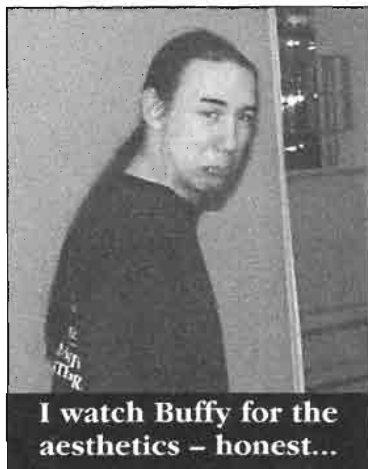


THE OUTLAW TRADING POST



I watch Buffy for the aesthetics – honest...

B'Ufi the Vampire Slayer

By Gav Thorpe

Steve gives the Games Development team a copy of the articles destined for the Journal, Firepower, Gang War, et al, to have a look at and make any comments on before they go to print. As I was glancing through the pages of this Gang War, I noticed Mike Brooks's Ultraviole(n)t article, all about vampires. Well, I thought, if other people are going to 'borrow' stuff from TV then I can too (not that I needed any justification really). If you can't guess where my inspiration came from I

suggest you watch more early evening BBC2... Anyway, on with the spurious background text. (*Mmm, cute little Buffy, cute little pigtails, mmm – Ed.*)

The Slayer Cometh...

It appears that bloodsucking abominations are not confined to Necromunda alone. Several months ago a young female offworlder known as B'ufi was first seen in the Underhive. On many occasions since, she has been seen tracking down the two-legged leeches in the darkest depths of the Hive Bottom. Rumour has it that she is the descendant of great Vampyre slayers of old. It is not unheard of for this mystery character to come to the aid of a gang who are set upon by the forces of the Nosferatu, and she seems very capable of handling herself in a fight, despite her seemingly frail physique.

WEAPONS: Handbow and Stakes (see below).

ARMOUR: None.

SKILLS: *Catfall*, *Dodge*, *Sprint* (Agility Skills), *Step Aside* (Combat Skill), *Nerves of Steel* (Ferocity skill), *Hip Shooting* (Shooting Skill) and *Evade* (Stealth Skill).

WARGEAR: Concealed Blade, Weapon reload (handbow).

PSYCHOLOGY: B'Ufi is immune to *Fear* and *Terror*.

ALLEGIANCE: B'Ufi only fights as a Mentor alongside a gang fighting a Vampyre cult. She will not fight alongside Scavvies (who 'smell too much and don't have any dress sense') or Redemptionists (who need to 'chill out a bit'). As soon as the battle is over she will leave the gang (she can't be hired permanently).

PROFILE

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RATING: B'Ufi increases the gang's rating by +390 points.

PAYMENT: If B'Ufi helps out a gang, the gang leader will feel an irresistible urge to buy her a Ratburger out of gratitude (cost 1 cred).

BOUNTY: There is no bounty on B'Ufi.

SPECIAL RULES

Handbow: B'Ufi's handbow is treated like an ordinary handbow (see Outlanders) with the exception that she may move and fire in the same turn. Injuries inflicted by B'Ufi's handbow may not be regenerated by Vampyres.

Stakes: B'Ufi carries special wooden stakes for despatching Vampyres. Against Vampyres, she counts as having a hand weapon except that if any of her combat rolls comes up as a '6' then B'Ufi automatically wins the combat and the Vampyre is immediately taken out of action. Roll twice for Serious Injuries inflicted on a Vampyre by B'Ufi's stakes and apply both results (these injuries cannot be *Regenerated*). Against any other opponent the stake simply counts as a hand weapon.

Conversion: B'Ufi was dead simple to make. Take the Escher Juve, chop off her autopistol and replace it with a plastic crossbow with the stock cut short. Cut down the maul she is carrying so that it looks like a sharpened stake. B'Ufi's extra hair comes from the crest of one of the High Elf Everqueen's Maiden Guard with some green stuff wrapped around it. I chopped up and sharpened part of the

Maiden Guard's spear haft into the stake on the handbow. Another Escher Juve could be used instead, if you'd prefer a different pose. *And remember, if I can do it, then anyone can...*



DA BITZ

Escher Juve	059901312
Alternative Escher Juve	059900405
High Elf Maiden Guard	021005401
Plastic Crossbow Sprue	101809