

## ULTRAVIOLE(N)T!

Rules for running Vampyre gangs  
By Mike 'Da Boffin' Brooks



The Boffin returns, and so, unfortunately, does the smile...

*Fresh from his triumphant debut in, 'It's only a Game' from Journal 28, Da Boffin, from Ipswich is back and he's got a few things on his mind...*

Just to get one thing straight, I am not a 'skate-boarding dude' nor am I a bloody hippy, all right?!? Sorry, perhaps the best way to describe me would be 'geeky hard-rock fan', but anyway...

This article was inspired by a certain fairly recent TV series, which several of you may have

seen. Basically, I so much enjoyed the idea of vampires running around the Underhive I thought I had to do something about it. And so, I proudly present Ultraviolet, with rules for Vampyre Cults, tactics for using them and fighting against them, as well as a couple of special characters which you may recognise (I just can't get enough of special characters for Necromunda!). And now, onto the compulsory dramatic introduction...

### Dark Tales of the Night...

The perils of the Underhive are many, ranging from natural hazards like acid rain and hivequakes to the more deadly fauna like Ripperjacks. A careless traveller will also encounter danger in the form of Ratskins on the warpath, escaped Pit Slaves, sinister Wyrd Gatherings and, of course, the everyday dangers of rival gangs having a falling out and settling it with their guns. However, there are few other encounters that are more terrifying and sinister than the bloodsucking Vampyres of the night. Considered by many to be nothing more than ancient fables from distant Terra with which to frighten children, Vampyres, the creatures of legend are all too real.

Only a very select few are aware of these creatures that

are thought to be in league with Chaos and the threat that they pose to mankind cannot be underestimated. They gather around them others of their kind, as well as weak-minded mortals that they have bent to their will and are the perfect infiltrators of human society.

Vampyres are, more or less, immortal and capable of regenerating horrific injuries, even to the extent of coming back from the dead. Various methods of dealing with them have been suggested over the centuries by the handful of people that have true understanding of them. Anything goes from praying to the Emperor to decapitation. Experience shows that methods along the lines of the latter are usually more effective than the former, except of course for the Redemption, in which case

they are more than likely to do both. Once a Vampyre has been neutralised in this way (it is virtually impossible to kill them forever), then all of the human thralls who were bound to it's will will regain their minds once more.

Such is the threat these creatures pose to the Hives of Necromunda that word has reached the dark offices of the Inquisition who, in their vigilance, have dispatched an undercover team of highly skilled operatives to investigate this phenomenon.

### Vampyre Cults

**OUTLANDERS.** Vampyre Cults are Outlander gangs and as such all of the Outlaw Rules from the Outlanders rulebook apply with the exceptions noted below. As Outlanders, Vampyre Cults do not have a Guild Price and may never pay off their Outlaw status.

**STARTING TERRITORY.**

Vampyre Cults start with one piece of territory generated on the Outlaw Territory Table. This forms their base camp and they may move their camp to another piece of territory if they capture it, but they cannot hold more than a single piece of territory at one time. If the Cult loses its current base camp generate another on the Outlaw Territory Table.

**INCOME.** Vampyre Cults collect income as normal from their territory (as usual, Gangers may perform this task, but Vampyres may do so as well), and may buy weaponry and other equipment as normal. They may never buy new gang members after they have started a campaign. Thralls still require the normal 3 credits each, but Vampyres only need 1 each, due to their food supply being all around them and plentiful.

**STARVATION.** Vampyres are never affected by starvation, as they have a readily available food supply all around them! Their human Thralls, however, are susceptible, and will suffer the effects normally.

**BOUNTY.** Vampyres are considered to be a particularly dangerous form of Wyrd, so they are worth a bounty equal to their total cost, just like any other Outlaw. Thralls also have bounty on their heads, even though it's not their fault! They're still worth cash, though and that's all that counts.

**CAPTURE.** Gang fighters captured by Vampyre Cults are in serious trouble. Unless rescued, they are almost certain to be part-drained of

## Vampyre Cults

### Vampyres

**180 Credits**

These are the deadly bloodsucking humanoids who are at the heart of the Cult. Where they originate from can only be speculated at, but they most likely to be another semi-stable mutation of the human gene pool, although far more deadly than a Scavvy or even a Scaly.

M	WS	BS	S	T	W	I	A	Ld
5	4	2	4	4	1	4	1	8

**Initial Experience Points:**

60+D6

**Weapons:** Vampyres may be armed with weapons from the pistols and close combat weapons list. Vampyres may never wear armour of any sort (they're quite hard enough already!).

**SPECIAL RULES**

**Resilient:** Vampyres are unnaturally hardy. To represent this, when rolling for Serious Injuries the Vampyre player may make two rolls and pick which result applies.

**Regenerate:** Vampyres are also liable to recover from the nastiest of injuries. Roll a D6 for each Serious Injury a Vampyre has after each game regardless of whether the Vampyre fought or not. On a '6' the Vampyre has recovered from the effect of the injury, even if it was beneficial -- remove it from your roster. In the event that a Vampyre has been killed it may also attempt to regenerate. Roll 1D6, on a '6' the Vampyre succeeds and is not dead after all. This may not be attempted if the Vampyre was killed by a flamer weapon, decapitated by a Pit Slave's shears or killed by a Scaly spear gun.

**Lifeforce Drain:** If a Vampyre is in hand-to-hand combat with an opponent and wins by two hits or more, then they may attempt to drain the lifeforce from the unfortunate victim. Each player rolls 1D6 and adds the model's Initiative. If the Vampyre wins then the opponent loses a Wound and the Vampyre model temporarily gains a Wound - this may take a Vampyre's Wounds higher than its starting value, but any benefits are lost at the end of the game. If the scores are drawn or the victim's score is higher then the drain attack has no effect. If a model loses its last Wound to a drain attack it is automatically *Out of Action*, but will not suffer a Serious Injury at the end of the game. If a Juve is taken out in this way then at the end of the game each player rolls 2D6 and adds each model's Leadership. If the Vampyre player wins then the Juve joins the Cult as a new Thrall, having fallen to the Vampyre's mind control. This will not work on Gangers, Leaders or Heavies, they are considered to have seen enough of the horrors of the Underhive and are sufficiently strong-minded to overcome such a ploy.

**[Vampyres continued...]**

Vampyres feed not only on the blood but also on the fear of their victims. To represent this, they may not drain Redemptionists, who are hate filled fanatics. Also, the blood of Scavvies, Scalies, Wyrds, Pit Slaves, Spyrers and Undead, such as Zombies, is considered too tainted with physical, Psychic and man-made pollutants to be nutritious to Vampyres. All other gangers may be drained, unless there appears to be a good reason why they shouldn't. Obviously, aliens and Genestealer hybrids cannot be drained either, and anyone thinking about draining hive fauna should be pegged out at dawn on the summer solstice!

**Killer Rep':** Vampyres cause *Fear* – unsurprisingly!

**Vulnerable/Invulnerable:** Vampyres are automatically wounded on a 4+ by flamer weapons, and if their last Wound is claimed by a Scaly spear gun then they are automatically killed on a 4+, with no hope of *Regeneration* (see above). On the up(?)side, they are immune to needle weapons and all forms of gas grenades.

**"Surveillance is a bitch...":** Vampyres are invisible to all machinery, so sights, except for Red dot sights, lose their bonuses. Any fighter who only has *Bionic eye* implants (no healthy eyes in other words) cannot see a Vampyre at all. They cannot shoot at it, and if attacked in hand-to-hand fight with a WS of 0.

**Convert:** If the Vampyre Cult has captured a fighter, and any rescue attempt or exchanges have failed, then they will drain the victim. If this is a Juve, then it becomes a Thrall unless it can beat the Vampyre draining it in a Ld test (described earlier). A Ganger that is drained will become a Vampyre if they fail the same test. If they pass, they are found to be too strong-willed, and just die. The draining Vampyre is always the leader of the Cult. Heavies and Leaders are never drained, and can be sold into slavery.

**VAMPYRE MAXIMUM CHARACTERISTICS**

M	WS	BS	S	T	W	I	A	Ld
6	7	5	5	5	3	7	3	10

blood and bound to the Cult's will, either as a near-mindless Thrall or as a new Vampyre. Vampyre Cults will never ransom prisoners that they have captured, but will

exchange them, and will launch desperate, savage rescue missions for members of their Cult that have fallen into enemy hands.

**TRADING.** Heavily disguised Vampyres or their Thralls often drift into the Outlaw camps willing to exchange goods for weapons and equipment. Vampyre Cults roll on the Outlaw Trading Chart.

**HIRED GUNS.** Vampyre Cults may hire anyone that they can afford and who is willing to agree to work for them. However, this generally narrows down, somewhat, the prospect of employees for a Vampyre Cult because of the Vampyres' predatory instincts. Therefore, only Pit Slaves (who have too much metal and too many implants to make a tasty meal!) and Wyrds (who knows what's going on in their blood?) will work for Vampyre Cults. As far as special characters go, only *Bull Gorg* and *Karloth Valois* will work for them, in addition to *Red Jakob* 'The Father of Vampyres' and Vampyre Cult Special Character.

**SCENARIOS.** If the Vampyre Cult can choose the scenario they may use any from *Necromunda* or *Outlanders*.

**LEADERSHIP.** Leadership of the Cult goes to the Vampyre with the highest Ld at the time, unless another Vampyre is the only survivor from the Cult's original group of Vampyres, in which case they are automatically the leader, irrespective of Leadership values. Thralls may never lead the Cult! If it should come to pass that all of the Vampyres are killed then the will Cult disband as the hold over the

**VAMPYRE SKILL LIST**

Agility	Combat	Ferocity	Muscle	Shooting	Stealth	Techno
Y	Y	Y	Y	-	Y	-

Thralls is broken. Thralls will then return to the gangs from which they were taken carrying whatever weaponry and equipment they presently have.

### EXPERIENCE

A Vampyre starts with 60+1D6 experience, a Thrall obviously starts with 0 as usual. A newly converted Ganger (e.g. drained and turned into a Vampyre), ordinarily has less experience than 60 and so immediately gets enough normal advances to take him to 61 (i.e. a Ganger with 45

### Thralls

**25 Credits**

A Thrall is a young fighter who's will has been conquered by a Vampyre. In time they may grow to become fearsome warriors, but they will always remain loyal to the Cult unless all the Vampyres in it die.

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	1	2	1	6

### Initial Experience Points:

0

**Weapons:** Thralls may be armed with weapons from the pistols and close combat weapons lists.

### SPECIAL RULES:

**Food Supply:** There must always be at least twice as many Thralls as there are Vampyres. If the number of Thralls drops below this then no more Vampyres may be converted until there are enough Thralls. Should the number of Thralls be lower than the number of Vampyres then some Vampyres will have to leave until the balance is redressed (the player may choose which ones leave). They may not return when an adequate food supply is restored!

**Herd mentality:** A Thrall that is within 6 inches of a Vampyre may test on the Vampyre's Ld for all tests provided the Vampyre is not broken, down or out.

### VAMPYRE ADVANCE TABLE

#### 2D6 Result

2 **New Skill** (any Table)

3-4 **New Skill**  
(Vampyre Skill Table)

5 **Characteristic Increase**

1-2 = +1 Initiative

3-4 = +1 Leadership

5-6 = +1 Movement

6 **Characteristic Increase**

1-4 = +1 WS

5-6 = +1 BS

7 **Characteristic Increase**

1-3 = +1 Strength

4-6 = +1 Attacks

8 **Characteristic Increase**

1-4 = +1 WS

5-6 = +1 BS

9 **Characteristic Increase**

1-3 = +1 Wound

4-6 = +1 Toughness

10-11 **New Skill**

(Vampyre Skill Table)

12 **New Skill** (any Table)

experience would immediately become a Vampyre with 61 experience, picking up two immediate advances on the way). Thralls use the normal advance table, and use their House tables in working out which skills they collect as advances. Vampyres, however, use the Vampyre Advance Table (left).

### The Inquisition

Although the presence of Vampyres has remained a mystery to over ninety-nine percent of Necromunda's population nothing, it seems, escapes the attention of the ever watchful Inquisition. Operatives from the Inquisition have been investigating outbreaks of Vampirism for centuries but

### VAMPYRE EXPERIENCE

Exp Points	Title
61-80	Vampyre
81-100	Vampyre
101-120	Vampyre
121-140	Vampyre
141-160	Vampyre
161-180	Vampyre
181-200	Vampyre
201-240	Vampyre Lord
241-280	Vampyre Lord
281-320	Vampyre Lord
321-360	Vampyre Lord
361-400	Vampyre Lord
401+	Vampyre Master

## Red Jakob Father of Vampyres

Of all the Vampyres known by name to the suspicious few, one figure remains shrouded in terror above all others, said by some to be the father of the Vampyre cults, a deadly individual more feared than even a rogue Spyrer. Several times hunters and zealots have returned to civilisation, claiming victory over this foe, but none of these, despite their shredded clothing and being bathed in blood, have ever been able to produce a trophy of their dead enemy. Injuries have been inflicted on Red Jakob which would have easily slain a mere mortal, but still the Father of Bloodrinkers exists, and plays a deadly game of cat and mouse with the hunters who, more often than not, become the hunted.

M	WS	BS	S	T	W	I	A	Ld
6	6	3	5	5	2	5	2	10

**WEAPONS:** Power Sword, Stubgun with Dum-Dum bullets

**SKILLS:** *Dodge* (Agility Skill), *Combat Master* (Combat Skill) *Iron will* (Ferocity Skill).

**WARGEAR:** *Jakob's Gauntlet.*

**PSYCHOLOGY:** Red Jakob causes *Fear*, and is immune to all Psychology.

**ALLEGIANCE:** Red Jakob will fight only for Vampyre Cults.

**RATING:** He increases the cult's rating by +325.

**PAYMENT:** D6x10.

**BOUNTY:** The bounty on Red Jakob's head is 325 creds.

### SPECIAL RULES:

**Vampyre:** All the special rules for Vampyres noted above apply to Red Jakob.

**Gauntlet:** At some time in long distant the past Red Jakob lost the use of his left hand. In replacement he, or someone in his pay, crafted an advanced gauntlet. Its razor sharp finger-blades give Jakob an additional +1 Strength in hand-to-hand combat, in addition he may drain a Juve in close combat if he wins the combat, rather than having to win by two hits.

**Father of Vampyres:** Jakob is the recognised senior Vampyre in the Underhive, and so if he joins a cult then he will automatically become its leader.

**Self-serving:** Jakob may join a cult, but it's more to further his own quest for blood than to help fellow Vampyres. As a result, any Juves he drains in battle do not have to test to avoid becoming members of the cult, and he will leave the draining of any prisoners to other Vampyres.

### THRALL EXPERIENCE

ExpPoints	Title
0-5	Thrall
6-10	Thrall
11-20	Thrall
21-30	Thrall
31-40	Thrall
41-50	Thrall
51-60	Thrall
61-80	Senior Thrall
81-100	Senior Thrall
101-120	Senior Thrall
121-140	Senior Thrall
141-160	Senior Thrall
161-180	Senior Thrall
181-200	Senior Thrall
201-240	Acolyte
241-280	Acolyte
281-320	Acolyte
321-360	Acolyte
361-400	Acolyte
401+	Master Acolyte



only recently have they tracked down a significant enclave – in the Hives of Necromunda. These Vampyres must be stopped from quietly escaping via the main shipping lanes and infecting nearby worlds.

The decision taken to investigate the causes of Vampirism on Necromunda was sound; out in the reaches of space they could disappear easily, and furthermore they were very careful not to give any hint to the human population about their nature, whereas in the Necromundan Underhive they were more powerful, with their gangs of followers, but were also easier to find, and more conceited and arrogant about their own invulnerability. A small, highly trained team of undercover operatives was sent to Necromunda to investigate, study, but essentially take them down.



### The Baited Trap

An all-new scenario for Vampyre Cults to lure their victims into...

When gangers are drinking in their familiar bars and holes,

## Inquisition Agent Vorn

Vorn is an Inquisition agent with a long and distinguished career of doing the right thing in a bad situation. In addition, his aim is almost faultless, and so was a natural inclusion in the Inquisition team.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	4	1	3	1	9

**WEAPONS:** Bolt pistol, Laspistol, Knife.

**ARMOUR:** Mesh armour.

**SKILLS:** *Marksman* (Shooting Skill), *Iron Jaw* (Muscle Skill).

**WARGEAR:** *'Vampyre Executor' Longrifle.*

**PSYCHOLOGY:** Vorn is immune to all Vampyre-related psychology.

**ALLEGIANCE:** Vorn will fight alongside any of the Houses, regardless of whether they are Outlaws or not – the petty legal disputes of the Underhive are irrelevant in comparison to the Vampyre menace.

**RATING:** Vorn increases the Gang's Rating by +200.

**PAYMENT:** Vorn works as a mentor, and only alongside gangs fighting Vampyre Cults that game.

### SPECIAL RULES:

**Mentor:** If a House gang is fighting a Vampyre Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not – Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

**Vorn's V.E. Longrifle:** This piece of equipment is Vorn's favoured weapon for disposing of Vampyres, and has the following stats:

Short Range	Long Range	To Hit		Str	Dam	Save	Ammo
		Short	Long				
0-6	6-24	-	+1	4/5*	1	-1	None

\*5 against Vampyres

it's always a common occurrence for strangers to approach and try to sell all manner of legal and illegal goods. Occasionally the offer or rumour that is passed on to them is just too attractive to

turn down and so off they go trying to make a few creds.

This is the situation, a Vampyre Cult has sent a trusted (probably mind controlled) non-cultist out to

## Inquisition Agent Mykal

Mykal is a young, new recruit to the Vampyre hunting team, but has already proved his worth on several occasions. He relies more on close combat than Vorn for which his older colleague constantly scowls at.

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	1	4	2	8

**WEAPONS:** Laspistol, Chainsword, Stake (same Strength as user and kills Vampyres on a 4+ automatically if used to take the last Wound).

**ARMOUR:** Mesh armour.

**SKILLS:** *Step Aside* (Combat Skill), *Parry* (Combat Skill).

**WARGEAR:** 'Vampyre Executor' Pistol.

**PSYCHOLOGY:** None

**ALLEGIANCE:** As Vorn.

**RATING:** Mykal increases the Gang's Rating by +200.

**PAYMENT:** As Vorn.

### SPECIAL RULES:

**Mentor:** If a House gang is fighting a Vampyre Cult that game, roll on the Mentor chart and apply the result. This is whether the player wants help or not – Vorn isn't interested in the Gang's needs only in getting the Vampyres. Obviously, should the player's Gang outrate the Vampyres, or is less than 500 points outrated itself, then Vorn will not fight.

**Mykal's V.E. Pistol:** This piece of equipment is Mykal's favoured weapon for disposing of Vampyres as he likes to work 'up close', and has the following stats:

Short Range	Long Range	To Hit Short	To Hit Long	Str	Dam	Save	Ammo
0-8	8-16	+2	-	3/4*	1	-1	None
*4 against Vampyres				+1 Sustained Fire Dice			

lure a few greedy, gullible gangers to the dinner table. Somehow the rest of the gang has got to hear and are in hot pursuit in an attempt to stop events from taking a very nasty turn. This scenario can only be played against House gangs. The only other gang Vampyres would go to the trouble to tempt into a

secluded place to drain them would be Ratskins, and no self-respecting 'Skin would follow an Underhiver around in search of treasure!

### TERRAIN

In this scenario the Vampyre Cult player is the attacker and the other player the defender.



Starting with the Vampyre player, each player takes it in turn to place a piece of terrain, either a ruined building structure or a connecting walkway. It is suggested that the terrain is set up within an area roughly 4' by 4'.

### GANGS

The defender has D3x2 models which he must place in the centre of the board, at ground level. He may choose which models he places (working on the theory that a player will only send his hardest Gangers or his most expendable Juves, and these are the only two types of fighter brave enough or stupid enough to take up the challenge). The rest of the gang is off the board at the start of the game.

The attacker deploys his entire gang. They must be at least 12" away from the defenders, in cover and in *Hiding*.

### STARTING THE GAME

On the D6 score of a 1-4 the Vampyres' trap works perfectly, and they can take



the first turn. On a 5-6 the defenders notice the sudden absence of their previously vocal guide, figure they've been duped and go for their guns.

## REINFORCEMENTS

After the first shot has been fired (note that the defenders cannot shoot in the air to try and attract help – they have to be able to see someone!) the rest of the defender's gang can get a fix on their location and come running onto the scene. At the end of the defender's first turn, after the first shot has been fired (including the one it was fired in if they fired first) then roll a D6. On a 1-2 the defender may place one fighter from off of the board on a randomly determined table edge. On a 3-4 he may place two, on a 5 three, and on a 6 the entire gang come bundling on, guns at the ready and looking for someone to kick

## ENDING THE GAME

If a gang fails a Bottle Roll, or a player voluntarily *Bottles Out*, the game ends immediately. The gang that *Bottles Out* loses and the other gang automatically wins the fight.

## EXPERIENCE

Fighters who take part in *Baited Trap* earn experience points as noted below:

- +D6 Each Ganger that survives.
- +5 Per Wounding Hit.
- +10 For the winning Gang Leader.
- +5 For each successful *Lifeforce Drain* a Vampyre performed during the fight.

## SPECIAL

On a D6 roll of 5+ after the battle the Vampyres had actually found a few pieces of valuable junk to bait the trap with in order to persuade the prey to stick around. They are worth D6x5 creds, and the winning gang takes them.

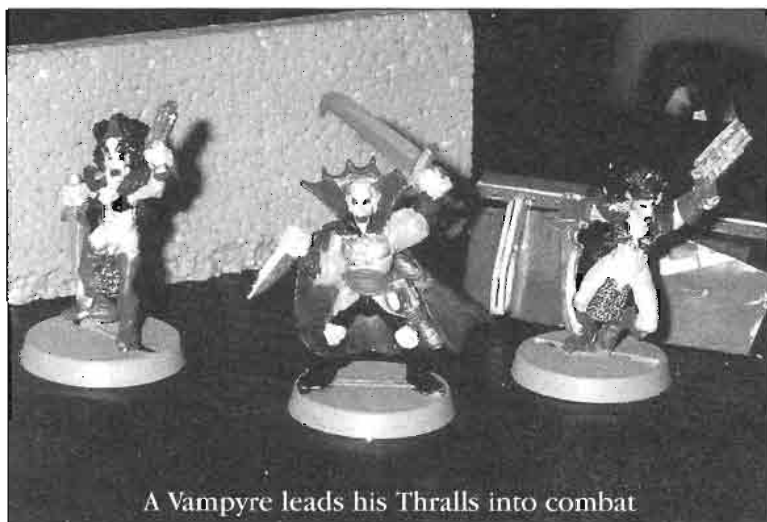
## Notes and Tactics

When starting a Vampyre Cult there are a couple of important things to remember. Firstly, remember that you can never recruit any more fighters. Even I made this mistake, despite having written the rules (Doh!). Thralls can die ever so easily, so make sure you have enough, and balance it out against the Vampyres (three Vampyres is the favoured starting number). Also, from experience, you will lose money at first, so keep a bit to fall back on. Of course, you must remember that you have no long ranged weaponry until a Thrall becomes the equivalent of a Ganger (Senior Thrall), so close combat is the way to go. As a result, always insist on *Treacherous Conditions*, as this can

frequently hinder your opponent's shooting. Vampyres are usually hard enough to take a bit of punishment, most basic weaponry needing a 5+ to wound them, and even a Heavy Stubber only has even odds. And of course, they get harder...

Fighting against a Vampyre Cult is not a particularly easy task. The Vampyres are quick enough to close with you very soon, and only a Gang Leader or a 'tooled up' Ganger can be relied upon to fight them off. The Thralls are, of course, bad fighters, but given enough of them the barrage of pistol fire or secondary attacker bonuses can take down the hardest. Keep moving, don't let them close, use *Overwatch* where appropriate, and protect the heavy weaponry. Vampyres will often have a couple of Thralls with them to protect them, but a single Heavy Bolter can take all of them down. Just don't panic...

*See pages 47-8 for Gav Thorpe's very own B'Ufi the Vampyre Slayer special character conversion, it's like totally bodacious dude!*



A Vampyre leads his Thralls into combat