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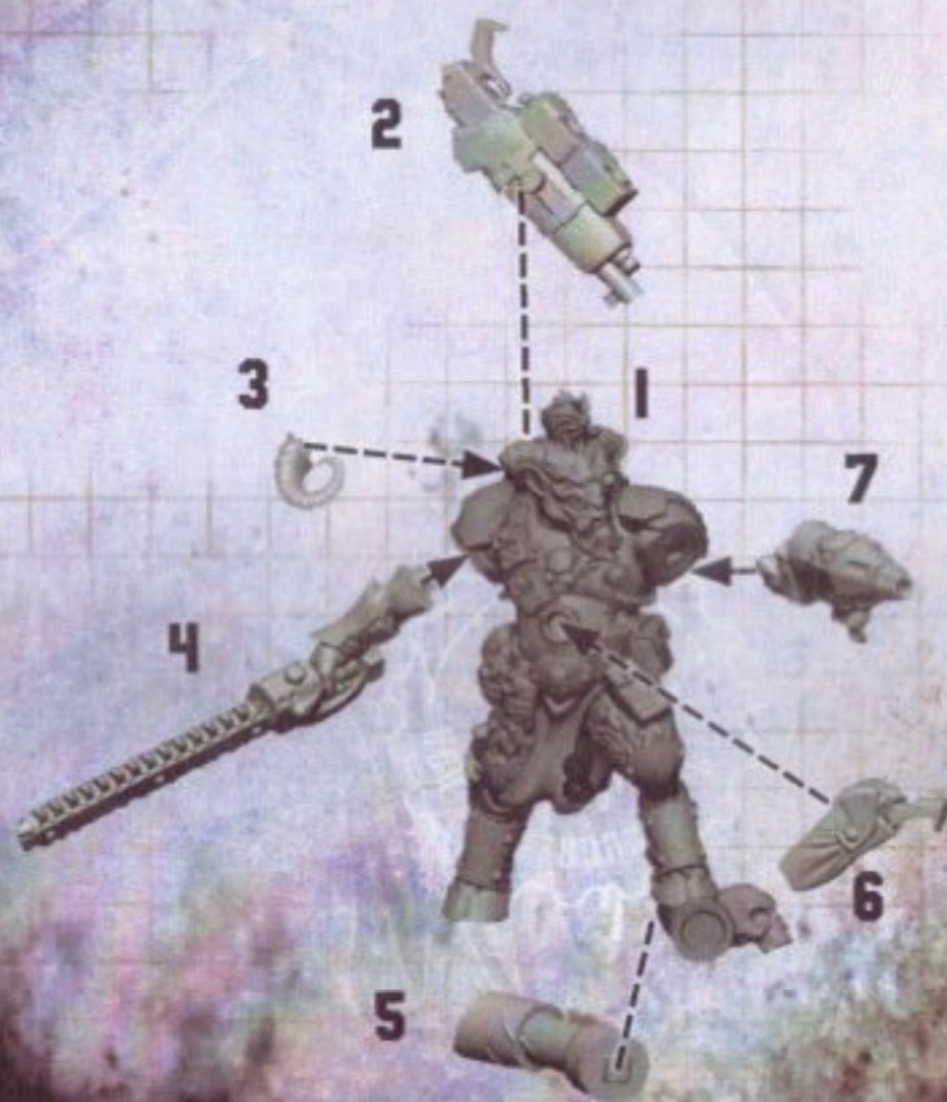


GOR HALF-HORN
BEASTMAN BOUNTY HUNTER



GOR HALF-HORN, BOUNTY HUNTER

ASSEMBLY INSTRUCTIONS



WARNING! Pointed components. Resin dust can be harmful if inhaled.

¡ATENCIÓN! Componentes puntiagudos. El polvo de resina puede ser dañino si se inhala.

ACHTUNG! Spitze Teile. Resinstaub kann beim Einatmen gesundheitsschädlich sein.

ATTENTION! Éléments pointus. Inhaler les résidus de résine peut être dangereux.

ATTENZIONE! Componenti appuntiti. La polvere di resina può essere dannosa se inalata.

WAARSCHUWING! Spitse onderdelen. Harsstof kan schadelijk zijn indien ingeademd.

ADVASEL! Spidse komponenter. Støv fra syntetisk harpiks kan være skadeligt, hvis det indåndes.

ADVASEL! Spisse komponenter. Harpiksstøv kan være skadelig ved innånding.

WARNING! Vassa komponenter. Hartsdamm kan vara skadligt vid inandning.

OSTRZEŻENIE! Ostry zakończone elementy. Pył z żywicy może być szkodliwy w przypadku wdychania.

VAROITUS! Teräviä osia. Harsipöly voi olla vaarallista hengittelynä.

注意：先端がとがっている箇所があります。樹脂の粉じんを吸い込むと人体に害を与えることがあります。

15+



Please recycle packaging for future reference.

Neuzeitig verwenden oder entsorgen durch Referenz.

Conservare esta nota para futuras referencias.

Verpackung bitte zur weiteren Referenz aufbewahren.

Conservare la confezione per riferimenti futuri.

パッケージは、今後の参考のために大切に保管してください。

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Games Workshop Ltd

Willow Road, Lenton

Nottingham

NG7 2WS, UK

forgeworld.co.uk

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GOR HALF-HORN

Gor Half-horn is a Beastman – a mutant of the strain *Homo Sapiens Variatus* – and as such is possessed of horribly animalistic features and an unpredictable and violent temperament. These characteristics serve to make Gor a figure of dread in the underhive, but equally, they make him a target for every raving zealot he encounters. As a sanctioned Bounty Hunter, Gor is entitled, in theory at least, to go wherever he will in pursuit of his targets; in reality, he has often found himself the quarry, though so far none have bested him.

Because it is so rare for a Beastman to be sanctioned as a Bounty Hunter, Gor has become the subject of numerous legends throughout the underhive. Some say he was once a member of an

Abhuman Auxilia attached to an Astra Militarum regiment, and the sole survivor of a battle of apocalyptic proportions. Others whisper that he was once in the employ of an Inquisitor, whose service he fled for a life among the damned. Some have even claimed that he was not born an Abhuman at all, but a noble scion who developed hideous mutations in his adolescence and fled downhive lest he be put to death by his own kin.

HIRED GUNS

In one-off games, Gor Half-horn can be included in a gang in the same way as any other fighter.

In campaign play using the rules provided in *Gang War*, Gor Half-horn can be recruited by a gang in the pre-battle sequence; this secures his services for that one battle. He is not added to the gang roster, but a Fighter card will need to be filled out for him (or you may photocopy the included Fighter card for personal use only).

As a Hired Gun, Gor Half-horn never gains Experience, cannot purchase Advancements and he does not suffer Lasting Injuries – if he goes Out of Action, he simply plays no further part in the battle. In addition, no additional equipment can be added to his Fighter card.

In either mode of play, a Hired Gun increases the gang's Rating in the same way as any other fighter.