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Necramech

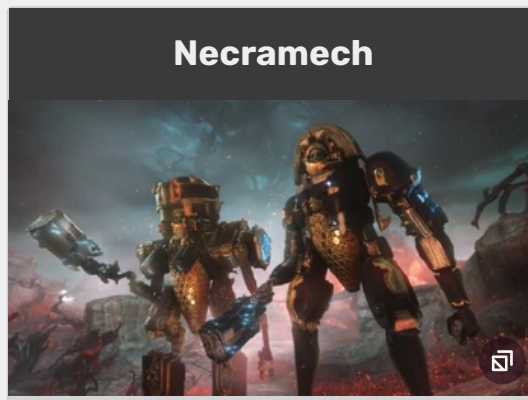
[331](#) [EDIT](#)[V QUOTES](#)

For the enemy, see [Necramech \(Enemy\)](#) and [The Murmur#Rogue Necramechs](#).

Look, [you](#) were the second wave, kid. The Necramechs were Void-shielded, Sentient-pulse immune... as bright as a bag of hammers and just as dependable. Not like you.

—[Father](#)

Necramechs are weapon platforms built by the [Entrati](#) that can be encountered on the ruins of the [Cambion Drift](#), [Deimos](#). They are heavily armored bipedal war machines built during [The Old War](#) as a predecessor to [Warframes](#), though they were far less intelligent. The [Tenno](#) are capable of accessing these Old War relics using [Transference](#), and can deploy them in [Landscapes](#).



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WARFRAME Wiki



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Lore & History

The Old War

Necramechs are heavily armored, archaic war platforms that were designed by [Father](#) to fight against the encroaching [Sentient](#) forces. Thanks to their Void-shielding, Necramechs were immune to the tech-disabling pulses of the [Orphix](#), and became a solid defense against the invading Sentients.

One notable Necramech was the experimental **Tombjockey**; a squat mech with a low center of gravity, built for endurance. During a test drive into the Lux-Severin Hotzone, the Tombjockey came across a Sentient [Ropalolyst](#), which proceeded to tear the Necramech to pieces.

However, due to the mechs' rudimentary behavior, the Orokin claimed that they weren't smart enough to face the ever-evolving Sentients, and chose to retire them early in favor of the more advanced [Warframes](#).

The Re-emergence of Deimos

After the Heart began to fail, Deimos was forced to re-phase back into [martian](#) orbit. The moon has long since succumbed to the [Infested Grey Strain](#), with the Entrati's remaining Necramechs regressing to their autonomous-kill precepts, causing them to indiscriminately attack what ever is in front of them.



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ending the subterranean [Isolation](#) t.



Albrecht's Laboratories

Main article: [Whispers in the Walls](#)

[Albrecht Entrati](#) has employed smaller Necramech models to defend his labs, located deep within the underground of [Deimos](#). However, these Necramechs have long since malfunctioned and no longer perceive [The Indifference](#) and [The Murmur](#) as an enemy.

Acquisition

Necramechs can be piloted by an [Operator](#) (which requires completion of [The War Within](#)) via [Transference](#), whether they are found in the Cambion Drift or owned by the player.

Inactive/Temporary

Fallen Necramechs can be found in the fields of the Cambion Drift during [Fass](#) or during [Orphix](#) missions. An Operator only needs to initiate Transference (default **5**) when near an operational inactive Necramech in order to board them. Necramech wreckage eligible for Transference can be identified by a blue aura emanating from them. Necramechs are capable of spawning in a few of the several pre-defined locations at a time, randomly selected upon the player entering the Drift.



Spawn locations of Fallen Necramechs

These Necramechs will only have Rank 0 base stats with no mods, though they will have all of their abilities at max rank, and use an unmodded [Mausolon](#) as their default weapon.

During [Vome](#), these Necramechs become active and fight enemies automatically. These active Necramechs cannot be boarded using Transference.

Owned/Permanent

Players can craft their own Necramechs by buying their component blueprints through

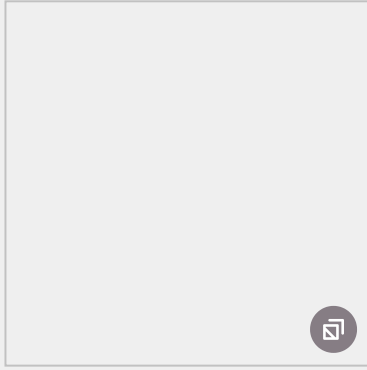


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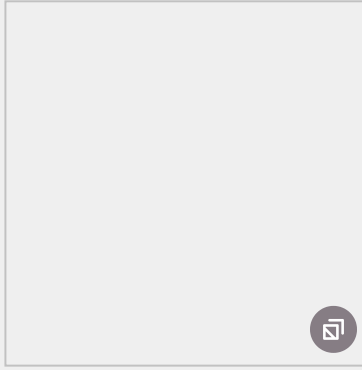
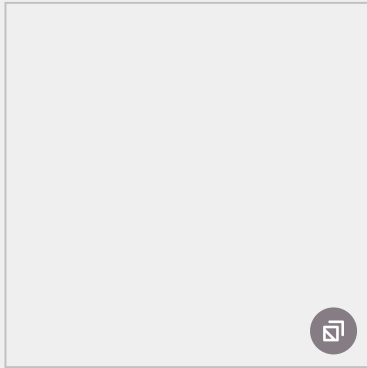


their own Casing, Engine, and counterparts. Damaged gained by defeating [enemy](#).

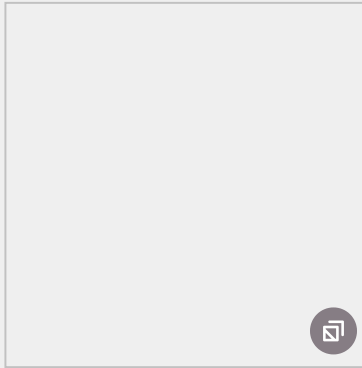




Necramech Casing

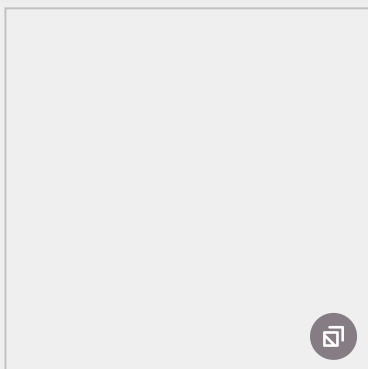
 [Damaged Necramech Casing](#)

Necramech Engine

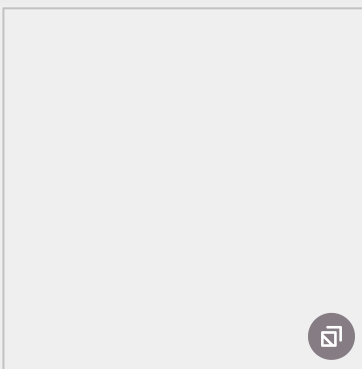
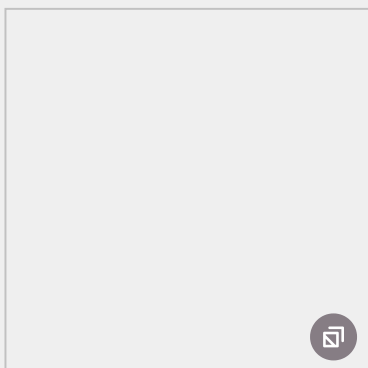
 [Damaged Necramech Engine](#)

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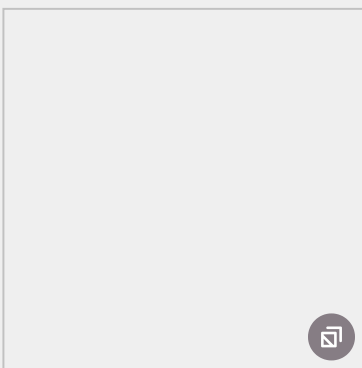




Necramech Capsule


 [Damaged Necramech Pod](#)


Necramech Weapon Pod

[Damaged Necramech Weapon Pod](#)

A built Necramech takes up one Necramech slot. Players start out with four Necramech slots by default and more can be purchased from the [Market](#) for **20** each.

Alternatively, pre-built Necramechs can be bought from the Market for **375**, which come with a free pre-installed [Orokin Reactor](#) and a Necramech slot.

Acquiring a Necramech also requires an open Archwing Weapon slot as they come with a [Mausolon](#) Archgun.

Player-owned Necramechs have a customizable livery and can be equipped with various Necramech-exclusive [Mods](#) to enhance their abilities. A [Necramech Summon Gear](#) is automatically given to the player upon acquiring their first Necramech, which allows players to summon the Necramech for use on most open-world [Landscape](#) ([Cambion Drift](#), [Plains of Eidolon](#), and [Orb Vallis](#)) and [Conjunction Survival](#) game modes. Acquiring [Tactical Intrinsic](#) Rank 5 allows the Necramech to be

summoned in the grounded portions of [Empyrean](#) missions. The Necramech Summon Gear (requires Tactical Rank 8) before it can be used again after a second cooldown if the Necramech has a duration of 2



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minutes and 30 seconds with Intrinsic Tactical Rank 8) upon first activation of the gear item.

Models



Voidrig

A standard model, built for mid-to-far ranged combat.



Bonewidow

A front-line Necramech model built for melee-focused combat.



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Necramechs are capable of walking, jumping (default **Space**), and slide dashing (default tap **Shift** + any directional key). For more advanced maneuvers, the Necramechs have an **Engine** gauge denoting fuel, which is consumed when performing its unique movement techniques, and naturally replenishes if the Necramech is standing still or using standard movement (it will not replenish however during falling from heights). Sprinting (default holding **Shift**) also consumes the Engine gauge.

The Necramech has two advanced maneuvers unique to it:

- **Slide:** Necramechs can perform a slide (default tapping and hold **Shift**) which propels it at high speed towards its current heading.
 - It can be steered by the directional keys (default **A** to turn left and **D** to turn right), though turning radius while sliding is significantly widened.
 - Sliding ragdolls and damages enemies in its path, and also breaks any destructible environmental objects like loot crates.
 - Sliding can be maintained for as long as the Necramech has Engine fuel, and will only stop if the gauge is depleted, the sprint key is pressed, or the Necramech performs another maneuver like jumping. At the end of the slide (either through intentional stop or running out of fuel) while on the ground a forced recovery stomping animation will play out, resulting in an unavoidable moment of unresponsiveness of about 2 seconds. Despite the forceful appearance this animation does not deal any additional damage.
 - While the animation for the slide results in the Necramech lowering its height significantly, its actual collision model does not change and thus still unable to pass through "standard size" doorways.
 - **Hover:** While in mid-air either from jumping or falling from heights, Necramechs can activate their flight thrusters while aiming (default hold **Mouse 2** while airborne), making them hover which drastically slows down their rate of descent.
 - While hovering, the Necramech can move in any direction using the directional keys allowing it to fly across short distances. Necramechs also retain any forward momentum from ground movement when hovering, thus additional speed can be attained by sprinting then jumping into a hover. The flight thrusters only slow the Necramech's rate of descent, so it gradually loses altitude even if the thrusters are still active.
 - Also crouching and sprinting can be used while hovering to speed up/slow down the directional movement.
- Necramech has Engine fuel, and when the gauge is depleted, the jump key is released,



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Necramech has Engine fuel, and when the gauge is depleted, the jump key is released,



Once the Fuel gauge has been depleted down to the last 5% remaining, a soft warning beeping sound will play until the Fuel recovery has kicked in.

Necramechs can crouch (default holding **Ctrl**), but only while stationary and cannot crawl; combining crouch with movement will result in a slower walk with the Necramech maintaining its standing height. Likewise shooting and/or aiming while crouched will cancel out and force them to stand up for the action.

Despite their tall height, Necramechs are capable of walking through small passageways and doors where they shouldn't fit through, causing their helmets to scrape against the ceiling.

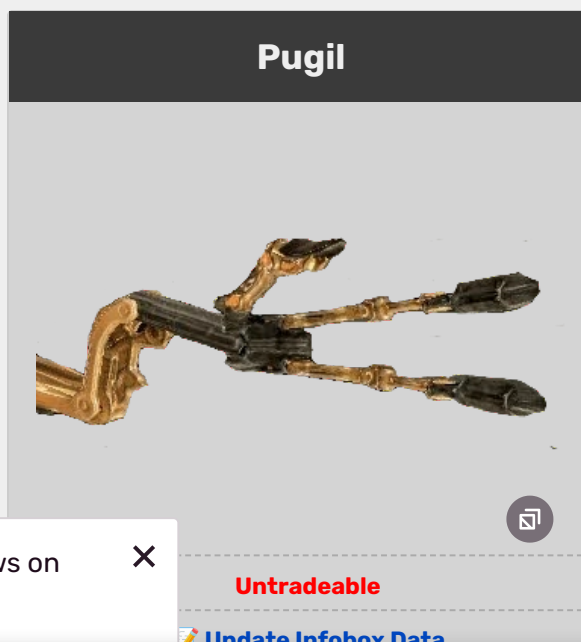
Necramechs have an innate 6 meter [Vacuum](#)-like effect that draws in [pickups](#).

Necramechs are unable to interact with objects that require the Use key (default **X**), thus they are unable to hack consoles, carry objective items, grab pickups like [Ayatan Stars](#), and revive allies.

Controlling the Necramech requires the [Operator](#) to Transference out of the Warframe. If Transference is used while the Warframe and Necramech are right next to each other or are aimed at from a distance, the player can swap between them without going into the Operator. If the Necramech is unpiloted, it becomes invulnerable to damage from all sources while any abilities will deactivate.

Combat

Necramechs come with 4 abilities unique to each chassis, and like Warframes require [Energy](#) to use. For their primary weapons, Necramechs can be armed with any [Archgun](#) even if it doesn't have a [Gravimag](#) installed, with regenerating ammo. They do not have an equippable melee weapon, instead using arm swipes (**Pugil**) and aerial ground slams, both of which can powerfully riddoll enemies



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Untradeable

[Update Infobox Data](#)



Necramechs are immune to [Knockdown](#), [Stagger](#), and [Status Effects](#) and they cannot be affected by special enemy incapacitation abilities such as the [Deimos Tendril Drone](#)'s latching attack. However, they are affected by the energy residue left by Vome and Fass as well as Energy and Leech [Eximus](#)' draining powers and they are slowed by Arctic Eximus' auras and [Nox](#)'s sludges. They will also be slowed during grapple attack animations from enemies such as the [Ancient Healer](#).

Warframe abilities cannot directly affect a Necramech, however they can still make use of abilities such as [Electric Shield](#) and shoot through it for additional damage, or utilize cover abilities such as [Snow Globe](#) to avoid enemy fire. They are affected by allied unit effects however, such as gaining bonus shields from [Shield Ospreys](#) and damage resistance from [Ancient Healers](#), either in [Specter](#) form or spawned/turned friendly through Warframe abilities.

Necramechs do not enter [bleedout](#) and will explode once their health is depleted.

Necramechs can pick up Health and Energy Orbs dropped from enemies, the environment, or from Warframe abilities, but cannot be healed or

Type	Unique		
Mastery Rank Requirement	0		
Slot	Nech-Melee		
Trigger Type	N/A		
Utility ^			
Attack Speed	1.00x animation speed		
Block Angle	60°		
Combo Duration	5.0 s		
Disposition	xxxxxx (0.00x)		
Follow Through	0.9x		
Range	1.00 m		
Noise Level	Silent		
Normal Attack ^			
	83.3 (33.33%)	83.3 (33.33%)	83.3 (33.33%)
Total Damage	249.9 (33.33% <u>Impact</u>)		
Attack Speed	1.00x animation speed		
Crit Chance	50.00%		
Crit Multiplier	2.00x		
Fire Rate	1.00 attacks/sec		
Forced Procs	<u>Ragdoll</u>		
Noise Level	Silent		
Status Chance	0.00%		
Heavy Attack ^			
Heavy Damage	250		
Crit Chance	50.00%		
Crit Multiplier	2.00x		
on	×	0.00%	
		0.0 s	



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0.00%
0.0 s



- [Necramech Repair](#)
- Bonewidow's [Meathook](#)
- [Health Orbs](#) dropped by Warframe abilities: [Nezha's Blazing Chakram](#), [Protea's Dispensary](#), or [Trinity's Pool of Life](#) augment
- [Vazarin's Protective Sling](#)
- Vizier Predasite's [Iatric Mycelium](#)
- [Ancient Healer Specter](#) (~30 health pulses)

They can replenish energy reserves through:

- [Energy Orbs](#) dropped by Warframe abilities: [Ember's Exothermic](#) augment, [Gara's Spectrosiphon](#) augment, or [Hildryn's Aegis Storm](#)
- [Zenurik's Wellspring](#)
 - Necramechs are also affected by [Hardened Wellspring's Ability Strength](#) bonus
- [Vome](#) blue energy (during [Fass](#) cycle)
- Wisp pickups generated from [Emergence Dissipate](#)

They do **not** benefit from gear item consumables or Warframe abilities,

such as:

Slam Damage	1,000
Crit Chance	50.00%
Crit Multiplier	2.00x
Slam Element	Same damage type distribution as normal attack
Slam Radius	9.0 m
Status Chance	0.00%
Slam Attack ^	
Slam Damage	500
Crit Chance	50.00%
Crit Multiplier	2.00x
Slam Radius	8.0 m
Slam Element	Same damage type distribution as Normal Attack
Status Chance	0.00%
Slide Attack ^	
Slide Damage	500
Crit Chance	50.00%
Crit Multiplier	2.00x
Slide Element	Same damage type distribution as Normal Attack
Status Chance	0.00%
Miscellaneous ^	
Introduced	Update 29.0 (2020-08-25)
Polarities	None
Vendor Sources ^	
Article Categories ^	
• Weapons • Tenno Weapons • Impact Damage Weapons • Polarities • Weapons with No Trigger Type	



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[Arcane Pulse](#), [Venari's](#) heal

• [Untradeable Weapons](#)

stance or [Hunter Recovery](#)

(however Venari and other companions will stay by the Necramech's side to fight)

- [Wisp's](#) [Reservoirs](#), [Oberon's](#) [Renewal](#), [Volt's](#) [Speed](#), [Harrow's](#) [Covenant](#), [Rhino's](#) [Roar](#), or [Styanax's](#) [Rally Point](#)
- [Combat Discipline](#), [Rejuvenation](#), [Physique](#), [Energy Siphon](#), [Brief Respite](#) or [Enemy Radar](#)
- [Medi-Ray](#)
- [Vacuum/](#) [Fetch](#) or [Animal Instinct](#)

Ranking and Modding

The Necramech features 12 mod slots unlike other vehicles (e.g. [Archwings](#) or [K-Drives](#)).

To compensate, each [polarization](#) increases its [rank](#) by **2** up to a max of **40** after 5 [Forma](#), increasing mod capacity to a total of **80** at rank 40 with an [Orokin Reactor](#) installed. Additional polarizations can be added when the Necramech reaches its new max rank at that polarization level. Each additional rank also gives [Mastery Rank](#) Experience, giving **8,000** points in total.

Their default melee Pugil cannot be modded.

Player-built Necramechs can be equipped with the following Necramech exclusive mods:



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[Necramech Blitz](#)[Necramech Continuity](#)[Necramech Drift](#)[Necramech Efficiency](#)[Necramech Friction](#)[Necramech Flow](#)[Necramech Hydraulics](#)

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[Necramech Intensify](#)

[Necramech Pressure Point](#)

[Necramech Reach](#)

[Necramech Redirection](#)

[Necramech Refuel](#)

[Necramech Seismic Wave](#)



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[amech Steel Fiber](#)



[Necramech Streamline](#)[Necramech Stretch](#)[Necramech Thrusters](#)[Necramech Vitality](#)[Necramech Deflection](#)[Necramech Rebuke](#)

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[Necramech Enemy Sense](#)

[Necramech Augur](#)[Necramech Rage](#)[Necramech Aviator](#)

Customization

Necramechs can have their appearances customized with various skins and helmets. Notably, if a player owns more than one model of Necramech, the helmets from those models can be used on other Necramech models as well (e.g. owning a Bonewidow will allow players to use the Bonewidow helmet on a Voidrig).

Skins & Sigils



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Necramech Bruntspar Skin
120 [Market](#)

Cryptanaut Necramech Helmet
[Operation: Orphix Venom](#) reward

Snake Necramech Sigil
40 [Necraloid](#) - Necramech
Embellishments

Snake Necramech Skin
60 [Necraloid](#) - Necramech
Embellishments



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Voidrig Day of the Dead Skin

[Naberus](#) Treat (100
[Mother Tokens](#))

Karnolyth Necramech Skin

[Nidus Prime](#) Access



Proto Necramech Skin

[Nightwave S2 - Nora's Mix Volume](#)
3 reward

Notes

- Visually, Fallen Necramechs can be identified from stock player versions by their duller and less vibrant colors, the lack of ornate painted patterns on their thighs, and the rougher pitted texture on their armor.
- Active abilities such as [Storm Shroud](#) will be deactivated upon leaving the Necramech.
- While not affected by Warframe abilities, Necramechs *are* affected by non-Tenno [Specter](#) support functions or some enemies under [Mind Control](#). This includes all types of [Shield Ospreys](#) (giving bonus shields and shield recharge boosts), [Ancient Healers](#) (for heavy damage redirection towards the Healer itself), and Guardian type [Eximus](#) units (faster recharge speed for shields).



- Similarly, they are adversely affected by some enemy abilities, such as



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energy reserves, slowed
and can be moved around by
Warframe down



- [Railjack Intrinsic](#)s apply bonuses to Necramechs, which can apply even outside of [Empyrean](#) missions:
 - [Tactical](#) Rank 5: Allows [Necramech Summon](#) to be used in Empyrean missions.
 - [Piloting](#) Rank 7: Movement speed increased by 10%.
 - [Gunnery](#) Rank 5: Gun damage increased by 20%.
 - [Engineering](#) Rank 9: Health and Shields increased by 25%.

Bugs

- Jumping and Meleeing can be "queued", causing you to jump or melee even if that wasn't your intention after doing another action. (For example you were doing a slide attack and pressed space, but moments later you decide against jumping, you will still jump regardless when the sprint ends).
- For clients, Mechs may spawn with missing pieces which may prevent the player from attacking or leaving their mech in any way, making death the only way to free yourself from mech control. If this bug happens the mech will be permanently broken for the rest of the mission.
- When summoning a Necramech it may not spawn and the player must wait for cooldown period to end before trying again.
- Voidrig's necraweb canister won't get thrown when pressing the button
- The necramech's arm with the archgun will spasm out from time to time

Trivia

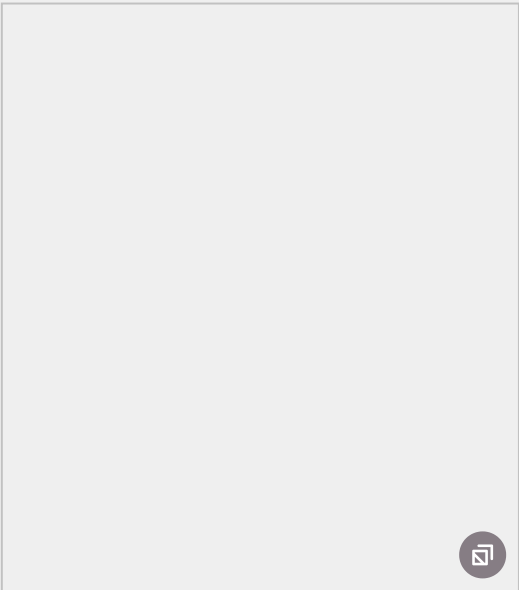
- The "Necra" in Necramech likely refers to "Necro", a Greek prefix meaning "death". This would line up with the Orokin's ability to cheat death by transferring themselves into new bodies, much like the player who transfers into their Necramech does not die when their vessel is destroyed, as well as the depiction of a human skull on the chassis.
 - Uniquely, in the game files both Voidrig and Bonewidow are referred to as "NechroMech" and "ThanoMech" respectively. Bonewidow's "Thano-" likely refers to Thanatos, the personification of Death in Greek mythology.
- During [TennoCon 2020](#), a [Voidrig](#) statue was depicted wielding a [Veritux](#). However, Necramechs are currently not capable of wielding [Archmelees](#) (with the exception of [Bonewidow's](#) [Ironbride](#) channeled from [Exalted Ironbride](#)). talking is composited mostly of bursts of static chatter.



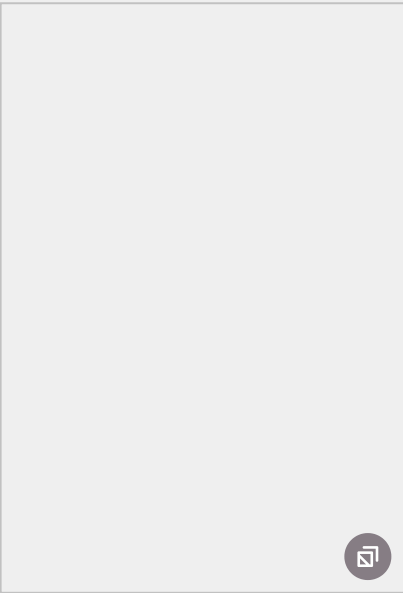
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Gallery

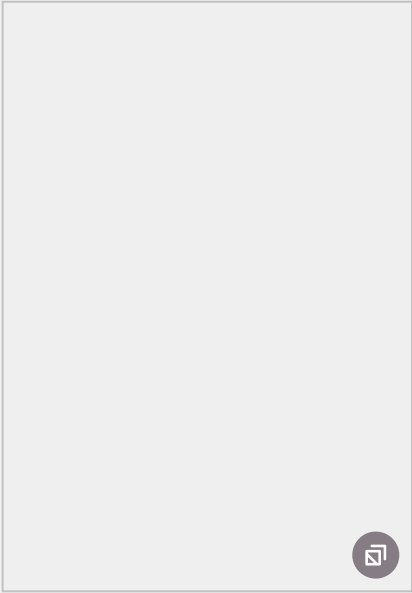
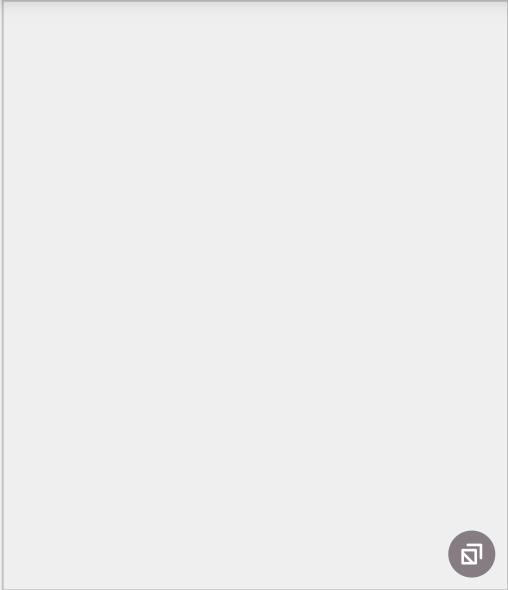


Voidrig



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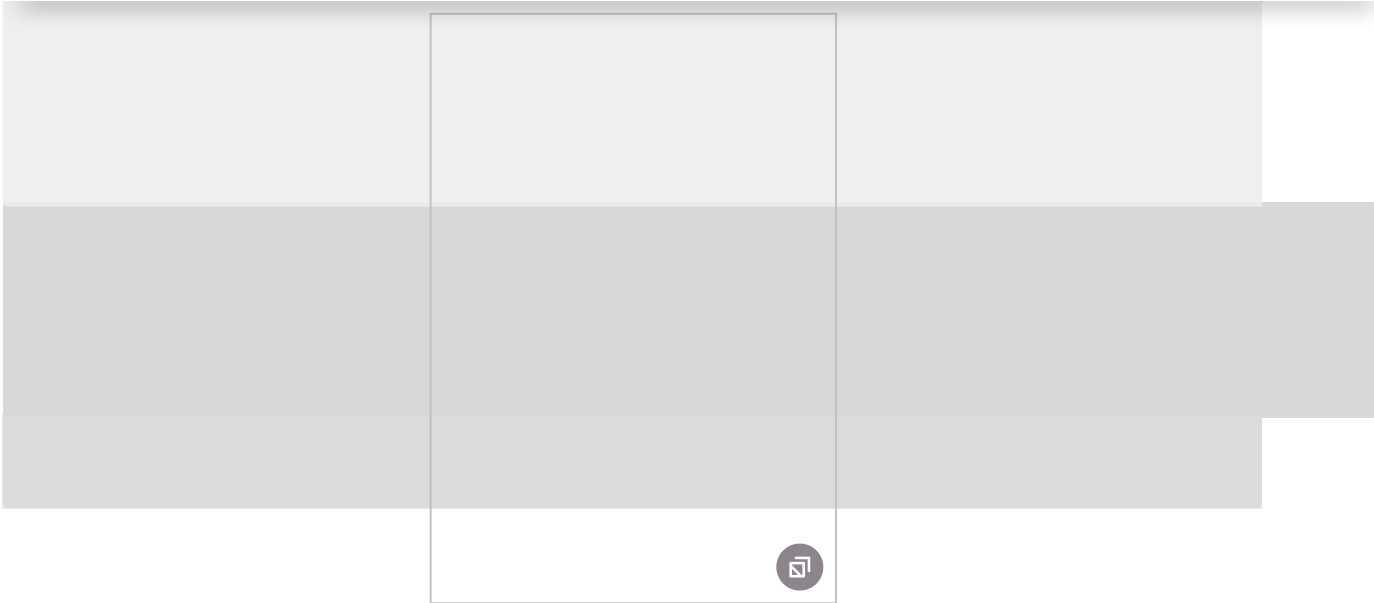


Bonewidow Necramech front view



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Bonewidow Necramech back view

Patch History

Hotfix 36.0.2 (2024-06-19)

- Player Necramech changes:
 - Player Necramech’s Shields now have a 50% Damage Reduction.
 - Also fixed Warframe and the Railjack Shields missing their intended 50% Damage Reduction!
 - Player Necramechs have also had their weaknesses/resistances standardized to match Tenno Health.

Update 36.0 (2024-06-18)

Game System Mechanics			Edit	[Collapse]
Currencies		Credits • Orokin Ducats • Endo • Platinum • Aya • Regal Aya • Standing		
General	Basics	Arsenal • Codex • Daily Tribute • Empyrean • Foundry • Market • Mastery Rank • Nightwave • Orbiter • Player Profile • Reset • Star Chart		
	Lore	Alignment • Fragments • Leverian • Quest		
		Corpus • Grineer • Infested • Orokin • Sentient • Leaderboards • Trading		



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	Player Housing	Clan Dojo • Dormizone • Drifter's Camp • Orbiter
Gameplay	Basics	Affinity • Buff & Debuff • Death • Hacking • Invisible • Maneuvers • One-Handed Action • Open World • Pickups • Radar • Stealth • Tile Sets • Void Relic • Waypoint
	Damage Mechanics	Critical Hit • Damage • Damage Redirection • Damage Reduction • Damage Reflection • Damage Type Modifier • Damage Vulnerability • Health • Status Effect
	Enemies	Bosses • Death Mark • Enemy Behavior • Eximus (Overguard) • Lich System
	Mission	Arbitrations • Archon Hunt • Break Narmer • Empyrean • Invasion • Sortie • Tactical Alert • The Circuit • The Steel Path • Void Fissure
	Activities	Captura • Conservation • Fishing • K-Drive Race • Ludoplex • Mining
	PvP	Duel • Conclave (Lunaro) • Frame Fighter
	Other	Gravity • Threat Level
Equipment	Modding and Arcanes	Arcane Enhancements • Archon Shard • Fusion • Mods (Flawed, Riven) • Polarization • Transmutation • Valence Fusion
	Warframe	Attributes (Armor, Energy, Health, Shield, Sprint Speed) • Abilities (Augment, Casting Speed, Helminth System, Passives, Duration, Efficiency, Range, Strength)
	Weapons	Accuracy • Alternate Fire • Ammo • Area of Effect • Attack Speed • Bounce • Critical Hit • Damage Falloff • Exalted Weapon • Fire Rate • Hitscan • Holster • Incarnon • Melee • Multishot • Noise • Projectile • Projectile Speed • Punch Through • Recoil • Reload • Ricochet • Trigger Type • Zoom



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[Vazarin](#), [Naramon](#), [Unairu](#),



	Other	Archwing • Companion • K-Drive • Necramech • Parazon • Railjack
Technical	General	AI Director • Drop Tables • HUD • Key Bindings • Material Structures • PBR • Rarity • RNG • Settings • String Interpolation • Text Icons • Upgrade
	Software, Networking, and Services	Cross Platform Play • Cross Platform Save • Dedicated Servers • EE.cfg • EE.log • File Directory • Fonts • Network Architecture • Public Export • Public Test Cluster • Stress Test • Warframe Arsenal Twitch Extension • World State
	Audio	Mandachord • Music • Shawzin • Somachord • Sound
	Mathematical	Calculating Bonuses (Additive Stacking, Multiplicative Stacking) • Condition Overload (Mechanic) • Enemy Level Scaling • Maximization • User Research

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