

NECROMUNDA ENFORCERS

KINGY'S REDUX – V5.3

This rewrite of the Enforcer rules is my preferred version of running them in the same style as a gang – they have to manage a budget, recruit Officers and get a chance at some rare items! While they still have the great equipment and access to better healthcare the original rules had, they remain limited in their numbers and have to pay for replacements and their equipment now.

All in all, much more fun than the original version and that was good enough!



Much of this is based on/stolen from/inspired by the work of Jim A. Westby and on the rules of Robert J. Reiner, Jervis Johnson, Andy Chambers, Michael Duxbury and Nick Jakos. I've borrowed pictures and ideas from all over the internet – please get in touch for a credit Cheers guys :)

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NECROMUNDA ENFORCERS

JUSTICE IN THE UNDERHIVE

In the Underhive of Necromunda there is one force whose word is law. They are the Enforcers, and it is their unenviable task to impose the rule of Lord Helmawr on the citizens and outlaws that inhabit the lower reaches of Hive Primus. The Enforcers are hated and feared by the bulk of inhabitants of the Underhive: they are hated for being implacable and authoritarian imposers of Lord Helmawrs' often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

«Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn.» - Judge Traggat, Selected Sayings, Vol II, Chapter IX

Necromunda Enforcers are modelled closely on the Adeptus Arbites. The Judges and Arbitrators of this huge organisation serve primarily to remind Imperial servants of their duties and loyalties, and to enforce the Imperial Decrees passed by the High Lords of Terra. The Imperium is incredibly vast, unimaginably so. It stretches to the edges of the known galaxy, its worlds thinly spread across the stars. On many of these planets, the Emperor and the Imperium he represents are but dimly remembered myths. All too often an Imperial Commander can forget the power he serves, either through incompetence or malice. This is why the Adeptus Arbites was formed. If a Governor ever considers skipping his tithes for a year, or perhaps ignoring the request for troops from an embattled neighbour, one glance towards the armoured Courthouse of the Arbites should be enough to make him reconsider.

The bulk of the Adeptus is made up of the Arbitrators. They are well armed and armoured, as they are often the first line of defence on a traitorous world, operating in the depths of hive cities, the shanties of mining worlds and other savage environs. If planetary control is ever lost, the Arbitrators and Judges of the Arbites are empowered to take over and rule the world in the Emperor's name until a suitable Imperial Commander can be found. Where civil unrest and crime threaten the stability of a world or the power of its ruler, the Arbitrators may be released to restore law and order. However, while the Adeptus Arbites are responsible for ensuring that Imperial Decrees are obeyed across the galaxy, the role of everyday control and policing usually falls to local security forces, working under the orders of the Imperial Commander and his staff. Such is the case on Necromunda, where policing is carried out by Necromunda Enforcers. Every hive on Necromunda is divided into Precincts, each with its own fortified courthouse and a substantial number of Enforcers. In addition there are thousands of small Precinct Houses scattered through the hive, each of which is manned by a ten-man Enforcer Precinct squad.

Necromunda is a vital planet to the Imperium, but population pressures mean that it is in constant danger of devolving into anarchy and civil war. The Enforcers

maintain a constant vigilance from their Courthouses and Precinct Houses, constantly on the watch for signs of disloyalty, subversion, or criminality. They are grim and uncompromising reminders of Lord Helmawrs' authority. They cannot be bought off, threatened, corrupted or negotiated with. Indeed, the Enforcers in Hive Primus are recruited into their ranks from other hives on Necromunda, thus ensuring that they do not have any loyalties to local citizens. They do not communicate with the citizenry unless absolutely necessary and only leave their Precinct Courts on official business. Individual Enforcers, particularly grizzled veterans which have been hardened by years of dispensing justice, act as law enforcers within some settlements in the Underhive. These are tough, no nonsense characters who command the local Watchmen and direct freelance bounty hunters in the constant battle against outlaws and Outlanders. They also monitor local loyalties and the activities of the Merchant Guild to ensure that the Imperial codes of law are maintained even on the frontiers of anarchy.

Other than individual Enforcers, the most commonly encountered Enforcer tactical units are the Enforcer Patrol squads. Patrol squads are the standard law enforcement teams on Necromunda, that can be seen patrolling hive levels around Imperial establishments and important areas of the Underhive. They are also called in to quell serious disturbances, such as mob riots, or to suppress unruly gangs and poorly equipped Deviant Scum. The equipment worn by Necromunda Enforcers is based upon imitations of the equipment used by the Arbites, and is very similar in appearance. They generally wear carapace breastplates, with padded flak armour or additional vambraces and plating. This can be highly ornate on ranking officers, often gilded and inscribed with oaths of justice and Imperial commands. The combat shotgun used by the Enforcers is as much a badge of office as a weapon, and the homing Executioner ammunition they sometimes use is feared throughout the Underhive. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the power maul is most common. They also make use of Canines for hunting down their prey and to catch fugitives who attempt to escape.

ENFORCER SPECIAL RULES

OPERATIONAL LIMITS

Enforcer Precincts may be made up of any number of Enforcers but a maximum of 7 may be used in a Patrol Team in any one game unless seriously outclassed (see below). If the Precinct includes more than 7 Enforcers they will begin a shift rotation. If this applies to your Precinct then no model, except the Sergeant (who lives for the job) may be on more than two successive Patrols Teams in a row where a replacement is available. Enforcers must be rested as evenly as is possible.

The Enforcers who will make up a Patrol Team must be identified before a scenario is decided upon. Where a scenario calls for a variable number of models to participate, they are chosen from the identified members of the Patrol Team first, then Enforcers from the remainder of your Precinct and finally Courthouse Reinforcements.

The gang rating of any given Patrol Team is based on the cost of the Enforcers who make up that Patrol unless reinforcements are called for (see below). This means that the gang-rating of the Patrol can change between games as Enforcers are rested.

OUTCLASSSED

Enforcers will often find themselves outgunned by the enemy and are trained to fight on regardless. However, the Sergeant will call upon all members of the Precinct to fight where levels of criminal activity are high. If the Patrol Team is outclassed by 500 points or more, the 7 Enforcer limit is lifted for this game. Where available, add Enforcers from your Precinct to your Patrol one at a time until the difference between the gang ratings is less than 500.

COURTHOUSE REINFORCEMENTS

In the event that a Patrol Team is still outclassed by 500 points or more (after adding all available members of the Precinct to the Patrol), the Sergeant will call upon reinforcements from the Courthouse.

For each full 200pts in difference between gang ratings the Courthouse will authorise one Justice Point for the Enforcer Sergeant to use as he wishes. See the 'Courthouse Reserves' section for options on spending these points.

Enforcer players feeling brave can choose not to use reinforcements if they wish.

For the purpose of scenario selection, experience and giant killer bonuses, use the gang rating of the Patrol Team after any reinforcements are added from the Precinct or Courthouse.

RELIABLE WEAPONRY

The weaponry and equipment of the Enforcers is of a significantly higher quality and is better maintained than that of the population of the Underhive.

- *members of an Enforcer Patrol Team may ignore their first failed ammo roll in each game.*
- *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.*



GANGS AND BEING OUTLAWED

Enforcers are pragmatic people and rarely outlaw everything that moves. Even when a gang fights back it is seen as part of the normal everyday reality of the Underhive rather than a challenge to the power of the Enforcers. It is also common knowledge that even when gangs are outlawed, there is little to ensure that local watchmen and militia units enforce the decision.

Because of this, should the Enforcer wish to have the opposing gang outlawed after a game roll 2D6 on the Outlaw table in the NCE Outlander Rulebook, and apply the usual modifiers.

In addition the following modifier also applies:

- 2 If the gang being reported has ever killed an Enforcer – cop-killers are never forgotten so this modifier applies to all future Outlaw rolls made by the gang when reported by the Patrol Team and applies until that gang is Outlawed.

Gangs are outlawed on the result of 2 as usual.

Considerable discretion should be used by the Enforcer player to ensure that they are reporting and outlawing gangs for the right reasons – remember the game is meant to be fun for everyone!

RECRUITMENT

The Precinct Patrol Team is purchased by spending 1000 credits on fighters and equipment. This expenditure represents the cost to an Enforcer Courthouse in setting up a new Precinct House in a lawless district of the hive.

CHOOSING THE GANG

You have 1000 Guilder Credits to spend on recruiting and arming your Precinct within the following guidelines:

- **Starting Patrol** The Courthouse will provide your Precinct with 5 Enforcers when it is first recruited. These Enforcers do not cost your Precinct any credits but are unarmed and un-armoured except for a baton (club). Enforcers over the initial 5 must be purchased from the operational budget.
- **Enforcer Sergeant:** Your Patrol Team must have one Leader. Not more. Not less!
- **Enforcer Officers:** At least half of the Patrol Team must be Enforcer Officers. If their numbers fall below this, only Enforcer Officers may be recruited until the balance is restored.
- **Enforcer Specialists:** A Patrol Team may have two Enforcer Specialists but no more.
- **Enforcer Handlers:** A Patrol Team may have one Enforcer Handler.
- **Badge of Office:** All Enforcers must be purchased Enforcer Carapace Armour. If a member of the Patrol Team does not have Carapace Armour they may not be selected for use in any game until they do.

Note that although more may be recruited, Precinct Patrol Teams are limited to 7 Enforcers on duty in any one game (unless seriously outclassed) and additional Enforcers must be purchased from the Patrol's operational budget.

ENFORCER SERGEANT [125]

Every Precinct Patrol Team needs a leader, a seasoned veteran who's pounded the meanest of mean streets in the hive and knows what the gangs are capable of. He alone maintains the discipline of the team and is responsible for the effective use of the Precinct's operational budget.

Sergeants are afforded considerable autonomy in their role and may employ whatever methods they see fit to keep the wayward inhabitants of their Precinct in line with Lord Helmawr's laws.

The only rule is that the law must be upheld.

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

The Enforcer Sergeant may choose weapons from the Sergeant Only, Hand to Hand, Pistols, Basic, Special, Grenades and Armour lists.

The Enforcer Sergeant has the *Leader* skill as described on pg 76 of the NCE rulebook.



ENFORCER OFFICER [55]

Enforcer Officers form the bulk of most Patrol Teams and provide their Sergeant with his primary means of enforcing the law.

Officers are hardened and well disciplined by surviving the harsh academy training all Enforcers endure and are well armed and armoured by their Courthouse.

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

Enforcer Officers may choose weapons from the Hand to Hand, Pistols, Basic, Grenades and Armour lists.

ENFORCER HANDLER [BS]

Unlike their counterparts in the Adeptus Arbites, Enforcer units have limited access to the artificial attack-construct known as a Cyber-Mastiff. Instead, specially reared attack dogs are bred by the Enforcer Courthouses and assigned to Enforcers who display the will and temperament to control these animals. Attack dogs are fiercely loyal to their master and utterly obedient. With the right training, implants and handler they quickly learn how to survive the dangers of the Underhive whilst helping the Patrol apprehend dangerous criminals and fugitives.

The cost of the first Attack Dog is included in the Handlers cost.

All Attack Dogs attached to the Handler must be selected with the Handler when chosen as part of a Patrol Team, but count as one member of the team with a combined cost for the gang rating of that Team.

Handler:

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

Enforcer Handlers may choose weapons from the Hand to Hand, Pistols, Basic, Grenades and Armour lists. The Attack Dog may not be given any weaponry or equipment.

Attack Dog:

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

The following rules apply to Enforcer Attack Dogs:

Enforcer Attack Dogs are trained for combat and may ignore pinning if within 18" of their handler. In addition, Attack Dogs automatically pass Nerve tests and ignore the effects of fear but are still effected by terror.

The Attack Dog must remain within 18" of the handler at all times. If the Handler is taken Down or Out Of Action the Attack Dog must remain within 18" of the body but may otherwise move and fight normally. As long as the Attack Dog is not taken Down or Out Of Action his handler may never be captured. Treat rolls of 61-63 on the serious injury table as 66 instead.

Attack Dogs don't gain experience advances like normal gang members.

Attack Dogs attached to a Handler gain experience and roll on the Attack Dog advance chart as described in the experience section.

Attack Dogs that are taken Out Of Action must roll on the Attack Dog Injury Table below:

If the Enforcer Handler leaves the gang for any

2D6	Attack Dog Injury Result
2-3	Dead. Replace the Attack Dog with a new one at no cost.
4-6	The Dog has developed a permanent limp. It suffers -1 M. This injury stacks with itself until the dog reaches 0 M when it is put down.
7-11	The Attack Dog makes a full recovery.
12	Bionics – Remove one previously suffered movement injury. Treat as Full Recovery if no previous injury has been taken.

reason, or is killed, all allocated Attack Dogs will go with him.



ENFORCER SPECIALIST [SS]

In every walk of life in the Underhive there are those who show an affinity towards technology and it's upkeep.

Enforcers are no different and Precinct Sergeants will nominate the most technically gifted of their Patrols for additional specialist training in the use and maintenance of heavy and special weapons. On Patrol these Specialists provide their Sergeant with a solid base of fire from which to dispense justice.

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

Enforcer Specialists may choose weapons from the Hand to Hand, Pistols, Basic, Special, Heavy, Grenades and Armour lists.

Note that only one Specialist may carry a heavy weapon in each Precinct.

PRECINCT ARMOURY

ENFORCER EQUIPMENT SPECIAL RULES

The weaponry and equipment of the Enforcers is of a significantly higher quality and is better maintained than that of the population of the Underhive.

- *Members of an Enforcer Patrol 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 an Enforcer fails a second ammo roll then they suffer the normal penalties.*

The following weaponry is available to the Precinct Patrol Team from the Enforcer Courthouse armoury.

SERGEANT ONLY WEAPONS COST

Chainsword	25
Plasma Pistol	30
Web Pistol	120

HAND TO HAND WEAPONS COST

Knife	5
Baton (club) (first free)	10
Shock Maul	35

PISTOLS COST

Autopistol	15
Suppression Rounds	5
Laspistol	15
Bolt Pistol	25
Hellfire Bolts	20

BASIC WEAPONS COST

Boltgun	35
Hellfire Bolts	20
Combat Shotgun	25
Executioner Rounds	-
Manstopper Shells	5
Suppression Rounds	5
Solid Slug	5
Scatter Shells	5

SPECIAL WEAPONS COST

Flamer	40
Grenade Launcher	60
Plasma Gun	80
Meltagun	95

HEAVY WEAPONS COST

Heavy Flamer	80
Heavy Bolter	180
Heavy Stubber	120
Suppression Rounds	15

GRENADES

Area Compliance	15
Choke	15
Frag	25
Krak	40
Photon	20
Smoke	15

ARMOUR (ENFORCER ONLY) COST

Enforcer Carapace	80
Suppression Shield	30

EXTRA ITEMS COST

Silencer	15
Clip Harness	10
Concealed Blade	15
Screamers	15
Stummers	15

COMBAT SHOTGUN

The combat shotgun is a simple shotgun with a number of adaptations that allow it to fire special ammunition types available only to Enforcers. One of these is the 'Executioner' adamantium-tipped AP round, 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.

Executioner Shells:

Range		To Hit		Save		Ammo	
Short	Long	Short	Long	Str.	Dam.	Mod.	Roll
0-4	4-18	-1	+1	4	1	-2	6+

Special:

The executioner shell locks on to enemy heat signatures and as such may always be fired at hidden targets that the Enforcer can at least partially see.

NON-LETHAL WEAPONRY

When non-lethal force is called for the Enforcers can use Suppression Ammunition to subdue their targets. Known to Underhivers as rubber bullets, Suppression Ammunition can be fitted to any weapon capable of firing a solid shell and occasionally finds use in heavy weapons. Special "Area Compliance Grenades" are sometimes issued to Enforcers facing civilian disturbances. These fragment into a thousand rubber pellets on impact, subduing any would be criminal in the blast. Suppression Weaponry is not popular with some Enforcers as hardened criminals tend to be able to shrug off the first couple of hits but it has been noted that arrest rates increase when they are deployed and for this reason they are a common tool of law and order in the Underhive.

Suppression Weaponry:

Autopistol - Suppression Rounds

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll	Special
Short	Long	Short	Long					
0-8	8-16	+2	-	2	1	-	4+	-

Shotgun – Suppression Rounds

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll	Special
Short	Long	Short	Long					
0-4	4-18	+1	-	3	1	-	4+	Knock Back

Heavy Stubber – Suppression Rounds

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll	Special
Short	Long	Short	Long					
0-20	20-40	-	-	3	1	-	4+	Sustained (2)

Area Compliance Grenade

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll	Special
Short	Long	Short	Long					
User x 3		-	-	2	1	-	6+	Gas Cloud

Note: Area Compliance Grenades may be fired from a Grenade Launcher using the normal rules.

Special:

Models who go Out of Action to wounds from Suppression Ammunition are highly unlikely to die from their injuries but run a real risk of being taken in for questioning; When rolling on the Serious Injuries table in the post-game phase treat rolls of 12-16 as:

- *Captured if the Enforcer won the scenario.*
- *Full recovery if the owning gang won the scenario.*

Note that Suppression Rounds can be used with Silencers.

ENFORCER CARAPACE ARMOUR

The enclosed armour worn by Enforcers is a significantly improved version of the Carapace Armour sometimes worn by wealthy Underhivers. It features a powerful communication and sensor suite allowing Enforcer to remain fully aware of their surroundings and tactical situation while providing unrivalled protection from the hostility of the gangs and the hive itself.

Special:

Enforcers wearing Enforcer Carapace Armour count as being equipped with a Photo-Visor and Respirator and receive a 4+ Armour Save.

The improved communication capabilities of the suit allow Enforcers to use their Sergeant's Leadership even if he is not within 6".

In addition, pinned Enforcers may test to escape pinning early, even if there are no models within 2". If the Enforcer already has a colleague within 2" or could already test to escape pinning early then he may re-roll the initiative test if failed.

However, Carapace Armour is bulky and limits a users movements.

Models wearing it suffer -1 to their initiative.

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 charged is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Special:

Enforcers armed with a suppression shield receive a +2 save modifier against any attack that originates from the forward 90 degree arc of the model using it. In addition, the Suppression Shield counts as a close combat weapon with a strength of 3 and a save modifier of -1.

Because of the size and expertise needed to effectively use it, basic, special and heavy weapons may not be used by a model carrying a Suppression Shield.

ENFORCERS IN THE CAMPAIGN

In many ways the Precinct Patrol Teams are like the gangs they police. They eat, sleep and fight together. They learn how best to police the inhabitants of their Precinct and deliver Helmawr's justice. They have an operational budget to manage and must work their Patrol Areas, bringing back confiscated items and fugitives from justice.

And while Enforcers are occasionally injured in the line of duty they have access to better healthcare than most Underhivers could ever dream of.

SERIOUS INJURIES

Enforcers treat serious injuries after the game in the same way as normal gangs with the following amendments:

DEATH OF AN ENFORCER

If an Enforcer is killed, the remaining members of the Precinct will never forget the gang causing the death and that gang suffers a -2 modifier to their Outlaw rolls from now on. This modifier is lost if/when the gang is outlawed.

Before the next battle the Precinct's Sergeant can request a replacement Enforcer be sent from the Courthouse. If the Precinct now numbers 4 or less Enforcers a replacement is provided at no cost to the Patrol.

The new recruit can be of any type and comes with a baton (club). All other equipment must be purchased from the Precinct's operational budget and he will not be allowed into the field without Enforcer Carapace Armour and at least one ranged weapon.

If the Precinct has 5 or more remaining members no replacement is provided although one may be purchased from the operational budget as usual.

If the Patrol Sergeant is killed, the Enforcer Officer with the highest Leadership will be promoted to Sergeant and will gain the *Leader* skill.

CAPTURED

Just like any other gang Enforcer Patrol Teams can capture enemy fighters. The Enforcer player can demand ransoms (cunningly disguised as a fine) like other gangs. If the fine is not paid then the captive's gang must run the Precinct Assault Scenario or just give in to the fact that the fighter is gone and has been sold into slavery, put to trial, or executed. Enforcer Patrol Teams prefer to fight to get their own back, but can elect to pay a ransom out of their operational budget if they desire.

Note that captured Enforcer equipment cannot be kept or sold on.

MEDICALS

Enforcers that suffer injuries that reduce their characteristics or disable them in some way will be sent for a medical.

Medicals happen in the Post Battle sequence after allocating Experience Points but before recruiting additional Enforcers.

Enforcers suffering a characteristic or other injury must be sent for a medical. Only the injury suffered in this game will be examined unless a 12 is rolled on the Medical Table.

If no member of the Patrol Team suffered a characteristic or other injury in this game then one member of the Precinct with an injury suffered in a previous game may be sent instead.

You must specify which injury is being examined before rolling on the medical table and treat results of a 12 as 9-11 "Get a Surgeon!".

Roll a 2D6 on the Medical Table below:

2D6	Medical Table
2-3	Retirement! The Enforcer is forced to retire on medical grounds and leaves the Patrol. His equipment and armour is added to the gang's stash. If the patrol now has 4 or fewer members, immediately add a free replacement of the same type to your Patrol.
4-8	That's not a wound. The Enforcer is deemed fit for duty and will participate in the next game as usual.
9-11	Surgeon! The Enforcer is deemed as in need of medical attention. The Enforcer is given the appropriate bionic part to cancel his injury and previous untreated injuries to the same area are treated at the same time. The cost of the bionic is added to the Patrol's gang rating but nothing is paid. The Enforcer must miss the next game while he recovers but will return for the next post game phase.
12	How did you survive??? The Enforcer is treated as 9-11 above and in addition all other injuries are replaced with bionics as well. The Enforcer must miss the next D3 games while he recovers from major surgery.

Note that both Attack Dogs and members of the Patrol with no injuries cannot be sent for a medical!

EXPERIENCE

Enforcer Patrol Teams gain experience in the same way as the gangs with the following amendments:

The tables below show the starting Experience for the members of the Precinct and the skills available to them.

Enforcers use the standard advancement table in the NCE rulebook and have the same characteristic maximums as normal Underhive Gangers.

Sergeant	60+1D6
Officer	20+1D6
Specialist	20+1D6
Handler	20+1D6
Attack Dog	20+1D6

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
141-180	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	Enforcer Judge

- * If an Enforcer ever attains a higher leadership than the Sergeant he will be given his own squad, and is removed from the Patrol taking all equipment with him. A replacement of the same type will be provided by the Courthouse but is unarmed and armoured (except a baton).
- ** See below for Handlers reaching these experience levels.

Patrol Team	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Sergeant	-	✓	✓	-	✓	✓	✓
Officer	-	✓	✓	-	✓	✓	-
Specialist	-	-	✓	✓	✓	✓	✓
Handler	-	-	✓	-	-	✓	✓

HANDLER AND ATTACK DOG SKILLS

Handlers that reach 101, 201, 321 and 401 experience points will gain an extra Attack Dog at no cost instead of gaining a skill in the usual manner. This means an experienced Handler will have upto 4 Attack Dogs. Each additional attack dog adds 30 to the Handlers cost for gang rating.

Handlers and Attack Dogs gain experience in the usual way but Attack Dogs don't gain skills like normal gang members.

Whenever an Attack Dog gains an experience advance, roll on the Attack Dog advance chart below:

Attack Dog Experience Table

1-4	Roll a further D6
1	+1 WS
2	+1 S
3	+1 T
4	+1 W
5	+1 A
6	+1 M
5-6	Roll a further D6
1	Disarm
2	Counter Attack
3	Step Aside
4	Dodge
5-6	Sprint



Experience gained by an Attack Dog is added to the Patrol's gang rating as normal.

Attack Dogs have the same characteristic limits as gangers with the exception of movement which is unlimited.

PATROL SECTORS AND OPERATIONAL BUDGET

The Enforcer territories are represented by Patrol Sectors, areas of the Underhive assigned to them by the Courthouse.

The Enforcers 'work' these territories normally, bringing back protection money, confiscated gear, and other random valuables as well as receiving funds from their Courthouse for upholding the law in their Precinct.

Enforcer Precincts start with campaign with four Patrol Sectors, rolled up randomly from the table overleaf.

Any Enforcer except the Sergeant can be sent to 'work' one their Patrol Sectors in each post game phase if they didn't suffer a serious injury, just like a normal gang.

Enforcers missing a game because of a medical or without Enforcer Armour and cannot be sent to work Patrol Sectors.

Enforcer income is filtered through the normal income table, representing the costs of running operations, paying bribes and keeping the Precinct in food and ammunition.



Should an opposing gang take one of the Patrol Team's territories, then the opposing gang may generate a new random territory from the Territory Table in the appropriate rulebook or keep the Patrol Sector itself.

The new gang territory represents the gang pushing out the Enforcer Presence in the local area or working the same contacts the Enforcers did.

On the other hand, if the Enforcer Patrol Team gains a territory from a game then the Precinct will gain an extra Patrol Sector, generated at random.

Enforcer Patrol Teams collect the Giant Killer Income bonus in the usual way.

CONFISCATED ITEMS

A large amount of confiscated items pass through the Precinct Houses. Anything from the evidence of a drugs raid to dangerous and exotic alien artefacts can be found in the heavy duty safes of the Enforcers. Most of these items are destroyed or sent to the Courthouse as evidence but there are occasional items that the Enforcers keep for use in the never ending war on crime...

Enforcer Precincts make D3 rolls on either the Standard or Outlaw Rare Trade Charts in each post battle sequence.

Items found cost the usual amount, including the variable rarity value.

This represents the most useful of the confiscated items coming into the Precinct House being passed to the Enforcer workshops for decontamination and repair.

Of course the Enforcers will not use every item found.

Some items are already available to Enforcers and some would see the Enforcer outlawed!

The following items cannot be purchased by an Enforcer Patrol, and the roll is considered to be wasted instead.

- All armour.
- All bionics including Berserker, Lobo and Skull chips.
- All drugs and Wildsnake
- Isotropic Fuel Rod and Sump Dynamo
- Mung Vase
- *Note that Enforcers will not 'gamble'*

*A little common sense goes a long way here –
Enforcers are highly unlikely to go 'bad'.*



**<< What we're dealing with here is a
total lack of respect for the law >>**

-Vox Log - Judge K. Flint

ENFORCER PATROL SECTORS

11-15	D6	Wastes – home to outlaws and mutants.
16	D6x3	Workers Dome – crime rates soar on payday when workers can be seen entering local taverns from noon.
21-25	D6xD6	Citizenry - a typical patrol sector, the usual shootings, domestics and muggings in a poor area. Also home to low aspiration gangs.
26	Special	Special Informant – This patrol sector is really an informant. The informant will yield information. Roll a D6. On 1-3 no useful information is forthcoming. On a 4-5 the information provided leads to a shake down that nets D3x10 credits. On a 6 the information allows the Patrol Team to adjust the roll on the scenario table by +/- 2 in the next game if the Enforcer player chooses to.
31-35	D3x5	Modest Hab. Dome – a typical patrol sector with a slightly increased level of wealth and associated crimes.
36	10	Tunnels – this patrol sector is a transportation nexus between domes. These are often plagued with outlanders and gangs looking for a big score. This patrol sector gives the Patrol Team access to the special rules for tunnels found in the NCE rulebook.
41-45	D6x5	Upscale Hab. Dome – a fairly typical patrol sector with occasional private security arrangements provided by gangs.... for a fee...
46	10	Vents – an air duct terminus. This patrol sector gives the Patrol Team access to the special rules for vents found in the NCE rulebook.
51-55	D6x10	Mercantile District – Home to Guilders, known for ethically questionable weapon sales and a strong aversion to paying taxes.
56	D6x10	Enforcer Workshop – this sector contains a workshop used for destroying confiscated items. Thanks to the workshop's attention to detail in weapon maintenance, the Patrol Team can ignore a failed ammo roll once each game. The roll is passed instead.
61-63	D6x10	Shanty– massive crime rates due to the sheer number of homes built on top of each other in a small area. Considered a safe place to disappear for a while. A favourite haunt of outlanders and felons.
64-66	2D6x10	Elite Hab. Dome – home to the wealthy few of the Underhive, usually criminals who are yet to be caught.

COURTHOUSE RESERVES

The following rules allow Enforcer players and Campaign Arbitrators to even the score against gangs that get too big for their boots or perhaps makes the mistake of thinking that a shaky alliance excuses them from observing the law!

Courthouse reserves are recruited by spending Justice points when the Patrol Team is seriously Outclassed and receiving Courthouse Reinforcement (see page 3). Note that Patrols don't have to spend these points but that they are lost at the end of each game. Courthouse reserves are recruited for one off games and do not reappear the next time reinforcements are needed. Where statistics and skill upgrades are required roll them at the beginning of each new game.

Some of these characters are probably best left for special one off games, especially the Judges who can be a bit of a handful!

APPROVED BOUNTY HUNTER

Bounty hunters are amongst the toughest and most dangerous of all Necromundan Underhivers. They are loners who happily survive in perilous conditions, living out in the bleak and inhospitable waste zones to pursue outlaws and mutants through the ruins. Out here they can only rely on their own cunning wits, skills and a bagful of the best weapons.

However, not all Bounty Hunters choose to live this lifestyle indefinitely. Some choose the promise of a better future and accept the hefty retainer the Enforcers offer, gaining 'Approved' status. In reality, being 'Approved' changes little for a Bounty Hunter. They are offered more lucrative bounties and still are allowed to offer their services to the gangs; safe in the knowledge that their new status means they rarely have trouble from local law enforcement. Many Bounty Hunters have become exceedingly rich because of their 'Approved' status but, like everything in the Underhive, this chance of a better future comes with a price.

Enforcer Courthouses retain local Bounty Hunters as a backup against serious breaches of the peace. Whenever the Enforcers are seriously out-gunned and in threat of being overwhelmed they call in those who have accepted their pay and throw them into the most hopeless situations with no regard for their safety.

In the rare circumstance that an Approved Bounty Hunter is foolish enough to refuse a call for assistance they are immediately outlawed, the 'Approved' punishment being summary execution.

Approved Bounty Hunters may be used in one of two ways:

- using $\frac{1}{2}$ a Justice Point when the Patrol Team is Outclassed and is receiving Courthouse Reinforcement.
- hired at a cost of 25 credits per game.

Note: If hired, Approved Bounty Hunters do not count towards the maximum of 7 members of a Patrol team.

For the purposes of experience and giant killer bonuses, each Approved Bounty Hunter adds 125 to the Patrol Team's Gang Rating.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	2	4	1	8

Approved Bounty Hunters are armed with the following:

Knife
Bolt Pistol with Red Dot Sight
Sword or Chainsword
Filter Plugs
Photo Contacts
Shotgun (Solid, Scatter and Manstopper Shells)
A Boltgun, Lasgun or Hunting Rifle
Mesh Armour, a Plasma Pistol, a Hand Flamer or any one bionic

Special:

Approved Bounty Hunters are used to working alone and prefer it that way too.

To reflect their self reliance they may always test to escape pinning early even if no friendly fighters are within 2".

Due to their self reliance, Approved Bounty Hunters do not count towards the Patrol Teams numbers for the purpose of bottle tests.

If an Approved Bounty Hunter takes an enemy out of action in hand to hand combat the enemy fighter is automatically captured rather than rolling on the Serious Injury table after the game.

However, if the Approved Bounty Hunter is taken out of action his captives are left to their fate and must roll for serious injuries as usual.

UNDERHIVE SCUM

Underhive scum, or Scummers, prefer the carefree, wandering life of a mercenary to that of a ganger. They travel from town to town, making few friends or commitments, earning whatever easy money is around before moving on. Scum are too wild and independent to submit to the leadership of anyone for very long, and they hire out their services as they feel like it. With their carefree lifestyle and happy-go-lucky attitude, less experienced Scummers are always on the edge of the law.

While many end up working for the guilders or alongside gangs, there are always a few willing to work alongside the Enforcers in lieu of paying their fines although such arrangements rarely last long.

Underhive Scum may be used in one of two ways:

- using $\frac{1}{4}$ of a Justice Point when the Patrol Team is Outclassed and is receiving Courthouse Reinforcement.
- hired at a cost of 10 credits per game.

Note: If hired, Underhive Scum do not count towards the maximum of 7 members of a Patrol team.

For the purposes of experience and giant killer bonuses, each Scummer adds 60 to the Patrol Team's Gang Rating:

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

Underhive Scum are armed with a knife and one of the following weapon combinations:

- 2 Bolt Pistols
- Plasma Pistol & Laspistol
- Plasma Pistol & Autopistol
- Bolt Pistol & Hand Flamer
- 2 Laspistols each with Hotshot Power Packs

No experience advances are made by the Scummers fielded by the Enforcers.

Special:

Underhive Scum are used to working alone and at the edges of the law.

Underhive Scum do not count towards the Patrol Teams numbers for the purpose of bottle tests, and will leave the table the first time they fail a nerve test. Scummers that leave the game in this way will face the wrath of the Enforcers when the game ends...

No more than 25% of a Precinct's Justice Points may be used to hire Underhive Scum

OVERTIME ENFORCER

Sometimes the forces facing a Patrol Team will be dangerous enough to require the assistance of the local Courthouse.

All Courthouses maintain a team of Officers on overtime and in a constant state of readiness.

These Officers can be deployed at a moments notice to support requests for assistance from Precinct Houses.

Sergeants lose no honour or status in making a request for reinforcement - all Enforcers know that the method used is secondary to upholding the law.

Overtime Enforcers may be used by using 1 Justice Point when the Patrol Team is Outclassed and is receiving Courthouse Reinforcement.

For the purposes of experience and giant killer bonuses, Overtime Enforcers add 250 to the Patrol Team's Gang Rating:

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

Overtime Enforcers wear Enforcer Carapace Armour and are armed with a Combat Shotgun with Suppression Shells, Autopistol and Baton.

Overtime Enforcers make 2 experience advances before the game starts.



ENFORCER MARKSMAN

Selected from only the most highly skilled and technically competent Enforcer Specialists, Marksmen are a small but deadly cadre of individuals.

Operating from a suitable vantage point, Marksmen use their scoped bolt action rifle to silently remove threats to the Patrol Team while providing their Sergeant with heightened tactical and situational awareness.

Marksmen are equipped with bio scanners to protect their firing position and prevent would be criminals from approaching them unnoticed.

All Marksmen undergo rigorous target selection training, allowing them to quickly identify and eliminate ring leaders.

A well placed shot on the right target has been known to instantly disperse an angry mob and has saved the life of countless Enforcers.

Enforcer Marksmen may only be used when the Patrol Team is Outclassed by 750 points or more and is receiving Courthouse Reinforcement. If selected, an Enforcer Marksman uses 2 Justice Points.

*For the purposes of experience and giant killer bonuses, Enforcer Marksmen add **500** to the Patrol Team's Gang Rating:*

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

Enforcer Marksmen wear Enforcer Carapace Armour and are armed with a Silenced Hunting Rifle with Infra-Red and Telescopic Sights, an Autopistol, Baton, Clip Harness and Bio Scanner.

Enforcer Marksmen have the *Crack Shot*, *Marksmanship* and *Infiltration* skills as described in the NCE rulebook.



ENFORCER OPERATIVE

The Underhive is a vast, multifaceted place where only the most shocking or obvious crimes are reported to the Enforcers. Even the Enforcer's snitches, sources and moles don't report everything they know for fear of being the next victim of the Underhive.

To maintain the effectiveness of their day to day patrols and investigations, the Enforcers are helped by colleagues who walk the streets unseen or go undercover to penetrate cartels and cults that have otherwise eluded justice.

While Enforcer Operatives retain all the rights and privileges of their rank, they are dressed and armed in a similar fashion to the local population. These brave individuals can spend years living amongst the populace but know they can rely on the full support of the Courthouse if they need it.

Enforcer Operatives may only be used when the Patrol Team is Outclassed by 750 points or more and is receiving Courthouse Reinforcement. If selected, an Enforcer Operative uses 2 Justice Points.

*For the purposes of experience and giant killer bonuses, Enforcer Operatives add **500** to the Patrol Team's Gang Rating:*

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

Enforcer Operatives wear Mesh Armour and have a concealed blade, grapnel, grav chute, photo contacts and filter plugs.

They are armed with a knife, sword, silenced auto pistol or stub gun and carry frag and photon grenades.

Additionally, Enforcer Operatives may choose one weapon from the following:

- Silenced Autogun
- Shotgun with Solid Slug, Scatter and Manstopper shells.
- Additional Sword

Enforcer Operatives have the *Nerves of Steel*, *Dodge*, *Quick Witted* and *Infiltration* skills as described in the NCE rulebook.

**<< I'm the Law – AND YOU CAN'T
BEAT THE LAW!!! >> Judge J.
Deed**

ENFORCER CHIMERA

All Courthouses maintain a fleet of vehicles with which to maintain the peace in the Underhive. Usually hundreds of years old, these vehicles are used sparingly by the Enforcers.

One of the main types of Enforcer vehicles in use is the Enforcer Chimera.

The Chimera is a sturdy weapon platform commonly used by the Imperial Guard. In Enforcer hands it is used to crush civilian uprisings, patrol the roads between settlements and provide a high speed response to Patrol Teams in need of reinforcement. Typically armed with Heavy Bolters, the Chimera used by Enforcers sacrifices transport capability for additional ammunition and auto-loaders. The Enforcer Chimera can also utilise a Water Cannon when non-lethal force is called for although it is a rare event to see them in use.

Enforcer Chimeras may only be used when the Patrol Team is Outclassed by 1000 points or more and is receiving Courthouse Reinforcement. If selected, the Enforcer Chimera uses 5 Justice Points.

For the purposes of experience and giant killer bonuses, the Enforcer Chimera adds 1000 to the Patrol Team's Gang Rating.

M	WS	BS	S	T	W	I	A	Ld
10	-	3	-	7	6	-	-	-

The Enforcer Chimera is armed either a turret mounted Water Cannon or Heavy Bolter with 360 degree arc of fire; and a hull mounted Heavy Bolter with 90 degree forward arc of fire.

Movement:

The Chimera moves as a normal miniature but may not run or climb stairs.

It may pivot freely and cross obstacles up to 1" high without penalty as it moves.

Gaps between walkways, holes in the ground and similar obstructions may be crossed freely as long as the maximum distance between sides of the obstruction does not exceed half the length of the vehicle.

Any model, friend or foe, the vehicle touches during it's movement phase will suffer a S7 hit causing D3 wounds unless it can pass an Initiative test to leap clear.

Models who are hit but not taken down/Out of Action by this attack are pinned.

Attacking the Enforcer Chimera:

Hand to Hand Combat:

Enemy models engaging the vehicle in Hand to Hand Combat roll their normal number of attack dice but hit on a 2+ if the Enforcer Chimera did not move in the Enforcer's last turn (including pivoting on the spot) or on a 4+ if it moved in the Enforcer's last turn. The bonus attack for being armed with 2 close combat weapons only applies if both weapons used to attack the vehicle have a high enough strength to cause a wound.

If hit, follow the normal rules for wounding models in hand to hand combat.

For the purposes of movement and shooting neither the vehicle or enemy models are considered to be in Hand to Hand Combat when their attacks have been resolved. No consolidation move is allowed.

Shooting:

Follow all the normal rules for shooting attacks against the Enforcer Chimera.

Once the vehicle has lost its last wound it is considered destroyed / Out of Action.

Turret Mounted Water Cannon:

The Water cannon has the following profile:

Range		To Hit		Str.	Dam.	Save Mod.	Ammo Roll	Special
Short	Long	Short	Long					
-	-	-	-	2	1	-	n/a	Flamer Template

Hits caused by the Water Cannon are treated as being made by Suppression Weaponry as described in the Precinct Armoury.

Models who have caught fire because of a flame weapon or similar are automatically put out if hit by the Water Cannon.

Reliable Weaponry:

Because of the technical competence of the crew and large reserve of ammunition it holds, the Enforcer Chimera will automatically pass all ammo rolls.



ENFORCER AIR TRANSPORT

All Courthouses maintain a fleet of vehicles with which to maintain the peace in the Underhive. Usually hundreds of years old, these vehicles are used sparingly by the Enforcers.

The Arvus and Valkyrie are the most out of place and rarely used vehicles of all. Originally designed as a front line Imperial Guard gun transport it is unknown how the Valkyrie came to be found in the Underhive. It is speculated that Necromunda was once home to a production line now lost to history but data is scarce and difficult to come by. Data on how the Arvus surface-space shuttle came to the Underhive is rarer still, although the Enforcers have gleaned enough knowledge of its design to intergrate several weapon and tactical systems to its hull.

Whatever their origins, these vessels are used to patrol the cavernous air-ducts and tunnels that exist between the most established Underhive settlements. Because of their relatively small size and powerful maneuvering thrusters, the Valkyrie and Arvus are occasionally used on man hunts in the wastes. The only escape is underground or through small tunnels which, sadly, the wastes have in abundance.

Enforcer Air Transports may only be used when the Patrol Team is Outclassed by 1000 points or more and is receiving Courthouse Reinforcement. If selected, an Enforcer Air Transport uses 5 Justice Points.

*For the purposes of experience and giant killer bonuses, the Enforcer Air Transport adds **1000** to the Patrol Team's Gang Rating.*

M	WS	BS	S	T	W	I	A	Ld
12	-	3	-	5	6	-	-	-

The Enforcer Air Transport is armed 2x wing mounted Heavy Bolters with 90 degree forward arc of fire. and a hull mounted Lascannon with 90 degree forward arc of fire.

Transport:

The Enforcer Air Transport may carry upto 5 fighters and may enter a landed Air Transport by moving into contact with any access point. Fighters may leave the landed Air Transport by moving away from any access point in their own turn. Fighters in an Air Transport may not be targetted by the enemy.

Fighters aboard a destroyed Air Transport are taken Out of Action immediately if it is in the air or on a 4+ if it is landed at the point it is destroyed.

Movement:

The Air Transport should be modelled on a base approximately 5" high and moves as a normal miniature but may not run. It may pivot and cross obstacles freely.

The Air Transport will always remain at 5" altitude above the ground or buildings and may end it's move over a building providing there is sufficient space for it base to stand freely.

The Air Transport may land in any area where there is sufficient space for the model to be placed without obstruction and may take off without penalty although it cannot do both in the same turn.

Air Transport s may not fire any weapons in the turn they land or take off.

Any model, friend or foe, the vehicle touches during it's movement phase will suffer a S7 hit causing D3 wounds unless it can pass an Initiative test to leap clear.

Models who are hit but not taken down/Out of Action by this attack are pinned.

Attacking the Enforcer Air Transport:

Hand to Hand Combat:

Enemy models engaging the landed Air Transport in Hand to Hand Combat roll their normal number of attack dice but hit on a 2+. The bonus attack for being armed with 2 close combat weapons only applies if both weapons used to attack the vehicle have a high enough strength to cause a wound.

If hit, follow the normal rules for wounding models in hand to hand combat.

For the purposes of movement and shooting neither the vehicle or enemy models are considered to be in Hand to Hand Combat when their attacks have been resolved. No consolidation move is allowed.

Shooting:

Follow all the normal rules for shooting attacks against the Air transport, gaining a +1 modifier to hit such a large target.

Once the vehicle has lost its last wound it is considered destroyed / Out of Action.

Reliable Weaponry:

Because of the technical competence of the crew and large reserve of ammunition it holds, the Enforcer Air Transport will automatically pass all ammo rolls.

ENFORCER JUDGE

Feared throughout the Underhive, Enforcer Judges are the embodiment of the grim and uncompromising attitude of the Enforcers towards those who would transgress Helmawr's laws. Grizzled veterans, hardened by years of dispensing justice, Judges are dangerous individuals who will ignore the most grievous wounds in their quest to bring order to the Underhive.

Judges are not attached to any particular Courthouse and lead a solitary existence, roaming the Underhive as they wish, maintaining constant vigilance for signs of disloyalty, subversion and criminality. Those found to have broken Imperial or Helmawr's laws are hunted down mercilessly and dealt with swiftly, usually at the end of the ceremonial pistol issued to all Judges for performing summary executions.

These weapons vary between Judges but all are ancient, some dating back thousands of years, having been passed from Judge to Judge through the generations.

In cases of wide spread or deep rooted criminality or subversion, Judges will call upon the courthouse and other Judges for reinforcement, effectively a death sentence for whole settlements and sectors of the Underhive.

Such is the dread the Judges instil in Underhivers, many communities hand over outlaws and suspected outlaws at the first sighting of a Judge rather than face every man, woman and child being pronounced guilty and the inevitable purge that follows...



Enforcer Judges may only be used when the Patrol Team is Outclassed by 1000 points or more and is receiving Courthouse Reinforcement. If selected, an Enforcer Judge uses 3 Justice Points.

For the purposes of experience and giant killer bonuses, Enforcer Judges add 750 to the Patrol Team's Gang Rating:

M	WS	BS	S	T	W	I	A	Ld
4	5	5	3	4	2	5	2	10

Judges wear Ancient Carapace Armour and are armed with a Shock Maul, Baton, Frag, Choke, Photon and Area Compliance Grenades and either a Bolt or Plasma Pistol.

The carry a bio-scanner and bio booster.

Additionally, Enforcer Judges may choose one weapon from the following list:

- Web Pistol
- Suppression Shield
- Combat Shotgun with Executioner, Manstopper and Scatter Shells
- Boltgun with Hellfire Shells

Enforcers Judges have the *Iron Will*, *Killer Reputation*, *Dodge* and *Step Aside* special rules.

In addition, Judges have one skill set from the below:

Combat:

Combat Master
Disarm

Shooting:

Crack Shot
Marksman

Ancient Carapace Armour:

This provides the same protection and rules as Enforcer Carapace Armour but allows the wearer to ignore the -1 initiative penalty.

<< they are the poison, I have the remedy... >>

-Judge K. Flint, shortly before ordering the cleansing of the Still Water settlement.



SHAKEDOWN

Any ganger who's been around a while will have seen or experienced an Enforcer Shakedown. Stopped at random, gangers are submitted to a lengthy, often brutal searches, then detained and convicted on the most trivial charges. The only hope is that your friends are nearby, and that they actually come to help...

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

In this scenario, the Enforcer player is the defender and the opposing gang is the attacker. The attacking player selects a long table edge. He places D3+1 randomly selected fighters (but not the gang leader) from his gang at ground level more than 12" from any table edge. These models should be placed in base contact and are captives, behaving in the same way as captives described in the Rescue Mission scenario. However, if a captive is cut free he will gain immediate access to his weapons and be able to fight as normal from the following turn.

The Enforcer player deploys at least one of his team in base contact with the enemy fighters already deployed and the remaining members of his Patrol Team (but not any Courthouse Reinforcements) anywhere within 12" of these fighters but more than 12" from any table edge.

Models with special deployment rules such as tunnels or vents may deploy as usual from the end of turn 1, but only if selected as one of the D3 reinforcements entering the table that turn.

STARTING THE GAME

The attacking player gets the first turn.

REINFORCEMENTS

At the start of turn 1 and each subsequent turn, each player will receive D3 fighters from their gang as reinforcements.

These fighters arrive on the owning players table edge and may move and shoot as usual.

OBJECTIVE

The Enforcer player is attempting to get his captives back to the Precinct House for questioning. He achieves his objective and wins the game by removing half or more of his captives from his own board edge.

Any Enforcer model in base contact with one or more captives may drag captives with them as they move but are unable to shoot in the same turn.

Pinned or down models may not move captives.

The attacking player must prevent the Enforcer from getting as many of his fighters off the table as possible and wins if the Enforcers are unable to complete their objective.

ENDING THE GAME

The game ends if either player starts their turn with all models down/Out of Action, when a player bottles out or when all captives have been removed from the table.

The Enforcer player begins making bottle tests when he suffers 25% casualties.

Because the attacker is making a determined effort to rescue his fighters from interrogation by the Enforcers he does not need to make bottle tests until he has lost 50% of his fighters.

Do not count the captives for bottle tests.

EXPERIENCE

+D6

Survives: If a fighter survives the battle they earn D6 experience points. Even fighters who are wounded or taken Out of Action receive experience for taking part.

+5

Per Wounding Hit: A fighter earns 5 experience points for each wounding hit he causes during the battle.

+5

Free Captive: A fighter gains 5 experience points for each captive he cuts free.

+10

Successful Rescue If the attacker wins, all fighters (including captives) gain 10 experience points.

SPECIAL

If the Enforcer player wins, all captives not cut free and still on the table when the game ends, along with those removed from the table count as captured.

A rescue mission may be attempted as usual.

Note: The captives are not included for the purposes of gang-rating when calculating the Enforcer's entitlement to Courthouse Reinforcements in this scenario.

OFFICER DOWN!

Informants are the eyes and ears of a Patrol Team, providing information that cannot be gathered when wearing a black and blue uniform. Pairs of Officers are sent to remote areas of the wastes to debrief and pay their informants.

This meeting has gone south and the call has been received...Officer Down!

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

In this scenario, the Enforcer player is the defender and the opposing gang is the attacker.

The attacking player selects a long table edge and deploys his entire gang within 12" of his table edge.

Because of the serious nature of the situation, the usual cap of seven members of the Enforcer Patrol Team is dropped for this scenario.

The Enforcer player deploys a randomly determined fighter from his Enforcer Patrol Team within 3" of the centre of the table.

This fighter begins the game 'down' and is the focus of a rescue attempt.

Should the Enforcer player wish, he may deploy a fighter of his choice from the Patrol Team anywhere on the table within 6" of the downed Officer.

This Officer starts the game pinned down.

He then deploys the remainder of his Patrol Team within 6" of the table edge opposite the attackers.

Both players may use the tunnels, vents and infiltration special rules.

THE DOWNED OFFICER

Both players are attempting to secure the downed Officer and remove him from their own table edge. Any fighter who begins their turn in base contact with the Officer may drag him with them as they move.

Models dragging the Officer can run but are unable to shoot in the same turn regardless of how quickly they move.

Pinned or down models may not move the downed Officer..

The downed Officer does not make recovery rolls and cannot be taken Out of Action in any way.

He may crawl 2" per turn as usual and is assumed to make a full recovery at the end of the game.

STARTING THE GAME

The Enforcer player gets the first turn of the game.

ENDING THE GAME

The game ends if either player starts their turn with all models down/Out of Action, when the attacking player bottles out or when the downed Officer has been removed from the table.

Because they are fighting for a fallen comrade, the Enforcer Patrol Team will automatically pass all bottle tests.

The attacking gang will begin making bottle tests when it suffers 25% of its fighters down or Out of Action.

EXPERIENCE

+D6

Survives: If a fighter survives the battle they earn D6 experience points. Even fighters who are wounded or taken Out of Action receive experience for taking part.

+5

Per Wounding Hit: A fighter earns 5 experience points for each wounding hit he causes during the battle.

+10

Escaped!: The downed Officer gains 10 experience points if he escapes via the Enforcer players table edge.

+10

Winning Gang Leader: The winning gang leader receives 10 experience points

SPECIAL

If the attacking gang wins the scenario they may choose to ransom the downed Officer back to his Precinct or execute him. Remember that captured Enforcer equipment cannot be kept or sold on.

If the Enforcer is executed, the attacking gang does not suffer the permanent -2 modifier when reported to the Watchmen.

If the Enforcer Patrol Team rescues the downed Officer the local citizenry recognise that this victory in the face of overwhelming odds means the Patrol Team is not to be messed with.

The Patrol Team doubles any income generated from this game.

DRUG BUST

The idea is simple:

Find a nice secluded spot in the wastes...cook some gear...profit.

Sadly nothing is that easy in the Underhive. Between rival gangs and unpaid Guilders there's always someone who'll talk. And that usually leads to a drug bust – a bit like this one...

Except where noted below, the Drugs Bust scenario uses the same rules for sentries and sounding the alarm as the raid scenario.

THE DRUGS LAB

Set up a 12" x 12" area in the centre of the table at ground level. Ideally this will be a building structure but a collection of ruins or walls to mark the boundaries is acceptable. The area inside the walls should be clear and there should be at least one access point to allow entry and exit from the lab. Place 5 "narc" counters in the lab to represent the gangs stash of illicit gear and cooking equipment.

Narc counters are treated as loot and follow the rules in the Scavengers scenario except:

- no fighter may carry more than one 'narc' counter
- an Enforcer will destroy any narc counter he moves into contact with
- if a fighter carrying a narc counter is hit by a frag, krak or plasma grenade or falls from height, the narc counter is destroyed.

TERRAIN

Each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area 4' x 4' or slightly smaller so that the gangs start off a reasonable distance apart.

GANGS

In this scenario, the Enforcer player is the attacker and the opposing gang is the defender. The defending player sets up first. He deploys D6 of his gang fighters as sentries, choosing which fighters he wishes to put on sentry duty. Sentries can be placed anywhere on the table at least 8" away from a table edge.

The Enforcer player deploys his fighters within 8" of any table edge. The Enforcer receives enough frag grenades to arm all members of the Patrol Team for this game. These grenades are not added to the gang roster and are considered to be used before the next game.

STARTING THE GAME

The attacking player gets the first turn of the game.



ENDING THE GAME

The game ends if either player starts their turn with all models down/Out of Action, when a player bottles out, or when all narc tokens have been removed from the table.

Because of the high stakes and serious consequences of a Drug Bust, both gangs begin making bottle tests when they have lost 50% of their fighters.

If the game ends because a gang fails its bottle test, any narc counters remaining on the table (including those being carried by the opposing gang) are captured by the winning gang.

OBJECTIVE

The Enforcer player is attempting to get close enough to the drugs lab to destroy it and detain everyone inside. The Enforcer player wins by preventing the defending gang from removing more than half of the narc counters from the table.

If an Enforcer model manages to throw a frag, krak or plasma grenade into the drugs lab before the alarm has been sounded (and the grenade explodes in that area), the drugs lab and all narc counters within are considered destroyed. Note this does not end the game – the Enforcers will try to make arrests until the game ends as described above. They do count as winning the game which might be helpful if using suppression rounds or area compliance grenades...

The defending gang is trying to protect it's stash. When the alarm has been raised, any model inside the drug lab may be given one narc counter. If the defending gang manages to remove more than half of the narc counters from any table edge the defending gang has won the game.

EXPERIENCE

- +D6** **Survives:** If a fighter survives the battle they earn D6 experience points. Even fighters who are wounded or taken Out of Action receive experience for taking part.
- +5** **Per Wounding Hit:** A fighter earns 5 experience points for each wounding hit he causes during the battle.
- +5** **Narc Counter :** A fighter gains 5 experience points for each narc counter either removed from the table or destroyed.
- +10** **Wide Awake Sentry:** If the alarm is raised before the drug lab is destroyed the fighter who raised the alarm gains 10 experience points.
- +10** **Winning Gang Leader:** The winning gang leader receives 10 experience points

SPECIAL

For each narc counter destroyed by the Enforcer player, the Patrol will receive an additional 10 credits to be added to the Patrol's income from this game. If the Enforcer player wins the game, he may roll once on the rare trade chart to represent the chances of finding something useful amongst the wreckage of the drug lab.

There is of course the side benefit of suspects being hauled in for interrogation...

For each narc counter successfully removed from the table, the defending gang will receive D6 doses of a randomly determined drug. Roll once on the table below to see what kind of drug your gang have been cooking:

D6	Drugs Cooked
1	Kalma
2-3	Slaughter
4-5	Spur
6	Spook

Additionally, if the defending gang wins the gang by getting more than half the narc counters off the table it becomes a 'fixer' for the drug type rolled. All further trade in that kind of drug will, at least in part, come through the gang. Each time a rival gang buys that type of drug from the rare trade chart, the fixer gang receives a share of the credits spent, receiving the variable rare trade value of the drugs directly to their stash.

Fixer status is lost when the fixer gang loses a drug bust scenario.

Should more than one gang become a fixer for the same type of drug the profits are split evenly between them.

Of course players are free to arrange a gang fight to see who gets to form a monopoly...



PRECINCT ASSAULT

Any gang that feels they are tough enough to take on an Enforcer Precinct can take part in the Precinct Assault scenario.

Maybe the Enforcers have arrested and imprisoned an important member of your gang or perhaps you just need a big score to even the odds against your rival gangs.

Either way, while the payday is huge, the risks to life and limb are real.

Enforcers don't take kindly to attacks on their home turf.

TERRAIN

This scenario is played on a standard 4x4ft table.

If more than three gangs will attack the Precinct this is increased to 6x4ft to allow the gangs room to deploy.

The Enforcer player has one long board edge and the gang players have the opposite long table edge.

The Precinct wall is placed in one continuous line 18" from the Enforcer player's long table edge.

The wall has a gate in its centre and raised towers are placed along the wall 12" from the gate and at each 12" interval thereafter.

The Enforcer player then places the Jail and the Vault structures. Place a suitable building/structure for each so that the entrances for these buildings are 12" from the gate.

Players then place scenery on the table in any way they see fit following the restrictions below:

- No structure or cover may be placed within 12" of the wall on the attacking gangs side of the table.
- Only single level structures may be placed within the Precinct and no structures or cover may be placed within 6" of the gate.

Castle models represent the Precinct walls and gate well if players don't have a suitable Precinct model.

As a guide, try to aim for the following:

Walls should be 3-4" high and have a protected walkway around the top, preferably with battlements allowing the defenders cover from enemy fire.

Towers should be roughly 3-4" wide and stand 6-8" tall. This will allow the turrets mounted on them a decent field of fire.

The gate should be 3-4" wide and about the same height as the turrets.

Don't worry if you don't have everything exactly as described here – the design of Precinct Houses varies immensely!

GANGS

Enforcers:

The Enforcer player must use all members of his Precinct that are not missing games due to Old Battle Wounds and being sent for medicals in this scenario. He will be supported by fighters from the local Courthouse and receives Justice points based upon the combined gang rating of all attacking players in the usual manner.

2D6 models of the Enforcer's choice are deployed at the start of the game and may be deployed anywhere within the Precinct or on its walls.

D3 of the remainder of the defenders will arrive each turn from the start of the Enforcers turn 2.

These models are placed in the centre of the Enforcers long board edge and may act normally in the Enforcer's turn.

The Gangs:

Before the game starts, each player is loaned 100 credits by disgruntled locals and Guilders who have been on the wrong end of the law and want to see the Precinct House burn.

These credits should ideally be spent on equipment suitable for taking down fortifications but players are free to choose whatever items they feel will be useful. Note that these credits **must** be paid back at the end of the game – hopefully you get enough out of the vault!

Players must use their entire gang for this scenario – the stakes are too high for gang members to be left at home.

Each player taking part in the assault rolls for Old Battle Wounds as normal then sets up his gang members no more than 12" from the players table edge.

Gangs with tunnels and vents, and those models with *Infiltrate* may be deployed at the end of turn 1 as usual but must not be set up within 12" of the Precinct Walls or gate.

STARTING THE GAME

The attacking gangs take the first turn of the game.

PLAYER OBJECTIVES

Each player must choose an objective and each player may choose a different objective.
There are only two options. Rescue the captives or assault the Precinct House Vault.

Gang Leaders should feel free to offer bribes and cash incentives for the help of other gangs in this scenario, especially when you're the only gang with captives!

OBJECTIVE 1: RESCUE THE CAPTIVES

This objective may be selected when the Enforcers are 'detaining' your gang fighters.

This objective represents a gang, or possibly gangs teaming up, assaulting the Precinct House in order to break out little Jimbo.

Not all gangs have to select this objective, but the captives may only be freed by those who have selected it.

All captives are assumed to be inside the Precinct House in the area marked "Jail".

If a ganger from any gang that has chosen this objective spends one whole turn inside the Precinct House Jail he may free D3 captives from any gang of the owning players choosing.

He may do nothing other than free captives in this turn.

Freed gangers may move normally from the following turn but are unarmed except for a knife. As usual, the freed gangers equipment and weapons are returned to him after the battle ends.

To claim a win in this scenario, the you must rescue all the captives and get them off the the players board edge or still be in the game (i.e. not bottled out) when the game ends.

Each gang selecting this objective has the following objective win/loss conditions:

- **Loss** - Should your gang bottle out before the game ends you lose the scenario. All captives belonging to your gang that have not yet removed from the table via the players board edge are left on the table for other gangs to attempt to rescue.
Should all gangs choosing this scenario bottle out, the captives count as having been recaptured.
- **Win** - If the game ends before you can rescue all captives, and you have not bottled out, then all captives from your gang count as having been rescued at the end of the game.
- **Win** - If all captives have been removed from the players board edge, each gang that chose this objective and have not bottled out may choose to continue fighting the Enforcers or

immediately remove all their models from the table and head for home. If a gang chooses to fight and then subsequently bottle, you still count as having won the game.

OBJECTIVE 2: ASSAULT THE PRECINCT

This objective may be selected if the Enforcers are not 'detaining' anyone from your gang and you just want to raid a Precinct House and attempt to Loot the contents of the Enforcer's vault.

The fact you may aid a rescue attempt is a side bonus.

The valuables are being held in the Precinct house in the area marked "Vault". If a gang member spends one whole turn in the vault they will discover D3 items of loot – place the appropriate number of markers next to that model. He may do nothing other than search for loot in this turn.

A gang member may search for loot as many times as he likes and there is no restriction on how much loot he may carry.

Loot counters are treated exactly the same manner as in the "Scavengers" mission in the main rulebook.

To claim a win in this scenario, the you must find at least 6 items of Loot and get them off your own board edge or still be in the game (i.e. not bottled out) when the game ends.

A gang selecting this objective has the following win/loss conditions:

- **Loss** - Should your gang bottle out before the game ends, all Loot Counters not yet removed from the table via your own board edge count as having been dropped where the gang member was removed from.
- **Win** - If the game ends before you bottle out, all Loot Counters currently in your gang's possession count as has having been removed from the table at the end of the game.
- **Win** - If you manage to remove 6 or more Loot Counters from your own board edge you may choose to continue fighting the Enforcers or immediately remove all your models from the table and head for home.. If you choose to fight then subsequently bottle, you still count as having won the game.

YOU SAID THIS WOULD BE EASY!

Precinct Houses are not easy to get into, in fact they're some of the most heavily defended places in the Underhive!

To get into the Precinct you and your fellow Gang Leaders will have to work out how to breach the following...

Metre Thick Rockcrete Walls:

Each 6" section of wall has T8 and 4W and counts as a separate target for targeting purposes.

When the last wound is removed from a section of wall, a hole 2" across is made and all models may use this to enter and exit the Precinct.

When a model is on a section of wall that is destroyed, they are automatically pinned and suffer a hit as if they had fallen from height. No initiative test is made. The model is placed in the hole created in the wall.

Models on top of the walls always count as in cover and will not have to test to fall if pinned.

Walls may be accessed by climbing the ladders that are assumed to be in each tower and to either side of the gate.

Reinforced Gate:

The gate has T7 and 3W and blocks line of sight and movement to all non-Enforcers until it is destroyed. The gate has a turret weapon above it that is targeted separately.

Turret Mounted Defence Weapons:

Each tower in the Precinct wall has a Turret Defence Weapon at it's highest point.

These have a 180 degree field of fire towards the attackers board edge.

The defence weapons are T6 with 2W and a 5+ armour save.

As long as there is one Enforcer who is not down/OOA within the Precinct these count as Heavy Stubbers with a BS of 3.

Follow the usual shooting rules but note that models within 3" of the wall cannot be targeted.

Because of the auto-loading mechanisms and vast reserves of ammunition they hold, defence weapons ignore all ammo. rolls.

The Turret Weapon mounted in the Turret on the Gate is a Heavy Bolter with 360 degree field of fire.

Killing Fields:

A 12" clear area in front of the Precinct Wall.

ENFORCER OBJECTIVE

The Enforcer player's objective is simple – take down the opposing gangs and show them the folly of attacking a Precinct House!

The Enforcer player will count as winning the scenario if less than half of the gangs involved in the assault have met their objective when the game ends.

The Enforcer player will count as losing the scenario if more than half of the gangs involved in the assault have met their objective when the game ends.

Gangs that achieve their scenario objective will receive the giant killer and experience bonus even if the Enforcers win the game.

Gangs that fail to achieve their objective do not receive these bonuses even if the Enforcer player loses.

Note how it is possible for both the Enforcers *and* some gangs to complete their objective and therefore count as winning the scenario.



ENDING THE GAME

As the Enforcers are defending both their home and the law they do not have to take bottle tests.

Attacking players are hyped up for the attack so only begin to take bottle tests at 50% down and/or Out of Action..

Each attacking gang takes their bottle test separately.

The game ends if, at the start of their turn (before reinforcements) all Enforcer models are down/OOA or if all gang players have bottled or left the table.

EXPERIENCE

SPECIAL

+2D6

Survives: If a fighter survives the battle they earn 2D6 experience points. Even fighters who are wounded or taken Out of Action receive experience for taking part.

+5

Per Wounding Hit: A fighter earns 5 experience points for each wounding hit he causes during the battle, including those made to walls, turret weapons and the gate.

+5

Free Captive: A fighter gains 5 experience points for each of his own gang's captives or 10 experience points for each of another gang's captives freed from the Enforcer Jail. This bonus applies whether captives are recaptured or not.

+1

Loot Carrier: A fighter that removes Loot Counters from the table or is carrying loot counters when the game ends because all Enforcers are down/Out of Action gains 1 experience for each Loot Counter carried.

+20

Winning Gang Leader: The Leader of a gang which completed its objective during the battle gains 20 experience points.

+10

Stuck Around: If a player completed his scenario objective decided to stay in the fight and help his fellow gangs his Leader receives an additional 10 experience points, even if the gang subsequently bottles out.

+40

Winning Enforcer Sergeant: If the Enforcer player meets his objective as described above the Precinct Sergeant gains 40 experience points.

+20

Winning Enforcer: Each member of the Precinct will receive 20 experience points if the Enforcer player achieves his objective.



The Rewards:

Gangs that chose Rescue the Captives as their objective receive the value of any loot they managed to get off the table (and only if it counts as off table when the game ends). This is D6x5 credits per loot counter and is added *directly to the gang's stash*. Additionally, up to 3 loot counters per player will give 1 roll on the rare trade chart each (either outlaw or normal – you choose) which will be added to the stash for free.

Gangs that chose Assault the Precinct as their objective receive the value of any loot they managed to get off the table (and only if it counts as off table when the game ends). This is D6x10 credits per loot counter and is added *directly to the gangs stash*. Additionally, up to 5 loot counters per player will give 1 roll on the rare trade chart each (either outlaw or normal – you choose) which will be added to the stash for free.

If the Enforcer player meets his objective (as described above) then the Precinct will begin to aggressively crush lawlessness and receives a new Patrol Area to police.

The Risks:

Regardless of the game's result, all gangs must make a roll on the Outlaw table.

This scenario counts as an Outlaw Scenario and so all gangs involved will receive the -3 modifier and a further -2 modifier if an Enforcer was killed by any gang taking part in the attack.

Any ganger that goes Out of Action (either during the game or as a result of being down at the end of the game) inside the Precinct walls or as a result of being hit by Suppression Weaponry anywhere on the table counts as being captured if the Enforcers meet their objective and win the game

Gangers captured (or recaptured) may be dealt with in any way the Enforcer player sees fit and no rescue mission is allowed – the gang are too weak from the assault.

Options for consideration are:

Confiscation of all weapons and equipment.

A heavy fine.

Infliction of a single Serious Injury of the Enforcer's choosing (as punishment) or summary execution.

Any other fiendish punishment the Enforcer can imagine – maybe a pit fight to the death to see which gang fighter is freed?

