

<b>Enforcer Peacekeeper Captain (30C)</b> <b>Stats</b> <i>Command: 3/3</i>  <i>Shoot: 4+</i> <i>Fight: 5+</i> <i>Survive: 3+</i> <i>Armour: 2</i>  <i>Overwatch: Any Action</i>  <b>Abilities</b> Discipline, Strategist, Tough  <b>Weapons &amp; Equipment</b> <i>PX Pistol: R 5, AP1, Weight of Fire</i> <i>Grenade Launcher: Range 3, Frag, Single Shot, Deliberate</i> <i>Wristblade: Range F, AP1</i>	<b>Enforcer Sergeant (15B)</b> <b>Stats</b> <i>Command: 2/2</i>  <i>Shoot: 4+</i> <i>Fight: 5+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Any Action</i>  <b>Abilities</b> Discipline, Tactician  <b>Weapons &amp; Equipment</b> <i>Pistol: Range 3, Single Shot</i> <i>Energy Gauntlet: Range F, AP2</i> <i>Jump Pack</i>	<b>Enforcer (10A)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot or Blaze Away</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Heavy Rifle: Range 8, Weight of Fire</i> <i>Jump Pack</i>
<b>Assault Enforcer (9A)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 5+</i> <i>Fight: 5+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Move or Shoot</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Pistol: Range 3, Single Shot</i> <i>Wristblade: Range F, AP1</i> <i>Jump Pack</i>	<b>Enforcer with Missile Launcher (12B)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Pistol: Range 3, Single Shot</i> <i>Missile Launcher: Range 8, AP3, Support, Deliberate, Single Shot</i> <i>Jump Pack</i>	<b>Enforcer with Burst Laser (11B)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Blaze Away</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Pistol: Range 3, Single Shot</i> <i>Burst Laser: Range 6, Support, Deliberate, Rapid Fire, Firestorm</i> <i>Jump Pack</i>
<b>Enforcer Engineer (10B)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 5+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot or Blaze Away</i>  <b>Abilities</b> Discipline, Engineer  <b>Weapons &amp; Equipment</b> <i>Heavy Rifle: Range 8, Weight of Fire</i> <i>Jump Pack</i>	<b>Sentry Gun (5 - Item)</b> <b>Stats</b> <i>Command: 0/0</i>  <i>Shoot: 5+</i> <i>Fight: -</i> <i>Survive: -</i> <i>Armour: 0</i>  <i>Overwatch: Blaze Away</i>  <b>Abilities</b> Deployable, Sentry, Fragile  <b>Weapons &amp; Equipment</b> <i>Heavy Rifle: Range 8, Weight of Fire</i>	<b>Enforcer Sniper (13C)</b> <b>Stats</b> <i>Command: 2/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot</i>  <b>Abilities</b> Discipline, Sniper  <b>Weapons &amp; Equipment</b> <i>Sniper Rifle: Range 10, AP1, Deliberate, Single Shot.</i> <i>Pistol: Range 3, Single Shot</i> <i>Jump Pack</i>

<b>Enforcer with Flamethrower (11B)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Blaze Away</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Flamethrower: Range 2, Limited Range, Rapid Fire, Volatile, It Burns!</i> <i>Pistol: Range 3, Single Shot</i> <i>Jump Pack</i>	<b>Enforcer with Thermal Rifle (15B)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Thermal Rifle: Range 3, AP4, Deliberate, Single Shot, It Burns!</i> <i>Jump Pack</i>	<b>Enforcer with Fusion Gun (11C)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Blaze Away</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Fusion Gun: Range 3, Limited Range, Deliberate, Single Shot, Frag</i> <i>Jump Pack</i>
<b>Enforcer Medic (13A)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 5+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Move or Shoot</i>  <b>Abilities</b> Discipline, Medic  <b>Weapons &amp; Equipment</b> <i>Pistol: Range 3, Single Shot</i> <i>Jump Pack</i>	<b>Enforcer Defender (12A)</b> <b>Stats</b> <i>Command: 1/1</i>  <i>Shoot: 4+</i> <i>Fight: 6+</i> <i>Survive: 4+</i> <i>Armour: 2</i>  <i>Overwatch: Shoot</i>  <b>Abilities</b> Discipline  <b>Weapons &amp; Equipment</b> <i>Combat Shotgun: Range 2, Single Shot, Knockback</i> <i>Defender Shield</i> <i>Jump Pack</i>	