

Enforcer Precinct Team

By Dixie

The Enforcer Precinct Team is intended to be played as a more 'regular' police force, sending out day-to-day lightly armed patrols into the local area and maintaining an Enforcer presence. They are not given the budget to use the advanced cyber-mastiffs that are used by arbites or other Enforcer patrol teams, and rarely utilise heavy or special weaponry. They are not Arbites, and will try to avoid wantonly killing the civilians they protect where possible, preferring instead to subdue the known criminals, take prisoners, and will only bring out heavier weapons for crowd dispersal when required. I have tried to reflect this attitude in the equipment and weapon options available to them, including characteristic weapons such as web pistols, suppression shields, and 'taggers'.

I decided to remove any territory and income elements, but allow a limited change of weaponry between games to fit the scenario. I have also added a few interesting rules into the 'Being Captured', Death and 'Taggers' sections.

These rules have been created using elements of the original GW rules, and the three main adapted rule sets available at the moment - Jaws Enforcers 3.1, Robert J. Reiner's Enforcers: Part 1 - Gang Revamp and Anthony Case's Enforcement Squad. They should work with all versions of the rulebook.

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Gang Rating Rules: Enforcer Precinct Teams are made up of seven Enforcers, and have a gang rating of 1000 points plus the experience costs of the individual members. Unless otherwise noted, Enforcers do not add the cost of their equipment to the gang rating. These items are standard issue and are included in the base cost of the 1000 point rating.

Scenarios: Enforcer Precinct Teams are always lawful gangs, and as such, always roll on the standard scenario chart.

Officers of the Law: Enforcer Precinct Teams cannot be outlawed and cannot be the attackers in any outlaw scenarios. If the Enforcers are playing as the defender in a scenario (e.g. a Raid or Ambush) then they will always report a lawful attacking gang to the watchmen and will inflict a -2 modifier. If a scenario has no attacker or defender (e.g. a Gang Fight or Scavengers) then they will inflict a -1 modifier. If the Enforcers are the attackers then no modifier is inflicted. Note that a gang who attacks Enforcers cannot be deputised in the same game, treat the roll as having no effect instead.

Well Maintained: The weapons and equipment of the Enforcers are far better maintained than that available to the general population of the Underhive. Consequently, members of an Enforcer Precinct Team may ignore their first failed ammo roll. Simply treat the failed roll as if the Enforcer had passed the roll instead. This includes failed ammo rolls for weapons like grenades that normally fail their ammo roll automatically. If the Enforcer fails a second ammo roll then they suffer the normal penalties. Weapons may explode as usual if the second or any subsequent ammo roll is failed.

No Upkeep: Enforcers are fed and clothed by the Precinct, and therefore do not need to pay upkeep and will never suffer the effects of starvation.

Treacherous Conditions: Enforcer Precinct Teams are affected by treacherous conditions just like any other standard gang.

Reinforcements: In the event that the Enforcer Precinct Team is outclassed by gang rating, they may opt to call in local reinforcements. The Enforcer player may hire one bounty hunter or scummer for each full 250 points of difference in gang rating, at no cost (*hired guns are paid for by the main precinct and will join you for a single game only*). Roll for their advances etc before the game. Note That for purposes of calculating the gang rating, the cost of the hired gun should be added to that of the Enforcers. This should be taken into account when calculating any Giant Killer Bonus.

Notes on Skills:

- **Inventor:** This skill may be taken by an Enforcer. Items invented by the inventor can be given to any member of the squad.
- **Fixer and Specialist:** These skills may not be taken by Enforcers. Pick any other skill of the same type instead.

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Giant Killer Experience: Since Enforcer Precinct Teams are well equipped and rigorously trained; they will only receive Giant Killer Bonus Experience if they lose a game. *(As the Enforcer's are expected to win, if they fail they will get more training to ensure that they do not fail again.)*

Being Captured: Just like any other gang, Enforcers can capture enemy fighters. The Enforcer player will demand ransoms in the form of fines. *(See the 'Precinct Fines' section below)*

Enforcers can themselves be captured, and will always try to use their Concealed Blade to escape if they are not voluntarily released. If an Enforcer is held against his will and subsequently escapes and makes it back to his team, the gang who captured him will be immediately Outlawed, if they are not already.

A Lawful gang who voluntarily release a captured Enforcer will receive a permanent +1 modifier to any future rolls on the Outlaw table, as their assistance to the Precinct has been noted. This modifier will stack for each Enforcer released. The Precinct will not pay ransoms for captured Enforcers *(it's cheaper to replace the Enforcer!)*, and any lawful gang who tries to demand a ransom will be immediately Outlawed as described above. Outlaw gangs cannot demand a ransom as they would be shot or imprisoned when reaching the precinct.

In any case, a rescue mission can be attempted by the rest of the Enforcer Precinct Team.

Enforcer specific equipment *(Enforcer armour, suppression shields, combat shotguns & ammunition, shock mauls and taggers)* from captured Enforcers cannot be used by other gangs as they are genetically coded to their user. Other equipment and weapons *(such as pistols, batons and grenades)* can be kept and used or traded as usual.

Medicals: Enforcers that suffer injuries that reduce their characteristics or disable them in some way can 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 replacing dead Enforcers. *(Note that fit members of the squad may not be sent for a medical!)* 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 a Medical treats all results of 2-3 as 4-5 and may participate in the next game. On the roll of a 6, the Sergeant will only ever miss the next game.

Roll a D6 for each Enforcer going to have a medical:

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 any non-standard gear, such as that created by an inventor, 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 gang rating, 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 *(add cost to gang rating, but nothing is paid)*. The Enforcer must miss D3 games while he recovers.

BIONICS (MEDICAL ONLY)

- Bionic Arm 80 credits
- Bionic Eye 50 credits
- Bionic Hand 50 credits
- Bionic Implant 100 credits
- Bionic Leg 80 credits

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Death: If any Enforcer is killed-in-action then the squad will be reinforced from the precinct at no cost. Before the next battle, the dead Enforcer is replaced with a new Enforcer of the same type. The replacement starts with the initial profile and experience points for a fighter of the same type (*Sergeant, Enforcer, or Handler*). If the Enforcer Sergeant dies, you can either replace them with a new Sergeant from the precinct, or instead promote the highest leadership (*or highest experience in the case of a tie*) normal Enforcer currently in the squad to Sergeant in their place. (*The promoted Enforcer receives all the rules of an Enforcer Sergeant. Enforcer Handler's cannot be promoted to Sergeant, as they are specially trained for the Handler role.*) If you decide to promote an Enforcer to Sergeant, a new standard Enforcer is recruited to replace them.

Leadership: Unlike standard gangs, if an Enforcer obtains a higher leadership value than the Sergeant, he will be promoted to lead his own Enforcer Precinct Team. (*Enforcer Handler's cannot be promoted to Sergeant, as they are specially trained for the Handler role.*) You may elect to start a second gang using the promoted Enforcer as the Sergeant and giving him all the rules of an Enforcer Sergeant, or you may simply cross him off the roster and replace him with a new recruit. (*Immediately replace them with a new recruit as described above and place any non-standard gear, such as that created by an inventor, in your stash*) If you start another gang you are doing just that, starting a second Enforcer Precinct Team, a new gang with the promoted Enforcer and six new recruits.

RECRUITING THE GANG

Enforcer Precinct Teams are not recruited by spending 1000 credits, but instead are always made up of 7 members as follows:

1 Enforcer Sergeant: Enforcer Precinct Teams must include one Enforcer Sergeant.

1 Enforcer Handler: Enforcer Precinct Teams must include one Handler with his Canine.

5 Enforcers: The balance of the Enforcer Precinct Team is comprised of Enforcers.

Equipment: Enforcer Precinct Team members come with Basic Equipment, and must select their weapons from one of the Equipment Sets as described below before each game. These are standardised equipment sets supplied by the precinct to cover for a range of scenarios and as such do not incur any additional charges or gang rating. You simply select one weapon set per team member for each game.

Non-standard equipment created through the 'Inventor' skill can be used by any team member, with items being replaced on a similar-for similar basis where applicable. (*E.g. an invented plasma pistol would replace a standard issue laspistol and so forth*)

Basic Equipment:

- Enforcer Armour - Incorporating a Respirator, Photo Visor and communication device.
- Photon Flash Flares
- Choke Grenades
- Smoke Grenades
- Baton (*use rules for clubs/mauls*)
- Laspistol
- Taggers
- Concealed Blade

Equipment Sets:

- Combat Shotgun with Solid, Scatter, Manstopper, Executioner and Tagger rounds.
- Boltgun, Lasgun or Autogun, with a Red Dot Laser Sight
- Suppression Shield. If a suppression shield is chosen, the Enforcer may exchange his Laspistol for a Web Pistol. If the Sergeant chooses a suppression shield, he may also replace his Baton for a Shock Maul if desired.

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Special & Heavy Weapons:

Although the Enforcers will try to avoid the use of high powered weaponry against the citizens of the hive whenever possible, in certain situations a little extra firepower may be required. As all Enforcers are trained in the use of these weapons, all Enforcers are assumed to have the skills to use a special or heavy weapon when required to do so.

Where there is a substantial difference in gang rating, up to a maximum of one normal Enforcer (*Not Sergeants or Handlers*) may be armed with either one of the below instead of one of the above standard equipment sets if desired:

- **250 points or more:**
A grenade launcher, firing the Enforcer's basic Flash, Choke and Smoke grenades plus Scare Grenades. (*Note that the Enforcer can no longer throw his grenades normally if using a grenade launcher.*)
- **500 points or more:**
A Heavy Stubber, or a Heavy Bolter, or an Autocannon.

ENFORCER SERGEANT

M	WS	BS	S	T	W	I	A	LD
4	4	4	3	3	1	4	1	8

Starting Experience: 60+d6

Skills: Iron Will

ENFORCER SERGEANT SPECIAL RULES:

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

ENFORCER HANDLER

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	4	1	7

Starting Experience: 20+d6

ENFORCER HANDLER SPECIAL RULES:

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

Expert Handler Ability: An Enforcer Handler that attains 121 experience points may instead choose to gain access to an additional 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 that attains 201 experience points may instead choose to gain access to an additional 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. The Handler can have a maximum of three Canines.

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ENFORCER

M	WS	BS	S	T	W	I	A	LD
4	3	3	3	3	1	3	1	7

Starting Experience: 20+d6

ENFORCER SPECIAL RULES:

No special rules apply.

CANINE

M	WS	BS	S	T	W	I	A	LD
6	4	-	3	3	1	4	1	-

CANINE SPECIAL RULES:

Skills: Dodge

Ladders: Canines cannot climb ladders.

Psychology: Canines cannot be pinned, do not need to test for nerve and are automatically assumed to pass all leadership tests they are required to take.

Enforcer Handler: The Canine must remain within 18" of the Enforcer Handler at all times. If the Enforcer Handler is taken 'down' or 'out-of-action' then the Canine must remain within 18" of his body, but may otherwise continue to move and fight normally. In addition, as long as the Canine does not go out-of-action, then the Enforcer Handler may not be captured (*the Canine will protect him*). Treat all injury rolls to the Handler of 61-63 on the Serious Injury Table as a roll of 66 instead.

Follower: The Canine is a follower and is effectively a piece of equipment. If the Enforcer Handler has infiltration then the Canine will as well. As a follower, the Canine does not count for the purposes of being the nearest fighter to escape pinning or for testing nerve if it goes out of action near a friendly fight, and does not count towards the number of models in the Precinct for the purposes of bottle tests.

Experience: Canines do not gain experience, and do not roll for serious injuries. If a canine goes OOA during a game then it is assumed to have either recovered or been replaced at the Precinct before the next game.

NEW EQUIPMENT

The following items are unique to Enforcer Precinct Teams and cannot be used by other gangs.

BIONIC HAND

The Bionic Hand is a just what is 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 will be automatically replaced during future rolls of 4-6 on the medical table in any post game

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sequence. If all fingers are lost, the Bionic Hand is destroyed and the original injury will take effect once more.

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 effect 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, it will destroy the implant and the injury will then take effect once more.

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	Range		To Hit		Strength	Damage	Save Mod	Ammo	Special
	Short	Long	Short	Long					
Solid	0-4	4-18	+1	-1	4	1	-	4+	<i>Knock-Back</i>
Scatter	0-4	4-18	+1	-1	3	1	-	4+	<i>Pellets</i>
Manstopper	0-4	4-18	+1	-	4	1	-	4+	<i>Knock-Back</i>
Executioner	0-4	4-18	-1	+1	4	1	- 2	6+	<i>Knock-Back</i>
Tagger	0-4	4-18	+1	-	-	-	-	6+	<i>Tagged</i>

Tagged – a successful hit will tag the fighter – see the Taggers section below. The shot does no damage but will still pin an enemy fighter.

ENFORCER ARMOUR

Although Adeptus Arbites wear carapace armour, full carapace armour is too cumbersome and costly to train Enforcers to wear to be effective. This is especially true in the confines of the Underhive.

Enforcer Armour is a special type of armour that is genetically linked to its wearer and will only function for its imprinted wearer. Enforcer Armour consists of plates, padding, sensors, and various other functional features. Enforcer Armour affords the wearer the following bonuses:

Armour: Enforcers receive a 5+ Armour Save. No initiative penalties apply.

Communications Package: Each set of Enforcer Armour is fitted with a unique sensor suite that allows all of the Precinct Team members to stay in constant communication with each other. This means all Enforcers may test to escape pinning even if there are 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.

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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	Special
3	1	-1	Weapon, Improved Save

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 shooting attack that originates on the 90 degree forward arc of the model using it. Blast attacks are assumed to originate from the centre of the template.

The +2 save modifier is applied to all opponents in hand-to-hand combat.

TAGGERS

Taggers are small bio-markers that Imperial lawmen and bounty hunters use throughout the galaxy. Enforcers can use taggers to find marked criminals at their own leisure. Extensively used in hand to hand combat to tag a fallen opponent, they can also be found as modified shotgun ammunition, coating the criminal with an invisible chemical tag.

Tagged: A fighter that is either taken out-of-action in close combat by an Enforcer, or hit with a shotgun 'Tagger' round will be tagged. Note this on the fighters' roster. A tagged fighter who subsequently escapes may have the Enforcers call on them in the post game sequence. After rolling for serious injuries, for any tagged fighter who was not captured or killed the Enforcer player may elect to roll once on the Tagger Table below. (*Note: Fines are not paid to the Precinct Team, but rather to the Precinct*):

Of course, in the bustling Underhive, a ganger's network of contacts may have time to warn him of the approaching Enforcers who are about to pay him a visit. If a fighter passes an initiative test he manages to evade the Enforcers before they arrive.

TAGGER TABLE (D6 RESULT)

- **1: Move Along, Citizen!** - Mistaken Identity or lack of evidence leaves the Enforcers with no choice but to let the ganger go without charge.
- **3-5: Caught Red Handed!** The Tagger allows the Enforcer Team to find the fighter and bust them. The fighter is given an on-the-spot fine of D6 credits, payable immediately. Unpaid fines will result in the fighter being 'Captured' by the Enforcers, and held until the fine is paid.
- **6: Gotcha!** The Enforcer Team is able to take the fighter completely by surprise, and hauls them back to the Precinct to be thrown in the cells. The fighter is immediately 'Captured'.

Note that Outlander and Outlawed gangs (*Such as Scavvies, Ratskins and Redemptionists*) will usually have their home territory located far beyond the maximum range of the tagger, and the Enforcer team will not go out of their way to seek them out. Instead, anyone who later brings in the tagged fighter (*dead or alive!*) will receive an additional D6 credit reward in addition to the standard bounty for bringing in a wanted criminal. This reward will stack each time the fighter is tagged and subsequently escapes, so make sure each successful tag is noted on the fighters' roster.

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Precinct Fines

Captured fighters will be taken to the Precinct for questioning. Fines will be issued on the below basis, payable immediately. Unpaid fines will result in the fighter remaining 'Captured' by the Enforcers, and held until the fine is paid.

Standard Fine: 2D6 Credits

Fine Modifiers (more than one may apply and will stack)

First Offence:	-1 credit if the fighter has never been tagged.
Repeat Offender:	+1 credit for each previous tag.
Suspicious Gear:	+1 credit for each special or heavy weapon carried.
Attacker:	+1 credit if the fighters' gang was the attacker against the Enforcers.

If a fighter is held captive, and their gang is unwilling or unable to pay the fine, the only way a rescue can be attempted is for the captive's gang to run the Precinct Assault Scenario.

ENFORCER PRECINCT TEAM EXPERIENCE

The table below shows the Enforcer Precinct Team Skill Lists. Enforcer Precinct Teams use the standard Advancement table and have the same max/min values for characteristics as normal Underhive gangers.

ENFORCER PATROL TEAM SKILL LISTS							
	Agility Skills	Combat Skills	Ferocity Skills	Muscle Skills	Shooting Skills	Stealth Skills	Techno Skills
Sergeant	-	X	X	-	X	X	X
Enforcer Handler	X	X	X	-	X	X	-
Enforcer	-	X	X	-	X	X	-

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.	