

CHAPTER APPROVED

Introduced by Andy Chambers



Greetings citizens, and welcome to The Emperor's Most Beneficent Chapter Approved column. The foul canker of The Alien is always an affront to the Imperium but it is my unpleasant duty to release details of another alien threat this month – that of the race known as Necrons. The well-known deviant and heretic Rick Priestley (Inq. file crossref. 21/20/21/7.5st. "Crimes against Sanity" Vol XXIV) has prepared a treatise on these highly dangerous raiders (ably assisted by Scribe Primus Gav Thorpe). All loyal commanders are advised to examine this information and be on the lookout for Necron depredations in all Segmentum. After this we

have a summary of information on the corrupted Terminators of the thrice cursed Traitor Legions, from Agent Jervis Johnson. At no little cost to his own sanity, he has uncovered details of Chaos Terminators who have pledged themselves utterly to the dark gods, gaining foul blessings in exchange for their immortal souls. I have also released additional information in response to queries from commanders about certain of the common rules of engagement, in the form of questions and answers.

NECRONS

By Rick Priestley

First Contact

Comments on the Necron army list

This info on Necrons is an early draught (with an eye towards a Codex later), and we could use some feedback on it and how it plays. What we want to do is put together a database to track the success (or lack of it) enjoyed by Necron forces. You can help out by reporting on the results of games involving Necrons. Just send a postcard in to Chapter Approved with the following information on it.

What armies fought (ie. Necrons vs ?????).

What points value the game was.

What scenario you played.

The names of you and your opponent.

What the result was.

Of course other comments on rules, points values, etc. are welcome, but please don't send in ideas for new troop types and weapons – we've already got plenty!



As you might know, the new Warhammer 40,000 book includes lists for all the major Warhammer 40,000 armies but not a list for the Necrons. This is because at the time the book was written we didn't want to include a Necron list as the Necron race was (and still is) under development. Anything we might have written would have been subject to rapid change so we decided to leave things to White Dwarf. None-the-less miniature designer Dave Andrews has found time in his action-packed schedule to fit in some cool new Necrons amongst all the Battlefleet Gothic spaceships, Chaos Space Marines and exciting new projects which we'll be telling you about soon.

The lists and new rules in this article enable you to field a force of Necrons using the new Warhammer 40,000 game. It wasn't too hard to put this article together because the ideas for the new Warhammer 40,000 game were already well established when the original Necron rules were written (in fact the Necron rules were originally designed to work with the new Warhammer 40,000 and I had a devil of a job retro-designing them for the old version). In a sense they are the first new race to be developed for the latest version of the rules. That's if you don't count the Kroots (counting Kroots is a recognised medical condition round these parts).

THE STORY SO FAR

The story of the discovery of the Necrons and some insight into their long and disturbing history can be found in WD issues 217 and 218. To summarize briefly... 'the Necrons are a biologically dead race that was wiped out in a galaxy wide catastrophe approximately 60 million years ago. Faced with extinction the Necrons constructed metal bodies as repositories for their hyper-advanced minds. To weather the impending galactic bio-meltdown the Necrons constructed huge stasis chambers to shelter inside. They have been there ever since, resting until a such time that the galaxy was safe for them to emerge.'

The discovery of some of these stasis chambers

has triggered the emergence of isolated groups of Necrons all over the galaxy. Quite what their purpose is remains something of a mystery. Necrons confine their activities to raiding and taking captives. They are known to perform grizzly biological experiments upon human prisoners. Some believe that the Necrons, possessed as they are of a vastly superior scientific knowledge, are attempting to rebuild their race in biological form. Others hypothesise that the Necrons are no longer possessed of rational minds. Some say that millions of years of stasis has degenerated the Necrons' electronically encoded personalities so that only crude instincts and half-remembered purposes remain to drive their metallic bodies.

THIS LIST IS...

The Necron army isn't finished yet! The models currently available are just the start of what will eventually be a complete army to which we plan to add plastic models, vehicles and a range of troop types. We fully intend to make special pieces and everything you'd expect from an army. Right now we're still trying out new ideas and dreaming up new troops and machines. Some of these are a bit too raw and bleeding to be wheeled into public view just yet. So, please take this list for what it is... a working copy of a list for a new Warhammer 40,000 race which is still in development.

SPECIAL RULES

White Dwarfs 217 and 218 included a variety of special rules for Necrons. Many of these were designed to make Necrons work in the old WH40K and are not needed in the new game. In other cases we've changed the way the Necrons work because we wanted to or because there seemed an overwhelming response from players to have them work a certain way.

1. NECRON WEAPONS

Necrons have four different kinds of gauss weapons: the gauss gun carried by Necron Warriors, larger gauss blasters carried by Necron



Necron raiders overwhelm an Imperial outpost.

Immortals and the heavy gauss cannon, mounted on Necron Destroyers. These were described pretty thoroughly in previous White Dwarfs, except for the blaster which is new. The fourth type of gauss weapon is the gauss grenade. Unlike most other weapons, gauss weapons have the ability to 'flay' chunks of metal from even the most heavily armoured vehicles, and this gives them a certain amount of penetrating power beyond what might be expected. To represent this a hit on a vehicle from a gauss weapon will always score a Glancing Hit on the score of a 6, even if the target's armour value is greater than could normally be penetrated.

Necron Lords carry a staff of light – a mysterious, short ranged weapon with the profile shown below.

Gauss grenades are used in assaults against vehicles. Any hit inflicted on the target by a unit equipped with gauss grenades will score a Glancing Hit on a D6 roll of a 6 regardless of the vehicle's armour value. However, as with krak grenades and melta-bombs, only 1 attack can be made per model. No bonus attacks are added from additional weapons, charging, or anything else.

NECRON WEAPONS SUMMARY

RANGED WEAPONS

Weapon	Range	Str.	Armour Piercing	Notes
Gauss Gun	24"	4	5	Rapid Fire
Gauss Blaster	24"	5	4	Assault 2
Gauss Cannon	36"	6	4	Heavy 3
Staff of Light	12"	5	3	Assault 3

2. MORALE

In the new 40K the loss of unit morale represents the way a unit falls back under fire, rather than turning on its heels and running off in a complete tizz as in the old game. Although Necrons are unlikely to panic or flee, they will retreat where circumstances make it sensible, logical, or advantageous to do so. For this reason Necrons take morale checks as described in the game rules.

A broken Necron squad that is assaulted regroups automatically – the Necrons reconsider their withdrawal in the light of the immediate danger. This also applies if an enemy advances after a Necron unit after breaking them in an assault – the broken Necrons regroup at the end of their fall back move, just like Space Marines. Note that Necrons can be destroyed in a crossfire, in which case the models are removed immediately. The Necrons are not actually destroyed or surrendering, they use their internal teleporters to remove themselves from the battlefield before they can be seriously damaged.

When it comes to regrouping, ignore the requirement for a unit to be at 50% of its starting strength. Necrons can always attempt to regroup although they must still pass a Leadership test to do so.

3. 25% PHASE OUT

Although Necrons are not affected by panic or disaffection, being for the most part mechanical, they can still recognise a hopeless situation. Once the number of functioning Necron models is down to 25% or less of the original size of the force, the remainder will automatically phase out using their internal teleporters. Any models which are out of action do not count towards the remaining force, and will automatically phase out together with the rest. This is the only way to drive away a Necron force – destroy at least 75% of them!

4. SCARABS

Scarabs now work in quite a different way compared to the earlier set of rules. They now come in units and they can fight in close combat. They also explode! As this makes them more conventional in most respects, they are covered by the army list entry.

5. WE'LL BE BACK!

If a Necron Warrior, Immortal or character model should be 'killed' do not remove it from the tabletop but lay the model down instead. The model is 'out of action' but, being a Necron, gets a chance to make a comeback in its following turn.

At the start of the Necron player's turn roll a dice on behalf of each 'out of action' Necron Warrior or Necron Immortal model that is within 6" of at least one other 'living' Necron model of the same type. Any Warrior or Immortal models which are 'out of action' but not within 6" of a functional Necron of the same type will automatically 'phase out' and are removed from the game. The Necron player can also roll a dice on behalf of any Necron Lords that are out of action, regardless of whether there are other Necrons nearby. Necron models hit by a weapon which inflicts instant death (ie: weapons with twice the Strength of the Necrons' Toughness) are totally obliterated and are removed straightaway – there is no chance of them self-repairing.

SCORE

1-3

RESULT

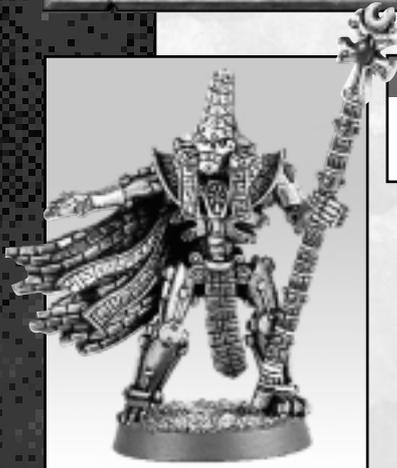
Necron is beyond repair. Model phases out from the battlefield and disappears. Remove the model as a casualty.

4-6

Necron rises to its feet ready to continue fighting. It will immediately move to join the closest unit of the same type if it is a Warrior or Immortal. Move the model into coherency distance if it is not already within 2". Once joined with a unit, the Necron moves and fights with it – any movement it may have already made is disregarded.

6. VICTORY POINTS

See this month's Chapter Approved 'Questions and Answers' section for rules on how to work out victory points for combined units.



Necron Lord

NECRON LORD

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Necron Lord	85	4	4	5	5	3	4	3	10	3+

It is unknown whether these powerful Necron Lords are the leaders of the Necron attacks or whether they exist for another more sinister purpose.

Weapons: The Necron Lord carries a staff of light.

Special rules: A Necron Lord is an independent character as covered by the rules in the Warhammer 40,000 rulebook.



Necron Immortal

NECRON IMMORTAL

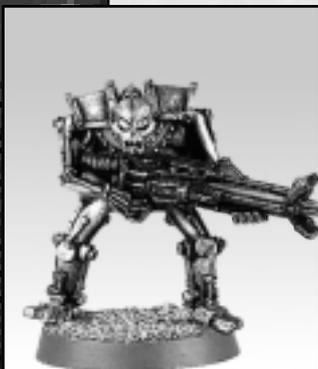
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Necron Immortal	28	4	4	4	5	1	2	1	10	3+

Necron Immortals are heavily armoured, extremely tough Necrons, who carry the terrifying gauss blaster weapon.

Squad: The squad consists of between 5 and 10 Necron Immortals.

Weapons: Necron Immortals are armed with gauss blasters.

Options: The entire squad can have gauss grenades at a cost of +2 points per model.



Necron Warrior

NECRON WARRIOR

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Necron Warrior	18	4	4	4	4	1	2	1	10	3+

Necron Warriors are super tough robotic killing machines of unknown origin, armed with the deadly and equally mysterious gauss gun.

Squad: A squad consists of between 5 and 10 Necron Warriors.

Weapons: Necron Warriors are armed with gauss guns.

Options: The entire squad can have gauss grenades at a cost of +2 points per model.

NECRON DESTROYER

	Points	WS	BS	S	T	W	I	A	Ld	Sv
Necron Destroyer	50	4	4	4	(4)5	1	2	1	10	3+

Necron raiding forces are accompanied by swarms of aerial attack vehicles or Destroyers.

Squad: The squad consists of between 3 and 5 Necron Destroyers.

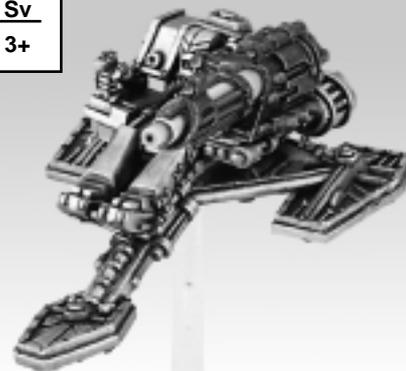
Weapons: A Necron Destroyer is armed with a gauss cannon.

Options: See 'Heavy Gauss Cannon' below.

Special Rules

Destroyers: Destroyers are equivalent to jetbikes and are covered by the Bike/Jetbike rules in the main rulebook. This means that they can mount heavy weapons and shoot as if stationary and, of course, they get the +1 Toughness bonus as shown on the profile. Check page 94 of the rulebook for rules covering bikes.

I'll Be Back: If a Destroyer goes out of action it cannot make a self-repair and come back as a Destroyer. However, its rider can make a return as a Necron Warrior assuming it is within 6" of a Necron Warrior unit. When a Destroyer falls casualty place a prone Necron model over the spot and make the I'll Be Back roll as normal.



Necron Destroyer with gauss cannon

WEAPON OPTIONS

Some of our playtesters felt that the Necrons' lack of a heavier weapon put them at a disadvantage over well armoured forces such as Imperial Guard. In part this is because the Necrons are light raiders by nature, and in part because we'd like to do a heavier weapon variant later! Meanwhile, we've added this option to upgrade Necron Destroyers with heavy gauss cannons.

Up to one Necron Destroyer per squad may upgrade its gauss cannon to a heavy gauss cannon at a cost of +10 pts.

Weapon	Range	Strength	AP	Type
Heavy Gauss Cannon	36"	9	3	Heavy 1*

*As with other gauss weapons, a hit will always penetrate armoured vehicles on the roll of 6 even if the armour value is 16+(!).

SCARAB

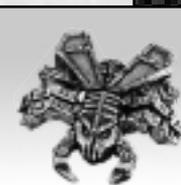
	Points	WS	BS	S	T	W	I	A	Ld	Sv
Scarab	6	4	0	3	3	1	2	1	10	4+

Necron raids include large numbers of small beetle-like robots, dubbed Scarabs by the Imperial Guard. These Scarabs latch themselves onto enemy machines before self destructing in spectacular explosions.

Squad: The squad consists of 3 to 5 Scarabs.

Scarabs: Scarabs move and fight in the same way as jetbikes, as covered by the rules for bikes and jetbikes in the main rulebook. They do not get a +1 Toughness bonus. Check page 94 of the rulebook for rules covering jetbikes.

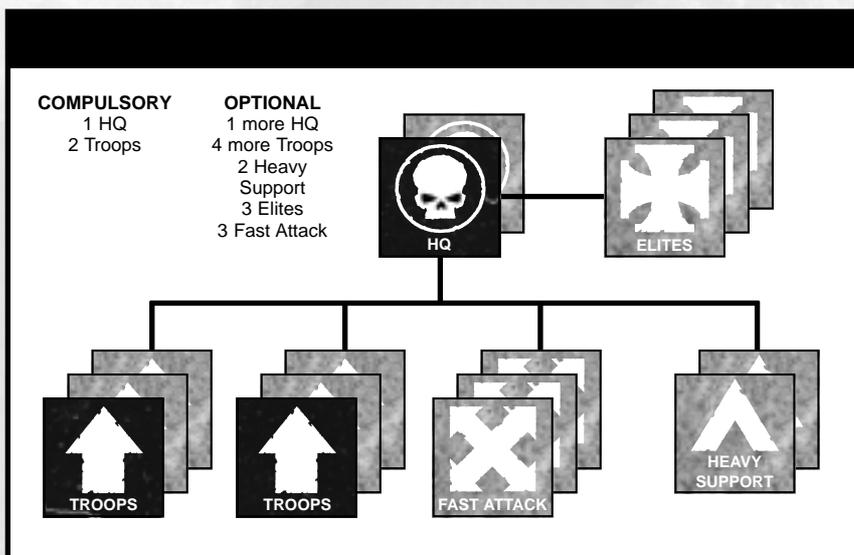
Destruct: Instead of attacking in close combat a Scarab can self-destruct instead. This causes one automatic hit on each target in base contact at a Strength of 3 and armour piercing value of 2. Against vehicles this causes 3 + 2D6 penetration. The Scarab is destroyed as a result (and can't save!). Work out damage on the target as normal.



NECRON ATTACK

NECRON SCENARIOS

When fighting against Necrons, use the following Force Organisation charts and Mission Generator. These represent surprise attacks by Necrons, enemy forces stumbling on a Necron stasis chamber or



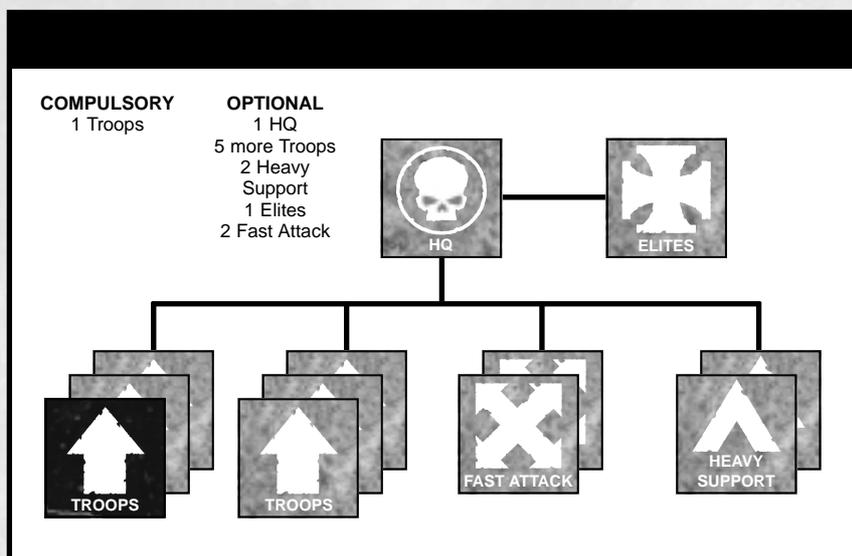
NECRON

FORCE

Note that the Necrons do not have any Heavy Support units at the moment, but we've included them on the Force Organisation chart in case we introduce some later or you wish to invent some suitably bizzare creations of your own.

ENEMY FORCE

As you can see, the Necrons' foes do not have access to many specialised units – the Necrons are often found on very isolated worlds by small scouting forces, and there have been no reports of them engaging in large scale battles with a numerous foe.



FORCES

Both players pick their forces from the Force Organisation charts given here, to an agreed points value.

TERRAIN

Set up the terrain in any mutually agreeably manner, taking into account any special features due to the mission being fought.

"We had been readying ourselves to raid an isolated human settlement on the desert world of Naogeddon, when the soulless ones attacked. The strike came as swiftly as it did silently. Before any of us knew it, one hundred or more perfectly synchronised, silver nightmares had risen from the sand surrounding us. All we could do was defend ourselves as they advanced methodically upon us, tightening the circle and bringing their ancient guns to bear.

I personal defeated enough to make them withdraw – they had however achieved their apparent goal. I was the only survivor of the ambush, the bodies of my fallen warriors were dragged away beneath the sand, a twisted parody of what I had intended for the human survivors of my own ill-fated attack."

Account of Lord Skarsila, Archon of the Kabal of the Black Claws.

If you wish to play against a Necron army, but you haven't pre-arranged to do this (you've gone to a club or whatever) you may find that your army is not allowed within the Force Organisation given above. If this is the case, any excess units in your army represent additional forces that are close by to lend a hand. For example, if you had three Heavy Support choices in your army, only one would be in your main force, the other two would be reinforcements. You may choose which of your excess units are the reinforcements, and these must be placed in reserve, even in missions which do not normally allow reserves. If the scenario normally uses reserves, these reinforcing units suffer a -1 modifier to their dice rolls when testing to see if they turn up, otherwise the reserve rules are used as written.

In scenarios which do not normally use reserves, when your reinforcements arrive they may move on from any table edge within your deployment zone. In a Breakout (where you have no table edge in your deployment zone) your reinforcements will arrive from the centre of one of the long table edges – roll a dice for each unit when it arrives to see which edge it moves on from.

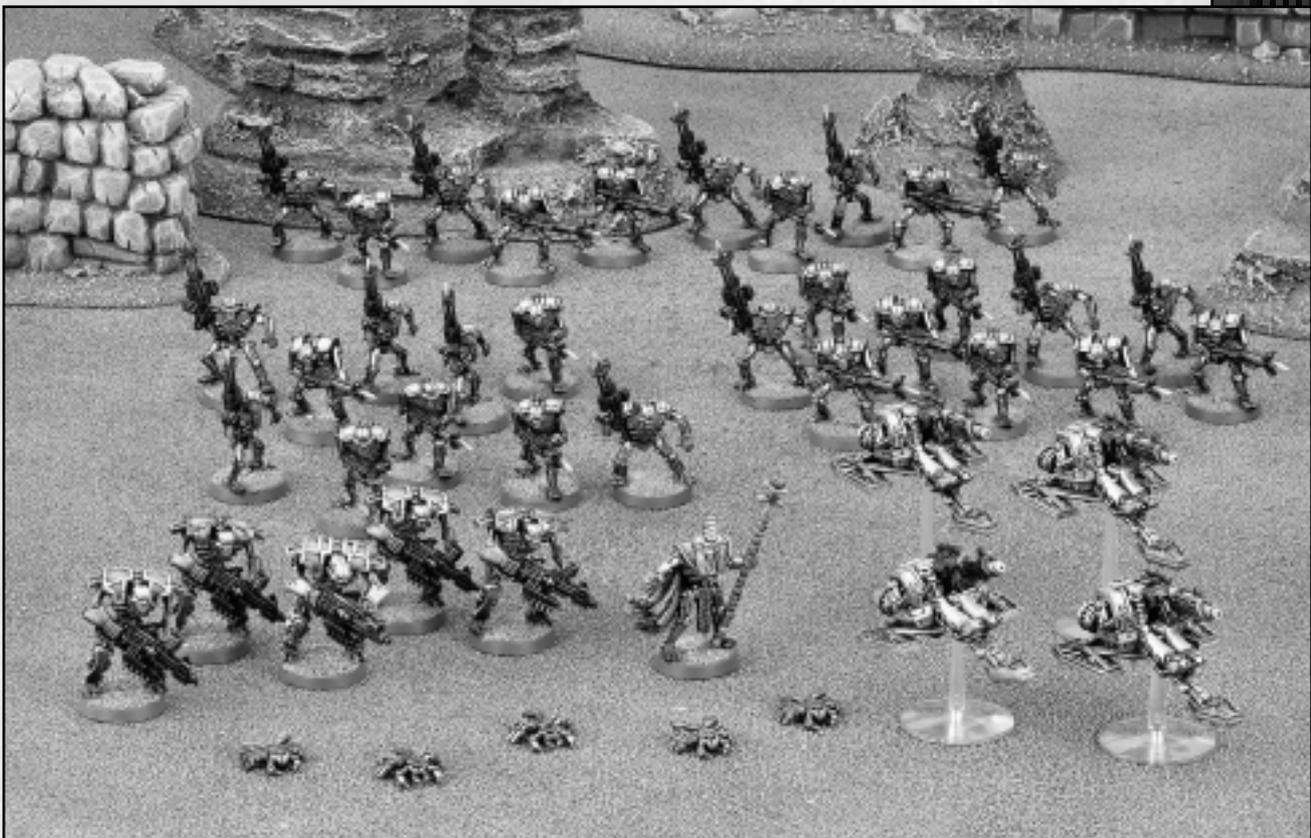
After choosing your armies roll a dice.

- | | |
|---|-------------------------------|
| 1 | BREAKOUT* |
| 2 | NIGHT FIGHT |
| 3 | RESCUE |
| 4 | AMBUSH** |
| 5 | STRONGPOINT ASSAULT*** |
| 6 | MEATGRINDER** |

* The Necrons are the defenders.

** The Necrons are always the attacker (even against Dark Eldar).

*** Use Strategy Rating to determine attacker. As Necrons can be encountered at varying levels of dormancy, they have a Strategy Rating of D3, rolled for every battle.



The Necrons gather under the leadership of a sinister Necron Lord.

Questions & Answers

Q Some units can grow or shrink because models leave them or join them during the game – for example Orks ‘mobbing up’, Blood Angels joining the Death Company, Necrons repairing themselves (wow, what an insightful question this is) and so on. How are victory points worked out for these units at the end of the game?

A In all cases like this it is the units that were originally chosen by the player which are important, and VPs are awarded for them. Models which go off and join other units are considered casualties for the purposes of working out half strength and victory points for the unit they left. The original size of a unit is used for calculating a unit’s half strength for victory points, even if it has had models added in later. However a unit’s current size is used for working out if it has suffered 25% casualties in one turn and needs a Morale check.

For example: take two Ork mobs, both 16 strong when they are chosen by the Ork player. One mob is badly battered in the game and reduced to 8 strong, but manages to ‘mob up’ with the other Orks, making them 24 strong. At the end of the game the mob which was battered and joined the other Ork mob is considered destroyed for the purposes of VPs – the surviving Orks which mobbed up are considered casualties. The other mob which got boosted to 24 models strong only counts as half strength for victory points if it gets reduced to 8 models (50% of its original size).

RAPID FIRE

Q Can Eldar Wraithlords take cover saves?

A Yes, providing the cover at least reaches their knees.

Q Can Terminators use grenades?

A No.

Q Do frag grenades or cover override the penalty of striking last for using a power fist?

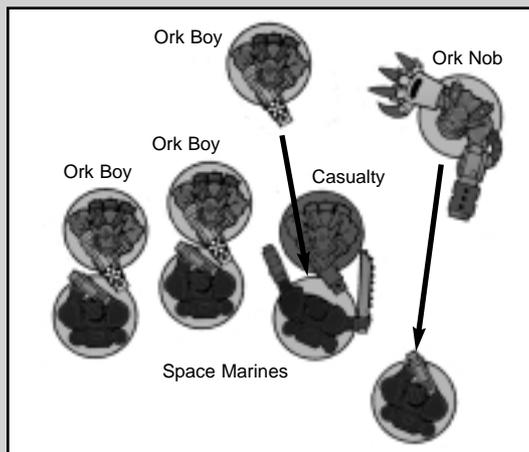
A No.

Q The Space Marine Codex lists vehicle upgrades in several different places which sometimes contradict each other. What are the proper rules?

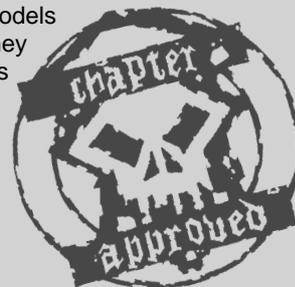
A Vehicles may only take upgrades specifically listed in their army list entry.

Q In the rules for units being partially engaged in close combat it seems to imply that unengaged models may fire in the shooting phase but doesn’t state specifically whether they can or can’t. Is it allowed to shoot with unengaged models? And may they shoot at enemy models from the unit attacking their buddies?

A Yes, unengaged models may shoot with the normal restrictions. They may not shoot at enemy models attacking their buddies unless the enemy unit is making a sweeping advance (see p69). However I suspect that this question is arising because the rules for drawn combats are not very well stated in the book. If a unit loses a close combat but passes its Morale check the result counts as a Drawn Combat (also p69). This means that all unengaged models move in to join the fight, moving up to 6" to fight an enemy model (going for unengaged opponents first). If this rule is applied, unengaged models at the peripheries of a close combat become something of a rarity – after the first round of fighting one of the units fighting will either fall back or both sides will move in any unengaged models to carry on the fight next turn.



For example: the Space Marine unit charges into the Ork unit. In the subsequent close combat the Space Marine unit succeeds in killing one Ork model, whereas the Ork unit inflicts no casualties in return. The Ork unit has to make a morale check for losing the combat and passes it, meaning that the combat counts as a draw. As both units have unengaged models to move in to the fight they roll off to see who moves first. The Ork player wins and moves his Ork Nob and Ork Boy into close combat with the two unengaged Space Marine models.



THE ROAD OF SKULLS

by Jervis Johnson

When we were working on the old 2nd edition version of Codex Chaos, I got to know a certain Graham Sheckles from the 40K mailing list on the Internet. Graham has to be one of the most dedicated and persistent followers of our Lord Khorne, and his e-mails always have some dedication or another to his patron deity (back in those days it was 'every day I pray for the Chaos Codex' – and it worked too!). Anyway, Graham got in touch the other day, worried that his carefully converted Khorne Berzerker Chaos Terminators would not be allowed under the new rules. "Don't worry Graham," I replied, "although there aren't special rules for Berzerker Terminators, you can still use them – they just count as Terminators now, that's all." This wasn't enough for Graham however – he wanted his beloved chain-axe wielding, 2+ armour

save protected, combi-weapon armed Berzerker Terminators to be even better than the common herd of Terminators. Well, because I hate to see a grown man cry (and because, if anyone really does have a chain-axe, it's Graham), in the end I've given in to his requests and come up with rules for 'Cult' Terminators. However, as I explained to Graham, I've charged a lot of points for the privilege of upgrading Terminators in this way, and you'll have to paint or convert your own models to represent them too, just like Graham did.



Cult Terminators

Chaos Space Marine Terminators may be upgraded to Khorne Berzerkers, Plague Marines, Noise Marines or Thousand Sons at an additional cost of +20 points per model in the squad. All of the models must belong to the same cult, and must be represented by a suitably converted model bearing the Mark of their patron power. The upgrade has the following effect:

Khorne Berzerker Terminators: Models in Khorne Berzerker Terminator squads add +1 to their Strength.

Plague Marine Terminators: Models in Plague Marine Terminator squads add +1 to their Toughness.

Noise Marine Terminators: Models in Noise Marine Terminator squads add +1 attack. Also Noise Marine Terminators may replace their combi-bolter with a sonic blaster at an additional cost of +10 pts. Up to three models may replace their combi-bolters with one of the following weapons: a blastmaster at +30 pts, or a doom siren at +15 pts.

Thousand Sons Terminators: Shooting attacks that have a Strength of 4 or less will not effect a Thousand Sons Terminator.

Fearless: In addition to the above, all Cult Terminators are Fearless and therefore will never fall back and cannot be pinned. They are assumed to automatically pass any Morale check.

WHAT'S CHAPTER APPROVED ALL ABOUT?

Each month Chapter Approved takes a look at the Warhammer 40,000 game and its rules, introducing different scenarios, weapons, rules and army list entries of all types, frequently stolen from Codexes in progress here at the Studio. It also acts as a forum for dedicated 40K players who have produced inspired, well thought-out and just plain brilliant additions to the game (as arbitrated by that well-known model of fairness and balance – me). If you've got something good for Chapter Approved then write in to:

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Willow Lane, Lenton,
Nottingham, NG7
2WS

Note: Please don't include rules queries etc. with your letters as the volume of mail (and the fact that I'm lazy) means in most cases I won't be able to send individual replies.