

BONNIE ANNERTSON - BOUNTY HUNTRESS

Bonnie Annertson was born in the now-forgotten settlement known as Sin-Sin Alley. She was a surprisingly beautiful child - (surprisingly because her parents were hard-working but slightly mutated sporeminers). All was peaceful and the settlement was thriving.

... Then the Spyrrers came.

A hunting party of six uphivers came searching for trophies and they tore through the settlement like a buzzsaw through raw meat (gruesome, isn't it?). Bonnie watched in horror as a pair of Malcadons dropped from the rafters and eviscerated her parents. The only survivor, she was brought back to the Spyrrers hide-out to serve as bait. Webbed up by her head, the sadistic uphivers waited for a worthy target.



It was then that a Bounty Hunter drifter known only as "the Squint" strolled into the Spyrrers camp and calmly picked them off one by one. He managed to free the little girl from the steely threads that bound her, but her face was permanently disfigured. As Bonnie had no parents or settlement to return to, the Bounty Hunter raised the girl himself, teaching the vengeful youth his trade.

Since her mentor has passed on, Bonnie has matured into a driven woman who prowls the Underhive behind a mask of vengeance. Righting wrongs, punishing the lawless, and dispatching any Spyrrer that dares cross her path, Bonnie uses her income and contacts with the Guilders to equip herself with awesome wargear to carry on her quest.

One day, Bonnie hopes to use her deadly talents and her amassed fortune to cross the Wall and punish the uphivers that set her on this lonesome path.

BOUNTY HUNTER

Bonnie is a steely-hearted avenger, bent on punishing the guilty and earning credits to wage her war on Spyrrers. She has all the Special Bounty Hunter Rules (found on page 63 of Necromunda Sourcebook).

M	WS	BS	S	T	W	I	A	LD
4	4	5	3	4	2	5	2	8

WEAPONS: Boltgun, lasgun with Hot Shot Pack.

ARMOR: None. Note all shots directed at Bonnie are at -1 to hit (see special rules).

SKILLS: Killer Reputation, Fast Shot, Parry

WARGEAR: *Photo Contacts, Filter Plugs, a skin-tight Electoo Body Suit, a supply of Spyrrer Seeking Ammo.*

PSYCHOLOGY: Bonnie hates all Spyrrers!

ALLEGIANCE: Bonnie Annertson will work for any law-abiding gang that will pay her fee. She may not be hired by Scavvies, Ratskins, Redemptionists, Spyrrers, or any Outlaws.

RATING: Bonnie increases a gang's rating by +275.

PAYMENT: Bonnie's services may be hired for a modest d6 x 10 creds.

If the opposing gang are Spyrrers she will lower her fee to d6 x 5 creds, so long as any Spyrrers (including hunting rigs) are turned over to her, so she can "ask 'em a few questions!"

Although desperate for creds, Bonnie will still offer her services as a Mentor. Especially if it entails taking down a gang of the hated Spyrrers. If the opposition are Spyrrers, the underdog may modify the Mentor roll by +1.

SPECIAL RULES:

Electoo Body suit: Bonnie strides into battle clad in a skintight, iridescent body suit. This body suit is made of an interwoven mesh of crystal-stack polymers, also known as electroos. Before the shooting starts, Bonnie can trigger the electroos to radiate stored energy as a glittering halo of light. Along with dazzling opponents into slack-jawed inaction, the suit also means that any enemy firing at Bonnie must take a minus one penalty due to the constant shimmering. Note, with the constant glowing and sparkling of her Electoo Body Suit, Bonnie cannot hide.

Trigger Happy: This ability allows Bonnie to fire up to two basic weapons at the same time. As each weapon normally requires both hands, each shot suffers a minus one penalty. Note this skill can be combined with Fast Shot, for a total of four shots per turn (yikes!).

Rigorous Interrogation: Any Juve that is captured by Bonnie and survives the ordeal will gain an additional d6 Experience points. This represents the battle knowledge and wisdom that can be gleaned from Bonnie as she tries to interrogate Juvies and instill in them a burning hatred for all Spyrrers.

Spyrrer Seeking Ammo: These specially modified bolt shells incorporate a tiny robotic brain which "locks on" to signals given off by Spyrrer hunting rigs. When Bonnie fires her boltgun at Spyrrers you may ignore any cover modifiers. (Note: line of sight is still necessary to the target, Bonnie won't fire at hidden targets or targets that she otherwise cannot see).