

// Enforcement Squad - revised official rules by Anthony Case

Generally I think Jervis Johnson did a decent job of updating Andy Chambers original rules, but there are still a lot of rule 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 Helmawr 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 Necro 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. Enforcers that die or are promoted are replaced with a starting replacement member of the same type. Note this also applies to Sergeants. Cyber-mastiffs are replaced every game so do not roll for Serious Injuries. The gang rating of the squad is always 1100 +Exp.

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 uphive 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.

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 Enforcement 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 few gangs would risk the wrath of the Enforcement 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.

11-16:Retired **21-23:**Miss next game and roll D6 after game. 4+ = Retired **24-26:**Miss next game **31-56:**Full Recovery **61-62:**Random bionic **63:**Bitter Enmity **64:**Feat of Bravery +1Ld **65-66:**Retraining +2D6xp

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 Feat of Bravery then they are promoted by the Enforcement (remove him from the squad).

Independant - All members of an Enforcement Squad can test to escape pinning early.

// Equipment Suppression Shield

Strength 3. Parry. Confers a +2 Armour Save in hth combat or from a ranged shot that

originated from his vision arc.

Artificer Shield

Strength 4. Parry. Confers a +2 Armour Save in hth combat or from a ranged attack that originated from his vision arc. Provides a 5+ special save against all ranged attacks that originate from his vision arc.

Combat Shotgun

Combat Shotguns follow the usual shotgun rules except their Short Range is increased to 0-8 and Manstopper Shells receive a +1 to hit modifier when fired at Short Range.

Executioners

It's assumed all Squad members equipped with either a Combat Shotgun or Boltgun also carry a supply of Executioner shells or bolts in addition to their regular ammo. The enforcer can shoot using executioners instead of their normal ammo and have the following profile.

Short Range: 0-12, -

Long Range: 12-24, +1

Strength: 4

Damage: 1

Save Modifier: -1

Ammo Roll: 6+

Hellguns

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

Short Range: 0-12, +1

Long Range: 12-24, -

Strength: 4

Damage: 1

Save Modifier: -1

Ammo Roll: 2+

// Fighter Types

Enforcer Sargeant

Normal gang leader stats and rules except +1Ld and +40xp.

All skills except Agility.

Power Maul, Bolt Pistol, Choke and Photon Grenades.

Carapace Armour, Respirator, Infra-red Goggles and Photo-visor.

Options: The Enforcer Sargeant can swap his Bolt Pistol for a Plasma Pistol. He can also be equipped with either a Boltgun (Executioner) or Hellgun or Shotgun (Scatter, Manstopper, Executioner) or Artificer Shield.

Enforcer Specialist

Normal heavy stats and rules except +1Ld and +40xp.

Shooting, Ferocity, Muscle, Techno.

Power Maul, Bolt Pistol, Choke and Photon Grenades.

Carapace Armour, Respirator, Infra-red Goggles and Photo-visor.

Options: Can be equipped with either a Flamer, Grenade Launcher (Choke, Photon, Smoke), Plasma Gun or Meltagun.

Enforcer

Normal ganger stats and rules except +1Ld and +20xp.

Combat, Shooting, Ferocity, Muscle.

Power Maul, Bolt Pistol, Choke and Photon Grenades.

Carapace Armour, Respirator, Infra-red Goggles and Photo-visor.

Options: Can be equipped with either a Boltgun (Executioner) or Hellgun or Shotgun (Scatter, Manstopper, Executioner). Instead, can be equipped with a Suppression Shield in which case you can also swap his Bolt Pistol for a Plasma Pistol.

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:-

Armour Save: 4+ armour saving throw

Robotic: Cyber Mastiffs ignore the negative effects of flesh wounds, cannot be pinned and are immune from all leadership based tests and attacks including all Telepath Primary Powers and the "You can fly..." and Sense Presense Minor Powers. They are also immune to photon flares, darkness, gas, plague and poison but cannot benefit from any heal rules (e.g. Medi-packs).

// Extra Equipment Options

- Any Squad members can swap their pistol for an Autopistol fitted with a Silencer + Stummers.
- Any Squad members can swap their Choke and Photon Grenades for Frag Grenades.

You can also choose one of the following options.

- The heavy can swap his special weapon for either 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 Bio-scanner or Medi-pack or Bio-booster.
- The Squad can be equipped with Melta Bombs.
- Squad members can be equipped with Frag and Smoke Grenades.

// Operations

If you are allowed to choose the scenario then this represents the Squad performing a planned operation against the opposing gang. After choosing the scenario you can re-equip any Squad members as detailed above, thus allowing you to be specifically equipped for the scenario. In addition, if the opponent has a higher Gang Rating then you 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.

Troopers - 200

2 Gangers + Flak Armour, Knife, Laspisol, Lasgun and Frags

Enforcer - 150

1 extra Enforcer

Mastiff - 150

1 extra Mastiff (max 2 per Squad)

Arbite - 350

Same stats and equipment as Sergeant except +1
Strength/Toughness/Wounds/Initiative/Leadership. True Grit, Nerves of Steel, Iron Will.
Takes over the role of leader for that game.

Artificer Shields - 75

Suppression Shield users can all swap them for Artificer Shields

Targetter - 75

A sight of your choosing

Grenades - 50

All have Choke, Photon, Frags, Smokes

Specialist - 100

Enforcer can swap their basic weapon for either a Flamer, Grenade Launcher (Choke, Photon, Smoke), Plasma Gun or Meltagun.

Heavy Upgrade - 150

Specialist can swap special weapon for either a Needle Rifle, Heavy Plasma Gun, Missile Launcher (Frag, Krak), Autocannon or Lascannon

Demolition - 50

All equipped with Krak Grenades and Melta Bombs