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# NECROMUNDA



BELLADONNA NOBLE BOUNTY HUNTRESS



#### **BELLADONNA, NOBLE BOUNTY HUNTRESS ASSEMBLY INSTRUCTIONS**

INCLUDES SAMPLE PROFILE INSIDE



ACHTUNG! Space Time Resolution by the resolution pseudobut scaled district.

ATTENTION! Elements posture I whiter her resolution resolution derige role.

ATTENZIONE! Componenti appunds. La polyment di resolution derige role alla WAARSCHUWING! Spilse endordelen. Hartestof kan adhapetik for indien ingendened.

ADVARSEL! Spilse komponenter. Stev fra syntitisk harpika kan varie skadelig! hvis diet indiendes.

ADVARSEL! Spilse komponenter. Harpikastev kan veria skadelig ved examing.

VARNING! Vassa komponenter. Hartindamen kan vara skadeligt vid inamening.

OSTRZEZENIE! Ontro zakonozona elementy. Pyt zywiczny maze był szkodliwy w przypiadku wdycharia.

VAROITUS! Tenzylii palie. Hartinipiły vol ofia vasralfista hengitrityca.

警告・先達がとがっている国際があります。樹脂の粉じんを取り誘むと人体は霊を与えることがあります。



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Forge World

#### BELLADONNA

As the ancient saying goes 'don't
mess with a woman wronged', and
Belladonna has been oh so wronged!
The noble bounty huntress is one of
the seven daughters of Orlena Escher
– matriarch of the Seven Spire Killer
Cult – and once one of the most
feared assassins in the Palatine
Cluster. In a rare example of
direct cooperation between a
Clan House and a Noble House,
Orlena compacted Belladonna to
wed Tzakwon Ran Lo, heir to the

Ran Lo Stratoplane Empire. Unusually for a marriage arranged solely for strategic gain, the two fell madly in love and everything went perfectly — that is until the wedding day. In the midst of the betrothal banquet, with thousands of high-ranking guests in attendance, one of the wedding gifts began to growl. No sooner had Tzakwon looked within the ornate box than a starved Crotalid burst forth, tearing him apart in an explosion of gore. Anarchy erupted as the rabid beast ripped, snapped and clawed its way along the top table, until Belladonna leapt upon its back, brandishing in one hand a stiletto-heeled marriage shoe. She drove the shoe's heel through one of the creature's eyes, impaling its brain and killing it in an instant. The struggle lasted mere seconds, but it cost the bride her left arm and leg, one eye, and left her lying in a pile of scattered food, broken furniture and mangled wedding guests.

Her House being expert in arcane medicae processes, Belladonna's injuries, which might otherwise have proved fatal, were quickly healed. She set out to exact her revenge within days, the scars aroun her new bionics still fresh, her wedding ribbons still stained with blood. Now she stalks the underhive as a Bounty Hunter for hire, seeking her husband's killers and the identity of the mysterious faction that sundered the alliance of Escher and Ran Lo before the ink was even dry on the marriage compact.

### HIRED GUNS

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

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

As a Hired Gun, she can never gain Experience, cannot purchase Advancements and does not suffer Lasting Injuries — if she does go Out of Action, she simply plays no further part in the battle. In addition, no additional equipment can be added to her Fighter card.

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.