



NECRONS

The Necrontyr

In the universe of Warhammer 40,000, little is known about the origins of the ancient race known as the Necrontyr. They were one of the earliest sentient races in the galaxy, older than even the ancient Eldar, appearing only a few million years after the birth of the stars. Their world was scourged by the radiation of the massive, violent star it closely orbited, cursing them to experience drastically short lifespans. The Necrontyr spent eons expanding their technology in an attempt to extend their lives. Their technology developed Necrodermis, a "living metal", for constructing their ships with which they were able to leave their planet. These slow "tomb ships" full of cryonically frozen Necrontyr were sent to populate the stars over 60 million years ago. It was during their first difficult steps out into the wider galaxy that the Necrontyr first encountered the Old Ones. The differences between the two races were vast; where the Necrontyr had short painful lives, the Old Ones were blessed with incredible longevity, and where the Necrontyr were impatient, the Old Ones were infinitely understanding and patient beyond measure.

The Necrontyr grew bitter and jealous towards the Old Ones, and it was not long before this jealousy led the Necrontyr into a futile war against the Old Ones' civilization. The Old Ones were powerful psykers and had an unmatched strategic advantage in the form of the webway portals which allowed them to outmaneuver the Necrontyr at every opportunity. These significant advantages won out over the Necrontyr's superior technology. Then, scientists studying the Necrontyr home star discovered a being of incredible power feeding off its massive energy output. The full weight of Necrontyr science was put behind detailing this discovery and it was not long before the Necrontyr realized the potential such an incredible power might have on the war against the Old Ones.

C'tan

Being a huge mass of energy, without form, the Necrontyr forged Necrodermis bodies for the C'tan to inhabit

and as a result they were able to coax the C'tan into the material universe using 'The Star Bridge'. As the awesome power of the C'tan became material, the Necrontyr began to see these new beings not as guests, but as gods. The Necrontyr began to worship the C'tan as such, wanting them to destroy their hated enemies, the Old Ones. The first C'tan to pass into such a body was the Nightbringer, an incredibly powerful being who found the sweet life force of the Necrontyr far more to its liking than the tasteless energy of the star and massacred many to satiate its appetite. It was only after considerable persuasion and pledges of servitude that the Necrontyr were able to stop the Nightbringer long enough to bring to its attention the Old Ones and the other races in the galaxy.

Soon after, the Necrontyr made contact with several more Star Gods, including the Deceiver. The Deceiver, a weaker and far more insidious being than its companions, was much more popular with the Necrontyr to the point where it had to send many worshippers to pay homage to the other C'tan lest they grow jealous of him. He offered the Necrontyr a way to win the war: they would assume bodies of Necrodermis, built for war, and live forever, unbound by their deformities.

The Necrontyr agreed to the process and their consciousness were transferred into bodies made of Necrodermis. However, the transformation dulled their minds and senses. As such they became the Necrons, warrior-slaves of the C'tan, harvesting life across the galaxy. With the assistance of the C'tan the Necrons won victory after victory against the Old Ones and had pushed the Old Ones to the brink of extinction. At this time the C'tan started to feed off each other. Before long there were only four of the C'tan remaining (The Nightbringer, The Deceiver, The Dragon and The Outsider), the others having been devoured by their fellow gods.

The Old Ones, desperate to survive, cultured life forms with ever closer links to the warp. The Eldar were their proudest and most powerful creations during this period, and the first to create beings of power

to fight the C'tan. This period came to be known as the "War in Heaven". During the war the Eldar war god Kaela Mensha Khaine, first and most powerful of the beings created by the Eldar, fought the Nightbringer and won a Pyrrhic victory. As the Nightbringer's Necrodermis shattered, the Nightbringer exploded into shards of its deathly essence, which then shot into Khaine, permanently tainting him, while the Nightbringer simply transferred its conscious into another waiting body. C'tan, being solely of the material realm, were extremely vulnerable to psychic based weaponry and feared psychic weapons so much that they banded together to split the warp from real space. It was never completed due to the growing cataclysm in the warp.

The Enslavers

Then the Enslavers appeared. The increased psychic link that the Old Ones had nurtured mirrored the destructive impulses of the warring races in the warp. Rage, deceit and despair (and later, lust) took their first steps to sentience, feeding on the raw emotion and mass influx of spirits resulting from the War in Heaven. These entities eventually became the Chaos Gods Khorne, Tzeentch, Nurgle and Slaanesh.

Meanwhile, the Enslavers began to dominate the psychic races for their own agendas. They pushed their way into the real world, killing millions and entering the minds of any living creatures, which they drove to fight and die for them. The Old Ones' places of power fell to the horrors of their own creations. The Old Ones tried to save themselves by creating new races to defend their strongholds, but it was too late.

As for the C'tan, the sentient beings of the galaxy were being culled by the enslavers. While enslavers could not harm the C'tan, the C'tan's sentient food was disappearing. Instead of returning to a bland existence suckling the energy of stars, the C'tan elected to enter stasis, and await a new galaxy where sentient life teemed again.

Awakening

Now, many millions of years after the Enslaver Plague, the Necrons and their masters have finally awoken to reclaim the galaxy, and begin, once again, to herd the living as their cattle. Finally, after so long, the galaxy is ready for the return of the Star Gods of the Necrons. The deadly power of the invincible Eldar Empire is long gone and their race is scattered, the unstoppable might and momentum of the Emperor's Great Crusade has had 10,000 years to grind to a bloody and brutal stalemate against the inimical forces of the galaxy, and the Orkoid races have long since lost whatever cohesion they may ever have had. Even the Tyranids have shown an aversion to the Necrons, as well they might; since Necron metal could not be absorbed and digested, Tyranids could neither replenish their losses against the Necrons or engineer organisms designed to fight them. All who might have opposed the C'tan are either gone or humbled, the galaxy is a swirling maelstrom of regional and factional conflict and the lives of its trillions upon trillions of inhabitants are ripe for the picking. The deathly silent ranks of the Necrons stalk forth across their tomb worlds once again, to reassert their masters' rule and inspire fear in the living.

The Necrons in the 41st Millennium

At present, the Necrons are more of a shadowy presence than a full-fledged force. They strike from nowhere and without warning, slaughtering their enemies and departing before reinforcements can arrive. The origins of these attacks and their motives are unknown, though it is clear that the Necron forces in the galaxy are but the first glimpses of the full might of the Necron war machine. Of the four remaining C'tan, only two are active: The Deceiver and the Nightbringer. The Deceiver has been active for much longer than the Nightbringer, infiltrating various cultures and manipulating events. The Nightbringer was later intentionally awakened from its tomb on Pavonis by



the Deceiver, as the cunning C'tan knew it would need to draw on more of the Necron forces to take on the current war-torn galaxy. The other two are the Void Dragon and the Outsider: both are currently dormant.

Necron scout ships recently bypassed the fleets and defenses protecting the Solar System, reaching the very surface of Mars (hometown of the Adeptus Mechanicus) itself before being destroyed. Some reason the landing is linked to the resting place of the fourth C'tan, the Void Dragon, entombed deep beneath the Martian surface. Understandably this casts doubt on the supposedly impregnable status of Holy Terra, and the incident remains a heavily-guarded secret within the Imperium.

Necron forces originate from uncharted tomb-worlds. Their phase technology allows them to swiftly deploy anywhere in the galaxy. In defeat they "phase-out" and return to the tomb-world for repairs. Any Necrons that have fallen in battle can either be repaired there and it will continue to fight or it will phase out and return to its tomb world to be rebuilt by the Tomb Spydery there. Very rarely does anything remain of the Necrons after an attack regardless of whether it was successful or not.

Other than direct battle, the Necrons have infiltrated the Imperium to an unknown extent. Their elite anti-psyker troops, the Pariahs, are a cross-breed with human genes and it is as yet unknown if the Necrons developed the Pariah project by themselves or with the help of Imperial traitors (or possibly even Adeptus Mechanicus). It is known, however, that the C'tan had the Pariah gene placed in the human gene pool several million years ago. This has since manifested itself in the agents of the Culexus temple, specialist anti-psyker assassins and Untouchables such as Alizebeth Bequin, one of Inquisitor Eisenhorn's entourage



Necron Bestiary

What follows is a listing of the two most common Necron encounters, the Necron Warrior and the Scarab. Future Apocrypha Articles may deal with other sorts of Necron encounters.

Necron Warrior

Necrons are the unholy relic of some past conflict ages past. Living Metal given a human shape and weapons capable of shredding a man to the bone and beyond. Due to their mechanical nature Necrons are slow and clumsy in close combat and we would advise Acolytes to target them this way but for one thing, these unholy creatures are extremely sturdy and reliable, they do not know fear or pain, their bodies repair themselves rapidly and the technology of their weapons gives them lethal firepower and hand to hand capabilities.

It is advised that Acolytes requisition any other Imperial Forces using the Exterminatus Protocol and engage these foes with overwhelming numbers and firepower.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
35	40	30	30	20	32	25	45	05

AP - 7 (all locations), **Wounds** - 12, **Size** - Humanoid

Trappings - Gauss Flayer

Traits - Armour Plated, Auto-Stabilised, Fear 2, Dark Sight, From Beyond, Machine (5), Unnatural (strength, toughness), Unnatural Senses, Sturdy, Regeneration

Special Rules -

Mysterious and Unknowable, when a Necron is finally killed it must pass a WP test to avoid phasing out and vanishing to wherever it was sent from, whether this is a Tomb World some light years away or one of the vast Necropolis ships.

Strength in Numbers

If part of a group of necrons (5+) and more than 25% of the force is "killed" then all remaining necrons must pass an average WP test to avoid phasing out of action and vanishing. If 50% of the group are taken out then the WP test becomes Challenging, if 75% are killed then all of the remaining Necrons phase out and vanish.

Scarabs

Before the incursion of Necrons it is said that these small insect like creatures appear, paving the way for the assault. Not terribly deadly in single numbers, these creatures rely on sheer numbers to overwhelm infantry but can be deadly against armoured vehicles or anything reliant on technology, they use some unknown device to penetrate deep into the workings and cause them to overload or just fail.

They take the form of small shells of silver with many legs, easy to mistake for a field of Debris until they activate and jump upon their target. Acolytes who sight these creatures are advised to send a distress signal to their commander instantly and be alert for any reports of power fluctuations in nearby settlements or outposts. Extreme caution is advised.

Main Profile								
WS	BS	S	T	Ag	Int	Per	WP	Fel
25	15	40	40	15	10	30	45	05

AP - 5, **Wounds**- 6, **Size** - Miniscule/Tiny

Trappings - Natural Weapons - Insectoid Legs and Mandibles, Inbuilt disruption field

Traits - Strength in Numbers, Mysterious and Unknowable, Machine (5), Fear 1, From Beyond, Regeneration, Sonar Sense, Strange Physiology, Unnatural Agility (x2), Natural Weapons



Optional Rule - Scarabs can be represented as a swarm of creatures, in this case count each individual as having 2 wounds but use the profile above to represent the swarm, once the swarm loses 2 wounds then it can no longer regenerate them.

Therefore A scarab swarm with 16 wounds takes damage from lasgun fire, it has 16 wounds so there are 8 scarabs in the swarm, it takes a total of 5 wounds and so loses 2 members and one member is damaged, the swarm can now only regenerate up to 12 wounds.

Weapons

Gauss Flayers

The basic weapon of the Necron menace, effective and brutal it literally tears chunks off its victims and draws them back into the weapon itself. What it does with the contents is so far a mystery...

Special

Recharge, Reliable, Unbalanced, Unholy Tech-
On a damage roll of 10 flayers count as Warp Weapons, allowing them to ignore all mundane armour and reduce it to little more than shreds of material, if using the Righteous Fury special rule then if the next shot hits consider that location to half its AP permanently.

Using weapons in Close Combat - Necron weapons are used as clubs in hand to hand, counting as improvised mono weapons, effectively removing the Primitive quality from them and increasing damage

Gauss Flayer

Class	Range	RoF	Dam	Pen	Clip	Wt
Basic	120m	Sing	1d10+6	R	4	- 15kg

Disruption Fields

Class	Range	RoF	Dam	Pen	Clip	Wt
Pistol	5m	S/-/	2D10E	6	-	4Kg

Disruption Fields

Used primarily on Scarabs but known to be used on other Necron troops as well, these small devices are mounted internally and create an electronic field which destabilises or damages mechanical systems, with little effect on natural targets. Scarabs tear into the hull and roam inside the machines workings, triggering this device repeatedly and doing what they themselves can to damage vital components.

Qualities - Reliable, Recharge, Machine Domination

Machine Domination - for use without the Apocrypha: Vehicles and Riding Beasts.

On a roll of 9 or 10 on the damage dice this machine penetrates armour utterly and goes to work on the electrical systems of a vehicle, preventing it from moving or firing depending on circumstances and location. Otherwise it will do 2d10 damage to vehicles with 6 penetration, as the field works mainly on technical objects it will do only 1d5 damage to organic targets in the form of flash burns

Machine Domination - for use with the Apocrypha: Vehicles and Riding Beasts.

Disruption fields work purely on mechanical objects, affecting anything reliant on electricity but doing little damage to people or organic objects, apart from some flash damage as such they do 1D5E damage to organic targets. They will not affect guns unless these use electrical components, such as las weapons, any gun affected by a field will suffer from the Unreliable quality for 1d5 rounds.

For the purpose of affecting Tech Priests or Servitors with a lot of electric equipment, treat any damage as Fatigue.

Against vehicles the disruption field works best when the scarab has infiltrated the vehicles hull, using its claws the scarab will dig inside and activate the field to disrupt the target. To dig inside the vehicle the Scarab must spend 1 full action to dig into vehicles with AP 15 or less, 2 full actions to dig into vehicles with up to AP 20 and 3 full actions to dig into vehicles with up to AP 25, with this following the same trend as the AP value increases (AP 40 will require the scarab to spend 6 rounds digging into the vehicle).



If the Scarab is hit by enemy fire while perched on the vehicle it must pass an agility test to stay perched on the vehicle.

Once the Scarab has dug in it then spends a full action to crawl inside and trigger the disruption field, roll once on the d100 damage chart to see what happens to the vehicle, reducing the damage by the AP of the location (to a minimum of 1) to see what affect the field has this turn, the damage is a result of both the Scarab running around inside the hull tearing at things as well as the field itself.

If the Scarab is in a passenger compartment or the hull itself (anywhere there are passengers or crew) then it can be targeted as normal, but firing at a small robot in a confined space is not without its dangers... Not to mention what happens if the Scarab chooses to attack the driver...

