

// Enforcement Squad - revised official rules by Anthony Case (tweaked for NCE by Jacob Bolton)

Generally I think Jervis Johnson did a decent job of updating Andy Chambers original rules, but there are still a lot of rules and fluff problems. The biggest fluff issue was the idea Jervis introduced that enforcers are responsible for policing The Underhive, despite it practically being impossible, it being economically of no importance to Helmaur in comparison to Hive City and somewhat goes against the whole mentality of The Underhive being a lawless environment. To me it makes far more sense that enforcers are responsible for policing and maintaining the stability of Hive City (which is how they are portrayed in every Necromunda novel). Since the boundary between Hive City and the Underhive is constantly in flux, enforcers would still constantly tangle with the Underhive gangs and they would lead a constant campaign against smugglers and looters.

Enforcement Squad - An Enforcement Squad is always comprised of an Enforcer Sergeant, 1 Enforcer Specialist and 3 Enforcers. Enforcement Squads never collect income or pay expenses. If an Enforcer dies, is retired or promoted; they are replaced with a starting member of the same type. Note: this also applies to the Sergeant. Cyber-mastiffs are replaced every game so do not roll for Serious Injuries, nor do they count towards the squads bottle tests. The gang rating of the squad is always 1100 +Experience.

Officers of the Law - Enforcement squads cannot be outlawed and cannot be the attackers in any outlaw scenarios. Although the enforcement have no authority over the Underhive guilders (unless of course they are breaking an up-hive law), they commonly work together to bring outlaws to justice. If the Enforcement Squad is playing as the defender in a scenario (e.g. a Raid or Ambush) then they inflict a -2 mod if reported to the watchmen. If scenario has no attacker or defender (e.g. a Gang Fight or Scavengers) then they inflict a -1 mod. If the enforcers are the attackers then no modifier is inflicted.

If enforcers are the defenders in a raid scenario and lose, or lose enough models for the squad to normally lose a territory, the attacking gang will receive d3 rare items for free, instead of the scenarios usual result. These items are considered to have been evidence or contraband previously withheld by the authorities.

Equipment - Each enforcement squad member ignores his first failed Ammo test each game. All squad members have the Specialist skill and do not suffer the usual Initiative penalty for wearing carapace armour.

Capture - If any member of the Squad takes an enemy fighter out of action in hand-to-hand combat and the squad win the game then they are automatically considered to have rolled a captured result. Enforcers carry trackers and no gangs would risk the wrath of the authorities, so all squad members have the Escape Artist skill. If the squad captures an enemy fighter then they cannot be ransomed, instead roll a D6 on the Bounty Hunter's claim bounty table. Captured outlaws are always assumed to roll a 1 result.

Serious Injuries - Enforcers roll on the following Serious Injuries table instead. If a weapon or other ability causes a separate table to be rolled on (such as a shock maul) use this table instead:

11-15: Retired (replace the model with a suitable equivalent model).

16-23: Roll a dice – 1: full recovery, 2-3: miss next game, 4-6: Retired.

24-26: Miss next game.

31-55: Full Recovery.

56: Horrible Scars.

61-63: Random bionic (1-arm, 2-leg, 3-chest, 4-eye, 5-skull chip, 6-your choice).

64: Bitter Enmity (always the gang type, never a specific member).

65: impressive scars (treat duplicate results as full recovery).

66: survived against the odds.

Leadership - Enforcers never challenge for leadership of the squad. The maximum leadership advance for squad members is 10. If a member of the squad with a leadership of 10 gains a further leadership advance or an impressive scars result (if they didn't already have one), then they are promoted by a superior and retired instantly.

Independent - All members of an Enforcement Squad can test to escape pinning even if there are no friendly models within 2".

// Fighter Types

Enforcer Sergeant

Normal gang leader stats and rules except, +1Ld and +20xp. All skills except Agility.

Options: The sergeant can swap its bolt pistol for a plasma pistol. Can be equipped with a boltgun (bolt, and executioner rounds), hellgun, combat shotgun (scatter, manstopper, and executioner shells), an extra bolt pistol or artificer shield.

Enforcer Specialist

Normal heavy stats and rules except, +1Ld and +20xp. Shooting, Ferocity, Muscle, Techno.

Options: Can be equipped with a flamer, grenade launcher (choke, photon, and smoke), plasma gun, melta gun, or storm bolter (bolt, and executioner rounds).

Enforcer

Normal ganger stats and rules except +1Ld and +10xp. Combat, Shooting, Ferocity, Muscle.

Options: Can also be equipped with a boltgun (bolt, and executioner rounds), hellgun, combat shotgun (scatter, manstopper, and executioner shells), an extra bolt pistol or a suppression Shield.

Cyber Mastiff

Enforcement mastiffs have a more sophisticated AI and their vision and hearing are linked with the Enforcers helmets so can be remotely controlled by any enforcer if needed.

M:6 WS:4 BS:- S:5 T:4 W:1 I:4 A:1 LD:- Sv:4+

Robotic: cyber mastiffs are equipped with a bio-booster, and count as being armed with 2 knives. Cannot be pinned, are immune to flesh wounds and all leadership based tests, including effects from LD based wyrd powers. They are also immune to photon flares, darkness, all types of gas, tox bombs, plague and poison effects (including needle pistols and rifles). A mastiff cannot be affected by a medi-pack.

// Equipment

Suppression Shield

Strength 3. Parry. Confers a +2 save bonus from a ranged attack that originated from its vision arc. In combat, the user receives +1 to its armour save.

Artificer Shield

Strength of user. Parry. Confers a +2 save bonus from a ranged attack that originated from its vision arc. It also provides a 5+ special save against all ranged attacks that originate from its vision arc. In combat, the user receives +1 to its armour save.

Combat Shotgun

Combat shotguns follow the same rules for shotguns, except their short range is 0-8.

Executioners Shells

All squad members equipped with a combat shotgun, boltgun, or storm bolter also carry a supply of executioner shells or rounds in addition to their regular ammo:

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Ammo Roll	Special
	Short	Long	Short	Long					
Executioner shells	0-12	12-24	-	+1	4	1	-1	6+	

Storm Bolter

A larger calibre bolter compared to the boltgun, designed for greater volleys of fire power.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Ammo Roll	Special
	Short	Long	Short	Long					
Storm bolter	0-12	12-24	+1	-	4	1	-1	6+	1SF

Hellguns

Modified lasguns designed to cope with the added stresses of firing hotshot power packs.

Weapon	Range		To Hit		Strength	Damage	Save Modifier	Ammo Roll	Special
	Short	Long	Short	Long					
Hellgun	0-8	8-24	+1	-	4	1	-1	2+	

All members have the following: shock maul, knife, bolt pistol, choke, photon and smoke grenades, carapace armour, respirator, infra-red goggles, photo-visior and clip harness.

// Extra Equipment Options

- Any Squad member can swap their bolt pistol for an autopistol fitted with a silencer + stummers.
- Any Squad member can swap their choke, smoke and photon grenades for frag and krak grenades.

You can also choose one of the following options.

- The specialist can swap his special weapon for a heavy stubber, or heavy bolter.
- The squad can include a cyber mastiff

You can also choose one of the following options.

- Up to 1 Squad member can be equipped with either a medi-pack or bio-booster.
- The Squad can be equipped with krak grenades.
- The Squad can be equipped with frag grenades.

// Operations

If you are allowed to choose the scenario, the Squad performs a planned operation against the opposing gang or attempts a bust. After choosing the scenario you can re-equip any squad members as detailed below, allowing you to be specifically equipped for the scenario.

Additionally, if the opposed gang has a higher gang rating then the squad, the squad can also choose from the following extra options whilst on a planned operation, representing the squad bringing in extra supplies to deal with a more dangerous gang. The cost of the following options is added to your gang rating for that game and you cannot go above your opponent's gang rating.

Many options have a number next to them. Each represents how many extra of these options may be taken in addition the squads starting number. If there's no number there is no limitation. Models that are not part of the original squad are retired after each game.

Planetary Defence Force Troopers - 150

2 Gangers, equipped with flak armour, knife, laspistol, lasgun and frags. These models do not receive the same rules that the enforcers do.

Enforcer - 150

1 extra Enforcer.

0-2 Cyber Mastiff – 100 (the squad can never exceed 2 cyber mastiffs total)

1 extra Cyber Mastiff.

0-1 High Judge/Arbite - 300

Same stats and equipment options as the Sergeant; except +1WS, BS, S, T, W, I and +2 LD. True Grit, Nerves of Steel, Iron Will, and Iron Jaw. Takes over the role of the Enforcer Sergeant, but does not replace this model.

Artificer Shields - 75

Suppression shield users can all swap them for artificer shields.

Targetter - 50

A gun sight of your choosing, or a suspensor.

Ammunition - 50

All models equipped with a boltgun, bolt pistol, and/or storm bolter also have hellfire bolts. Models armed with a combat shotgun receive hot shot, and bolt shells.

Grenades - 100

All squad members also have hallucinogen, scare, and frag grenades.

0-1 Specialist - 75

An enforcer can swap their basic weapon for a flamer, storm bolter, grenade launcher (choke, photon, and smoke grenades), plasma gun or melta gun.

0-2 Heavy Upgrade (existing specialist is required for each choice) - 150

Specialist can swap their special weapon for a needle rifle, web pistol, heavy plasma gun, heavy flamer, missile launcher (frags, and kraks), autocannon or lascannon.

Demolition - 50

All squad members can be equipped with krak grenades and melta bombs.