

NECRONS: CAMPAIGN EXPERIENCE

These tables are meant to represent the fate and destiny of the ancient leaders and viziers of a grand dynasty. A C'tan is an enslaved creature who only yearns for freedom, not victory! For a Necron army taking part in a Campaign, any model with the Independent Character Special Rule is classified as a Character for the purposes of the below tables.

As a rule this will be most HQ choices, and some Lord of War choices.

INJURIES

Despite all their technology and repair sub-routines, even the Necrons can be damaged and destroyed. Some of their lords may return to the field with a body with not a blemish upon it, but there may also be those whose frame creaks and groans as it wades onto the battlefield. Whilst a Necron cannot truly die per say, there can be other problems that arise in reanimation that would make the ancient being wish for the cold embrace of death.

If a Character is ever removed as a casualty during a game, roll on the below D66 table after the game has finished, and find out what has befallen the character.

11-12: Lost to the Ages - *Your form stands silent, unresponsive to your will. Your legions await orders that will never come. There is only darkness now, forevermore...* The Character is dead and may not be used again in this Campaign.

13-16: A New Form is Needed - *Your previous shell is beyond repair and a new form is hastily prepared, although the quickened process may result in some lesser function-* The Character cannot participate in the next Campaign Game. Additionally, when they are used again, roll a D6: 1 = Damaged Repair Subroutines, 2= Broken Servos , 3= Shattered Thoughts, 4-6= Slow Repairs. The normal rules for these effects apply, as below.

21-22: Damaged Repair Subroutines - *By some quirk of the damage sustained, your living metal body is slower to repair spontaneously than it was before.* The Character has -1 Reanimation Protocols for the rest of the Campaign.

23-24: Broken Servos - *Your body has taken heavy damage, and even your great technology may be unable to fix it without going into the Deep Sleep again. That is not an option.* The Character has -1 Toughness and you always move as if in Difficult Terrain for the rest of the Campaign.

25-26: Shattered Thoughts - *Your body may be undamaged, but your mind does not always make the transition smoothly. Sometimes whole parts of your very being disappear.* The Character has -1 Weapon Skill and -1 Leadership for the rest of the Campaign.

(Results 21-26 do not stack. If you get the same result again later in the Campaign, including if via the A New Form is Needed result, treat it instead as 31-36 Imperfect Repairs , as detailed below.)

31-36: Imperfect Process - *The reanimation procedures are intrinsic and delicate, and being rushed has resulted in faults to your form until they can be repaired properly.* Roll a further D6: 1-2= -1 Strength, 3-4= -1 Armour Save, 5-6= -1 Attack. This effect lasts for the duration of the next game.

41-46: Repaired - *Your form has taken some minor damage, nothing of which cannot be resolved with ease. The Character makes a full recovery, and may otherwise be used in the next game.*

51-52: Over-active Nanoscarabs - *A swarm of micro repair scarabs conduct astonishingly quick field repairs, whilst also getting in the way of your strikes, much to your chagrin.* The Character gains +1 to Reanimation Protocols, but also -1 Attack. At the end of each subsequent game, you may keep this effect, or decide to dismiss the scarab swarm, causing the effect to end.

53-54: Echoes of the Past - *A memory of the times before your metal form stirs within you, of the Transference, when your body was skilled flesh, albeit weak. It feels so real.* The Character gains +1 Weapon Skill and +1 Initiative, but you suffer -1 Strength. At the end of each subsequent game, you may keep this effect, or bury the ancient thoughts and reconnect with your metal form, causing the effect to end.

55-56: Arrogant Reformation - *The mortal races may have struck you down, but do they not realize you are beyond death? You will show them their folly personally.* The Character gains Fearless, but must always attempt to Charge, and must issue or accept any Challenges in combat. At the end of each subsequent game, you may keep this effect, or be content in having taught the lesser races their place, causing the effect to end.

(Results 51-56 do not stack. If you roll the same result again later in the Campaign, AND their effects are still active, treat the roll instead as result 41-46 Repaired, as detailed above. You can however regain the effect if you recovered from it previously.)

61-64: The Reaper's Shadow - *Unlike the lesser races, you have already transcended death. Use it against them, and make them fear death once more.* The Character makes a full recovery, and may otherwise be used in the next game. Additionally, for the next game all enemy models within 12" of the Character lose -1 Leadership.

65-66: By The Might Of Dynasties Past - *You are renewed completely, reaffirming your belief that your legacy is undeniable. Exert your power over the legions, and march to war!* The Character makes a full recovery, and may otherwise be used in the next game. Additionally, you have Rampage in the first round of any Combat against a unit from the army that slew you for the rest of the Campaign. Furthermore, for the next game all Friendly models gain And They Shall Know Fear whilst the Character is alive.

GLORY OF THE DYNASTY

The living metal frames of the Necrons are an ancient technology, able to adapt and react to the war that rages around it if it does not need extensive maintenance or replacement. Merely taking to the field of battle is not enough for the leaders of the Necrons however, their pathological need to show their superiority means many of them have to prove their supremacy.

If a Character survives a game during the Campaign, AND achieves one of the below Tasks, they can roll on the D6 table further down. The bonus provided lasts for the rest of the Campaign.

Tasks -

- *Personally achieve or hold more Victory Points than the opponent's Warlord by the end of the game.*
- *Kill one of each unit type your opponent has in their army. For example, if your opponent has 3 Infantry Units, 2 Vehicles and 2 Bike Units, you would need to kill 1 Infantry, 1 Monstrous Creature and 1 Bike Unit. Unit Subtypes such as 'Jump' or 'Tank' do not need to be accounted for, Super Heavy Vehicles count as Vehicles, and Gargantuan Creatures count as Monstrous Creatures*
- *Win 2 Challenges, either by slaying the opponent, or inflicting more wounds in a given round- ie if you inflict 2 wounds and your opponent inflicts 1, you 'win'.*

Glory of the Dynasty:

1: Enhanced Frame - *Living metal galvanises across your body, increasing your power:*

Roll a further D6 - 1-3 = +1 Strength, 4-6 = +1 Toughness

2: Predictive Analysis - *Incredible logic patterns enable you better gauge your foes' strikes:*

Roll a further D6 - 1-3 = +1 Weapon Skill, 4-6 = +1 Initiative

3: Implacable Monarch - *The reclamation will not be stopped and you will not be denied:*

Roll a further D6 - 1-3 = Scout, 4-6 = Crusader

4: Mighty Willpower - *You've endured things that would break the mind of lesser beings:*

Roll a further D6 - 1-3 = Adamantium Will & 3+ Invulnerable Save against Force Weapons, 4-6 = Stubborn.

5: Master Strategist - *Lessons of the past are applied with cold efficiency to the present:*

You may choose to re-roll 2 of the following: Deployment - Type or Zone, Seize the Initiative, Variable Game Length

6: Ancient Conqueror - *In ages past your battle acumen was renowned across the empire: Choose any of the above results. You must still roll any further D6 required.*

If you roll the same result on the Glory of the Dynasty (including any sub rolls) at a later date, you must re-roll. For example, Sehkmet is about to roll on the Glory of the Dynasty, and already has +1 Strength from a previous roll. If he rolled a 1 again, you should still roll the further D6 to see if he gains the +1 Toughness. If however he rolls a 1-3 for the +1 Strength, he would have to re-roll the entire table. On his re-roll he gets a 5, and thus would gain the Master Strategist bonus. If you roll the same result on the Glory of the Dynasty

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LEGACIES OF THE C'TAN

Whilst the C'tan are shattered versions of their former selves, their influence is still felt to this day by those who remember the Star-gods, but knowing they are broken slaves fills the prideful Necrons with purpose and strength. They are achieved by fulfilling certain tasks and feats throughout the Campaign. Some could be completed in a single game, others may require more time. How much you want the reward, and the effort you put into getting them, is up to you. The rewards are mighty, but remember personal glory may not be enough to triumph over your foes...

Essence of the Nightbringer: *An extremely powerful C'tan, the Nightbringer is said have slain and devoured many of its brothers in an effort to achieve domination over the galaxy. Its power, and thirst, could be harnessed.*

- **Kill 3 Independent Characters in a Challenge.**

- The Character regains 1 Wound lost earlier in the battle if it slays at least 1 model in the Combat Phase. Additionally the Character and any unit it joins gains Hatred.

Essence of the Deceiver: *Like the Deceiver that tricked your people and was even capable of matching wits with the Eldar Gods, you are able to befuddle your foes as if they were mere children fumbling in the dark.*

- **Destroy an enemy unit holding an Objective, then hold that same Objective for at least 2 turns.**

- Whilst the Character is alive, once per enemy turn you can pick one of your opponent's units in Reserve to suffer a -2 to their Reserve Roll, chosen before the roll is made. Additionally, the Character has Stealth.

Essence of the Void Dragon: *A master of technology, the Void Dragon was able to manipulate the very fibres of its own armies war machines, and of its enemies, something which can be honed for use in a limited area -*

- **Destroy 4 Vehicles.**

- At the beginning of your Shooting Phase, pick a Friendly Vehicle within 18" to gain the Power of the Machine Spirit rule. At the beginning of your Opponent's Shooting Phase, pick an Enemy Vehicle within 18" - It takes an automatic Haywire hit, and one randomly selected weapon can only fire Snap Shots this turn.

Essence of the Flayer: *Whilst the Flayer Virus threatens to overtake the mind, it affords great power and fury that emanates from those who embrace it, so long as it can be kept in check.*

- **Inflict 25 wounds in Close Combat on any non-Independent Character enemy models. Any attacks that inflict Instant Death confer the number of wounds that the enemy model had remaining when removed.**

- Character gains Rage and Shred in Close Combat. Additionally the Character and any unit the join gain Furious Charge.

Essence of the Outsider: *The Outsider was driven mad by the voices of all its kin it had devoured, and a small fragment of this madness seems to exude forth onto the battlefield.*

- **Cause, or be part of a unit that causes, 5 Morale, Fear or Pinning Checks on the enemy.**

- All Enemy models have -1 Ld when within 12" of the Character, and -2 Leadership when in Close Combat with the Character. Additionally the Character and any unit they join causes Fear.

Essence of the Burning One: *When the Necrons entered the Webway during the War in Heaven, it was the Burning One who led the way and destroyed much of its pathways, but the yearn to destroy still burns brightly.*

- **Kill 10 models that are eligible for a Cover Save of 4+ or better from Terrain. The models slain do not have to have used the Cover Save.**

- At the start of the game you may reduce the Cover Save of any D3 Terrain pieces by 1, to a minimum of 6+. Additionally the Character and any unit it joins has Soul Blaze on all its Shooting and Melee attacks.



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