



DRAFT ENFORCER PATROL TEAMS (ENFORCERS REVAMPED)

Revamp by Robert J. Reiner (Original Rules by Jervis Johnson and Andy Chambers)

Enforcers were originally created by Jervis Johnson based on original material by Andy Chambers. The rules were first published in a White Dwarf Article as Adeptus Arbites that were then included in Battle of the Underhive, and lastly revised into Enforcers and published in published in Fanatic Magazine 1. Since then a lot of players have been using and wanting some changes to make them more playable. This is my attempt to improve upon the original design and provide a more balanced version for players that does not detract from the original designs of the gang...



In the Underhive of Necromunda there is one force whose word is law. They are the Necromunda 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 Helmawr's often unfair legislation, and feared for the ruthless efficiency with which they impose the laws of the Underhive.

Necromunda Enforcers are modeled closely on the Adeptus Arbites. The Judges and Arbitrators of this huge organization 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 neighbor, 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 defense 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 the Necromunda Enforcer Precincts.

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 few Enforcer Patrol Teams and desk jockey Enforcers. 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 Helmawr'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.

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 Cyber-mastiffs for hunting down their prey and to catch fugitives who attempt to escape.

All sections secure your quadrants and report! Jones, you need to lock down that perimeter! Sampson, prep the prisoner for transport and report when you are ready to move! Howard, get that crowd under control or you might want to think about another line of work! Reggie, where is that Gargoyle? This raid is drawing to a close! Don't get soft of me know Enforcer!"

"Roger that Sergeant!" Belowed the young Enforcer over the comm channel as he brought the prisoner transport around. Sergeant Henise winced, and then sighed, at Reggie's response; he wished the kid would realize the difference between shouting over a rioting crowd and communicating across a closed comm channel with his fellow patrol Enforcers. It was either enthusiasm on the part of the kid, or the medics were mistaken about hearing loss due to prolonged exposure to the squad's heavy stubber.

Today's patrol took Sergeant Henise and his Enforcers through a sector with a particularly volatile mix of citizens. Goliaths and Esher had taken up residence near the recent discovery of some archeotech. Something that would surely draw the attention of the other houses of Hive City, which was sure to only complicate things even further in the near future. Today's patrol had netted a pretty bold Esher. Still, no matter how bold the riffraff became, it would not deter the Enforcers from patrolling the dens, drinking holes, workshops, or other sump holes the gangs called home.

The patrol itself had been long and difficult, but they were finally on their way back to the Precinct House with their latest raid boon, an Escher known as Candy Stripper. Or C-Stripper by her friends. She was

the leader of one of the local gangs that had been causing trouble of late. Of course whatever name she preferred to use became irrelevant as she was now known as Prisoner 13187, and she was no en route for the transport hub for processing. This one was going straight up hive once they got her processed and data dumped into the system.

The big lass had been a trouble to bring down, but there wasn't much fight in her now. Not surprising as she had enough Kalma pumped into her system to sedate even one of those thick-necked Goliaths. Prisoner 13187 was burly for an Escher, her long pink hair was spiked using fat from an undetermined animal. Her skin showed minor plasma scarring that was indicative of an obsession with plasma weaponry. SGT Henise regarded her chainsword as they travelled towards the tube station. The bulk and weight indicated a probably Goliath manufacture, but the power source had been modified to use a Van Saar fabrication. The irony of this brought a chuckle to his throat as he secured it in the Gargoyle's evidence locker along with the other weaponry and evidence.

The hike back to the secured tube access was uneventful. Henise had been sure that there would have been at least one attempt to free their prize. Apparently he had misjudged the Escher in this part of the hive. As the patrol approached station check point Enforcer Howard, the Cyber Mastiff handler, was having trouble containing the construct "Jaws". Over time it had developed a "tic". It was grinding its mouth servos in an erratic fashion. Henise had told Howard to correct it, but he had preferred to keep it. Said that it gave his "friend" some character; besides, it only seemed to behave that way around plasma weapons were nearby. Henise was skeptical, but had allowed it. Since then it had proved useful more than once.

Seeing Jaws this jittery made Henise more aware of his surroundings. When he noticed that the insignia on the uniforms and helmets of the hub Enforcers was not right he used the comm channel to chirp out the signal for the patrol to be on their toes. Whenever SGT Henise left the Precinct House he never holstered his bolt pistol, this way it made it easier to slip his thumb up and disengage the safety. The rest of the patrol responded just as quickly and subtly.

"Sergeant Henise, Patrol Squad Gamma. We are here for access in order to transport prisoner 13187," he stated in a calm even voice as he closed the distance between himself and the nearest guard in order to use put something between himself and the impostors. Without waiting for a response SGT

Henise he snapped his arm up and fired three quick shots within five meters of the impostor. This signaled Enforcer and impostor alike to open up or dive for cover. The confines of the hub junction channeled was particularly bad for the impostors. Reggie's heavy stubber made quick work of the enemy, but rounds were piercing armor and flesh on both sides. Before anyone had to blink or reload the fight was over.

As the dust started to settle SGT Henise surveyed the scene. His first three shots had taken his target out with three clean hits to the thigh, abdomen, and chest. Fortunately there was one survivor to send up hive for interrogation. Such a breach of security would draw attention of several Judges. The patrol was not without injury though.

Enforcer Howard had taken a las shot through he right thigh. Fortunately it cauterized the wound. He would limp along, but he could manage until they could get to a medic. Enforcer Sampson was complaining about his suppression shield. One of the impostors had managed to rip it from his arm causing it to lose power, but when Reggie smacked him on the back of the head to quiet him down and then swapped out the power supply it was as good as new.

Reggie was covered in gore and at first SGT Henise was concerned for his Heavy support Enforcer, but then he noticed that there were four gangers who had made a valiant, albeit foolish, attempt to charge and take him out laying at his feet. 'Must not be his blood then', the Sergeant thought to himself.

Leaning down SGT Henise took a closer look at his first victim. As the lift doors opened he realized that they didn't have real Enforcer armor but a Van Saar knock off. In one breast pocket he found a flimsy with he location and time of his hub-lift access. Allowing the rest of his patrol to board the lift he called in his sit-rep to his superiors. Stepping into the lift he ordered another shot of Kalma for both prisoner 13187 as well as their new prisoner.

Slowly the doors closed and the ascent began.



ENFORCER PATROL TEAM SPECIAL RULES:

It is important to note that Enforcer Patrol Teams are not intended to be a gang for first time players.

Veteran players might want to play with the advantages of being the law instead of being the illegal ganger. These rules help you do just that, but it is also cautioned that there are a lot of special rules to help balance out the benefits and outline the limitations as well.

A player may decide to control an Enforcer Patrol Team instead of a normal Underhive gang. An Enforcer Patrol Team represents the Enforcers that patrol the underhive. An Enforcer Patrol Team is not purchased by spending 1,000 credits, but instead always consists of a Sergeant, Enforcers, and a Cyber-mastiff. When you pick the squad you may choose what equipment each member of the squad starts with, as described in the rules below.

Gang Rating Rules: Enforcer Patrol Teams are made up of seven Enforcers and a Cyber-Mastiff and has a gang rating of 1000 points plus the experience and additional equipment costs of the individual members. Enforcers Patrol Teams do not add the cost of their starting equipment. Those items are standard equipment to all Enforcers and are included in the base cost of the 1000 point Patrol Team. In the event that your opponent's gang rating is 2000 points or more you must consult the Reinforcement Rules.

Territory: Enforcer Patrol Teams do not own territory, but instead are assigned Patrol Sectors by Enforcer Command. Each Patrol Team controls a minimum of 3 Patrol Sectors. When created you must roll three times on the Patrol Sector Chart to determine the starting Patrol Sectors. Each Patrol Sector is used in the Post Game Sequence as long as the entire Patrol Team did not go out-of-action in the last game and operational budget is collected as listed. In situations where an opposing gang would normally take one of the Patrol Team's territories, then the opposing gang may generate a new random territory from the Territory Table in the ORB instead. The Patrol Team will then have one less Patrol Sector (minimum is one). The new gang territory represents the gang pushing out the Enforcer Presence in the local area. On the other hand, if the Enforcer Patrol Team gains a territory from a game then the Patrol Team will gain an extra Patrol Sector (5 maximum).

Operational Budget: Enforcer Patrol Teams have income like other gangs from their Patrol Sectors, bartering, and trading, but no upkeep. This is called the Operational Budget. This also includes the

Enforcer Patrol Team's stash as well. All credits earned by Enforcer Patrol Teams are profits and not income. They are the law and so do not have to 'wash' their credits through the income chart.

Enforcers are not Adeptus Arbites, so they are not under the direct thumb of the government. Enforcers are in the Underhive after all, and credits do talk somewhat when it means that the Enforcers can survive a little longer with the edge credits bring.

Trading: Enforcer Patrol Teams do not trade like all other gangs. Instead, Enforcer Patrol Teams requisition and acquire items. Enforcer Patrol Teams can use their Operational Budgets to requisition items (purchase) from the Enforcer Equipment Lists (see below). Any Enforcer that meets the criteria for an item may use Operational Budget to purchase these items. In addition, Enforcer Patrol Teams may requisition D3 rare items from the rare trade chart in the ORB after each game and 'pay' for it with operational budget funds. Enforcer Patrol Teams can also get items through ransoming captives and scenario special rules. Any Enforcer can use items obtained this way if they meet the pre-requisites for the item. Just like any other gang Enforcer Patrol Teams can stash equipment as well. Enforcer Patrol Teams can sell items like other gangs with the exception that they obtain Operational Budget instead of credits and get no credits from starting equipment that is sold.

Being Captured: Just like any other gang Enforcer Patrol Teams can capture enemy fighters. The Enforcer player can demand ransoms like other gangs; however, if the ransom 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 operation budget.

Death: If any Enforcer Patrol Team member is killed-in-action then the squad will be reinforced from the garrison of the Courthouse at no cost. Before the next battle the dead Enforcer is replaced with a new Enforcer at no cost to the gang. The replacement starts with the initial profile, weaponry and Experience Points for a fighter of the same type (Sergeant, Support Enforcer, Enforcer, or Handler). The new member of the squad can have any of the equipment allowed to a member of the squad, as long as none of the maximums for the squad are exceeded. For example, if the squad already included a Support Enforcer armed with a heavy stubber, then a new recruit could not be given a heavy stubber as well, as only heavy weapon is allowed per Enforcer Patrol Team.

Medicals: Enforcers that suffer injuries that reduce their characteristics or disable them in some way may be sent for a medical. Medicals only happen in the Post Battle sequence after the game in which the injury was sustained, after allocating Experience Points and before recruiting dead Enforcers. Note that fit members of the squad may not be sent for a medical! Roll a D6 for the Enforcer going to have a medical:

MEDICAL TABLE	
D6	RESULT
1	Retirement! The enforcer is forced to retire on medical grounds (immediately replace them with a new recruit as described above and place all their additional gear in your stash)
2-3	You call that a wound? The Enforcer is deemed fit for duty and may participate in the next game.
4-5	Get a surgeon! The Enforcer is deemed in need of medical attention. The Enforcer is given the appropriate bionic part (add cost to GR, but nothing is paid). The Enforcer misses the next game.
6	How did you survive? The Enforcer is treated as '4-5' above and in addition, all other injuries are replaced with bionics as well (cost as 4-5 as well). The Enforcer must miss D3 games while he recovers from being re-built.

In the Event that the Enforcer Sergeant is sent on a Medical then he will be given stimulants and medicines to speed his recovery. An Enforcer Sergeant sent on Medicals never misses a game and treats all results of 2-3 as 4-5.

Leadership: Unlike standard gangs, if an Enforcer Patrol Team member obtains a higher leadership value then the Sgt. he will be promoted to lead his own Enforcer Patrol Team. You may elect to start a second gang using the promoted Enforcer as the Sgt. and giving him all the rules of an Enforcer Sgt. or you may simply cross him (and all his equipment) off the roster and replace him with a new recruit. If you start another gang you are doing just that, starting a second Enforcer Patrol Team, a new gang with the promoted Enforcer and six new recruits.

Hired Guns: Enforcer Patrol Teams use every advantage they can, but they must stay within the law, technically. To represent this they may hire Bounty Hunters, Enforcer Judges, Ogryn Bodyguards, Ratskins, Scummers, and Snipers. Enforcer Patrol Teams are the law, but they also have their snitches, sources, and agents too.

Special Characters: Unless a Special Character specifically states in their rules that Enforcers may use them, Enforcer Patrol Teams may not use Special Characters. There is already one Special Enforcer Character named Judge Malkavoy out there.

Giant Killer Experience: Since Enforcers Patrol Teams tend to be better equipment and are trained more rigorously; they will only receive Giant Killer Bonus Experience if they loose a game. This may sound harsh, but when you are expected to win and fail, then you get more training to insure that you do not fail.

Scenarios: Enforcer Patrol Teams are always legal gangs, persay, and as such, always roll on the standard scenario chart from the ORB.

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

Reinforcements: In the event that the Enforcer Precinct Team is outclassed by 1000 points or more then they may call upon the services of the local Enforcer Judge and/or authorize overtime (pay via operational budget) for additional basic Enforcers. Judges follow all the rules for the Hired Gun: Enforcer Judge. Overtime Enforcers are basic Enforcers with two random advances rolled on the Advance Chart. You may authorize overtime for one Enforcer per 250 points (or part thereof) of gap you are trying to close at the cost of 20 credits each. Once used, these overtime Enforcers will go back to their Precincts and Patrol Sectors. You will need to roll up overtime Enforcer Statistics each game.

RECRUITING THE GANG

Enforcer Patrol Team Gangs are not recruited by spending 1000 credits, but instead is made up of 7 fighters with the following limitations:

7 fighters: Enforcer Patrol Teams must include 7 fighters and one Cyber-Mastiff.

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

0-2 Support Enforcers: Enforcer Patrol Teams may include up to two Support Enforcers.

1 Enforcer Handler: Enforcer Patrol Teams must include one Handler with his trusty sidekick, the Cyber-Mastiff.

3-5 Enforcers: The balance of the Enforcer Patrol Team is comprised of Enforcers.



1 ENFORCER SERGEANT

Base Cost: See Gang Rating Rules above

Starting Experience: 60+d6

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

ENFORCER SERGEANT SPECIAL RULES:

The following special rules apply to the Enforcer Sergeant:

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

Equipment: Enforcer Sergeants are armed with the following starting equipment. Costs are explained in the Gang Rating rules above:

- Free Equipment – Knife, Pistol (Bolt Pistol, Laspistol or Plasma Pistol), Photon Flash Flares, Choke Grenades, and Enforcer Sgt. Armour.
- You may select one of the following items: Suppression Shield, Bolt Gun, or Combat Shotgun with Scatter, Solid, and Execution Rounds.
- You may exchange your pistol or knife for a power maul
- You must select one option from the following list: Red-Dot Laser Sight, Bio-Scanner, Bio-Booster, or Bionic (at listed cost)



0-2 SUPPORT ENFORCERS

Base Cost: See Gang Rating Rules above

Starting Experience: 40+d6

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	3	1	7	5+

SUPPORT ENFORCER SPECIAL RULES:

The following special rules apply to the Support Enforcers:

Heavy: Support Enforcers are the heavies of the Enforcer Patrol Team and have all the benefits and special rules that apply to standard gang heavies.

Equipment: Enforcer Patrol Teams may have up to 2 Support Enforcers in them, but never more than one heavy weapon. Any support Enforcer may be armed with a Special Weapon in addition to their other weapons, but Support Enforcers must start with either the patrol team's heavy weapon or a special weapon, not both. Support Enforcers are armed with the following starting equipment. Costs are explained in the Gang Rating rules above:

- Free Equipment – Knife, Pistol (Bolt Pistol or Laspistol), Photon Flash Flares, Choke Grenades, and Enforcer Armour.
- Up to one Support Enforcer may be armed with a Heavy Stubber to start with.
- One or both Support Enforcers (if you elect not to start with a heavy weapon) may be armed with one of the following special weapons: Flamer, Plasmagun, or Grenade Launcher with Frag, Krak, and Choke grenades to start with.



1 ENFORCER HANDLER

Base Cost: See Gang Rating Rules above

Starting Experience: 20+d6

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	4	1	7	5+

ENFORCER HANDLER SPECIAL RULES:

The following special rules apply to the Enforcer Handler:

Equipment: The Enforcer Handler is armed with the following starting equipment. Costs are explained in the Gang Rating rules above:

- Free Equipment – Knife, Pistol (Bolt Pistol or Laspistol), Photon Flash Flares, Choke Grenades, and Enforcer Armour.
- You must select one of the following items: Bolt Gun; or Combat Shotgun with Scatter, Solid, and Execution Rounds; or Suppression Shield.
- If the Enforcer Handler is equipped with a Suppression Shield you may exchange his starting pistol for a Power Maul.
- The Enforcer Handler may be equipped with Melta-Bombs.

Cyber-Mastiff: The Enforcer Handler is always assigned the Patrol Team's Cyber-Mastiff. See the Cyber-Mastiff rules for more information on the Cyber-Mastiff.

Expert Handler Ability: An Enforcer Handler that attains 121 (or 201) experience points may instead choose to gain access to a second Cyber-Mastiff. This is done at this advance roll and must be selected instead of rolling the advance. The additional Cyber-Mastiff is assigned to the Enforcer Handler and all rules for Cyber-Mastiffs apply to it.

Master Handler Ability: An Enforcer Handler with the Expert Handler Ability that attains 201 experience points may instead choose to gain access to a third Cyber-Mastiff. This is done at this advance roll and must be selected instead of rolling the advance. The additional Cyber-Mastiff is

assigned to the Enforcer Handler and all rules for Cyber-Mastiffs apply to it.



3-5 ENFORCERS

Base Cost: See Gang Rating Rules above

Starting Experience: 20+d6

M	WS	BS	S	T	W	I	A	Ld	Save
4	3	3	3	3	1	3	1	7	5+

ENFORCER SPECIAL RULES:

The following special rules apply to Enforcers:

Equipment: Enforcers are armed with the following starting equipment. Costs are explained in the Gang Rating rules above:

- Free Equipment – Knife, Pistol (Bolt Pistol or Laspistol), Photon Flash Flares, Choke Grenades, and Enforcer Armour.
- Each Enforcer must select one of the following items: Bolt Gun; or Combat Shotgun with Scatter, Solid, and Execution Rounds; or Suppression Shield.
- Any Enforcer that is equipped with a Suppression Shield you may exchange his starting pistol for a Power Maul.
- Any Enforcer may be equipped with Melta-Bombs.



1 CYBER-MASTIFF

Base Cost: See Gang Rating Rules above

Starting Experience: 0

All Enforcer squads include artificial attack-constructs known as Cyber-mastiffs. 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 verbal commands. A Cyber-Mastiff has the following profile:

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

The following Special Rules apply to Cyber-Mastiffs:

Skills: The Cyber-Mastiff start with Dodge.

Ladders: A Cyber-Mastiff can go up or down ladders (or items following the rules of ladders) by itself; however, the Cyber-Mastiff pays double the distance moved.

Psychology: Cyber-Mastiffs do not need to test for nerve and are automatically assumed to pass all leadership tests they are required to take. The Cyber-Mastiff is a machine after all.

Enforcer Handler: The Cyber-Mastiff must remain within 12" of the Enforcer Handler at all times. If the Enforcer Handler is taken 'down' or 'out-of-action' then the Cyber-Mastiff must remain within 12" of his body, but may otherwise continue to move and fight normally. In addition, as long as the Cyber-Mastiff does not go out-of-action, then the Enforcer Handler may not be captured (the Cyber-Mastiff will protect him). Treat all injury rolls to the Handler of 61-63 on the Serious Injury Table as a roll of 66 instead.

Follower: The Cyber-Mastiff is a follower and is a piece of equipment. If the Enforcer Handler participates in a game so does the Cyber-Mastiff at no additional cost to number of fighters in a scenario as it is a piece of equipment. If the Enforcer Handler

has infiltration then the Cyber-Mastiff will as well. As a follower the Cyber-Mastiff does not count for nearest fighter to escape pinning or for testing nerve if it goes out of action near a friendly fight etc. If the Enforcer Handler is killed then one of his Cyber-Mastiffs will be assigned to the replacement Enforcer Handler. If the Enforcer Handler is retired then all of his Cyber-Mastiffs will be retired with him as well. They both (all) go off to train other Enforcer Handlers. In the event that the Handler was an Expert or Master Handler then you may choose which Cyber-Mastiff is assigned to the replacement Enforcer Handler while the others are placed in your stash. They can be used as replacement or as additional cyber-Mastiffs if the replacement handler gains the required experience.

AI: The Cyber-Mastiff is an advanced form of AI and will learn. As such, keep track of any experience that it gains just like any other fighter with the exception that you roll your advance rolls by rolling 2D6 and consulting the Cyber-Mastiff Advance Table. Re-roll any duplicates and also is the advance exceeds the max listed in the table. A Cyber-Mastiff may only a maximum of 6 increases per the Cyber-Mastiff Experience Chart.

CYBER-MASTIFF ADVANCE TABLE		
2D6	ADVANCE	
2-5	Characteristic Increase. Roll a further D6	
	1-2	+1 T (+1 Max)
	3-4	+1 W (+2 Max)
	5-6	+1 S (+2 Max)
6	+1 Attack (+2 Max)	
7	+1 WS (+3 Max)	
8-11	Skill Increase. Roll a further D6	
	1	Leap
	2	Sprint
	3	Body Slam
	4	Evade
	5	Killer Reputation
	6	True Grit
12	+1 M (+1 Max)	

Injury: The Cyber-Mastiff ignores 'flesh wound' results. Treat a roll of '1' as having no effect. As such, Cyber-Mastiffs cannot be pinned. If a Cyber-Mastiff goes out of action it may be destroyed. Roll a D6 during the post game sequence. On a result of '1-4' it may be destroyed and you will need to roll a D6 of the Cyber-Mastiff Repair Table below. On a result of '5-6' the injury is cosmetic only and has no lasting effect on the Cyber-Mastiff..

CYBER-MASTIFF REPAIR TABLE	
D6	REPAIR RESULT
1	Destroyed. The Cyber-Mastiff is removed from the roster. If this is a second attempt at fixing an injury the Cyber-Mastiff is reduced to slag.
2-3	Shaken. The Cyber-Mastiff is sort of ok, but it has developed a twitch. The Cyber-Mastiff suffers a -1M and has an armour save of 5+. You may attempt to fix this injury again in your next (or subsequent) post battles. This injury stacks with itself.
4-5	Fixed. The Cyber-Mastiff is fixed.
6	Upgrade. Not only is the Cyber-Mastiff fixed, but also new programming is temporarily available. Roll once on the Cyber-Mastiff Advance Table. This advance is used on the next game only and may be used in excess of the +2 maximum. After that game the temporary programming is lost.

ENFORCER PATROL TEAM EQUIPMENT LISTS

The following are the Enforcer Patrol Team Equipment Lists. Prices listed are for items purchased after the Enforcer is. Refer to the gang rating rules in the gang special rules section above to see which equipment is 'free' and which adds cost. The operational budget prices for each are listed for each of the items:

BLIND FIGHTING EQUIPMENT

Blue-Light	5 credits
Rocket Flare	20 credits
Tracers – Bolt Pistol	15 credits
Tracers – Bolt Gun	15 credits
Tracers – Autocannon	20 credits
Tracers – Heavy Bolter	35 credits
Tracers – Heavy Stubber	15 credits

CLOSE COMBAT WEAPONS

Chainsword	25 credits
Knife	5 credits
Suppression Shield	30 credits

PISTOL WEAPONS

Bolt Pistol	20 credits
Laspistol	15 credits
Plasma Pistol	25 credits

BASIC WEAPONS

Bolt Gun	35 credits
Combat Shotgun	60 Credits
- Solid, Scatter, Executioner Rounds	

SPECIAL WEAPONS

Flamer	35 credits
Grenade Launcher	225 credits
- Frag, Krak, and Choke Grenades	
Plasmagun	70 credits

HEAVY WEAPONS

Autocannon	300 Credits
Heavy Stubber	120 credits
Heavy Bolter	180 credits

GRENADES AND SHELLS

Choke Grenades	15 credits
Frag Grenades	30 credits
Krak Grenades	50 credits
Melta Bombs	40 credits
Photon Flash Flares	20 credits
Shell – Hotshot	5 credits
Shell – Manstopper	5 credits

ENFORCER EQUIPMENT

Bio-Booster	50 credits
Bioscanner	50 credits
Clip Harness	10 credits
Concealed Blade	10 credits
Enforcer Armour	60 credits
Enforcer Sgt. Armour	n/a
Lobo Chip	20 credits
Skull Chip	30 credits
Taggers	50 credits
Weapon Reload	See ORB

BIONICS (MEDICAL ONLY)

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



NEW EQUIPMENT

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

BIONIC HAND

The Bionic Hand is a just what is sounds like. The Bionic Hand is a cheaper relative to the Bionic Arm, but it is not as invasive as replacing the entire arm. The Bionic Hand has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Hand to a hand that has suffered a Hand Injury (or more than one hand injury to that hand) will cancel out the injury effects. Bionic Hands are not part of the Bionic Arm but may be used in conjunction with a Bionic Arm.

Grab: A fighter equipped with a Bionic Hand will subtract one from the Initiative result to avoid falling due to the extra grip that the Bionic Hand gives its user. Multiple Bionic Hands do not stack.

Further Injury: If a fighter equipped with a Bionic Hand suffers further 'Hand Injury' results to the hand that has been fitted with a Bionic Hand then roll the appropriate number of fingers lost. Lost fingers may be replaced at a cost of 10 credits each and can be done in any post game sequence.

BIONIC IMPLANT

The Bionic Implant is a mechanical device implanted into a fighter to cancel out any injury not covers by another piece of bionics. The Bionic Implant has the following special rules:

One User: Once equipped on a fighter this item may not be switched to another fighter.

Replacement: A fighter that equips a Bionic Implant will cancel out any one injury effects not covered by another piece of bionics.

Further Injury: If a fighter equipped with a Bionic Implant suffers a further injury of the same type that it replaced will destroy the implant and the injury will then take effect once more.

COMBAT SHOTGUN

The combat shotgun is a simple shotgun with a number of adaptations that allow it to fire a special ammunition type available only to Enforcers. In addition to the standard solid and scatter rounds fired by ordinary shotguns, the combat shotguns used by the Enforcers can fire 'Executioner' adamantium-tipped armour piercing rounds, that are designed to seek out and destroy the toughest targets. This sophisticated shell has a tiny robot brain that locks onto the target's energy pattern and seeks it out with unerring accuracy. This variety of ammunition types makes the combat shotgun a uniquely flexible weapon.

Type	Range		To Hit		Strength	Dam	Save	
	Short	Long	Short	Long			Mod	Ammo
Executioner	0-4	4-18	-1	+1	4	1	-2	6+
Hotshot	0-4	4-18	-	-1	4	1	-	6+
Manstopper	0-4	4-18	-	-	4	1	-2	4+
Solid	0-4	4-18	-	-1	4	1	-	4+
Scatter	0-4	4-18	+1	-1	3	1	-	4+

Special:Knockback, All shells have their special rules (if applicable) from the ORB as well.

ENFORCER ARMOUR

Although Adeptus Arbites wear Carapace Armour, Carapace Armour is too cumbersome and costly to train Enforcers to wear to be effective. This is especially true in the confines of the Underhive. Enforcer Armour is a special type of armour that is genetically linked to its wearer and will only function for its imprinted wearer. Enforcer Armour consists of plates, padding, sensors, and various other functional features. Enforcer Armour affords the wearer the following bonuses:

Armour: Enforcers receive a 5+ Armour Save.

Communications Package: Each set of Enforcer Armour is fitted with a unique sensor suite that allows all of the Patrol Team members to stay in constant communication with each other. This

means all Enforcers may test to escape pinning even if there is no friendly fighters within 2" of them and will allow them to utilize the Sergeants Leadership if he is not down or out-of-action.

Sensor Package: Each set of Enforcer Armour is fitted with a sensor package that enhances and protects parts of the Enforcer. The sensor package affords the Enforcer the benefits of being equipped with a Photo Visor and Respirator.

ENFORCER SGT. ARMOUR

The armour that an Enforcer Sergeant wears is identical in nature to that of his fellow patrol team members with the exception that it has added sensors, a homing beacon, a special radio to communicate with the Precinct House and various other bells and whistles. In game terms, the Enforcer Sgt. Armour is identical to Enforcer Armour with the exception that the save is a 4+.

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 fiber-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charge is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

Strength	Damage	Save	Cost
3	1	-1	30 credits

Special Rules: *Weapon, Improved Save, Limits*

Weapon: The Suppression Shield counts as a one handed close combat weapon with the stats listed above.

Improved Save: Enforcers armed with a suppression shield receive a +2 save modifier against any attack that originates on the 90 degree forward arc of the model using it. This bonus is applied to all opponents in hand-to-hand combat.

Limits: Enforcers armed with a suppression shield may only be armed with single-handed close combat weapons and pistols. The size and expertise needed to use a suppression shield make it unruly when you try to use a basic or special, let alone a heavy weapon at the same time.

TAGGERS

Taggers are small bio-markers that Imperial lawmen and bounty hunters use throughout the galaxy. Enforcers can use taggers to find their prey later at their will. On Necromunda they are unique to Enforcers. A fighter that is taken out-of-action in close combat by an Enforcer with taggers may also have the Enforcers call on them in the post game sequence. If the fighter was not killed or captured then the Enforcer player may elect to roll once on the Tagger Table below for each fighter that was tagged (Note: Fines are not paid to the Patrol Team, but rather to the Precinct):

TAGGER TABLE	
D6	RESULT
1-2	The Tagger malfunctions and is useless.
3-4	The Tagger allows the Patrol Team to find the fighter and bust them. The fighter is fined 2 credits for each common item and 5 credits for each rare item they are equipped with. Unpaid fines will result in the fighter being 'captured' in addition to all other Serious Injury Results.
5	The Tagger allows the Patrol Team to find the fighter and bring him in on 'unsettled' charges. The fighter can settle up by paying a fine of D6x5 credits. Unpaid fines will result in the fighter being 'captured' in addition to all other Serious Injury Results.
6	The Tagger works so well that the Patrol Team is able to take the fighter down and strip them of all their equipment and 'confiscate' any item that they feel is illegal. Confiscated items are placed in the Patrol Team's stash. Naturally the fighter will resist. Roll an additional D3 times on the Serious Injury Chart as the Enforcers beat him down. Re-roll death and captured results.



ENFORCER PATROL TEAM EXPERIENCE

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

ENFORCER PATROL TEAM SKILL LISTS							
	Agility Skills	Combat Skills	Ferocity Skills	Muscle Skills	Shooting Skills	Stealth Skills	Techno Skills
Sergeant	-	X	X	-	X	X	X
Support Enforcer	-	-	X	X	X	X	X
Enforcer Handler	X	X	X	-	X	X	-
Enforcer	-	X	X	-	X	X	-
Cyber-Mastiff	See Cyber-Mastiff Advance Table						

ENFORCER PATROL TEAM EXPERIENCE TABLE	
EXPERIENCE POINTS	TITLE OR LEVEL*
21-30	Enforcer
31-40	Enforcer
41-50	Enforcer
51-60	Enforcer
61-80	Enforcer
81-100	Enforcer
101-120**	Enforcer Sergeant
121-140	Enforcer Sergeant
141-160	Enforcer Sergeant
161-180	Enforcer Sergeant
181-200	Enforcer Sergeant
201-240**	Enforcer Lieutenant
241-280	Enforcer Lieutenant
281-320	Enforcer Lieutenant
321-360	Enforcer Captain
361-400	Enforcer Captain
401+	Judge

*Titles do not represent placement in the Enforcer Patrol Team. This means that an Enforcer with 248 experience points is an Enforcer Lieutenant by experience level, but will still answer to the Patrol Team Sergeant.

**Special Note for Enforcer Handlers. See the Enforcer Handler Rules for more information.

CYBER-MASTIFF EXPERIENCE TABLE	
EXPERIENCE POINTS	TITLE
0-10	Standard
11-20	Class I
21-30	Class II
31-40	Class III
41-60	Class IV
61-80	Class V
81+	Class VI

PATROL SECTOR TABLE		
D66	OPERATIONAL BUDGET	SECTOR
11-15	D6	Local Hive: This is a typical Patrol Sector. Nothing out of the ordinary.
16	D6x5	Workers Hive: This Patrol Sector has a few more shops and a few citizens of wealth.
21-25	D6xD6	Citizenry: This Patrol Sector is simply protecting those that need it while running the Enforcer Patrol Team's other Patrol Sectors as well.
26	Special	Snitch: This Patrol Sector is really an informant. The informant will yield information. Roll a D6. On a result of '1-3' nothing happens. On a result of '4-5' the information leads to a shake down that nets D3x10 credits. On a result of '6' the information leads to the Enforcer Patrol Team player rolling on the scenario chart next game, no matter the gang ratings.
31-35	D3x5	Modest Hive: This is a typical Patrol Sector. Nothing out of the ordinary.
36	5	Tunnels: This Patrol Sector is a transportation nexus. The Enforcer Patrol Team acts as if it has the Tunnels Territory from the ORB.
41-45	D6x5	Upscale Hive: This is a typical Patrol Sector. Nothing out of the ordinary.
46	5	Vents: This Patrol Sector is an air duct terminus. The Enforcer Patrol Team acts as if it has the Vents Territory from the ORB.
51-55	D6x5	Mercantile District: This Patrol Sector contains a bunch of merchant shops and suites.
56	D6x10	Workshop: This Patrol Sector contains a workshop. See ORB
61	D6x10	Housing Dome: This Patrol Sector is comprised of multiple housing domes. Re-roll further Housing Dome results as more than one is too much territory for the Patrol Team to handle. The citizens like the protection afford by the Enforcer Patrol Team. Roll a separate D6. On a result of '6' a truly talented citizen is deputized and is selected as and Enforcer Recruit into the academy. As a result, the Patrol Team earns a bonus D3x5 operational credits as finders fee. Keep track of the number of Recruits you find. Each time that you are required to pay for Overtime Enforcers (See Reinforcement rules above) you may roll a XD6 where 'X' is the number of Recruits your Housing Dome has. Each result of '4+' means that one Overtime Enforcer is from your Housing Dome and he will return the payment since you recruited him. There is no limit to the number of times that a Recruit will assist you as an Overtime Enforcer, your Housing Dome citizens are that loyal to your Patrol Team.
62-65	2D6x10	Elite Hive: This Patrol Sector contains a lot of wealthy elite and an underhive guildler or two.
66	D6x10	Retiree: This Patrol Sector is home to a retired Judge who just could not give up the ways of the gun that easily. You must immediately roll up a Judge and keep track of him like one of your Enforcers. The Judge may agree to fight beside you for old time sakes of course, instead of paying you credits. You must choose before generating income. Roll a D6. On a '1' nothing is gained. On a result of '2-4' he pays up. On a result of '5-6' he will fight for you. Track all serious injuries to the Judge and apply them. The Judge will not fight for you in back-to-back games. In these cases treat fight results as nothing results. You may not purchase any extra equipment, rescue, heal, etc. the Judge as he is not a member of your gang. If he is captured or killed then this Patrol Sector reverts to where he lived. Roll D66 on this Table and re-roll any results of 66.

ABOUT THE AUTHORS

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