

Chasing the Storm Lord

3-Game Narrative for two Necrons Players

Note that this campaign started in 8th edition and finished in 9th edition.

Special Rules

Mondo- Overcharge Control Gear: Once per game Mondo can use My Will be Done/Wave of Command on any unit anywhere on the battlefield, but cannot use the ability again for the rest of the game.

Machina- Bond Beyond Aeons: If Mondo dies within 6in of Machina then Machina becomes the Warlord and generates a warlord trait. If Machina dies within 6 in of Mondo then Mondo gain +1 Attack and can reroll wound rolls against the unit that killer her.

Klank- Orbus Activate!: Whenever a <Necron> model dies within 3 in of Klank roll a D6. On a 6 that model can make either a shooting attack or melee attack. If the unit is a <Canoptek> it may attempt a charge before making the melee attack, if it fails it makes its shooting at -1 to hit instead. If the model is friendly add 1 to the roll. Models that are part of units may break coherency as part of resolving this action. Reanimation protocols still works later.

Scenario 1

Traces of Imotekh

The Machine Empire has been investigating the location of Trazyn and whatever of the Storm Lord's libraries exist throughout the galaxy. Mondo has been marginally successful at unearthing waystones which have led him to a small T'au outpost on a largely nondescript world on the outskirts of Ultramar. The little world had many more names than its limited importance would normally warrant, but it had changed hands many times over the aeons. To the Necrontyr, it was called Baed-shetah.

Of course, Mondo's Tombship made short work of the plodding child-race's pitiful fleet, but the battle left enough time for the presence of Necron vessels in the vicinity to awaken the sleeping Necron facility beneath the planet's surface. As Mondo's fleet fell into orbit, the ancient facility transmitted warning messages, demanding that the interlopers keep their distance. Ancient Necrontyr identification and key codes were denied wholesale. Whatever lay beneath the surface of Baed-shetah was for Imotekh's eyes only.

Still, there was a great deal of activity on the little world's surface. Swarms of scarabs toiled with great speed devouring wrecked T'au technology and using the digested energy to construct defenses for the Necron facility. The Machine Empire's chief Cryptek, Klank, surmised that the location would be nearly impregnable within the hour if the Machine Empire did not strike quickly. As such, Mondo ordered an immediate ground assault, mobilising whatever show of force could be mustered.

The Armies

The **Attacker** in this scenario are the forces of the Machine Empire while the **Defender** are the forces of the Sautekh Dynasty loyal to the Storm Lord.

Battlefields

The battlefield should be set up with rough, rocky, cratered terrain with no vegetation. Some Necron ruins would add to the ambiance of the battle, but any ruins will do. The center of the battlefield should be dominated with a large Necron structure; a Monolith model

would do for this purpose. This central ruin is called **The Vault**. Before Deployment begins, the Attacker must choose any one of the four Battlefield Edges to be their Home Edge.

Deployment

The Defender deploys first. They may deploy any of their Canoptek units completely within 9" of The Vault. The rest of their units are set up as **Reserves**. The Attacker deploys within 12" of their battlefield edge, but not closer than 15" of enemy models.

First Turn and Game Length

The Defender has been tracking the Attacker's forces, so they take the first turn. Use the random game length rules for this scenario, though the game ends immediately when the Sapping Threshold reaches 20.

Objectives

The **Machine Empire's** goal is to penetrate the defenses of the Sautekh research facility before its defenders all awaken and the anti-orbital batteries come online. The **Sautekh** defenders' goal is to repel the attackers long enough to bring the anti-orbital batteries online.

Special Rules

Reserves: The **Defender** uses the Reserves rule during this scenario. They treat The Vault as their Battlefield Edge for the purposes of setting up their Reserves during the battle.

The Tesseract Stasis Cage: Klank has maintained a small cadre of Tomb Sentinels which he keeps hidden away in a Tesseract Stasis Cage. He has brought

the Cage and its residents along in order to burrow into the Sautekh facility with great speed. The Attacker may set up 1-3 of their Tomb Sentinels in the Tesseract Stasis Cage during Deployment. If they do, the Tomb Stalkers may be summoned onto the battlefield at the end of any of their Movement Phases. When Klank chooses to release the Tomb Sentinels, all of them must be set up within 12" of Klank and no more than 9" from enemy models.

Sapping the Vault: A Tomb Sentinels that is not within 1" of enemy models, yet is within 1" of The Vault at the end of their Player Turn may choose to Sap the Vault. When they do so, add d3 points to the Sapping Threshold. Multiple Tomb Sentinels may Sap the Vault at the same time and the effects stack.

The Storm Lord's Touch: As the Necron machinery awakens, the Storm Lord's influence becomes clear, though the Defender isn't totally under control of these forces yet. Roll a Dice at the end of every game turn for each non-**Canoptek** unit on the battlefield. On a 6, the unit suffers d3 Mortal Wounds.

Scenario 2

The Cryptek's Bounty

Thanks to their Tomb Sentinels, The Machine Empire has delved deep into the Storm Lord's vault on Baed-shetah. Although their hearts are iron, Mondo and Machinia feel they will find at least some small vengeance in the depths of the vault, if not clues to the cure they seek. Clearly, the Vault held something of import, and the Machine Empire would have it, whatever it may be.

Zone Mortalis

This scenario uses the [Zone Mortalis rules found on the Masters of the Forge website](#).

The Armies

The **Attacker** in this scenario are the forces of the Machine Empire while the **Defender** are the forces of the Sautekh Dynasty loyal to the Storm Lord. The standard rules for a Zone Mortalis apply for creating armies.

Battlefield

The battlefield for this scenario is a 4' square Zone Mortalis with close

confines. Any Necron terrain or bits is recommended for use in the creation of this Zone Mortalis, or, barring that, something more medieval to represent the ancient nature of the location.

Scenario

This game uses the "Penetrate Defenses" scenario from our special Zone Mortalis rules.

Scenario 3

Secrets of the Vault

Mondo and his lieutenants have marched through the depths of the Vault, awakening and taking over the Sautekh Dynasty's warriors the whole way. As they drew close to the heart of the Vault, resistance intensified, but they were able to push through with a small force. There, an acolyte of the Silent King has been toiling to unlock secrets lost to the Necrons since before the Great Sleep. Mondo wants these secrets for himself, but he must first defeat the acolyte's sturdy Destroyer Cult bodyguards.

This Narrative scenario uses all the rules from the Sabotage Crusade mission from the core rulebook with the additional rules below.

The Armies

The **Attacker** in this scenario are the forces of the Machine Empire while the **Defender** are the forces of the Sautekh Dynasty loyal to the Silent King, and to a lesser extent, the Storm Lord.

Theatre of War

Use the **Necron Tomb World** Theatre of War from the Psychic Awakening: Pariah supplement for this scenario.

- The **Fade Into the Dark** and **Null-Field Matrix** have no effect in this scenario because both armies are Necrons.
- This is a laboratory, so the **Atomic Reconstitution Field** Battlefield Twist makes sense for this scenario.
- For the Mysterious Objectives, use the **Eldrich Energy Grid** as bolts

of coruscating power arc between the interface nodes.

- Do not use a Terrain Trait.

Scenario Special Rules

Klank's Reinforcements: At the end of their movement phase, the Attacker may bring one free unit of Warriors into play using the Strategic Reserves rules.

The Awakened Beast: At the end of each of their movement phases, the Defender rolls a dice. On a 7+, they bring into play a Seraptek Heavy Construct. Add a +1 to this roll for each unit of Warriors that have been summoned using Klank's Reinforcements. Only one Seraptek Heavy Construct may be summoned during the game.

Energy Web: Instead of just arcing energy between the objective markers, also add the terrain features into the mix, assigning a number to each one until you have 11 nodes. Roll 2d6 each instead of 1d6 to determine the active nodes. Be sure to assign the numbers with the probability bell curve in mind.