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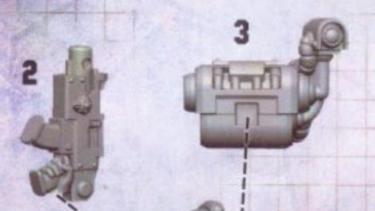
NECROMUNDA



GRENDL GRENDLSEN SQUAT BOUNTY HUNTER



GRENDL GRENDLSEN, BOUNTY HUNTER ASSEMBLY INSTRUCTIONS



SAMPLE PROFILE INSIDE



WARNING! Pointed components plants guide. Et poivo de reseau proceser dering et se enhale ACHTUNG! Spitze Telle Resinstatib kenn been Employer gesanglheiteschädiger sein ATTENTION! Étaments pointes, inhaier les réseaus de resins pout étag dangeroux.
ATTENZIONE! Componenti appointir La polyée di resins publication dennosa se instata WAARSCHUWING! Spitse onderdelen. Harsstof kan accidentation indien ingressend.
ADVARSEL! Spitse komponenter. Stev fra syntetisk herpilika kan være skadeligt hvis det indandes. ADVARSEL! Spitse komponenter. Harpikisslov kan være akadeligt vid inandning.
VARNING! Varsia komponenter. Hartsdamm kan være skadeligt vid inandning.
OSTRZEZENIE! Ostro zakonczone elementy. Pyterywiczny może być szkodisky w przypadka watyczninia. VAROITUS! Terapia dala. Hartsdamy vid olia vyazratista hengilettyna.

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GRENDL GRENDLSEN

As a banner-jarl in the famed Vega Rams mercenary company, Grendl came to Necromunda with the Rogue Trader Lord Constant Gerrit of the Arcadius dynasty's guard of honour. But while his Liege was entertained in the undreamed-of luxury of Lord Helmawr's spire-palace, the abhuman members of his household, including the entire compliment of the Vega Rams, were required to remain in the Stranger's Tower, as they were forbidden to set foot upon the hive proper. In some ways, it is fortunate for Grendl that he was not present when the wing of the Helmawr Palace-spire in which Constant Gerrit was being housed was destroyed by a low-yield atomic charge planted by a rival House; yet in others it was unfortunate, for in the subsequent household purge, Grendl was forced to flee, seeking sanctuary in the anonymous squalor of the underhive.

Despite the dire circumstances of his coming to Hive Primus, Grendl Grendlsen quickly established a new life, finding gainful employ as a bodyguard to various underhive figures. At length, he earned the right to practice as a sanctioned Bounty Hunter, and now serves any maste who will pay his fee. Grendl is famed for protecting his charges from their rivals and subsequently claiming the bounty on the would-be assassins' heads, and so far there has been no shortage of foolhardy rivals eager to test his skills, and his infamous hammer.

HIRED GUNS

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

In Campaign games using the rules provided in *Gang War*, he 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, he can never gain Experience, cannot purchase Advancements and does not suffer Lasting Injuries — if he does go Out of Action, he simply plays no further part in the battle. In addition, no additional equipment can be added to his Fighter cards.

In either mode of play, a Hired Gun increases the gang's Rating in the same way as any other fighter. Gangs may recruit a maximum of five Hive Scum and one Bounty Hunter at a time.