



APOCRYPHA NECROMUNDA



DEVILS OF GUNK DEEP

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 Irontree 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...

DEVILS OF GUNK DEEP

For cycles beyond counting the tribes of Gunk Deep had eked out an existence in the lowest levels of the underhive. Outcasts, wyrds, mutants and criminals, their community was built upon a shared fear of the hivers above; those who had hunted, caged or killed them, and then driven them down into this forgotten badzone. Gunk Deep had once been a hydro-exchange, its chambers a series of gigantic tanks connected by pump lines and purification locks. Now, its dripping, fungi-choked ruins were home to five great mutie tribes. Foremost among these were the Gunk Devils, mutant workers who had escaped from the rogue factoria of Hive City and found some measure of freedom in the ancient hive's foundations.

For the most part the tribes kept to themselves, preying only on travellers who trespassed upon their domain or waging war against the various creatures that competed with them for food (or considered them food). Twistfist, leader of Gunk Devils, spent his time keeping the various tribes in line, thinking little of the world above, its peoples or its problems.

The day everything changed, Twistfist had a dream. In his dream he saw a wound across the sky, even though he had never in his life seen the brooding toxic skies of his world. And in the dream the great tear spoke to him. He gathered the tribes to tell of the dream, though when he did, he discovered that others too had seen the rift, and like him heard in it whispered promises. Spleen of the Splinterspine tribe claimed the voice promised him a place among the guild families who had driven him out with fire, while

Maggotskin and her Ghost Worms said the voice offered revenge against the gangs who had hunted her and her followers for sport. Twistfist himself had been told of a blessed land ripe for conquest, a place where the Gunk Devils might prosper away from the constant struggle of the badzones and the hell of Gunk Deep. A place called Dust Falls.

Hundreds of metres above and kilometres of twisting tunnels away from Gunk Deep, word of unrest in the underhive reached Balthazar Van Zep and Mistress of Coin Melerva. When the Great Darkness had fallen over Hive Primus, the two civic leaders had been swift to maintain order in their settlement. Even as the Enforcers retreated uphive, closing the great seals to the Nexus behind them, the Narco Lord and the local leader of the Mercator Gelt, were making plans for the defence of Dust Falls. Gangs such as the Irontree Reavers and the Sump Dogs were rightly proud of their piece of the prosperous underhive settlement and took little convincing from Balthazar and Melerva to come to its defence. Melerva especially was generous with the guild's coin, even if she recorded every bribe paid and debt owed against a time when the crisis was over. By contrast, Balthazar favoured threats of violence and intimidation to get his way, until a small army of hive scum protected his narco labs and other holdings within Dust Falls.

It was not long before battered and bloody survivors started to emerge from the Abyss – the large central shaft Dust Falls was built around. These underhivers told tales of hell in the levels below them. Cults, monsters and mutants running amok, whole settlements torn down and fighting from Sump City all the way up to Two Tunnels. That the upper hive had, on Lord Helmawr's orders, abandoned the underhive told Balthazar and Melerva everything they needed to know about the threat. Barricades were erected around the Abyss, locals working on defences both day and night cycle in the constant rain of fine dust that gave the settlement its name. Each time a traveller climbed out of the pit they were met with challenges and readied guns, though they brought with them only more bad news; Sump City was gone, Port Mad Dog besieged, Two Tunnels reduced to a cannibal hellscape. With nowhere to go, Balthazar and Melerva rallied the defenders and waited for the mutant armies to come.

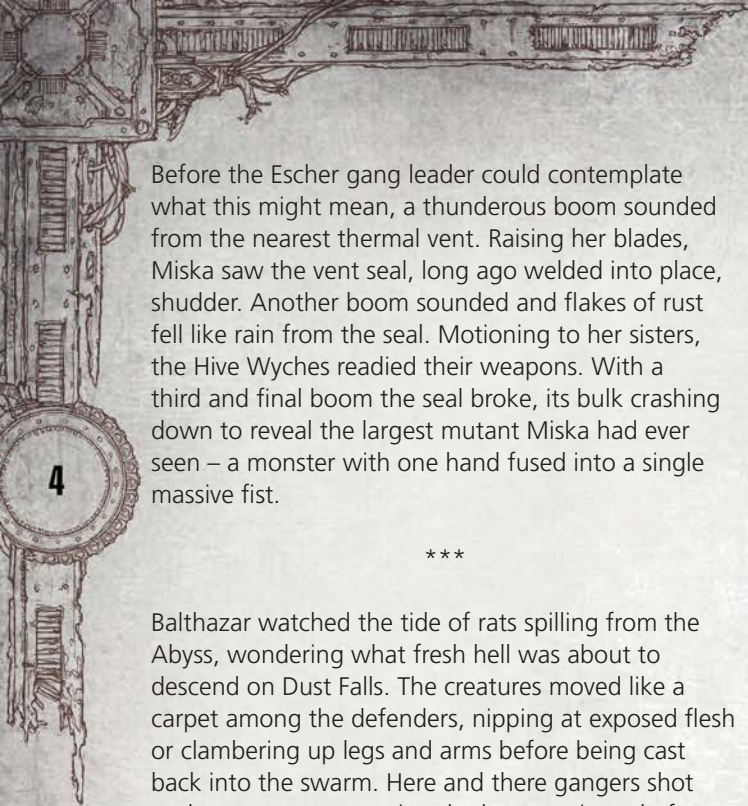
Twistfist had never felt such power as he did when when the voice filled his hateful mind. Once, long ago now it seemed, the Mongrel Fangs had been starving outcasts living in fear of the hivers above. Now it was the hivers who feared them. The mutie tribes had carved a bloody path from Gunk Deep across the twisting levels of the underhive. Settlements had been ransacked and consumed, hivers slaughtered and even the heavily armed clan gangs driven before them. Twistfist now carried a well-used but deadly shotgun, taken from a hiver's corpse. He marvelled at the simple brutality of the weapon, the sound it made when it spoke, and even the robust construction that allowed him to use it to club enemies to bloody pulp when the rage took hold of him. His fighters were now likewise armed with recovered and refurbished weapons, though most still carried bits of pipe, broken bones, rocks or other makeshift weapons. Many, like Twistfist, also had natural weaponry, ranging from sharpened claws, lashing tentacles or even spines they could shoot from their bodies. Twistfist's own mutation was his vast size and almost melted features, like a mad gene-smith had fashioned an Ogryn from wax but left it too long near a hot furnace. He carried the shotgun one-handed, because one of his fists had long ago fused into a ball of bone and meat. Useless now for anything other than crushing skulls.

Though it had taken many cycles, the Gunk Devils and other tribes were now only metres below Dust Falls. Twistfist's scouts, mutants gifted with eyes on stalks or membranous wings that allowed them to glide among the shadowy heights of a dome, came back with word of a great force of hivers gathered around the pit in the centre of the settlement. An unreasonable rage took hold of Twistfist that they should deny the mutie tribes their promised land, and he was ready to order an assault when the voice spoke to him.

A gurgling whisper, the voice praised Twistfist's strength and endurance, but told him that though the hivers were strong they underestimated his kind, and he could take advantage of their pride. Pushing down his rage, Twistfist listened to what the voice had to say.

Miska Two-blades and her Hive Wyches had been among the gangs to retreat to Dust Falls after fleeing the settlement of Martyrs Grave ahead of the mutant attack. Now she found herself and her gang sisters shoulder to shoulder with Goliaths, Orlocks, Cawdor and even a few Delaque defending the settlement from crazed outlanders. From her vantage point on the thermal vent interchange, she could see down to where the fighters ringed the Abyss. She knew it was not a great assignment, the vent interchange linked to the Nexus above and was locked up tight, not likely to see any action. But she had taken Melerva's coin and so would keep her word.

A commotion around the Abyss drew Miska's attention and she raised an ancient mono-sight to her eye to see what was going on. Through the dirty lens and curtains of falling dust she saw tiny dark shapes spilling out of the Abyss. These were met by gunfire, though it seemed sporadic at first, like the defenders were not quite sure what they were shooting at. Looking closer at the shapes, now tumbling over the edge of the pit in their thousands she at last saw what they were – rats.



Before the Escher gang leader could contemplate what this might mean, a thunderous boom sounded from the nearest thermal vent. Raising her blades, Miska saw the vent seal, long ago welded into place, shudder. Another boom sounded and flakes of rust fell like rain from the seal. Motioning to her sisters, the Hive Wyches readied their weapons. With a third and final boom the seal broke, its bulk crashing down to reveal the largest mutant Miska had ever seen – a monster with one hand fused into a single massive fist.

Balthazar watched the tide of rats spilling from the Abyss, wondering what fresh hell was about to descend on Dust Falls. The creatures moved like a carpet among the defenders, nipping at exposed flesh or clambering up legs and arms before being cast back into the swarm. Here and there gangers shot at the creatures, targeting the largest critters before they could attack, but even so, their efforts seemed to have little effect.

Suddenly, a cry went up from somewhere near the ancient thermal vents above and behind the pit, followed by the crack of autogun fire. Balthazar and many of the defenders looked around, trying to see what was happening beyond the constant rain of dust. Before the Narco Lord or any of the gangers around the Abyss could react, misshapen forms emerged from under the sea of rats; mutant fighters! At once battle was joined and any thought of the thermal vents forgotten as the defenders fought desperately for their lives.

Twistfist hurled the last Escher from the thermal vents, sending the luckless fighter tumbling ragdoll-like down into the unfolding battle below. Three of the mutie tribes were emerging from the pit now, overwhelming the defenders with sheer weight of numbers, while his own Gunk Devils and Maggotskin's Ghost Worms were emerging from hidden pipes across the length of the settlement. Just as the voice had promised, he had been able to batter his way through the maze of pipes and climb past

the defenders, while the wyrds of the Splinterspine tribe had summoned a tide of rats to cover their main assault. Despite their immediate advantage the voice warned Twistfist they would fail unless he followed its instructions exactly, and cut down the leader of Dust Falls. Calling his strongest mutants to his side, Twistfist's gaze moved up past the lower levels of the underhive settlement to the great structure just beneath its dome. And then he began to climb.

While Balthazar was closer to the action, Mistress of Coin Melerva chose to monitor the battle from the relative safety of the Guild Halls. An ancient structure, part inverted fortress tower, part Administratum counting house, it hung just below the main dome of Dust Falls. Gantry walkways linked it to the rest of the settlement, while hundreds of thick cables held it in place. Melerva stood on the main balcony, looking down into the Abyss through a set of magna-lenses. Close at hand, the Dust Falls chapter of the Sump Dogs led by Daggit Hound kept watch. From her vantage point she could see the mutants rampaging through the tightly packed alleyways and streets of the Haggie – Dust Falls' infamous underhive market. Here and there she witnessed acts of singular bravery or terrible misfortune – a Cawdor preacher running into a mob of attackers, a primed grenade in each hand, or a Goliath Forge Boss holding back a half dozen muties with the broken body of a seventh, the giant whirling the corpse around his head like a flail. On the ramp leading from the Haggie to the hab blocks above, a hiver scum held her ground, auto pistols in both hands, spent casings raining down around her feet as she kept scores of mutants at bay.

Despite these individual victories though, Melerva could tell the tide was shifting against the defenders. Ever more mutants were spilling from the Abyss in a seemingly endless tide, while with each passing moment the hivers were being steadily pushed back. She knew she needed to bring in her reserves, gangs guarding the upper levels against infiltrators, but which were now needed in the levels below lest the whole settlement be overrun.

Before she could give the order, Daggit turned to look at something hurtling toward the balcony from the edge of the dome. A second too late the Sump Dog raised his bolt pistol, before he was smashed into the ground by a gigantic mutant with a single bony fist. Melerva went for her own sidearm just as mutants began smashing, climbing and crawling their way through the Guild Hall's windows.

The voice in Twistfist's brain was screaming now. It wanted him to kill the woman before him and he smashed his way across the Guild Hall chamber to get to her. Sump Dogs fought blade to claw with the mutants, the latter literally ripping apart their foes with elongated talons, misshapen bladed appendages and wickedly curved fangs.

Melerva fired a burst of poisonous darts from her needle pistol at the massive mutant, though the thing didn't seem to even pause. With a devastating haymaker its gnarled fist connected with the Mistress of Coin... or would have if her displacer field hadn't kicked in a split second before it hit. With a flicker of light, Melerva was teleported across the room and out of the reach of the brute. Deciding this was a fight she couldn't win, she wisely turned around and fled toward the upper floors of the Guild Hall.

Twistfist, unsure of why his enemy had suddenly vanished, screamed in rage, until the voice drew his attention to the fleeing woman. Pushing through the melee, casting aside both mutants and hivers, he thundered off after his foe, the voice now all he could hear.

Balthazar Van Zep had climbed the levels of Dust Falls in a long fighting retreat. Mutants were still climbing out of the Abyss seemingly without end, and he knew it was only a matter of time before there would be so many that nothing the defenders could do would matter any more. Close now to the Guild Hall, Balthazar was surprised to hear Melerva screaming through his vox for aid. It seemed some murderous mutant had infiltrated the Mercator stronghold and was out for her blood. Mustering his scum, Balthazar clambered up the stairs until his small army was level with the hanging fortress.

At that moment, the Mistress of Coin emerged on one of the upper balconies, a brutish shadow in the doorway behind her. Balthazar knew that even if he wanted to save her there was no time, but at least he could make her sacrifice meaningful. In that last moment, their eyes locked – criminal Narco Lord to Merchant Guildmaster – and Balthazar pulled a small device from his coat. Years ago, during a refitting of the Guild Hall, he had rigged its supports with a hundred tiny charges, just in case Melerva and her kind ever seriously threatened his operations. With an almost reluctant expression, Balthazar pressed the button on the device and a hundred small explosions rocked the structure. As the Guild Hall broke free of the dome and began to fall, Balthazar thought Melerva tried to scream something across the space between them, but it was lost in the cacophony of tortured metal and tearing supports.

Twistfist barreled out onto the balcony just as the building began to fall. He reached for the woman, but she chose to hurl herself out into the void rather than face him. Then all was crashing metal and pain.

The Guild Hall fell like a spear down through Dust Falls toward the Abyss below. It sheared off levels and brought down nearby buildings. Scores of gangers and hundreds of mutants were crushed in seconds, before the thing finally collided with the mouth of the Abyss. As it did it shattered into an avalanche of scrap, driving the mutie tribes back into the darkness below and sealing off the entrance to Dust Falls.

Broken, bleeding and dying, Twistfist lay under tonnes of rubble and wreckage. Weakly he tried to move, crying out in a croaking whisper to the voice to save him. But for once it was silent.

DESIGNER'S COMMENTARY: NEW OUTCAST ARCHETYPE

Presented below is a new Underhive Outcasts Archetype, the Mutant. This Archetype can be used alongside the rules found in *Necromunda: Book of the Outcast* to create mutant gangs. In addition to this new Archetype, you will find a collection of Outcast Mutations, allowing you to recreate the mutant gangs that attacked Dust Falls during the Great Darkness. If the Arbitrator wishes, these new rules may be included in their Necromunda campaigns as options for Underhive Outcasts gangs.

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MUTANT

Mutants are misshapen outcasts who have fled a life of slavery or abuse to eke out an existence in the deepest parts of the underhive. Mutants who rise to lead gangs of Outcasts are often the toughest of their kind, 'blessed' with a variety of advantageous and terrifying mutations.

A Mutant has access to the following skills:

Agility	Brawn	Combat	Cunning	Ferocity	Leadership	Savant	Shooting
-	Primary	-	-	Secondary	Primary	-	

In addition, Mutants can also choose Outcast Mutations in place of skills (see Outcast Mutations on page 7). Furthermore, if the Leader of an Underhive Outcasts gang has the Mutant Archetype, then Outcast Mutations will also be available to Underhive Outcasts Hive Scum in their gang.

MUTANT AFFILIATIONS

Mutants are trusted even less than most underhive scum, being somewhere below outlaws but slightly above Chaos worshippers in the eyes of the Clan and Noble Houses. For this reason, an Underhive Outcasts Leader that takes the Mutant Archetype can only have the Clanless Affiliation.

OUTCAST MUTATIONS

Exposure to the toxic depths of the underhive, or the radioactive badlands of the ash wastes, often warps the bodies of those that call them home.

Outcast Mutations can be acquired in one of two ways:

- When adding an Underhive Outcasts Hive Scum to a gang led by a Mutant, they may have a single Outcast Mutation purchased at the credit cost indicated on the table below. An Underhive Outcasts Hive Scum may never have more than one Outcast Mutation.
- Underhive Outcasts Leaders and Underhive Outcasts Champions with the Mutant Archetype treat Outcast Mutations as a Primary skill set, this means they can purchase them with XP and can choose one for free when added to the Gang Roster.

OUTCAST MUTATIONS

D66	OUTCAST MUTATION	CREDITS
11-13	Void Soul: The Mutant is immune to the effects of psychic powers – though the arbitrator may still rule that indirect damage from psychic powers, like a telekinetically thrown object, can still hurt them.	15
14-16	Eye Stalks: When the Mutant is in cover, ranged attacks against them suffer an additional -1 penalty. In addition, their vision arc is increased to 180°.	20
21-23	Extra Appendages: The Mutant increases their Attacks characteristic by 1. In addition, they may use up to three weapons with the Sidearm or Melee trait at the same time.	20
24-26	Horrific Appearance: This fighter gains the Fearsome skill. Furthermore, enemy fighters that start their activation within 3" of the Mutant must make a Nerve test.	15
31-33	Massive Claws: The Mutant's unarmed attacks are resolved at +1 Strength with an Armour Penetration of -1 and the Rending trait.	10
34-36	Needle Spines: Melee attacks against the Mutant are made at -1 to hit. In addition, once per battle, the Mutant may perform the Fire Spines (Basic) action: Fire Spines (Basic): All other fighters, both friend and foe, within 3" of this fighter suffer a S -, AP -, D1 hit with the Toxin trait.	15
41-43	Scaly Skin: The Mutant has a natural 4+ armour save, which cannot be improved by armour.	25
44-46	Tentacles: The Mutant may re-roll failed Initiative tests to see if they fall from ledges and other heights. In addition, their unarmed attacks gain the Parry trait.	10
51-53	Toxic Blood: When the Mutant suffers a Wound, immediately make an Initiative test for all other fighters within 1". Those that fail this test suffer a S -, AP -, D1 hit with the Toxin trait.	15
54-56	Two Heads: The Mutant does not suffer a penalty to hit when using the Twin Guns Blazing rule. In addition, their vision arc is increased to 180°.	10
61-63	Vast Bulk: The Mutant increases their Wounds characteristic by 1.	10
64-66	Wing Membranes: The Mutant can leap distances up to their Movement characteristic without making an Initiative test and never takes damage or becomes prone as a result of falling.	15

MODELLING MUTATIONS

Mutations, and mutant gangs, will require players to convert their models to represent the wide and bizarre range of options available. This can represent a fun hobby project in and of itself, as players delve into the extensive range of Citadel models and components in the construction of their gang.



OUT OF THE PIT

"Some things were never meant to see the light of Hive City."

Cormund Silvertooth, Deep Hive Prospector, Dust Falls

In this scenario, one gang must make a fighting retreat from a numerically superior foe, giving them time for their own reinforcements to arrive.

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ATTACKER AND DEFENDER

In this scenario, one gang is the attacker and the other is the defender. If this scenario is being played as part of a campaign, then the gang that issued the challenge is the attacker; otherwise, roll off with the winner deciding whether they will attack or defend.

BATTLE TYPE

This scenario is an Underhive battle; vehicles and Wargear that grant the Mounted condition may not be included in either gang's starting crew.

BATTLEFIELD

This scenario uses the standard rules for setting up a battlefield, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. No terrain can be placed within 3" of the centre of the battlefield.

CREWS

This scenario uses the standard rules for choosing a crew, as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*. The attacker uses the Custom Selection (10) method to determine their crew, while the defender uses the Random Selection (5) method.

DEPLOYMENT

The defender deploys all their fighters within 12" of any battlefield edge, at least 3" away from each other. The attacker then deploys their fighters within 6" of the centre of the battlefield.

GANG TACTICS

This scenario uses the standard rules for gang tactics as described in the Battlefield Set-up & Scenarios section of the *Necromunda Core Rulebook*.

ENDING THE BATTLE

The battle ends at the end of the ninth round, or if either gang has no fighters left on the battlefield at the end of any round.

VICTORY

If the defender has at least one non-Seriously Injured fighter on the battlefield at the end of round nine, they are the winner. Otherwise, the attacker wins.

REWARDS

CREDITS

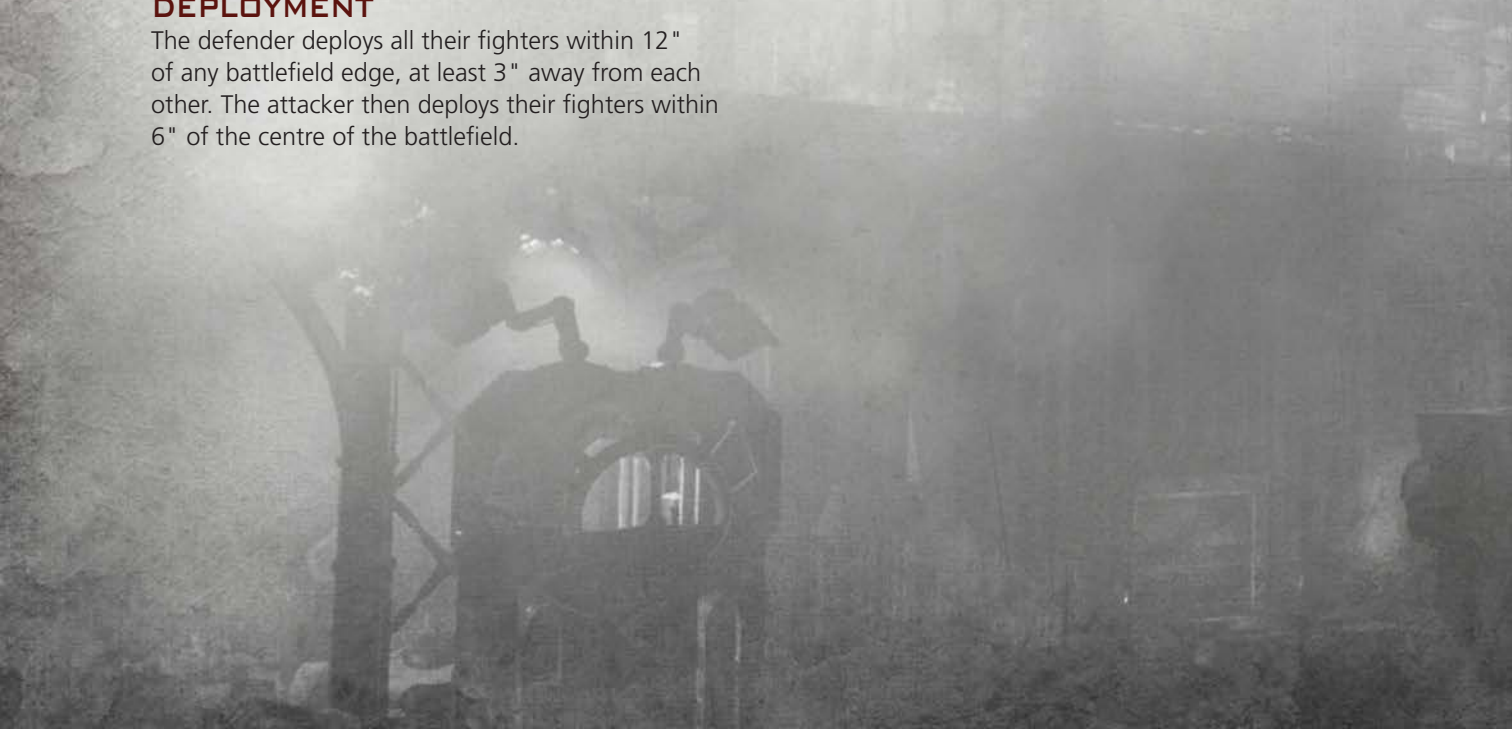
The victorious gang adds 2D6x10 credits to their Stash.

EXPERIENCE

Any Leader that is still on the battlefield at the end of the battle earns 1 XP.

REPUTATION

The victorious gang gains D3 Reputation.



RAINING DUST

Curtains of dust and detritus rain down across the battlefield, limiting visibility depending on where fighters find themselves. Each time a fighter makes a ranged attack, before making the to hit roll, roll 2D6 and multiply the result by 3. If the target of their attack is further away in inches than the result of the dice, then the attack automatically misses.

ENDLESS HORDES

The attackers have brought a large number of fighters to the battle, hoping their enemies will run out of bullets before their gang runs out of bodies. Whenever an attacking fighter with the Gang Fighter (X) rule goes Out of Action, rather than rolling on the Lasting Injury table, place them to one side. The attacker may choose to return the fighter to play, by placing them within 3" of the centre of the battlefield at the start of the following round, before placing Ready markers next to fighters.

Whenever a fighter is recycled in this way, make a note, then at the end of the game any fighter recycled one or more times must make a roll on the Lasting Injury table.

HIRED SCUM

The defenders are heavily outnumbered but can count on some local scum to come to their aid. At the start of the End phase of rounds three, five and seven, D3 Hive Scum arrive as Reinforcements for the defender.

BATTLE FOR DUST FALLS

If players wish, they may use this scenario to represent the battle between Twistfist's mutants and the forces led by Balthazar Van Zep in the defence of Dust Falls. In order to do this, make the following changes:

- The defending gang can be represented by any Clan House gang or Venator gang built using the standard gang creation rules.
- The attacking gang is represented by an Outcast gang led by an Underhive Outcasts Leader with the Mutant Archetype built using the standard gang creation rules.

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