

NECROMUNDA ENFORCERS

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

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 Helmaur's 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.

Patrol squads are the standard law enforcement teams that can be seen patrolling throughout The Spire and Hive City as well as the dome levels around 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. Individual Enforcers may act as the law within larger Underhive settlements. There they command the local Watchmen and direct freelance bounty hunters in the constant battle against outlanders.

Enforcers always 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. Although most Enforcers won't hesitate to kill, they often carry weapons to subdue foes wanted for interrogation or trial, of which the shock maul is most common. They also make use of cyber-mastiffs for hunting down their prey and to catch fugitives who attempt to escape.



THE PRECINCT SQUAD

A Precinct squad represents a ten-man Enforcer team that mans one of the Underhive Precinct Houses. A squad is not purchased by spending 1,000 credits, as is the case with normal gangs. Instead, it always consists of a Sergeant, Heavy, Specialist, Handler, and six regular Enforcers.

	M	WS	BS	S	T	W	I	A	Ld
Sergeant	4	4	4	3	3	1	4	1	8
Enforcer	4	3	3	3	3	1	3	1	7

Equipment: All squad members have carapace armour, filter plugs, photo-contacts and infra-red goggles. Note the Initiative penalty for wearing carapace armour does not apply to the squad.

Skills: All squad members start with the Iron Will and Nerves of Steel skills.

THE PATROL TEAM

An Enforcer Precinct has numerous duties to perform. At any one time there will be paperwork to fill in, prisoners to guard, and numerous other tedious tasks that need attending to.

Underhive Patrols

Because of the numerous non-combat duties, half of the squad has to remain in the Precinct House at all times, leaving the other half of the squad to carry out patrols in the Underhive. This means you may not usually use your entire Precinct squad when you fight a battle, and must instead select a five-man Patrol team to take part.

However, if any member of the squad took part in the previous game, then he may not be selected for the next patrol. Squad members must take a rest after each game. If there aren't enough eligible squad members to take part in the game (eg due to injuries), then you may choose from squad members who took part in the previous game to fill in. The Patrol team is chosen at the start of the campaign and after each game.

Gang Rating

For the purposes of working out the Patrol's gang rating, it is assumed to have a value of 1000 plus the total Experience Points of the members of the patrol team (ie not the full squad). Note that the base value of 1000 takes into account the value of the members of the patrol and any equipment they may have.

If the opposing side's Gang Rating turns out to be twice as high or more as the Patrol team's, then the rest of the Precinct squad will be called out to help deal with this especially tough opposition. The entire squad is used in the battle, even if those squad members took part in the previous battle. In this case the squad's gang rating is equal to 2000 plus the total Experience Points of all of the members of the squad.

Planned Operation

If the Enforcers are able to choose which scenario to play, then the team are taking part in a planned operation. Perhaps the opposing gang are working for a known crime lord who they're sent to apprehend, or perhaps they're sent to reclaim equipment stolen from the Hive City factories, or perhaps simply to secure a fallen dome. After choosing the scenario you may swap any Patrol team members with any other squad member, even if they took part in the previous battle. The Patrol team may also re-equip themselves following the usual Arming The Squad rules.

ARMING THE SQUAD

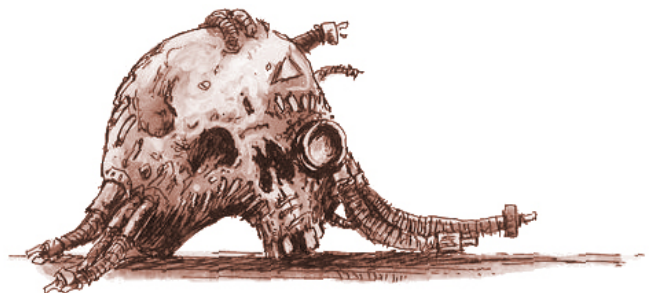
Enforcers are equipped to deal with any situation that demands their attention. Each Courthouse has a large armoury that includes equipment available in the hive and even some from other Imperial worlds.

At the start of the campaign, and after each game, you may choose what equipment the Patrol team members will be armed with.

Weapons: All squad members are armed with a knife and within the following guidelines.

- The Sergeant has a shock maul and either a combat shotgun or boltgun with hellfire bolts. He also carries a bolt pistol or a plasma pistol.
- The Heavy has a bolt pistol and either a heavy stubber, a heavy bolter, or a heavy flamer.
- The Specialist has a bolt pistol and either a flamer, a plasma gun, a meltagun, or a grenade launcher supplied with frag grenades.
- The Handler has a cyber-mastiff, shock maul and suppression shield. He also carries a bolt pistol or a plasma pistol.
- Regular Enforcers have a bolt pistol and either a combat shotgun or a boltgun with hellfire bolts. Alternatively they may have either a bolt pistol or a plasma pistol, as well as a shock maul and suppression shield.
- All squad members carry either choke grenades, photon flash flares or smoke grenades. The grenade launcher is supplied with the same type. Alternatively, any squad members may carry melta bombs instead.

Munitions: The weaponry of the Enforcers are far better maintained than that available to the Underhive gangs. Consequently, squad members may ignore their first failed Ammo roll each game.



CAMPAIGN RULES

Territory

Enforcer squads don't own territory. However, in situations where the opposing gang would normally take one of the Enforcers' territories, then they may generate a new random territory from the Territory table in the Necromunda rulebook. This extra territory represents the gang being able to take over an area close to the Precinct House, where they would not have dared to go before. If, on the other hand, the Enforcers are allowed to take a territory from the opposing gang, then they are allowed to force their opponent to lose one territory.

Income

Enforcer squads do not have any income, never trade, and can never buy extra members of the squad. Enforcers are provided with food and drink at their Precinct House so they are immune to the effects of starvation.

Capture

Enforcers are not allowed to ransom or 'trade' captured fighters. Enforcers and their equipment are too hot to be found in possession of, and are rumoured to include tracking chips that allow patrols to quickly reclaim them. For this reason all Enforcers count as having the Escape Artist skill.

Any enemy fighters captured by the Enforcers are taken in for questioning and may be sentenced for their crimes. Roll on the Bounty Hunter's Claim Bounty table to determine their fate. However, if the captive is from an outlawed gang then it is automatically assumed a 1 is rolled. In either case the opposing gang may attempt a Rescue as normal.

Leadership

Should a member of the squad with a Leadership characteristic of 9 and who isn't a Sergeant gain a further Leadership characteristic advance, then they must leave the squad and be replaced by a new recruit. The squad member has actually been promoted to command his own squad.

More than a Match

Enforcer squads are disciplined and dangerous opponents where even a lone Enforcer is a fearsome prospect for any gang. To reflect this, Enforcer squads never gain any bonus Experience points through being an Underdog. In addition, if the squad is playing a scenario where the amount of fighters deployed at the start of the game is limited (eg a Raid), then they deploy half the usual amount (round fractions up).

Officers of the Law

Understandably Enforcers cannot be outlawed; They are the law after all. If they are allowed to choose the scenario to play then it cannot be an outlaw scenario. If the opposing player chooses a scenario where the Enforcers are defenders (eg an Ambush), and are reported to the Watchmen then they incur a -2 penalty to the roll.

Injuries

Precinct Houses are well stocked with the highest quality medical supplies. Nevertheless Enforcers are expected to be in peak condition to carry out their combat duties effectively. If a squad member suffers a serious injury then he rolls on the Serious Injuries Chart below, rather than the normal chart.

SERIOUS INJURIES CHART

11-16 Dead or Retired: The Enforcer is either killed in action or forced to retire on medical grounds. He is replaced with a new recruit of the same fighter type who starts with the initial profile, weaponry and Experience following the usual rules.

21-26 Debilitating Injury: The Enforcer suffers an injury affecting his performance. Roll a D6 to determine the type of injury which follows the usual rules for an injury of its type.

- 1: Chest Wound
- 2: Leg Wound
- 3: **Roll a further D6:**
 - 1-3: Arm Wound
 - 4-6: Hand Injury
- 4: Blinded In One Eye
- 5: Partially Deafened
- 6: Shell Shock

In addition, roll a D6 for the injury after each game. On a roll of 6 it is replaced with a Bionic Implant. If the injury was a Hand Injury or Chest, Leg, or Arm Wound then it is instead replaced with the appropriate bionic.

31-33 Rehabilitation: The Enforcer has been badly wounded but may yet still recover. He must miss the next D3 games, after which roll again on this chart to see the extent of his injury.

34-63 Full Recovery: The Enforcer suffers a mildly incapacitating wound from which he makes a full recovery.

64-66 Retraining: The Enforcer recovers fully and is scheduled for additional training earning himself an extra +2D6 Experience.

NECROMUNDA ENFORCERS EQUIPMENT

Enforcer squads make use of a variety of highly specialised weaponry, including feared robotic hunting dogs.

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 shotgun 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.

Ammo: The combat shotgun comes equipped with supplies of Solid Slug, Scatter Shot and Executioner shell types. Combat shotgun ammo follows the usual ammo rules as explained in the Ammunition & Gunsights section of the Necromunda rulebook.

Executioner Shell

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

SUPPRESSION SHIELD

The suppression shield is used extensively by law enforcement agencies throughout the Imperium for crowd control measures. It consists of a metal fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue shimmering field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of any attacks that strike it. At close quarters 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.

Range	Strength	Damage	Save Mod.
Close Combat	3	1	-1

Armour Save: Enforcers armed with a suppression shield receive a 5+ armour saving throw against all hand-to-hand combat hits and any ranged attacks that originate in the forward 90° arc of the Enforcer.



CYBER-MASTIFF

All Enforcer squads include an artificial attack-construct known as a cyber-mastiff. They are also commonly known as kill-dogs, razorfangs and rending rovers by the inhabitants of the Underhive. Cyber-mastiffs have in-built hunting and attack instincts, but require a specially trained Handler to direct them with a set of simple neuro-commands.

M	WS	BS	S	T	W	I	A	Ld
6	3	0	5	4	1	4	1	-

Armour Save: Cyber-mastiffs are incased in armaplas plates which confer a 4+ armour saving throw.

Hunting Sensors: Cyber-mastiffs count as wearing a photo-visior and infra-red goggles.

Robo-mind: Cyber-mastiffs cannot be pinned and ignore all nerve, fear and terror tests.

Robo-body: Cyber-mastiffs ignore the negative effects of flesh wounds, and are immune from gas clouds, venoms and toxins and cannot catch fire.

Handler: The mastiff is deployed together with its Handler anywhere within 2" of him. He may otherwise move and fight just like any other fighter. However, if the Handler is taken out of action then the cyber-mastiff is also removed from play.

Campaign: Mastiffs cannot gain Experience. If they are taken out of action then they are automatically assumed to be repaired in time for the next patrol.

EXPERIENCE & SKILLS

Necromunda Enforcer squads gain Experience points and advances just like any normal gang, with the following exceptions.

- If a squad member with the Fixer skill didn't go out of action that game and any squad members are suffering from Debilitating Injuries, then you can re-roll one D6 per game that determines if an injury is replaced with a Bionic Implant.
- If an Inventor invents an item then it must be allocated to a squad member. Only the chosen squad member may use the item, and he may even use weapons that he does not normally have access to (eg a regular Enforcer may still use a Needle Rifle). This allocation cannot be changed. If the Enforcer dies or retires then the item is also removed from the gang roster.
- The Specialist skill cannot be taken by a Specialist, but allows other squad members to choose to be armed as if they were a Specialist instead of their usual gear.
- A Gunfighter may be armed with an extra bolt pistol, or alternatively an extra plasma pistol if the Enforcer may be equipped with one.



STARTING EXPERIENCE

Fighter Type	Experience
Sergeant	100 + 1D6
Heavy	80 + 1D6
Specialist	60 + 1D6
Handler	60 + 1D6
Enforcer	40 + 1D6

SKILL TYPES AVAILABLE

Fighter Type	Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Sergeant	-	✓	✓	✓	✓	✓	✓
Heavy	-	✓	✓	✓	✓	-	✓
Specialist	-	✓	✓	✓	✓	-	✓
Handler	-	✓	✓	✓	✓	✓	-
Enforcer	-	✓	✓	✓	✓	-	-