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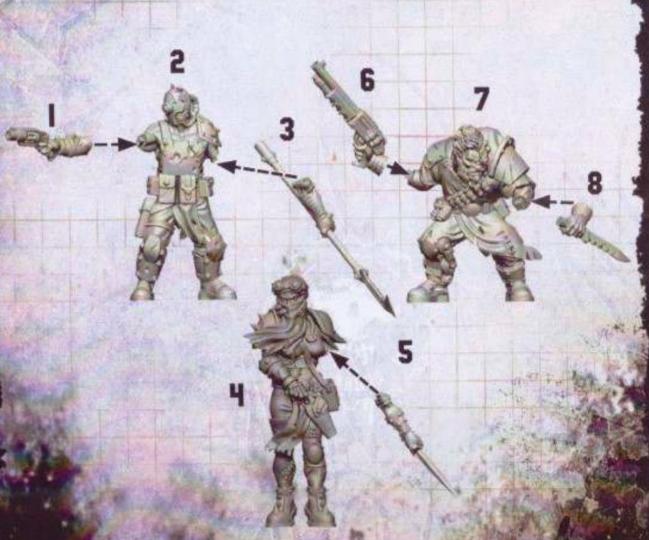
NECROMUNDA



NECROMUNDA HIRED GUNS



NECROMUNDA HIRED GUNS ASSEMBLY INSTRUCTIONS



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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.

DLANDA SKORN, BOUNTY HUNTER

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		N. W.		in mil	
	Frag grenades	Stub gun	Stiletto knife	Weapon	U.
	enades	'n	knife	on	3+
					3+
		6"		Rng	ω
	Sx3	6" 12"	E	1 6u	
	SX3	+2		SA	ω
104	1		+	Acc	N
	3	w	S	Str	r.1
		1		L Str Ap D	3+
	1	1	1	D	2
	4+	4+		Am	7+
	Blast (3"), Grenade, Knockback	Pistol, Plentiful	Melee, Toxin	Traits	
), Grena	entiful	foxin		5+ 6+ 6+
	ide,				6+

SKILLS:

WARGEAR:

Counter-attack, Fearsome, Parry

Flak armour, photo-goggles, respirator

GRUB TARGESON, HIVE SCUM

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4+

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8+

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6+

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Frag grenades	Shotgun (executioner)	Shotgun (scatter)	Fighting knife	Weapon
- Sx3 -	4" 8" -1 +1 4 -2 2 6+	4" 8" +2 -	1	Rng S L
_&	8		П	_
	-1	+2	*	S
	+			- "
ω	4	2	S	Str
1	-2	1.	1	Ap
-	2	1	-	D
1 4+	6+	4+		S L S L Str Ap D Am
Blast (3"), Grenade, Knockback	Knockback, Limited	Scattershot	Backstab, Melee	Traits

SKILLS:

Backstab, Evade, Infiltrate

WARGEAR:

Flak armour

MAD DOG MOND, HIVE SCUM



Grab	Stub gun	Wea	U =	Z
hook	gun	pon	3+	SM
			4+	BS
m	0,	S		
2	12"	L	ω	យ
	+2	SA	ω	7
	*	Acc	_	×
N	w	Str	r ₁	
la bug		Ap	3+	-
-	-	D	-	A
- Sept	4+	Am	8+	_
Disarm, Melee Versatile	Pistol, Plentiful	Traits	题	רם פר
Aelee,	ntiful		REGIO	WIL
			8+	Z

SKILLS:

WARGEAR:

Dodge, Escape Artist

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 clanner 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 oculusaugur 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.

