



DRAFT *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 you are using the Enforcer Rules from FM1 then you may use a Judge at no cost if your entire Precinct is mustered out to fight.

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 the following basic profile

M	WS	BS	S	T	W	I	A	Ld	Save
4	5	5	3	4	2	5	2	10	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 ADVANCE TABLE		
D6	ADVANCE	
1	+1 BS of 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)

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.

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 bio-linked to its Judge and rumored 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.

MODELING AN ENFORCER JUDGE

An Enforcer Judge can be created out of any Enforcer Figure out there. Although, it is my distinct opinion that the best Judges are conversions made from the old Adeptus Arbites figure line.



ABOUT THE AUTHOR

Rob Reiner is Arbitrator General. I have been playing Necromunda since the first box set was on pre-order at my local store. I have also been a prominent member of the online community since Games Workshop brought the online forums up and running. I hope you enjoy my Enforcer Judge rules. Thanks to fen for his Enforcer pics. And remember, on Necromunda, I AM THE LAW!!!