

NECROMUNDA ENFORCERS

JUSTICE IN THE UNDERHIVE

By Jervis Johnson, based on original material by Andy Chambers

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 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.

"Hive cities are little more than unlit bonfires. They need only the sparks of lawlessness to burn."

*Enforcer High Marshall Traggit.
Selected Sayings, Vol 11, Chapter IX.*

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



An Enforcer team prepares to storm an Escher stronghold

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 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.



Freeze!

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.

USING ENFORCERS IN NECROMUNDA

A player may decide to control an Enforcer Precinct squad instead of a normal Underhive gang. A Precinct squad represents the team that mans one of the Precinct Houses in an Underhive Precinct. Note that a Precinct squad is not purchased by spending 1,000 credits, as is the case with other gangs. Instead, it always consists of a Sergeant, eight Enforcers, a Handler and a Cyber-mastiff. When you pick the squad you may choose what equipment each member of the squad carries, as described in the equipment section of the list below.

Very Important Note: Although taken as ten-man squads, you will usually only be able to use a five-man Patrol team when you fight a battle – you won't normally be able to take the whole squad! See the rules for Patrol Teams below.

ENFORCER PRECINCT SQUAD

	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
Cyber-mastiff	6	4	-	5	4	1	3	1	-
Handler	4	3	3	3	3	1	3	1	7

Precinct Squad: An Enforcer Precinct squad consists of a Sergeant and eight Enforcers, a Cyber-mastiff and a Handler.

Weapons: The Sergeant, Enforcers and Handler are all armed with a knife, bolt pistol and choke gas grenades. The Cyber-mastiff is armed with its teeth(!). Any member of the squad may replace their bolt pistol with a laspistol. The Sergeant may replace his bolt pistol with a plasma pistol if desired.

In addition each member of the squad may be armed with one of the sets of weapons from the following list. Equipment may not be changed during the campaign.

- Up to one member of the squad may have a heavy stubber.
- Up to one member of the squad may have a flamer, or a plasma gun, or a grenade launcher equipped with choke, frag and krak grenades.
- Any member of the squad may be armed with a bolt gun or combat shotgun or power maul or suppression shield.
- Any model may replace their bolt pistol with a power maul and suppression shield.
- Any member of the squad may be armed with melta-bombs and photon flash flares.

Armour: All members of the squad have carapace armour (4+ save), including the Cyber-mastiff. The carapace armour includes a helmet with a respirator, photo visor and infra goggles. The Initiative penalty for wearing carapace armour does not apply to the Cyber-mastiff, but does apply to the rest of the squad.

Skills: The Sergeant starts with the Iron Will skill. All members of the squad have the Specialist and Nerves of Steel skill.

Ammo: The weapons and equipment of the Enforcers is better maintained than that available to the population of the Underhive. Consequently, members of an Enforcer squad may ignore their first failed Ammo roll. Simply treat the failed roll as if the Enforcer had passed the roll instead. This includes failed Ammo rolls for weapons like grenades that normally fail their Ammo roll automatically. If the Enforcer fails a second Ammo roll then they suffer the normal penalties.

THE PATROL TEAM

An Enforcer Precinct squad 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 to be performed. Because of this, 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 that will take part in the battle. You may select any five members of the squad to take part. The Cyber-mastiff and its Handler must be taken together (you can't split them up) but only count as a single member of the five man patrol (ie. you can take the Cyber-mastiff, its Handler and four other squad members).

The Patrol team is treated as the members of the 'gang' for all rules purposes. So, if a scenario calls for only certain members of a gang to be used, then this rule would be applied to the members of the Patrol team rather than the whole squad.

If any member of the squad takes part in two patrols in a row, then he may not be selected for the next patrol. Any member of the squad must take a rest after taking part in two consecutive patrols.

If the sergeant is included in a patrol then he counts as the 'gang leader' for purposes of the Necromunda rules. If he is not included then you must nominate a member of the Patrol team as its leader (and no, you can't choose the Cyber-mastiff!). For the purposes of working out the Patrol's 'gang rating', it is assumed to have a value of 1,000 plus the Experience Points totals of the members of the patrol. Note that the base value of 1,000 takes into account the value of the members of the patrol and any equipment they may have.

Please note that only the members of the Patrol team are eligible to gain Experience after a battle.

Very Important Note: 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, and the entire squad is used instead of the five-man Patrol team. In this case the squad's 'gang rating' is equal to 2,000 plus the Experience Points totals of all of the members of the squad.

SCENARIO IDEAS

Enforcer Patrol teams or Precinct squads can take part in scenarios normally, using the rules in the Necromunda: Underhive rulebook as modified above. However, Enforcers uphold Lord Helmawr's law and keep the peace



The Enforcer team storms the entrenched Van Saar gang.

in the hive, and because of this they often take part in actions that are very different to those that typical Underhive gangs participate in. An attack on a Merchant Guild, a huge riot, rounding up suspected anarchists or subversives, or arresting a major Underhive crime lord are all events in which the Enforcers would take a part. Because of this it is a good idea for a Campaign Arbitrator to occasionally create scenarios to use Enforcers in this way. In addition, any scenario in which a gang goes against Imperial law or causes unrest in the hive is perfect for use with Enforcers as the opposing side. Whether the Enforcer player will have to use a Patrol team or a whole squad will depend on the number and the Experience of the opposition. If the Enforcers are going up against especially tough odds they may also be reinforced by members of other Precinct squads, and could even receive help from the Enforcers that man the Precinct's Courthouse.

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 some from other Imperial worlds. If the Enforcers are performing a special scenario, then they will be equipped with any relevant equipment. If, for example, the Enforcers were attempting a rescue then all their weapons would come with silencers and they would take some screamers as well. What extra equipment, and how much the Enforcers take, is for the Arbitrator designing the scenario to decide. It is tempting to give them everything, even a Mung Vase each, but they should only carry items that will be specifically useful in their mission.

TERRITORY, INCOME AND LOSS OF FIGHTERS

Enforcer squads do not own territory, 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.

Enforcers are not allowed to ransom or 'trade' for captured Enforcers – they must mount a rescue mission instead, or do nothing at all. Captured Enforcer equipment may not be used, traded or sold by opposing gangs – it is too hot an item to be found in possession of, and is rumoured to include tracking chips that allow the Enforcers to quickly reclaim any item they lose.

If any Enforcers are killed in combat then the squad will be reinforced from the garrison of the Courthouse. In addition, a player may choose to retire an Enforcer at any time and replace them with a new recruit if they wish to do so. Before the next battle the dead or retired Enforcer is replaced and the replacement starts with the initial profile, weaponry and Experience Points for a fighter of his type (Sergeant, Enforcer, Handler or Cyber-mastiff). 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 an Enforcer armed with a heavy stubber, then a new recruit could not be given a heavy stubber as well, as only one is allowed per squad.

Enforcers that have suffered injuries which force them to miss battles may not be chosen as a member of a Patrol team until the required number of battles have taken place. Enforcers that suffer injuries that reduce their characteristics or disable them in some way may be sent for a medical. This happens in the Post Battle sequence, after allocating Experience Points and before recruiting new fighters. Note that fit members of the squad may not be sent for a medical! An Enforcer may be sent for a medical at any time – not just when an injury is suffered. They may be sent more than once, as long as they still have persistent injuries.

Roll a D6 for the Enforcer going to have a medical: on a roll of 1 they are forced to retire on medical grounds (immediately replace them with a new recruit as described above); on a roll of 2-3 they are returned as being 'fit for service' but must miss the next battle while away having the medical; and on a roll of 4-6 they may be given one bionic upgrade chosen from the following list. Any Enforcer that receives an upgrade in this way must miss the next D3 battles while the surgery is performed and they recover. Only one Enforcer may be sent for a medical after each battle, and no other Enforcer may be sent for a medical while another member of the squad is away having surgery performed.

Upgrade	Notes
Bionic Eye	May only be given to Enforcers that have suffered a serious eye injury.
Bionic Leg	May only be given to Enforcers that have suffered a serious leg injury.
Bionic Arm	May only be given to Enforcers that have suffered a serious arm or hand injury.
Bionic Implant	May be given to any Enforcer, and cancels the effect of one serious injury.

In situations where an opposing gang would normally take one of the Enforcers' territories, then the opposing gang may generate a new random territory from the Territory table on pages 102-103 of the Necromunda: Underhive rulebook instead. 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 an opposing gang, then they are allowed to force their opponent to lose one territory instead.

Finally, should a member of the squad ever attain a higher Leadership value than the squad Sergeant, then they must leave the squad and be replaced by a new recruit (ie, there is no leadership challenge). The 'retired' squad member has actually been promoted to command his own squad.

NEW WEAPONS AND EQUIPMENT

The 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.

Combat Shotgun Profile

Solid Shell

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

Scatter Shell

Range		To Hit		Str.	Damage	Save Mod.	Ammo Roll
Short	Long	Short	Long				
0-4	4-18	+1	-1	3	1	-	4+

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+

Special Rules

See the Necromunda Rulebook for the rules on Scatter Shots. Executioner rounds lock onto a target's energy signature and so may even be fired at hidden targets. The Executioner round is unusual in that it receives a +1 To Hit modifier at long range and a -1 To Hit modifier at short range. This is because the shell's tiny brain cannot lock onto its target until it has travelled several metres.



The Suppression Field

The suppression shield is a special piece of equipment used extensively by law enforcement agencies all across the Imperium. It consists of a metal or fibre-alloy shield that has a built-in generator. When the generator is activated a glowing blue field of energy, called a suppression field, surrounds the shield. A suppression field diverts and stores away the energy of an attack. In hand to hand combat the shield can be used to 'bash' an opponent, at which point the stored charge is released as a powerful electrical discharge that is perfectly capable of stunning or even killing an opponent.

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

Special Rules

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.

In addition, a suppression shield counts as a close combat weapon with a Strength of 3 and a save modifier of -1.

The 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 verbal commands. The following special rules apply to Cyber-mastiffs:

- Cyber-mastiffs ignore flesh wounds. Treat a roll of 1 when rolling for injuries as having no effect.
- Cyber-mastiffs do not have to test to 'keep their nerve' if a friend goes down or out of action within 2". In addition they are immune to the effects of *fear* and *terror*.
- The Cyber-mastiff must remain within 18" of the Handler at all times. If the Handler is taken down, or out of action, then the Cyber-mastiff must remain within 18" of his body, but may otherwise continue to move and fight normally.
- As long as the Cyber-mastiff is not out of action, then his Handler may not be captured (the Cyber-mastiff will protect him). Treat rolls of 61-63 on the Serious Injury table as a roll of 66 instead.
- Cyber-mastiffs cannot gain Experience.
- If a Cyber-mastiff is taken out then they are assumed to have been destroyed, and will be replaced with a

new Cyber-mastiff in time for the next battle. Consequently you should not roll on the Serious Injury table for Cyber-mastiffs that were taken out of action.

ENFORCER EXPERIENCE

The table below shows the starting Experience for members of Patrol teams and the skills available to them. Enforcers use the standard Advancement table in the Necromunda Sourcebook. Enforcers have the same max/min values for characteristics as normal Underhive Gangers.

Type of Fighter	Initial Experience Points
Sergeant	60+1D6
Enforcer	20+1D6
Handler	20+1D6
Cyber-mastiff	25*

*Cyber-mastiffs do not gain Experience, but we have included a value to help work out the 'gang rating' of a Patrol team that includes one.

SKILL TYPES AVAILABLE

The following skill table is used for Enforcers.

Skill Type	Sergeant	Enforcer	Handler
Agility	-	-	-
Combat	✓	✓	-
Ferocity	✓	✓	✓
Muscle	✓	✓	-
Shooting	✓	✓	-
Stealth	✓	✓	✓
Techno	✓	-	✓

Cyber-mastiff's can't gain skills.

Notes On Skills

Bulging Biceps: This skill may only be taken by Enforcers that are equipped with a heavy stubber.

Inventor: This skill may be taken by an Enforcer. Items invented by the inventor can be given to any member of the squad.

Iron Will, Fixer, Gunfighter: These skills may not be taken by Enforcers. Pick any other skill of the same type instead.

Author

Jervis is the Head Fanatic and GW veteran, he was one of the original authors of Necromunda.

Further Information

The Enforcers and Necromunda: Underhive rulebook are available from your nearest Games Workshop or visit the website for details. (See the How to Order pages on page 94).

More Necro Website

*Turn to page 82 for Gang Leadersbip.
www.Necromunda.com*