



Precinct Assault

By Robert J. Reiner, aka Arbitrator General with help from _____

This scenario outlines how to rescue a captive back from and Enforcer precinct, or how to assault and Enforcer Precinct House. Either way, have at it and have a blast, if you dare that is...

The red hue cast around the room gave all present an ingrained sense of urgency. Six Enforcers went about their tasks with wordless and practiced precision, seemingly oblivious to the obnoxious klaxon blaring from recessed speakers spread about the five by seven meter control room. When the door to a small elevator opened in the back of the room no one looked up, they were too busy. A trio of men emerged. One of them was fully decked out in Enforcer uniform and kit and rank marking him as a Captain in Lord Helmawr's select police force, the second had a patchwork of Mesh Armor and was armed to the teeth – a bounty hunter, while the final man was dressed in the garb of a Hive Sector Judge.

"Sergeant Elverson, shut that blasted noise off and report," the Enforcer called as he left the other two men by the lift entrance.

"Sir, we have an undetermined number of citizens out just beyond the range of the floods. We first spotted them about fifteen minutes ago. Since then their numbers have continued to grow, but they continue to avoid the lights making it impossible to determine who they are."

"You mean you haven't made contact with them?"

"No sir, we were wai..."

"You were incompetent," the Judge spoke from the back of the room, "Captain, send out a detail and see what they want."

The Captain sighed subtly. "Yes sir. Sergeant, inform the gate detail to send out two men. Shotguns only and they are to remain within range of the wall guns."

"Sir," was the Sergeant's only reply.

The Enforcers assigned to the control room continued about their assigned duties without further discussion. After only a minute two Enforcers clad in full patrol kit came into view of one of secondary monitors. Without a word it was moved to the main screen in the center of the far wall.

The two Enforcers moved out thirty meters into the cleared area that separated the Precinct house and the denizens of the underhive. When they reached out as far as they dared to go they addressed the mass in the shadows beyond the range of the flood

lamps, where it seemed to swallow up any and all light that tried to penetrate it.

"Citizens of Necromunda, you will disperse immediately or face prosecution at the hands of Lord Helmawr's Enforcers."

Out in the shadows all movement stopped, only silence met their demands. The pair of Enforcers remained resolute in their posture. When, after a repeat of the first address was met with more silence, the two men readied their weapons.

"Sergeant, inform the walls guns to stand ready to fire controlled bursts into the crowds."

The Sergeant nodded his acknowledgement, and picked up a hand set. Just as the Sergeant lifted the handset to his ear some movement in the obscured crowd caught everyone's attention. The two Enforcers addressed the crowd once more.

"Citizens of..."

Before the words could be fully formed a ball of super heated plasma engulfed the two men. Their screams were mercifully cut short as they were quickly consumed by the fire of the miniature man made sun.

The Enforcers within the room responded without any commands from their Captain. To do otherwise would have brought immediate retribution. Orders were given and the unseen heavy stubbers within the Precinct walls opened up. But the sheer numbers of the assembled mass could now be seen. Scores of men and women dressed in the garb of House Escher and Orlock stormed the field before the walls.

"Captain, it would seem that your friend here has brought you more than just a pair of prisoners," the Judge said motioning towards the bounty hunter. "I take your leave and will be addressing the situation. I would encourage you to be along shortly."

The Judge entered the lift and did not wait for a response and the doors closed behind him. The Captain sighed audibly this time.

"Sergeant, keep those guns firing. Dyson, there will be no bounty to collect if these perps aren't repelled. Follow me."

SCENARIO SELECTION: Any gang or gangs (except Enforcer Patrol Teams) that feel they are tough enough to take on an Enforcer Precinct House or who was dumb enough not to barter for their captives with an Enforcer Patrol Team may attempt this scenario at their own risk.

TERRAIN: You may use any size table you want, but it is recommend that if one gang is assaulting the Precinct then a 4x4 board be used. If more than one gang is assaulting the Precinct House then a minimum size of 4x6 is recommended. Terrain set-up should be done by both players, together with a suitable Precinct House distinctly placed on one side of the board as listed below. The Precinct House should have 6" walls on all sides and a dedicated 'front' door that is heavily armoured and protected by two turret weapons (see below). The objective is to breach this door or scale the walls of the Precinct House. In addition, the Precinct House may have one turret weapon mounted on a 9" – 12" tower on the inside of the Precinct House.

Insert Picture of Gang Set-Up Here

GANG SET-UP: Each attacker rolls a d6. The player that rolls highest sets up all of his fighters within 8" of the non-Precinct table edge. Once all attackers are set-up the Enforcer player needs not set-up anyone as they are all inside the Precinct House. Tunnels, Vents, and any other special rules that would allow a fighter to set-up outside of 8" or in a special way can/cannot be used in this scenario.

STARTING THE GAME: Once all the fighters have been set-up the attacker(s) take the first turn. All attackers will go first then the Enforcer player will go (see special rules).

ENDING THE GAME: See the Objective special rules listed below.

SCENARIO SPECIAL RULES: This scenario has the following special rules:

Objective: When this scenario is selected you must choose the objective of the game. There are only two options. Rescue your captives or assault the Precinct House. Each objective has different winning conditions.

Objective 1 – Rescue the Captives: This objective may be selected when the Enforcers are 'detaining' gang fighters. All others special rules but Objective 2 – Assault the Precinct still apply. This scenario represents a gang, or gangs teaming up, assault a Precinct House in order to break out little Jimbo. After all, why negotiate when you can blast him out, right? All captives are assumed to be inside the Precinct House. In order to rescue a captured member of your gang you must get into the Precinct House and release the captives then the captives must get off the opposite board edge (or be within 8" of it when the game ends). A fighter that spends

one turn inside a Precinct House may free D3 captives from his gang. Roll a D6 for each of the freed fighters on the table below:

FREED FIGHTER TABLE	
D6	RESULT
1	Frak! The fighter was injured in the blast that opened up the Precinct House. The fighter is immediately taken out-of-action, but does count as being rescued.
2	Wears my stuff? The fighter is released. He is given a knife but his gear is no where to be seen. If you win the scenario then he will find his gear, otherwise cross all his gear off your roster.
3-4	I'm over here! The fighter is released. He is given a knife and has his gear, but he cannot use his gear until next game.
5-6	Let's Go! The fighter was waiting for you. He has all his gear at the ready and fights as normal the rest of the game.
Note: Although fighters with Escape Artist tend not to be captured, if they are they do not roll on the Freed Fighter chart, but instead treat their result as a 5-6 always. This can be used to help you Assault the Precinct. In addition, fighters armed with a concealed blade roll twice and choose the result they want to apply.	

The attackers win if there all the Enforcers are down or out-of-action. When the attackers win all the captives are released and they may loot the Precinct House for D6x10 credits. The defender wins if all the attackers bottle out or are taken out-of-action.

Objective 2 – Assault the Precinct: *This objective may be selected if the Enforcers are not 'detaining' anyone and you just want to raid a Precinct House and attempt to Loot it.*

Bottle Tests: Attackers take bottle checks as normal. Enforcers do not take Bottle Checks and cannot bottle out.

Enforcer Wins and Attacker Injuries: If the Enforcers win then any fighter that is taken out-of-action within Precinct House will automatically be taken as captives. Make a note on your roster if a fighter is taken out-of-action inside the Precinct House.

Multiplayer Turn Sequence: Since this could be a multi-player game, in the event that there is more than one attacker, once the Enforcer player has his turn all attackers roll a D6. The highest roller goes first, then down the line by highest roll. This means that each turn the order of attacker will change, but the Enforcer player always goes last. In addition, attackers bury their differences long enough to focus on the Enforcers, so do not count fighters from other gangs as enemies (closet targets), but also do not count them as friendly fighters (to escape pinning).

Enforcer Deployment: Each Precinct House has primary and secondary access points. The secondary access points can be anywhere on the Precinct House. This means that all Enforcers that are deployed to the Precinct House may move out of the Precinct House in any direction at any time; however, these access points are one way and may not be used to get back into the Precinct House during the game. The only way in via the entry rules below.

Entry Rules: Any fighter may attempt to enter the Precinct House via the 'front' door. The 'front' door must be at least 4" wide. Enforcers may move through it at no cost to movement. The 'front' door blocks line of sight into the Precinct House, even if your terrain piece makes it look like an open shot. Enemy fighter have to fight their way through the 'front' door or any wall. The 'front' door has T7 and W3. Walls have T8 and W4. They are rockcrete walls after all. If the 'front' door is breached then it no longer blocks line of sight for either gang. If a wall is breached mark the point with a marker to represent a 2" wide hole that fighters can get through.

Turret Weapons: Each Precinct House has at least three turret weapons. The turrets that protect the 'front' door are both heavy stubbers. The turret in the tower is a heavy stubber with a searchlight. The turrets require any Enforcer to be inside the gates of the Precinct to be used. The Enforcer does not need to be a Support Enforcer to use a turret weapon. The only restriction is that turret weapons are always fired with a BS of 3 and all shooting modifiers apply. No experience points are award to wounds inflicted by turret weapons. The 'front' door turrets have a 180° fire arc and the tower turret has a 360 degree fire arc. Turret Weapons can be targeted if the shooter is within 12" of the actual weapon. Turrets have T6 and W2 with a 5+ save for their gun ports. If you wound a turret weapon then it is destroyed for the remainder of this game. The tower searchlight can be used instead of shooting the tower turret. Place the gas cloud template anywhere on the board that is within LOS of the tower turret. Any fighter under the template suffers a -1 to all shooting unless they are equipped with a photo-visor or photo-contacts as long as the searchlight is on the fighter. Any hidden fighters are instantly revealed. Fighters on overwatch remain in overwatch. Turrets may be placed in overwatch and all turrets start the game in overwatch. Turrets never run out of ammo. If an ammo check is failed the gun has jammed and will be automatically cleared in time to fire next turn. In addition, weapon explosions are ignored by turret weapons and have no effect on a turret weapon so do not even roll. Precinct Houses have tons of ammo to spend on underhivers dumb enough to move on them.

Reinforcements: At the start of the each Enforcer turn the Enforcers may call for back-up. If there is at least one Enforcer that is not down or out-of-action then roll a D6. On a result of 5+ roll a D6 to determine a random table edge. D3 Basic Enforcers will exit secret tunnels, tubs, or vents within 8" of the center of that board edge. The Enforcer player may continue to call for reinforcements as long as the game lasts, but there may never be more than 14 Enforcers (and whatever hired guns are used) on the table at one time. Do not track stats of reinforcements or injuries, just those to your gang. Every 7th Enforcer reinforcement will be equipped with a Cyber-Mastiff. No Support Enforcers will be sent. In the event that the Enforcer Sergeant is out-of-action, the next Enforcer reinforcement will be a basic Enforcer Sergeant.

Captives:

Rule Name: List rule out here.

EXPERIENCE: Fighters who take part in the scenario earn experience points as noted below:

+D6 Survives: If a fighter survives the battle then D6 experience points are earned. Even fighters who are wounded and taken out-of-action receive experience for taking part in the scenario.

+5 Per Wounding Hit: A fighter earns 5 points for each wounding hit he inflicts during the battle. Make a note on the gang roster every time a fighter scores a hit and wounds his target. Though you can score multiple wounds from one shot using some weapons only 5 points are earned when this happens, not 5 per wound.

+X Winning Gang Leader(s): Any winning Gang Leader earns an extra 20 experience points. If the Enforcers beat back the assault then the Enforcer Sergeant will receive +10 experience point award.

+10 Original Patrol Team: Any member of your Patrol Team that does not go out-of-action will earn 10 experience points.

+X Name: List special scenario experience if needed.

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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!"

SPECIAL FOR THE WINNING GANG

Attacking gang wins: If an attacking gang wins then they will be able to loot the Precinct House. The attacking gang is able to steal enough items to sell to earn 4D6 x 10 credits. These are profit credits and not income credits as Guilders will not touch the items that they know were stolen from a Precinct House. In addition, all precinct Houses have contraband so the winning attacking gang(s) will receive D6 rare trade items at no cost. Roll a D6 for each item before it is determined. On a result of

'1-3' roll the item on the standard rare trade chart in the ORB. On a result of '4-6' roll the item on the outlaw rare trade chart in the outlaw rules.

Enforcers Win Versus an Assault: Well, you did defend your Precinct House, right? If you win then your Patrol Team will gain notoriety within the ranks of the Enforcers. Each time you successfully defend your Precinct House from Assault you show the underhivers that the Enforcers are truly not to be messed with. Keep track of how many times that you successfully defend up to four times. From now on all of your replacements will start with an additional 10 experience (+40 max) per successful defense. Roll all applicable advances once the Enforcer gets onto your gang roster.

Enforcers Win Versus Rescuing Captives: Well, it is your duty to care for prisoners, isn't it? If you win then your Patrol Team will gain a reputation as brutal prison guards. Keep track of how many times that you successfully defend when gangs try to rescue their captives up to 4 times. Since your Patrol Team gains notoriety for being brilliant prison guards they will insure that they have captives to the greatest extent possible. When an opponent plays your Patrol Team replace the 11-14 injury results with 'Captured' for each time that your Patrol Team has successfully defended. Replacement starts with result 11, then 12, then 13, then 14, corresponding to the defense number of course, although some gangs will consider being captured by Enforcers being just as good as dead.

Territory Special Rule: List territory special rule.

TERRAIN CONSTRUCTION

(Construction): List how to make the terrain piece here.

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ABOUT THE AUTHORS

Give a quick blurb about who you are and your involvement in Necromunda.