



Free Downloads of Build Instructions,  
Assembly Booklets & How To Guides

**BuildInstructions.com**

# NECROMUNDA



NECROMUNDA  
HIRED GUNS



# NECROMUNDA HIRED GUNS ASSEMBLY INSTRUCTIONS



© Copyright Games Workshop Limited 2018. Necromunda, Citadel, Games Workshop, GW and all associated logos, names, races, vehicles, weapons and characters are either ® or TM and/or © Games Workshop Limited. All Rights Reserved.

**GAMES  
WORKSHOP**

games-workshop.com

**Forge World®**

forgeworld.co.uk



003205090064

## HIRED GUNS

In one-off games, any of these Hired Guns can be included in a gang in the same way as any other fighter.

In Campaign games using the rules provided in *Gang War*, they can be recruited by a gang in the pre-battle sequence; this secures their services for that one battle. They are not added to the gang roster, but a Fighter card will need to be filled out for them (or you may photocopy the included Fighter card for personal use only).

As a Hired Gun, they never gain Experience, cannot purchase Advancements and they do not suffer Lasting Injuries – if they go Out of Action, they simply play no further part in the battle. In addition, no additional equipment can be added to their 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.

# YOLANDA SKORN, BOUNTY HUNTER

**230**  
CREDITS

M WS BS S T W I A LD CL WIL INT  
5" 3+ 3+ 3 3 2 3+ 2 7+ 5+ 6+ 6+

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Stiletto knife	-	E	-	+1	S	-	1	-	Melee, Toxin
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
Frag grenades	-	Sx3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

**SKILLS:**

Counter-attack, Fearsome, Parry

**WARGEAR:**

Flak armour, photo-goggles, respirator

# GRUB TARGESON, HIVE SWUM

105  
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
4"	4+	3+	3	3	1	4+	1	8+	8+	8+	6+

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Fighting knife	-	E	-	-	S	-1	1	-	Backstab, Melee
Shotgun (scatter)	4"	8"	+2	-	2	-	1	4+	Scattershot
Shotgun (executioner)	4"	8"	-1	+1	4	-2	2	6+	Knockback, Limited
Frag grenades	-	5x3	-	-	3	-	1	4+	Blast (3"), Grenade, Knockback

## SKILLS:

Backstab, Evade, Infiltrate

## WARGEAR:

Flak armour

# MAD DOG MOND, HIVE SHUM

90  
CREDITS

M	WS	BS	S	T	W	I	A	LD	CL	WIL	INT
5"	3+	4+	3	3	1	3+	1	8+	7+	8+	8+

## Weapon

Weapon	Rng		Acc		Str	Ap	D	Am	Traits
	S	L	S	L					
Stub gun	6"	12"	+2	-	3	-	1	4+	Pistol, Plentiful
Grab hook	E	2"	-	-	S	-	1	-	Disarm, Melee, Versatile

## SKILLS:

Dodge, Escape Artist

## WARGEAR:

Boiler plate armour (counts as furnace plates), respirator

## YOLANDA SKORN, BOUNTY HUNTER

There is usually little mercy for gangers who challenge their leaders and fail, and most end their days rotting at the bottom of the Sump. Sometimes, though, a rival is so impressive, simple execution seems like a waste. This was the case for the Escher Bounty Hunter Yolanda Skorn. The leader of her former gang, the Bloodmaidens, looked into Skorn's crazed eyes, even as she grinned through sheets of blood from her freshly carved exile scars, and decided nothing so cruel and beautiful should be taken from the world.





## MAD DOG MONO, HIVE SCUM

Mono works the great Ash Gates of Port Mad Dog when he is not hiring out his services as a mercenary to gangs, Ash Wasters and outlaws alike. Born into the Longshore clans, he grew up on the edges of the Palatine Cluster, the great hives visible only as shadows against the toxic horizon, their spires taunting him with the promise of safety and wealth. Life for a Longshore clansman is usually short and brutal – if the poisonous winds don't get them, then a faulty cargo lifter, angry Ash Waster or wandering wasteland creature probably will. Mono's fate was changed, however, when a scavvy trader sold him a strange, one-eyed hood. It turned out to be an ancient strato-pilot helmet, and as Mono discovered, its oculus-augur gave him a unique view of the world, and amazing reactions as a result.



## GRUB TARGESON (AKA LUMPY NOX), HIVE SCUM

Not so long ago, Grub was an upstanding member of the Merchant Guild in Hive Primus, then one day he woke up to find an odd lump growing out of his shoulder. As the cycles ground by the lump grew, Grub finding it harder and harder to hide his growing deformity. Then, one day, it spoke to him – which was when Grub fled to the underhive.

