

ENFORCER BOAT RULES

From time to time, the boat-based enterprises in hive Primus grow to such a degree that local law enforcement feels inclined to keep a watchful eye over the business practices. When this happens they will deploy a small patrol craft out to hinder any unlawful trafficking downhive, and prevent the disastrously dangerous and illegal spider fishing by any means.

Enforcers can be taken in scenarios using boats with the following rules changes:



The boat itself must be of the highest standards.

Material construction:

It comes made of T:5 materials and a level 3 engine. The engine has a free system processor, so a dedicated engineer does not need to be chosen, the engine does not need one. *(The engine dies if the enforcers do).*

Hull:

The boat is a small patrol craft, not built like the big fishing barges of other gangs. As such, it must be no larger than 1x3 hull cubes.

Deck structures:

The first on-deck structure must be the engine, the second a heavy weapon mounting, and the third is entirely up to the player. Some kind of edifice to hide in is recommended...

Equipment:

The following are available for no cost:

Bilge pump, inflatable escape raft, 4 hull ladders, and a first aid kit. The enforcers are equipped with pails, snuff canisters, tethers, boarding grapnels, and meltabombs in addition to their regular equipment rules.

The boat's heavy weapon mounting can have a free heavy stubber or heavy bolter. The mounted weapon is the only heavy weapon allowed on board.

Aquatic-pattern armor:

This carapace armor is modified with built in resilience features for the toxic lake environment. It includes auto-inflation wings to keep the armor buoyant if the enforcer falls overboard, allowing him/her to still swim. The armor also contains protective membranes, which allow the wearer to pass sump toughness tests on 1-5, but a 6 always fails.

Small patrol craft:

The craft needs only a small crew, and only 4 enforcers may be taken on board.

The highest leadership of the four will be the captain, and he/she will take leadership checks for the boat. Do not take cyber mastiff handlers.

Bottle tests:

A failed bottle roll, both rolled or voluntary, will always use *scuttle the ship!* for an enforcer boat. The enforcer boat cannot be captured for any reason, even if successfully boarded. It includes a dead man's switch that automatically destroys the boat. See core rules for other gangers still on the boat when it sinks. Enforcers may, of course, leave off a table edge if they have had enough.

The encounterment roll:

Since not actively chumming the water, enforcers attract less attention from lake inhabitants. A roll of 6 counts as no effect and if a 1 is rolled, roll another D6: on a 4+ nothing happens, but on a 1-3 their boat encounters a monster attack!



Managing the gangs

The enforcers are attempting to stop unlawful activity on the lake, which includes harvesting of the native life. If the enforcers capture and secure an opposing vessel intact, the squad on patrol gets a round of promotions! Each earns +2D6 additional experience points.