



APOCRYPHA NECROMUNDA



TWINS OF TWO TUNNELS

The wilds, wastes and badzones of Necromunda are filled with legends and myths of every colour and kind imaginable. Some of them are even true. Wander into any drinking hole in Hive Primus and crack open a bottle of Wild Snake (or Second Best if you're a little light on creds) and within moments some crusty-faced local will be bending your ear with a tale or two. Maybe their little corner of the underhive was once the site of a showdown between the notorious Carrion Queens and the equally nefarious Ironree Reavers, or perhaps the legendary bounty hunter Kal Jericho drank at the very bar you're sitting at now and they got close enough to touch the hem of his duster. Whatever the yarn, you'd do well to listen carefully, for hidden in every story is at least a grain of truth, and maybe even a lesson or two that might keep you alive when you're next out wandering the badzones looking for trouble...

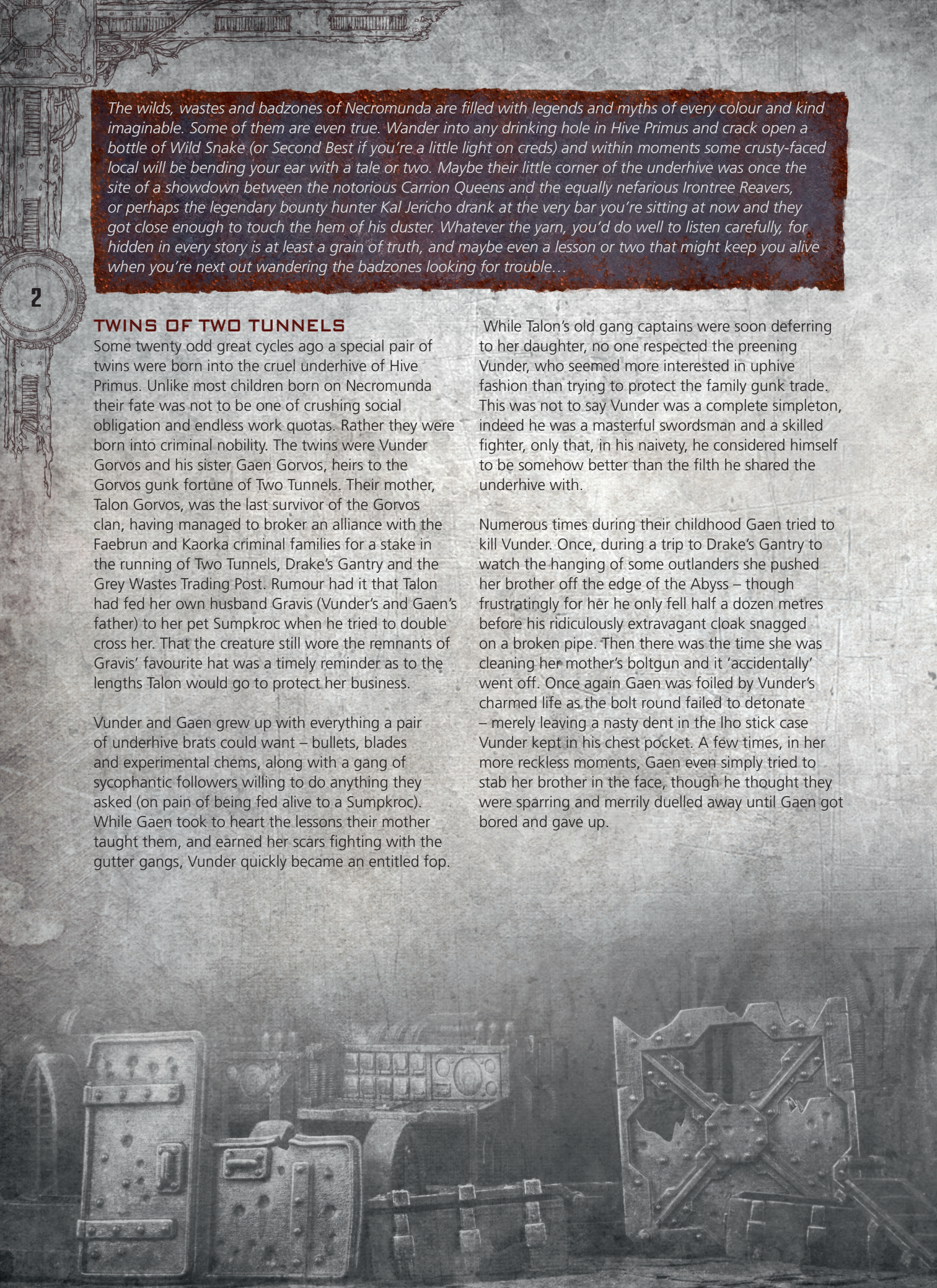
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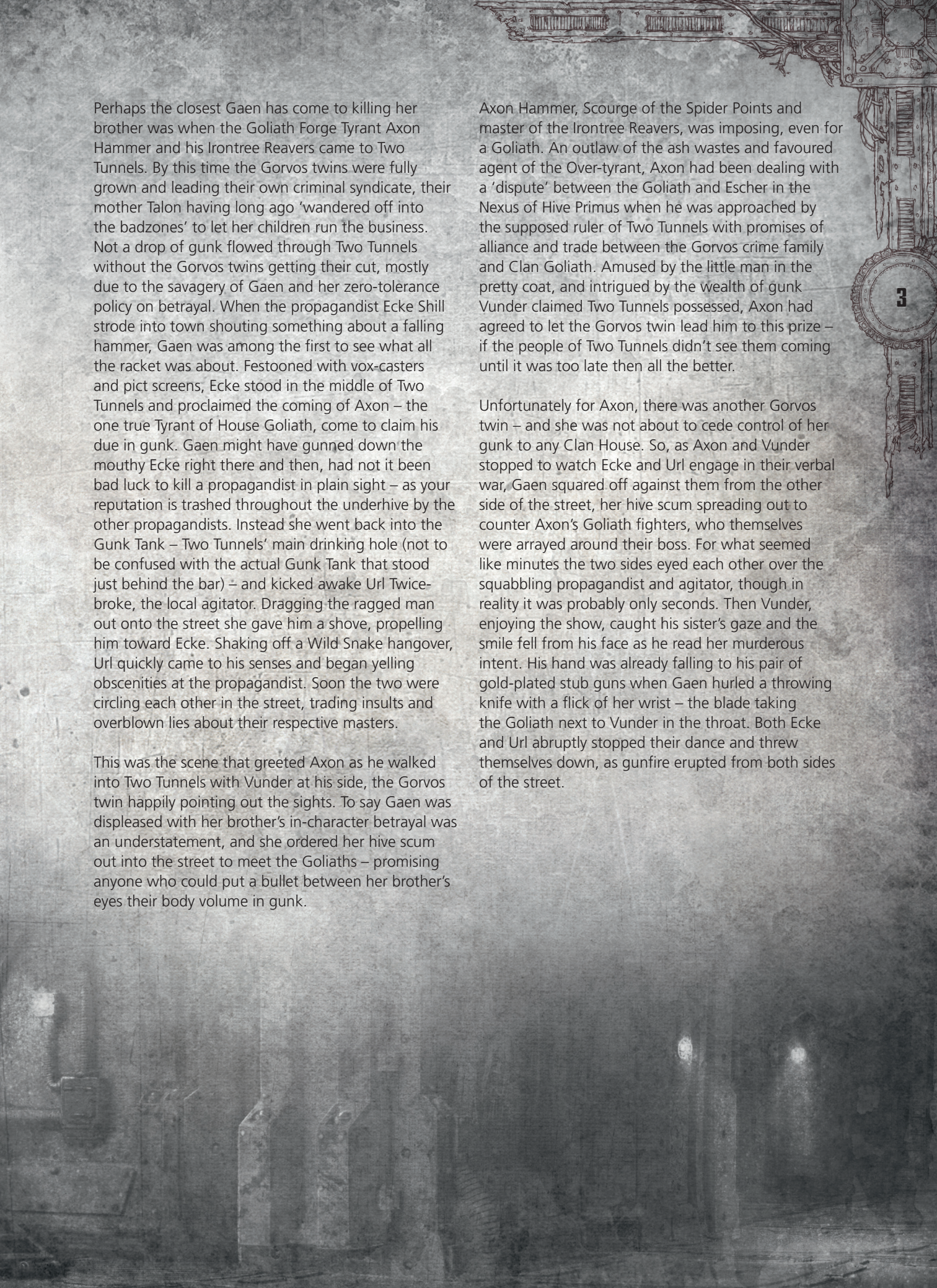
Some twenty odd great cycles ago a special pair of twins were born into the cruel underhive of Hive Primus. Unlike most children born on Necromunda their fate was not to be one of crushing social obligation and endless work quotas. Rather they were born into criminal nobility. The twins were Vunder Gorvos and his sister Gaen Gorvos, heirs to the Gorvos gunk fortune of Two Tunnels. Their mother, Talon Gorvos, was the last survivor of the Gorvos clan, having managed to broker an alliance with the Faeburn and Kaorka criminal families for a stake in the running of Two Tunnels, Drake's Gantry and the Grey Wastes Trading Post. Rumour had it that Talon had fed her own husband Gravis (Vunder's and Gaen's father) to her pet Sumpkroc when he tried to double cross her. That the creature still wore the remnants of Gravis' favourite hat was a timely reminder as to the lengths Talon would go to protect her business.

Vunder and Gaen grew up with everything a pair of underhive brats could want – bullets, blades and experimental chems, along with a gang of sycophantic followers willing to do anything they asked (on pain of being fed alive to a Sumpkroc). While Gaen took to heart the lessons their mother taught them, and earned her scars fighting with the gutter gangs, Vunder quickly became an entitled fop.

While Talon's old gang captains were soon deferring to her daughter, no one respected the preening Vunder, who seemed more interested in uphive fashion than trying to protect the family gunk trade. This was not to say Vunder was a complete simpleton, indeed he was a masterful swordsman and a skilled fighter, only that, in his naivety, he considered himself to be somehow better than the filth he shared the underhive with.

Numerous times during their childhood Gaen tried to kill Vunder. Once, during a trip to Drake's Gantry to watch the hanging of some outlanders she pushed her brother off the edge of the Abyss – though frustratingly for her he only fell half a dozen metres before his ridiculously extravagant cloak snagged on a broken pipe. Then there was the time she was cleaning her mother's boltgun and it 'accidentally' went off. Once again Gaen was foiled by Vunder's charmed life as the bolt round failed to detonate – merely leaving a nasty dent in the lho stick case Vunder kept in his chest pocket. A few times, in her more reckless moments, Gaen even simply tried to stab her brother in the face, though he thought they were sparring and merrily duelled away until Gaen got bored and gave up.





Perhaps the closest Gaen has come to killing her brother was when the Goliath Forge Tyrant Axon Hammer and his Ironree Reavers came to Two Tunnels. By this time the Gorvos twins were fully grown and leading their own criminal syndicate, their mother Talon having long ago 'wandered off into the badzones' to let her children run the business. Not a drop of gunk flowed through Two Tunnels without the Gorvos twins getting their cut, mostly due to the savagery of Gaen and her zero-tolerance policy on betrayal. When the propagandist Ecke Shill strode into town shouting something about a falling hammer, Gaen was among the first to see what all the racket was about. Festooned with vox-casters and pict screens, Ecke stood in the middle of Two Tunnels and proclaimed the coming of Axon – the one true Tyrant of House Goliath, come to claim his due in gunk. Gaen might have gunned down the mouthy Ecke right there and then, had not it been bad luck to kill a propagandist in plain sight – as your reputation is trashed throughout the underhive by the other propagandists. Instead she went back into the Gunk Tank – Two Tunnels' main drinking hole (not to be confused with the actual Gunk Tank that stood just behind the bar) – and kicked awake Url Twice-broke, the local agitator. Dragging the ragged man out onto the street she gave him a shove, propelling him toward Ecke. Shaking off a Wild Snake hangover, Url quickly came to his senses and began yelling obscenities at the propagandist. Soon the two were circling each other in the street, trading insults and overblown lies about their respective masters.

This was the scene that greeted Axon as he walked into Two Tunnels with Vunder at his side, the Gorvos twin happily pointing out the sights. To say Gaen was displeased with her brother's in-character betrayal was an understatement, and she ordered her hive scum out into the street to meet the Goliaths – promising anyone who could put a bullet between her brother's eyes their body volume in gunk.

Axon Hammer, Scourge of the Spider Points and master of the Ironree Reavers, was imposing, even for a Goliath. An outlaw of the ash wastes and favoured agent of the Over-tyrant, Axon had been dealing with a 'dispute' between the Goliath and Escher in the Nexus of Hive Primus when he was approached by the supposed ruler of Two Tunnels with promises of alliance and trade between the Gorvos crime family and Clan Goliath. Amused by the little man in the pretty coat, and intrigued by the wealth of gunk Vunder claimed Two Tunnels possessed, Axon had agreed to let the Gorvos twin lead him to this prize – if the people of Two Tunnels didn't see them coming until it was too late then all the better.

Unfortunately for Axon, there was another Gorvos twin – and she was not about to cede control of her gunk to any Clan House. So, as Axon and Vunder stopped to watch Ecke and Url engage in their verbal war, Gaen squared off against them from the other side of the street, her hive scum spreading out to counter Axon's Goliath fighters, who themselves were arrayed around their boss. For what seemed like minutes the two sides eyed each other over the squabbling propagandist and agitator, though in reality it was probably only seconds. Then Vunder, enjoying the show, caught his sister's gaze and the smile fell from his face as he read her murderous intent. His hand was already falling to his pair of gold-plated stub guns when Gaen hurled a throwing knife with a flick of her wrist – the blade taking the Goliath next to Vunder in the throat. Both Ecke and Url abruptly stopped their dance and threw themselves down, as gunfire erupted from both sides of the street.

This was a language Axon knew well, and the Forge Tyrant grinned as he pumped bolt rounds into anything that moved. To his left and right scum and Goliath fighters traded bullets and grenades, turning the street into a warzone. Those few residents of Two Tunnels who had come out to watch the war of words between Ecke and Url now wisely fled back inside, though not before a few of them were torn apart in the crossfire.

Gaen, driven by hatred for her sibling, rushed across the street, dodging spud jacker swings and stub rounds. She was only a stride away from Vunder when a Goliath ganger loomed up before her, a massive renderizer gripped in his hands. The brute swung the weapon in a wide arc, Gaen sliding under its teeth and flinging a pair of knives into his groin. Darting in under the surprised fighter's reach she drew and thrust her sword in a single fluid motion, driving the blade through the Goliath's jaw and up into his brain. Even as the brute collapsed, she vaulted over his body and crashed into her brother.

Gaen bore Vunder to the ground and was ready to drive her sword into his neck when her brother's panicked look stopped her. Following Vunder's gaze she saw Axon and a group of Goliath had reached the Gunk Tank and were hauling on chains to bring it down. Even as she watched, the tank's supports were bending and precious gunk was slopping out onto the dusty streets of Two Tunnels. For a moment her rage at her brother was stayed by the small voice of reason in the back of her mind that was telling her she still needed him – at least to undo the mess he had created.

Gaen dragged Vunder to his feet, her brother visibly relieved his sister was not about to murder him, and turned on the remaining Goliaths.

Having recovered from the initial chaos of the battle, Ecke was now rousing the Goliath with his vox array, while Url did the same for those scum not bleeding out on the ground. What had started as a furious close quarters gunfight had now descended into a dozen smaller shootouts, groups of scum and Goliaths chasing each other between the narrow streets and alleys surrounding the Gunk Tank. Gaen and Vunder ignored these lesser foes and made directly for Axon; Gaen peppering the area with autogun fire while Vunder snapped off stub gun shots between apologies to his sister for bringing Axon to their doorstep.

When a bullet sparked off his furnace plate, Axon turned on the Gorvos twins, his combi-bolter coming up, its plasma coils glowing a brilliant blue. Gaen threw herself to the ground as the blazing energy bolt seared the air where she had been standing a moment before – while Vunder, standing next to her, merely looked a bit surprised. From the ground, Gaen yanked a gunk bomb from her belt and pulled the pin out with her teeth. Vunder was flanking the massive gang leader now, firing pistol shots to keep him distracted and more importantly stop him helping his gangers as they continued to haul at the Gunk Tank. With an overhand throw, Gaen pitched the gunk bomb into Axon's chest, the explosive bursting over him in a shower of glowing goo. With a scream of tortured metal, the Gunk Tank tipped a dozen degrees toward the ground and a tide of gunk washed down over the gathered Goliaths. The enormous brutes slipped and fell in the mess, but were starting to get to their feet when Vunder and Gaen shared a look – the pair turning their fire on the spreading pool of fluid. Rounds tore up the ground until one, catching a piece of scrap, threw up a shower of sparks, and the gunk roared into the sea of flame.

Burning Goliath fighters, including Axon, ran in all directions, rushing to be free of the inferno. Seeing their leader aflame, those Reavers not caught in the fire soon lost heart and joined the retreat. The Gorvos twins followed them with precise shots from autogun and stub pistols, the surviving scum rallying around them as they drove the Goliaths back into the badzones. The last sight the pair had of Axon was of the Forge Tyrant hurling himself into the Abyss on the outskirts of town, trailing flame as he vanished into the darkness.

High on the triumph of their victory over the Goliaths, the Gorvos twins drank and laughed together all cycle – until Vunder made a remark about marrying Gaen off to one of the other Two Tunnels families, and she went back to plotting his murder. The true victor of the battle for the Gunk Tank, however, was Url. The agitator showing off his new vox array and practising his best insults on Ecke – whose broken corpse now decorated the taproom of the Gunk Tank.

DESIGNER'S COMMENTARY: NEW RULES FOR UNDERHIVE OUTCAST GANGS, PROPAGANDISTS AND AGITATORS

Presented below are special rules that will allow you to recreate the events described in *Twins of Two Tunnels*, as well as new options for Underhive Outcast and Goliath gangs. If the Arbitrator wishes, these rules can be used during a campaign.

THE GORVOS TWINS

When founding an Underhive Outcast gang they can be led by Gaen 'The Gunk Queen' Gorvos and have her brother Vunder Gorvos as a Champion. To do so, apply the following effects:

- Gaen 'The Gunk Queen' Gorvos is the gang's Leader. She has the Criminal Organisation Affiliation and Mastermind Archetype.
- Vunder Gorvos is one of the gang's Champions. He has the Survivor Archetype.
- All members of the gang may take gunk bombs (see *Necromunda: The Book of Peril* page 89) for 20 credits each.

WAR OF WORDS

Both Propagandists and Agitators gain an additional action they may perform; Propagandists may perform the Rally Allies (Basic) action while Agitators may perform the Rile 'em Up (Basic) action:

Rally Allies (Basic): The Propagandist exalts the greatness of their gang and its leader. All friendly fighters within 12" of the Propagandist may add 1 to their Cool characteristic until the end of this round.

Rile 'em Up (Basic): The Agitator fires up their allies, extolling the glory that awaits them. All friendly fighters within 12" of the Agitator may add 1" to their Movement characteristic until the end of this round.

THE IRONTREE REAVERS

The following additional Goliath Gene-smithing options are available when founding a Goliath gang:

THERMAL RESISTANCE.....+10 CREDITS
Vatborn Goliaths only

This fighter has been designed to work the heat of the forges for cycles at a time without breaks and as such their body has been adapted to withstand great heat without damage. Reduce the Strength of any attacks made with the Blaze trait against this fighter by 1, to a minimum of 1.

ENHANCED STAMINA.....+20 CREDITS
Natborn Goliaths only

Some Goliaths come from long lines of cargo handlers, and a genetic legacy of hefting large, heavy and cumbersome loads around has left this fighter with the ability to carry far more than even their fellow Goliaths can manage. This fighter may treat weapons marked with a * as only taking up one of their weapon slots.

UNIQUE ORGAN TRANSPLANT.....-10 CREDITS
Unborn Goliaths only

When this fighter was under the knife being transformed into a Goliath, something went wrong and they only survived due to the Doc using specially gene-coded organs that are expensive to maintain or replace. When this fighter suffers a Critical Injury, increase the credit cost of the Medical Escort action for them by D6x10 credits.



TWO TUNNELS SHOWDOWN

'Waiting for the Hammer to fall? This is the Gunk Queen's territory and he can't touch it!'

Url Twice-broke, Two Tunnels Agitator

In this scenario, a gang defends its precious Gunk Tank whilst a rival gang tries to pull it down.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. In a campaign, the player who chose this scenario is the attacker. In a skirmish, players roll off and the winner decides whether they will attack or defend.

BATTLE TYPE

This scenario can be played as either a Zone Mortalis or Sector Mechanicus battle; vehicles and wargear that grant the Mounted condition cannot be included in either gang's crew.

BATTLEFIELD

Set up the battlefield as described in the Battlefield Set-up section of the *Necromunda Rulebook*. Players should place a Gunk Tank in the centre of the battlefield (see page 7).

CREWS

This scenario uses the standard rules for choosing a crew as described in the Battlefield Set-up section of the *Necromunda Rulebook*. Both gangs use the Custom Selection (7) method.

DEPLOYMENT

The defender deploys their starting crew within 6" of the Gunk Tank. The attacker then deploys their starting crew within 3" of any battlefield edge.

GANG TACTICS

Each player may choose two gang tactics from those available to their gang. If, during the pre-battle sequence, the total credits value of fighters in one player's starting crew is less than their opponent's, they may randomly determine one additional gang tactic for each full 100 credits of difference.

ENDING THE BATTLE

The battle ends immediately if, at the end of any round, only one gang has fighters remaining on the battlefield or the Gunk Tank has fallen.

VICTORY

If the Gunk Tank has fallen the attacker wins, otherwise, the defender wins.

REWARDS CREDITS

The victorious gang adds D6x10 credits to their Stash.

EXPERIENCE

Every fighter who took part in the battle earns 1 XP.

Each time an attacking fighter successfully adds a Toppled token to the Gunk Tank, they earn 1 additional XP.

REPUTATION

The victorious gang gains D3 Reputation.

If either gang bottled out, they lose 1 Reputation.

HOME TURF ADVANTAGE

The defender has the Home Turf Advantage.

THE GORVOS GUNK TANK

Central to the fight is the Gunk Tank, with the attacker attempting to topple it to deprive the defender of much needed gunk. The Gunk Tank can be represented by any suitable large container (ideally at least 3" in diameter) – the one found in the Zone Mortalis: Gang Stronghold is perfect.

Any Standing and Active attacking fighter within 1" of the Gunk Tank may make the Topple Tank (Double) action:

Topple Tank (Double): The active fighter rolls a D6 and adds their Strength. If the total is 8 or higher then the Gunk Tank starts to fall – place a Toppled token next to the Gunk Tank.

Once the Gunk Tank has four Toppled tokens, it falls! All fighters within 3" of the Gunk Tank are placed Prone and Pinned and suffer a S4, AP -, D1 hit and the Topple Tank (Double) action may no longer be performed.

FLEEING THE BATTLEFIELD

If either gang voluntarily bottles out and subsequently flees the battlefield, their opponent automatically wins the scenario.

TWINS OF TWO TUNNELS

If players wish, they may use this scenario to represent Axon Hammer's attempt to destroy the Gunk Tank at the heart of Two Tunnels. In order to do this, make the following changes:

- The attacker's gang should be a Goliath gang including a Propagandist and Axon Hammer using the Ironree Reavers rules (see page 5).
- The defender's gang should be an Underhive Outcast gang including an Agitator and led by Gaen and Vunder Gorvos (see page 5).
- The War of Words special rule is in effect (see page 5).



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