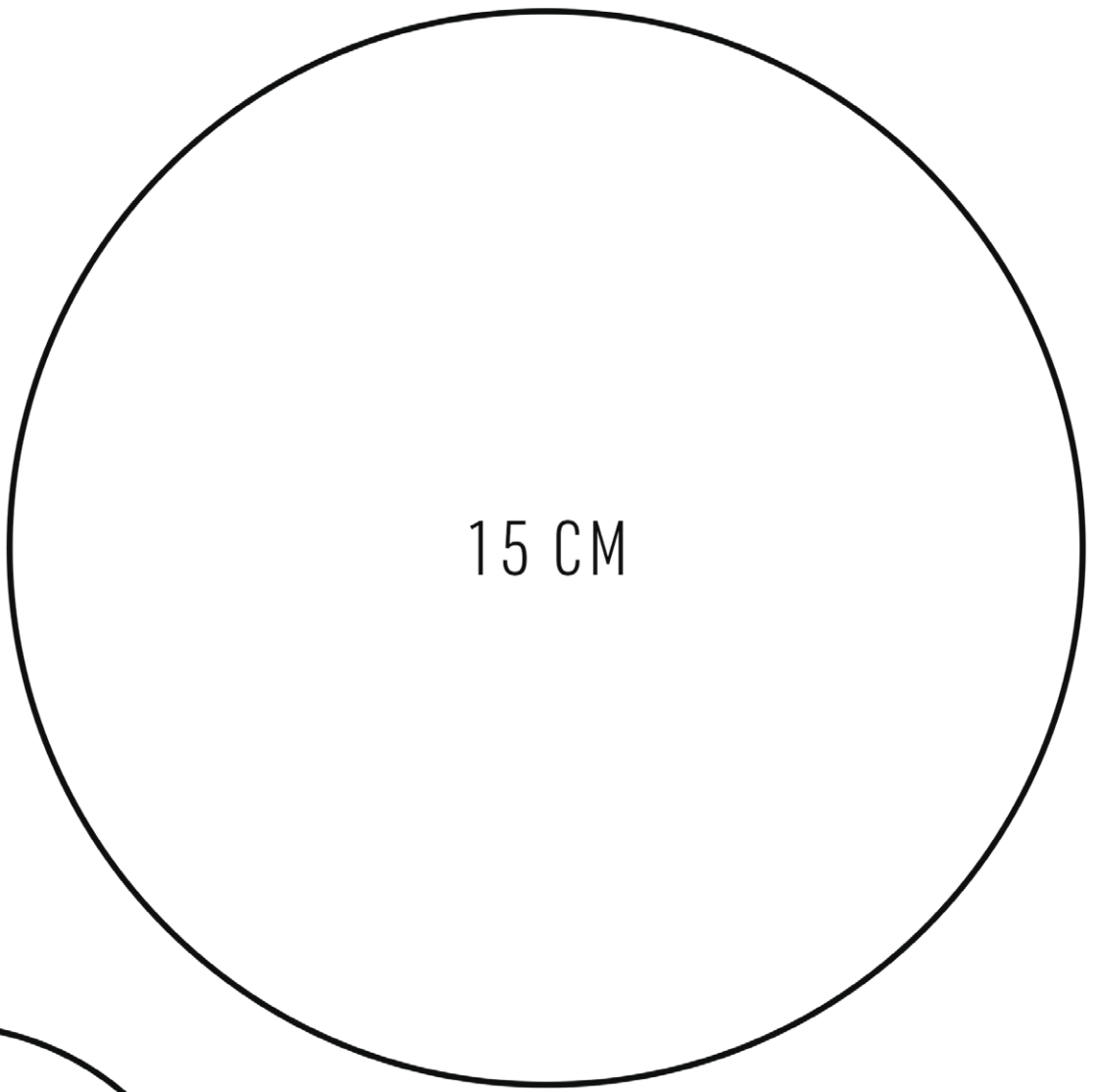


10 CM



PLASMA THROWER

WEAPON END



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line up with their real measurements



1 CM



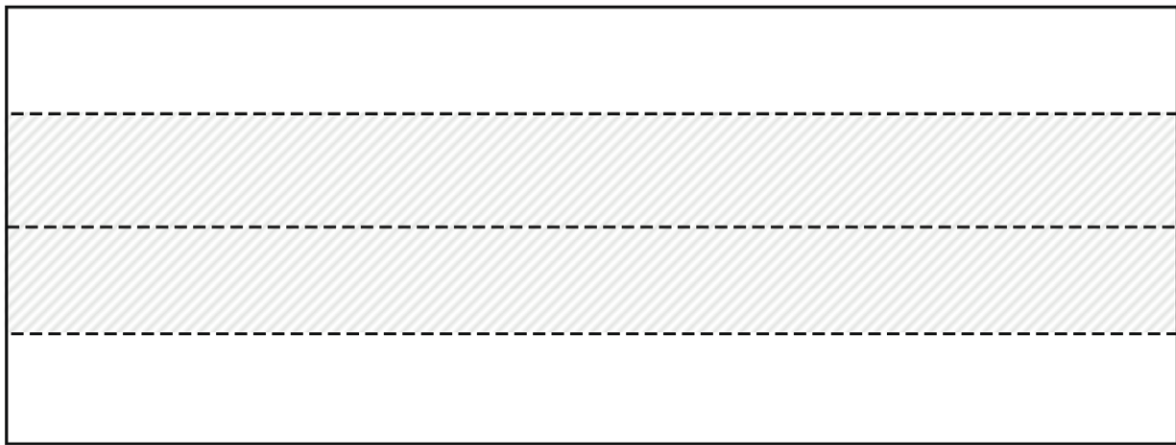
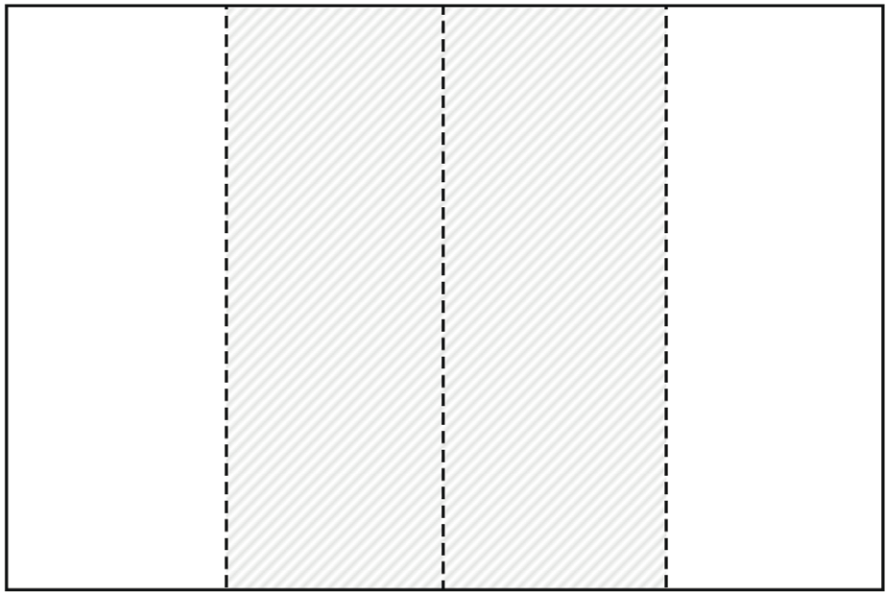
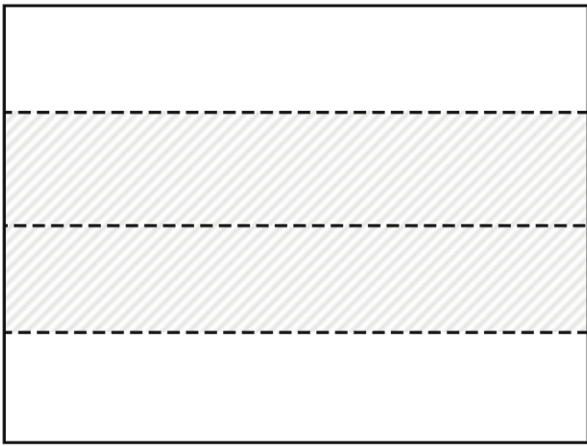
1 INCH



Print the page so that the scales below line up with their real measurements

1 CM

1 INCH



GLUE THE SHADED
CENTRE PARTS
TOGETHER



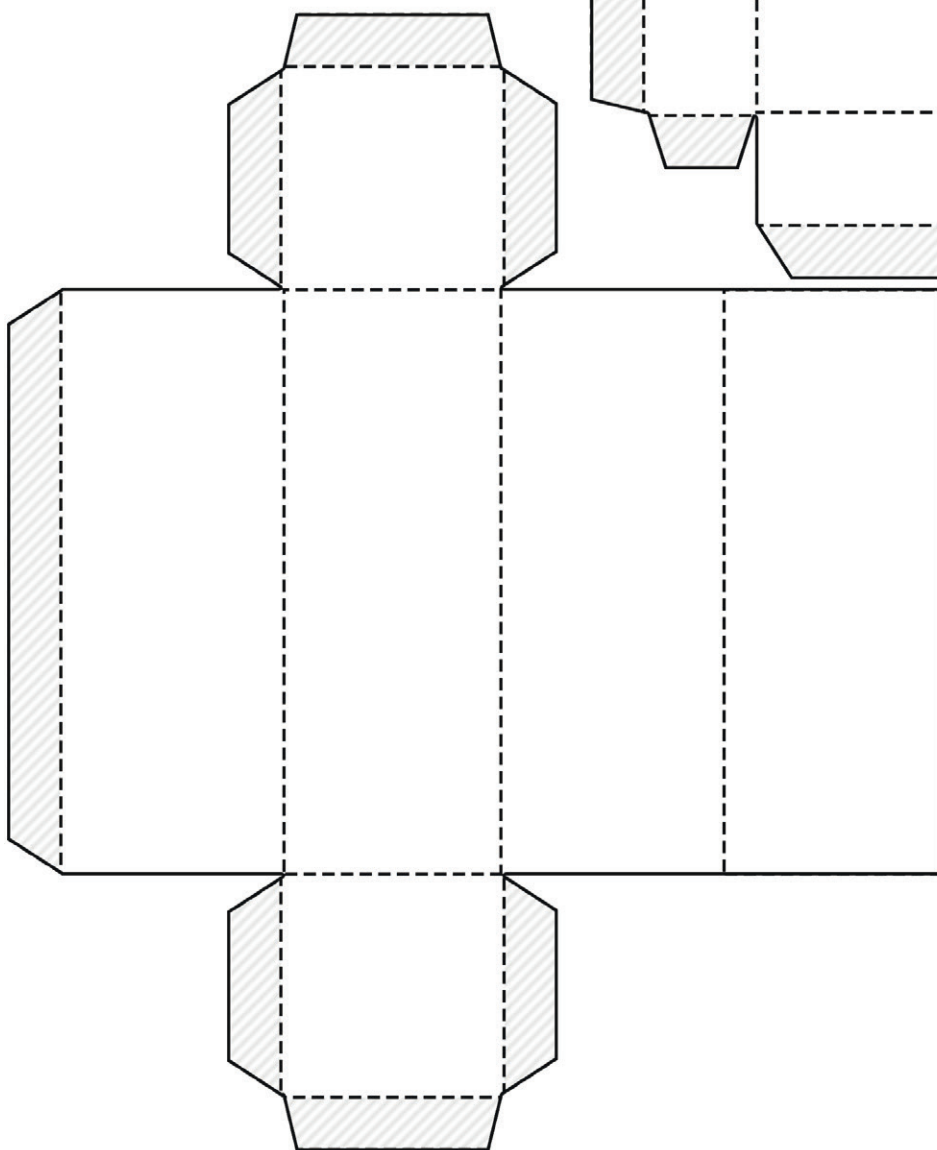
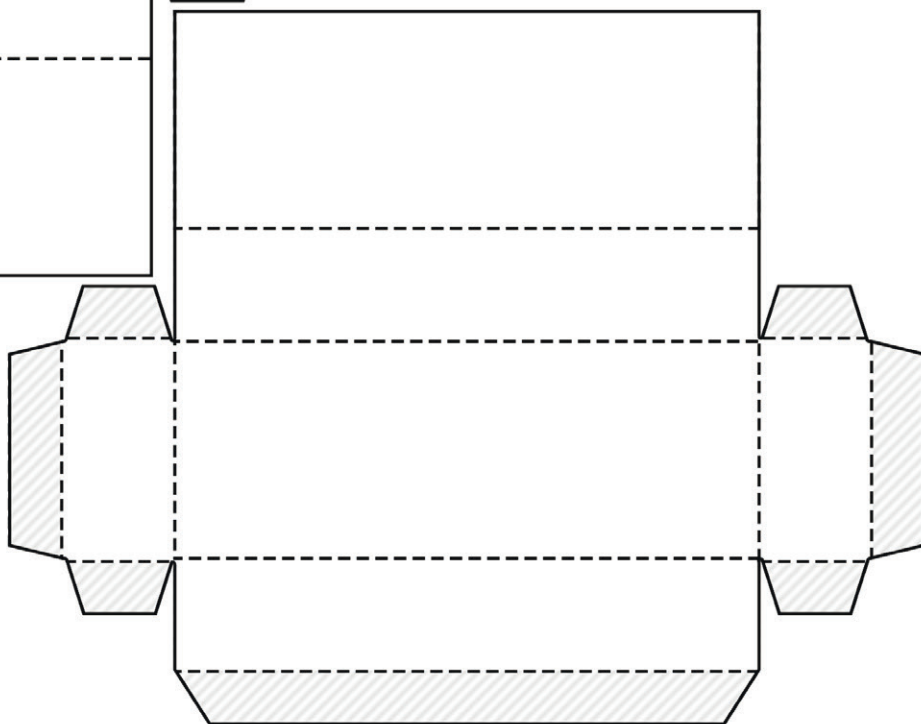
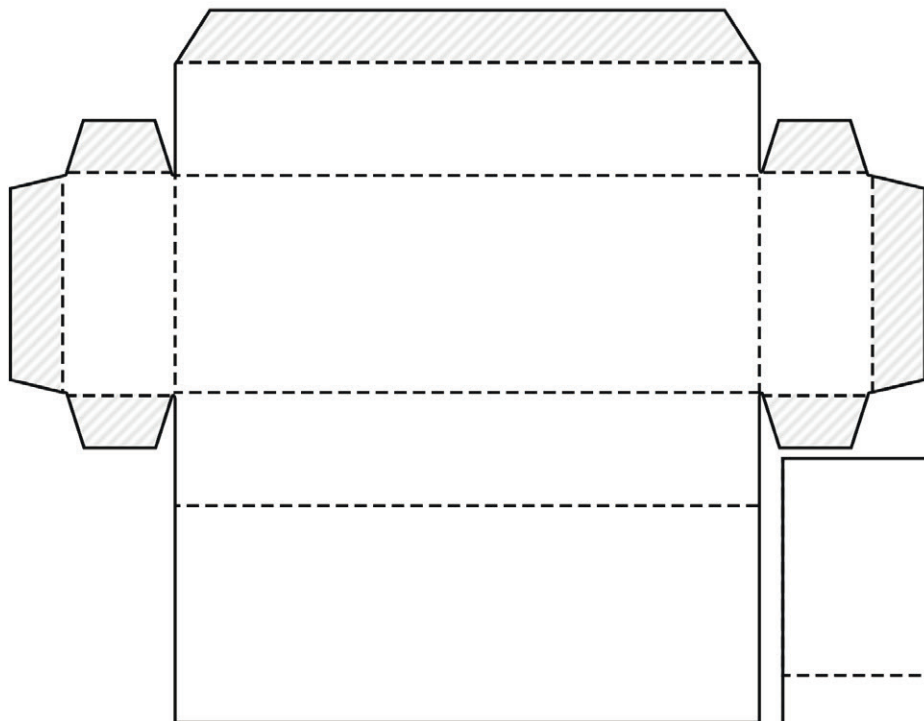
Print the page so that the scales below
line up with their real measurements



1 CM



1 INCH



Print the page so that the scales below
line up with their real measurements



1 CM



1 INCH