

NECROMUNDA

ENFORCERS

JUSTICE IN THE UNDERHIVE

By Jim A. Westby, Based on rules by Robert J. Reiner, Jervis Johnson and Andy Chambers and the Unknown Warriors by Michael Duxbury. As well as Nick Jakos: Dogs in Necromunda.

In the Underhive of Necromunda there is one force whose word is law. They are the Enforcers, and it is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of Hive Primus. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawrs' often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

«Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn.» - Judge Traggat, Selected Sayings, Vol II, Chapter IX

Necromunda Enforcers are modelled closely on the Adeptus Arbites. The Judges and Arbitrators of this huge organisation serve primarily to remind Imperial servants of their duties and loyalties, and to enforce the Imperial Decrees passed by the High Lords of Terra. The Imperium is incredibly vast, unimaginably so. It stretches to the edges of the known galaxy, its worlds thinly spread across the stars. On many of these planets, the Emperor and the Imperium he represents are but dimly remembered myths. All too often an Imperial Commander can forget the power he serves, either through incompetence or malice. This is why the Adeptus Arbites was formed. If a Governor ever considers skipping his tithes for a year, or perhaps ignoring the request for troops from an embattled neighbour, one glance towards the armoured Courthouse of the Arbites should be enough to make him reconsider.

The bulk of the Adeptus is made up of the Arbitrators. They are well armed and armoured, as they are often the first line of defence on a traitorous world, operating in the depths of hive cities, the shanties of mining worlds and other savage environs. If planetary control is ever lost, the Arbitrators and Judges of the Arbites are empowered to take over and rule the world in the Emperor's name until a suitable Imperial Commander can be found. Where civil unrest and crime threaten the stability of a world or the power of its ruler, the Arbitrators may be released to restore law and order. However, while the Adeptus Arbites are responsible for ensuring that Imperial Decrees are obeyed across the galaxy, the role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Such is the case on Necromunda, where policing is carried out by Necromunda Enforcers. Every hive on Necromunda

is divided into Precincts, each with its own fortified courthouse and a substantial number of Enforcers. In addition there are thousands of small Precinct Houses scattered through the hive, each of which is manned by a ten-man Enforcer Precinct squad.

Necromunda is a vital planet to the Imperium, but population pressures mean that it is in constant danger of devolving into anarchy and civil war. The Enforcers maintain a constant vigilance from their Courthouses and Precinct Houses, constantly on the watch for signs of disloyalty, subversion, or criminality. They are grim and uncompromising reminders of Lord Helmawrs' authority. They cannot be bought off, threatened, corrupted or negotiated with. Indeed, the Enforcers in Hive Primus are recruited into their ranks from other hives on Necromunda, thus ensuring that they do not have any loyalties to local citizens. They do not communicate with the citizenry unless absolutely necessary and only leave their Precinct Courts on official business. Individual Enforcers, particularly grizzled veterans which have been hardened by years of dispensing justice, act as law enforcers within some settlements in the Underhive. These are tough, no nonsense characters who command the local Watchmen and direct freelance bounty hunters in the constant battle against outlaws and Outlanders. They also monitor local loyalties and the activities of the Merchant Guild to ensure that the Imperial codes of law are maintained even on the frontiers of anarchy.

Other than individual Enforcers, the most commonly encountered Enforcer tactical units are the Enforcer Patrol squads. Patrol squads are the standard law enforcement teams on Necromunda, that can be seen patrolling hive levels around Imperial establishments and important areas of the Underhive. They are also called in to quell serious disturbances, such as mob riots, or to suppress unruly

gangs and poorly equipped Deviant Scum. The equipment worn by Necromunda Enforcers is based upon imitations of the equipment used by the Arbites, and is very similar in appearance. They generally wear carapace breastplates, with padded flak armour or additional vambraces and plating. This can be highly ornate on ranking officers, often gilded and inscribed with oaths of justice and Imperial commands.

The combat shotgun used by the Enforcers is as much a badge of office as a weapon, and the homing Executioner ammunition they sometimes use is feared throughout the Underhive. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the power maul is most common. They also make use of Canines for hunting down their prey and to catch fugitives who attempt to escape.

USING ENFORCERS IN NECROMUNDA

A player may decide to control an Enforcer Precinct squad instead of a normal Underhive gang. A Precinct squad represents the team that mans one of the Precinct Houses in an Underhive Precinct.

ENFORCER PRECINCT SQUAD

	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	3	3	1	4	1	8
Enforcer	4	3	3	3	3	1	3	1	7
Normal Canine	6	4	-	3	3	1	3	1	-

RECRUITMENT:

An Enforcer Precinct is recruited just like any other gang. You have 1000 creds to spend recruiting and arming your gang. Enforcers are hired from the academy, and as such, do not cost any credits. Their value is still added to the gang rating. Also, keep the following restrictions in mind:

1 Enforcer Sergeant (120): Enforcer Patrol Teams must include one Enforcer Sergeant.

0-2 Support Enforcers(60): Enforcer Patrol Teams may include up to two Support Enforcers. One Heavy and one Special Ops.

Any number of Enforcers(50)*: At least 50% of the precinct must be normal enforcers. If the amount is below this, only Enforcers can be recruited until the balance is restored. You may assign one Enforcer to the canine unit, thereby making him a handler, **permanently**. You can only bring one handler in a patrol team.

Active patrol teams are limited to seven enforcers, as described below.

Juvs & Operational Limits: The Enforcer precincts do not have any juve equivalent. Those that survive the academy training, are hardened by the experience.

Enforcer patrol teams are never larger than 7 members, including a single canine handler. The canine add 30 points to gang rating. Any normal enforcer may be re-assigned as the handler.

If the precinct should include more enforcers, they will start a shift rotation. No model, except for the Sergeant (who lives for the job), may be on more than two successive missions in a row, as long as there is a valid replacement in the same category. However, this is not the case if the upcoming scenario fight would warrant asking for reinforcements, as explained below.

REINFORCEMENTS:

In the event that the Enforcer Precinct Team is outclassed by 1000 points or more then they may call upon the services of the local Enforcer Judge and/or authorize overtime (pay via operational budget) for additional basic Enforcers. Judges follow all the rules for the Hired Gun: Enforcer Judge.

Overtime Enforcers are basic Enforcers with two random advances rolled on the Advance Chart. You may authorize overtime for one Enforcer per 250 points (or part thereof) of gap you are trying to close (after you've added all the Enforcers from your own Precinct) at the cost of 20 credits each. Once used, these overtime Enforcers will go back to their Precincts and Patrol Sectors. You will need to roll up overtime Enforcer Statistics each game.

TERRITORIES:

The Enforcer territories are represented by patrol areas. The enforcers "work" these territories normally, bringing back protection money, confiscated gear, and other random valuables. Enforcer income is filtered through the normal income table, representing the costs of running operations, information bribes and salaries. They start with three sectors, rolled up on the table provided.

In situations where an opposing gang would normally take one of the Patrol Team's territories, then the opposing gang may generate a new random territory from the Territory Table in the appropriate rulebook instead. The Patrol Team will then have one less Patrol Sector (minimum is one, and the sector lost is chosen at random). On the other hand, if the Enforcer Patrol Team gains a territory from a game then the Patrol Team will gain an extra Patrol Sector. Keep in mind that the Enforcer team will only be able to work a maximum of 5 sectors after each battle, independent of how many recruits they have.

BEING CAPTURED:

Just like any other gang Enforcer Patrol Teams can capture enemy fighters. The Enforcer player can demand ransoms like other gangs. It's bail money, basically. All normal rules apply to captured gangers. Rescue attempts are supposedly made before convicts are tossed into the Precinct cells.

HIRED GUNS:

Enforcer Patrol Teams use every advantage they can, but they must stay within the law, technically. To represent this they may hire Bounty Hunters, Enforcer Judges and Snipers. Enforcer Patrol Teams are the law, but they also have their snitches, sources, and agents as well.

SPECIAL CHARACTERS:

Unless a Special Character specifically states in their rules that Enforcers may use them, Enforcer Patrol Teams may not use Special Characters. An example for a valid character would be Judge Malkavoy.

DEATH:

If any Enforcer Patrol Team member is killed-in-action then the squad leader may request reinforcements from the garrison of the Courthouse at no cost. Before the next battle the dead Enforcer is replaced with a new Enforcer at no cost to the gang. However, he does not come with any standard equipment, other than the usual free knife. And will not be allowed into the field without the armoured uniform (Carapace Armour).

MEDICALS: Enforcers that suffer injuries that reduce their characteristics or disable them in some way may be sent for a medical. Medicals only happen in the Post Battle sequence after the game in which the injury was sustained, after allocating Experience Points and before recruiting dead Enforcers. Note that fit members of the squad may not be sent for a medical!

New Medical related equipment:

BIONIC HAND

The Bionic Hand is a just what it sounds like. The Bionic Hand is a cheaper relative to the Bionic Arm, but it is not as invasive as replacing the entire arm. The Bionic Hand has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Hand to a hand that has suffered a Hand Injury (or more than one hand injury to that hand) will cancel out the injury effects. Bionic Hands are not part of the Bionic Arm but may be used in conjunction with a Bionic Arm.

Grab: A fighter equipped with a Bionic Hand will subtract one from the Initiative result to avoid falling due to the extra grip that the Bionic Hand gives its user. Multiple Bionic Hands do not stack.

Further Injury: If a fighter equipped with a Bionic Hand suffers further 'Hand Injury' results to the hand that has been fitted with a Bionic Hand then roll the appropriate number of fingers lost. Lost fingers may be replaced at a cost of 10 credits each and can be done in any post game sequence.

BIONIC IMPLANT

The Bionic Implant is a mechanical device implanted into a fighter to cancel out any injury not covered by another piece of bionics. The Bionic Implant has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Implant will cancel out any one injury effects not covered by another piece of bionics.

Further Injury: If a fighter equipped with a Bionic Implant suffers a further injury of the same type that it replaced will destroy the implant and the injury will then take effect once more.

MEDICAL TABLE (D6) RESULT:

1 Retirement! The enforcer is forced to retire on medical grounds (immediately replace them with a new recruit as described above and place all their additional gear in your stash)

2-3 You call that a wound? The Enforcer is deemed fit for duty and may participate in the next game.

4-5 Get a surgeon! The Enforcer is deemed in need of medical attention. The Enforcer is given the appropriate bionic part (add cost to GR, but nothing is paid). The Enforcer misses the next game.

6 How did you survive? The Enforcer is treated as '4-5' above and in addition, all other injuries are replaced with bionics as well (cost as 4-5 as well). The Enforcer must miss D3 games while he recovers from being re-built.

In the Event that the Enforcer Sergeant is sent on a Medical then he will be given stimulants and medicines to speed his recovery. An Enforcer Sergeant sent on Medicals never misses a game and treats all results of 2-3 as 4-5.

ENFORCER PRECINCT WEAPON LIST:	COST:
Leader Only:	
Chain Sword	25
Hand to Hand Weapons:	
Knife	5
Shock Maul	45
Suppression Shield	30
Pistols:	
Auto Pistol	15
Las Pistol	15
Basic Weapons:	
Combat Shotgun*	30
- Manstopper shells	5
- Scatter shells	5
- Bolt shells	15
- Executioner shells	-
Boltgun	35
Lasgun	25
Autogun	20
Heavy Weapons:	
Heavy Stubber	120
Heavy Bolter	180
Special Weapons:	
Flamer	40
Grenade Launcher	120
Equipment:	
Melta Bombs	51
Photon Flash Flares	27
Carapace Armour**	81

* This is the Enforcer special weapon, and comes with Executioner shells.

** This is standard uniform, and all members of the police department must have one of these, or they are not allowed into the field until they do.

This means that even if the enforcers themselves are free (sent from some academy), a new enforcer would cost the precinct a minimum of 81. Because they need the uniform. New recruits may not be deployed unless they have spare Enforcer armour in storage.

Enforcers may spend their budget at the trading posts as normal gangs do, but treat any items from their weapon list as common (unless otherwise stated).

Ammo: The weapons and equipment of the Enforcers is better maintained than that available to the population of the Underhive, and will never explode in their hands.

SPECIAL EQUIPMENT:

Combat Shotgun:

The combat shotgun is a simple shotgun with a number of adaptations that allow it to fire a special ammunition type available only to Enforcers. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the combat shotguns used by the Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon.

Type	Short rng.	Long rng.	To hit Short	To hit Long	Str	Dam	Save mod	Am mo
Scatter	0-4	4-18	+1	-1	3	1	-	4+
Manst.	0-4	4-18	+1	-	4	1	-	4+
Solid	0-4	4-18	-	-1	4	1	-	4+
Execut.	0-4	4-18	-1	+1	4	1	-2	6+

Special:

Scatter - Pellets

Manstopper - Knockback

Solid - Knockback

Executioner rounds:

Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon. (Although they could theoretically seek out hidden targets, it is not plausible that the enforcers would waste ammo shooting at shadows.)

Suppression shield:

The suppression shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charge is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Strength	Damage	Save mod.	Cost:
3	1	-1	30

Special Rules: Weapon, Improved Save, Limits

Weapon: The Suppression Shield counts as a one handed close combat weapon with the stats listed above.

Improved Save: Enforcers armed with a suppression shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it. This bonus is applied to all opponents in hand-to-hand combat.

Limits: Enforcers armed with a suppression shield may only be armed with single-handed close combat weapons and pistols. The size and expertise needed to use a suppression shield make it unruly when you try to use a basic or special,

Communications Package: Each set of Enforcer Armour is fitted with a unique sensor suite that allows all of the Patrol Team members to stay in constant communication with each other. This means all Enforcers may test to escape pinning even if there is no friendly fighters within 2" of them and will allow them to utilize the Sergeants Leadership if he is not down or out-of-action.

Sensor Package: Each set of Enforcer Armour is fitted with a sensor package that enhances and protects parts of the Enforcer. The sensor package affords the Enforcer the benefits of being equipped with a Photo Visor and Respirator.

PATROL SECTOR TABLE D66 OPERATIONAL BUDGET SECTOR	
11-15 D6 Local Hive:	This is a typical Patrol Sector. Nothing out of the ordinary.
16 D6x5 Workers Hive:	This Patrol Sector has a few more shops and a few citizens of wealth.
21-25 D6x6 Citizenry:	This Patrol Sector is simply protecting those that need it while running the Enforcer Patrol Team's other Patrol Sectors as well.
26 Special Snitch:	This Patrol Sector is really an informant. The informant will yield information. Roll a D6. On a result of '1-3' nothing happens. On a result of '4-5' the information leads to a shake down that nets D3x10 credits. On a result of '6' the information leads to the Enforcer Patrol Team player rolling on the scenario chart next game, no matter the gang ratings.
31-35 D3x5 Modest Hive:	This is a typical Patrol Sector. Nothing out of the ordinary.
36 5 Tunnels:	This Patrol Sector is a transportation nexus. The Enforcer Patrol Team acts as if it has the Tunnels Territory from the ORB.
41-45 D6x5 Upscale Hive:	This is a typical Patrol Sector. Nothing out of the ordinary.

46 5 Vents: This Patrol Sector is an air duct terminus. The Enforcer Patrol Team acts as if it has the Vents Territory from the ORB.

51-55 D6x5 Mercantile District: This Patrol Sector contains a bunch of merchant shops and suites.

56 D6x10 Workshop: This Patrol Sector contains a workshop. Here confiscated evidence is destroyed, or converted into useful tidbits for cheap repairs and sold for cash. Visiting the workshop will earn you D6x10 credits. Thanks to your workshop's meticulous care, you can choose to ignore a failed Ammo roll during each battle. It's assumed the roll is passed instead.

61 D6x10 Housing Dome: This Patrol Sector is comprised of multiple housing domes. Re-roll further Housing Dome results as more than one is too much territory for the Patrol Team to handle. The citizens like the protection afford by the Enforcer Patrol Team. Roll a separate D6. On a result of '6' a truly talented citizen is deputized and is selected as and Enforcer Recruit into the academy.

As a result, the Patrol Team earns a bonus D3x5 operational credits as finders fee. Keep track of the number of Recruits you find. Each time that you are required to pay for Overtime Enforcers (See Reinforcement rules above) you may roll a XD6 where 'X' is the number of Recruits your Housing Dome has. Each result of '4+' means that one Overtime Enforcer is from your Housing Dome and he will return the payment since you recruited him. There is no limit to the number of times that a Recruit will assist you as an Overtime Enforcer, your Housing Dome citizens are that loyal to your Patrol Team.

62-65 2D6x10 Elite Hive: This Patrol Sector contains a lot of wealthy elite and an underhive guild or two.

66 D6x10 Retiree: This Patrol Sector is home to a retired Judge who just could not give up the ways of the gun that easily. You must immediately roll up a Judge and keep track of him like one of your Enforcers. The Judge may agree to fight beside you for old time sakes of course, instead of paying you credits. You must choose before generating income. Roll a D6. On a '1' nothing is gained. On a result of '2-4' he pays up. On a result of '5-6' he will fight for you. Track all serious injuries to the Judge and apply them. The Judge will not fight for you in back-to-back games. In these cases treat fight results as nothing results. You may not purchase any extra equipment, rescue, heal, etc. the Judge as he is not a member of your gang. If he is captured or killed then this Patrol Sector reverts to where he lived. Roll D66 on this Table and re-roll any results of 66.

HIRED GUN – ENFORCER JUDGE

By Robert J. Reiner, aka Arbitrator General

Enforcers need a boost once in a while. Even enforcers can be out classed or out gunned. It is in these rare instances that Enforcer Command sends out its Judges to help assist in distributing the law of Lord Helmawr to the populous of the Underhive...

A Judge is a highly specialized Enforcer field operative. He has survived the Underhive too many times to count and almost always has the scars and experience to prove it. Judges are not assigned to any one Enforcer Precinct or Patrol Team, but instead have rank and pull in multiple sectors. They go where Enforcer Command needs them or where a Precinct House is in dire need of a heavy hitter.

Recruiting an Enforcer Judge: Only Enforcers may hire an Enforcer Judge. The hiring fee for an Enforcer Judge is 50 credits and 250 points (50x5) is added to the gang's gang rating. If your entire Precinct is mustered out to fight then you may use a Judge at no cost.

Enforcer Judge, Basic Profile: Enforcer Judges are hardened, bloodied, and viscous lawmen. They will stop at nothing to get their man or accomplish their assigned task. The Enforcer Judge has a the following basic profile:

	M	WS	BS	S	T	W	I	A	Ld
Enforcer, Judge	4	5	5	3	4	2	5	2	10

Special Save, 4+

In addition to the above basic profile all Enforcer Judges have **Dodge**, **Step Aside**, and roll **4** times on the Enforcer Judge Advance Table below:

Enforcer Judge, Special Rules:

The following special rules apply to the Judges:

Inspirational: Enforcer Judges are awe inspiring in a fight. All Enforcers are immune to Fear while the Judge is on the battlefield. As an inspirational leader to all Enforcers, any Enforcer may use the Judge's leadership to take tests on if they are within 8" and line-of-sight of the Judge. As a consequence, all Enforcers that are within line-of-sight of an Enforcer Judge that goes out-of-action must immediately take a break test at seeing their Judge taken down.

I AM THE LAW!!!: Judges are feared by everyone through out the underhive. Those that cross an Enforcer Judge and live to tell it are scared emotionally, if not physically as well. An Enforcer Judge causes **fear**.

ENFORCER ADVANCEMENT TABLE:

D6	ADVANCE	
1	+1 BS or WS, Your choice	
2	+1 Attack	
3	+1 Wound	
4	Characteristic, Roll a further D6	
	1	+1 Weapon Skill
	2	+1 Strength
	3	+1 Toughness
	4	+1 Wounds
	5	+1 Attacks
	6	+1 Ballistic Skill
5	Skill, Roll a further D6	
	1	Step Aside
	2	Disarm
	3	Marksman
	4	Dodge
	5	Combat Master
	6	Gunfighter
6	Special Gear, Roll a further D6	
	1	Needle Pistol
	2	Web Pistol
	3	Power Fist
	4	Cyber Mastiff
	5	Pair of Cyber Mastiffs
	6	Assistant (see below)

Assistant: This advance allows the Judge to be accompanied by one Enforcer (Basic). This Enforcer is the Judge's loyal Assistant and will be treated like a follower. This means if the Judge is selected in a raid then his Assistant comes too and counts as one model until the first turn. Once the first turn is over the Assistant will act on his own, but will attempt to stay within 12" of the Judge to support him. Assistants are equipped in the same manner as a standard (basic) Enforcer with two random advances.

ENFORCER JUDGE WEAPONS:

Enforcer Judges are trained and armed with all make and manner of weapons. Their weapons are highly decorated. Most Judges spout out passages of the law as they fight to show that they are the epitome of the law. In the spirit of their individualized equipment all weapons that an Enforcer Judge is armed with have an ammunition check of 2+. All Enforcer Judge equipment is biolinked to its Judge and rumoured to explode violently when the improper bio-signature is registered so no underhiver is dumb

enough to use it. Enforcer Judges are armed with the following weapons and items:

- Knife, Pistol (Bolt Pistol, Laspistol or Plasma Pistol), Photon Flash Flares, Choke Grenades, Frag Grenades, Krak Grenades, Respirator, Photo-Visor, and Highly Ornate and uniquely decorated Carapace Armour (no initiative penalty).

- Judges may also be armed with one or more of the following packages of equipment based on their skill advance rolls:

1. Combat Master – Power Maul, Suppression Shield, Bio-Booster, Taggers

2. Gunfighter – Second Pistol (Laspistol, Bolt Pistol, or Plasma Pistol). Both will have Red-Dot Laser Sights.

3. Marksman – Combat Shotgun with Solid, Scatter, Executioner, Manstopper, and Hotshot Shells or a Bolt Gun. The weapon will have a gun sight of your choice.

- Judges may be armed with one (1) of the following items: Bio-Booster, Bio-Scanner, Bionic (any one), Chainsword, Gun Sight (any), Infra-Goggles, Plasma Grenades, Power Axe, or Power Sword.

ENFORCER PATROL TEAM

EXPERIENCE TABLE:

EXPERIENCE POINTS	TITLE OR LEVEL*
21-30	Enforcer
31-40	Enforcer
41-50	Enforcer
51-60	Enforcer
61-80	Enforcer
81-100	Enforcer
101-120	Enforcer Sergeant**
121-140	Enforcer Sergeant
141-160	Enforcer Sergeant
161-180	Enforcer Sergeant
181-200	Enforcer Sergeant
201-240	Enforcer Lieutenant**
241-280	Enforcer Lieutenant
281-320	Enforcer Lieutenant
321-360	Enforcer Captain
361-400	Enforcer Captain
401+	Judge

*Titles do not represent placement in the Enforcer Patrol Team. This means that an Enforcer with 248 experience points is an Enforcer Lieutenant by experience level, but will still answer to the Patrol Team Sergeant.

**Special Note for Enforcer Handlers. See the Enforcer Handler Rules for more information

CANINE

EXPERIENCE TABLE:

1-3	Roll a further D6	
1	+1 WS	
2	+1 Toughness	
3	+1 Initiative	
4	+1 Attack	
5	+1 Wound	
6	Skill: Roll a further D6	
	1-3	Sprint
	4-6	Disarm
4-6	Skill: Roll a further D6	
1-2	True Grit	
3-4	Crushing Blow	
5	Iron Jaw	
6	Berserk Charge	

ENFORCER TYPES AND SKILLS

ENFORCERS:

The following rules apply to the regular Enforcers:

Skills: Regular Enforcers have access to the following skill tables: **Ferocity, Shooting, Combat** and **Stealth**.

ENFORCER SERGEANT:

The following special rules apply to the Enforcer Sergeant:

Leadership: Enforcer Sergeants are the leaders of the Enforcer Patrol Teams and have all the benefits and special rules that apply to standard gang leaders.

Skills: Enforcer Sergeants have access to the following skill tables: **Combat, Ferocity, Shooting, Stealth** and **Techno**.

SUPPORT ENFORCER:

The following special rules apply to the Support Enforcers:

Heavy: Support Enforcers are the heavies of the Enforcer Patrol Team and have all the benefits and special rules that apply to standard gang heavies.

Equipment: Enforcer Patrol Teams may have up to 2 Support Enforcers in them, but never more than one heavy weapon. Any support Enforcer may be armed with a Special Weapon in addition to their other weapons, but Support Enforcers must start with either the patrol team's **heavy weapon or a special weapon, not both**.

Skills: Support Enforcers have access to the following skill tables: **Ferocity, Muscle, Shooting, Stealth** and **Techno**.

ENFORCER HANDLER:

The following special rules apply to the Enforcer Handler:

Canine: The Enforcer Handler is always assigned the Patrol Team's Canine.

Skills: The Enforcer Handler has access to the following skill tables: **Agility, Combat, Ferocity, Shooting** and **Stealth**.

Expert Handler Ability: An Enforcer Handler that attains 121 (or 201) experience points may instead choose to gain access to a second Canine. This is done at this advance roll and must be selected instead of rolling the advance. The additional Canine is assigned to the Enforcer Handler and all rules for Canines apply to it.

Master Handler Ability: An Enforcer Handler with the Expert Handler Ability that attains 201 experience points may instead choose to gain access to a third Canine. This is done at this advance roll and must be selected instead of rolling the advance. The additional Canine is assigned to the Enforcer Handler and all rules for Canines apply to it.

ENFORCER CANINE:

The following Special Rules apply to the Canine:

Protecting the Handler: As long as the Canine is not taken out of action, his Handler may never be captured (the Canine will defend him utterly). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.

- The Canine must remain within 18" of the Handler at all times. If the Handler is taken down or out of action, the Canine must remain within 18" of the body, but may otherwise move and fight normally.

- As long as the Handler remains with the gang, the Canine will remain. Should the Handler leave, the Canine will go with him and be removed from the gang roster.

Experience & Injury: Canine units do not gain experience, instead they roll D3 times on the above experience table when recruited.

- If a Canine is taken out of action, roll on the appropriate table below.

- Canines are treated just like normal members of the gang when it comes to cost of living. They are also subject to the rules for starvation.

- Canines do not gain experience like normal. For purposes of gang rating, their cost is added to that of their handler. However, if their handler gains an experience advance and is permitted to choose any skill table, that is, he rolls a 1 or 12, the Canine may roll again on the Canine advance chart.

Combat training: Enforcer canines are trained for combat, and may ignore pinning if within command range (18") of it's handler. They also do not have to test to 'keep their nerve' if a friend goes down within 2". They are immune to the effects of fear, though they still suffer the effects of terror.

CANINE

INJURY TABLE:

D6	INJURY RESULT
1	Dead. The hound has been mortally wounded, or injured so badly it has to be put down.
2-3	The Canine has developed a permanent limp. It suffers -1M. This injury stacks with itself.
4-5	Full Recovery.
6	Better than ever! Your best friend feels much better: One previous movement injury has healed over time. This can not increase movement past the starting value. If no results of 2-3 has been rolled before, treat the result as Full Recovery.

The hallway rumbled, and dust fell from the pipes that ran along the ceiling carrying who knew what. It was only a matter of time until the mob on the other side would break through.

“On my command and not before... Ah, Captain Stiles, so glad you could join us.”

Captain Stiles suppressed his sarcastic response to the Judge. It would only be reflected in the man's after action report. He nodded his acknowledgement instead.

“Captain, once outside, take your patrol to the left and establish a rally point. Lieutenant,” the judge turned to address the Enforcer standing next to him.

“You do the same on the right. I will take the Sergeant here and drive a wedge straight down the middle.”

The sound of a muffled explosion, and slight tremors in the floor and walls, reverberated down the now cramped hallway that led away from the main gate. The tension among the assembled Enforcers could be felt in the air. Then a second muffled explosion and more tremors.

“Suppression shields to the front!” The judge roared. The Enforcers responded quickly and were ready when the fourth explosion roared down the hall, the heat and shrapnel washing up and over the wall of shields.

Revving his chain sword for effect the judge yelled, “Forward!” All three Enforcer teams rushed the mob of gangers that were now throwing themselves into the breach they had just created. The onslaught caught the gangers by surprise and the Enforcers were able to push them back out through the hole. The Judge's chain sword drew a crimson arc as he leaned into the mass of people trying to hold off the charging Enforcers.

“Teach these scum what it means to rail against the rightful rule of Lord Helmawr!”