

WARHAMMER 40,000 CODEX:

NECRONS

Official Update for 7th Edition, Version 1.0

Although we strive to ensure that our rules are perfect, sometimes mistakes do creep in, or the intent of a rule isn't as clear as it might be. These documents collect amendments to the rules and present our responses to players' frequently asked questions. As they're updated regularly, each has a version number; when changes are made, the version number will be updated, and any changes from the previous version will be highlighted in **magenta**. Where a version number has a letter, e.g. 1.1a, this means it has had a local update, only in that language, to clarify a translation issue or other minor correction.

ERRATA

Page 86 – Night Scythe, Transport, Transport Capacity
Change the entry to read:
'Fifteen models. A Night Scythe can transport Jump Infantry.'

FAQs

Q: Could you please clarify Necron tesla weapons? If you roll a 6 to hit, do you have to roll to hit with the additional hit or is it automatic?

A: The extra hits are automatic – you do not need to make any more To Hit rolls.

Q: Do Canoptek Wraiths and C'tan suffer the Initiative penalty when charging through terrain, despite their special rules which allow them to treat other models and terrain as if they were open ground when moving?

A: No.

Q: Do the Wraithflight and Immune to Natural Law rules work only in the movement phase or do they work during any kind of movement, such as Run, charge and Consolidation moves?

A: The Wraithflight and Immune to Natural Law rules take effect any time the model moves in any phase.

Q: Can Nemesor Zahndrekh accumulate additional Victory Points in Maelstrom of War missions by generating Warlord Traits from the Tactical Traits using his Adaptive Tactics special rule?

A: Yes.

Q: Does a penetrating hit that was saved (by Jinking or cover) still cause quantum shielding to deactivate?

A: No.

Q: Does the Lance special rule work against quantum shielding?

A: Yes.

Q: Can a unit embark on a Night Scythe other than during deployment?

A: No.

Q: The C'tan Shard of the Nightbringer's Gaze of Death special rule occurs in the Shooting phase, but isn't a shooting attack. Can it be used in close combat? Can it be used in Overwatch?

A: Gaze of Death is not a shooting attack, so cannot be used to fire Overwatch. It can, however, be used even if the C'tan Shard of the Nightbringer is locked in combat, either against the unit he is locked in combat with or against another enemy unit within range and line of sight.

Q: Can Eldar Warp Spiders use their Flickerjump special rule to avoid the C'tan Shard of the Nightbringer's Gaze of Death?

A: No.

Q: In the Canoptek Harvest Formation, can you only include a single Canoptek Spyder or a single unit (i.e. 1-3 Canoptek Spyderys)?

A: You can only include a single Canoptek Spyder model.

Q: If a unit from the Canoptek Harvest Formation started the Movement phase within 12" of the Formation's Canoptek Spyder, then moved out of range later in the phase, do they immediately lose the benefits of Adaptive Subroutines?

A: The effects always last until the start of your next Movement phase, even if units proceed to move out of range or the Formation's Canoptek Spyder is subsequently destroyed.

Q: Can units from a Canoptek Harvest that are currently benefitting from Reanimation Protocols as a result of their Formation's Adaptive Subroutines also benefit from Orikan the Diviner's Master Chronomancer special rule?

A: Yes. In fact, they are affected by any and all modifiers that apply to Reanimation Protocols whilst utilising Adaptive Subroutines to gain that special rule.

Q: If Canoptek Wraiths from a Canoptek Harvest have transdimensional beamers and the Shred special rule is chosen as their Formation's Adaptive Subroutines, if they started the movement phase within 12" of the Canoptek Spyder, do their weapons benefit from the special rule as well, or just their close combat attacks?

A: Just their close combat attacks.

Q: Can a Triarch Praetorian fire with its rod of covenant in the Shooting phase, and still use its melee profile in the subsequent Assault phase?

A: Yes.

Q: Is the Transcendent C'tan in Codex: Necrons intended to replace the one in Warhammer 40,000: Escalation?

A: Yes.

Q: How many Powers of the C'tan can you fire in each Shooting phase?

A: A model armed with Powers of the C'tan uses them as a ranged weapon, so only one can be used in each Shooting phase.

Q: How does the Obelisk's Gravity Pulse special rule interact with Flying Monstrous Creatures? Does it force a Dangerous Terrain test even though they are usually immune to these tests?

A: No.

Q: Can Necrons decrease their Reanimation Protocol rolls to less than 4+ for any reason, as with the Infinite Phalanx Apocalypse Formation?

A: No.

Q: When fielding a Decurion Detachment (giving models within it with Reanimation Protocols a +1 bonus to their Reanimation Protocols rolls), how do further modifiers to Reanimation Protocols (for having a Cryptek in the unit, for example) interact with the -1 modifier from the Instant Death special rule?

A: The end result can never be improved beyond a 4+ after all modifiers (both positive and negative) have been applied. In this situation, the required Reanimation Protocols roll would therefore be 4+ after the three relevant modifiers (two +1 modifiers and one -1 modifier) had been applied.

Q: If a unit of Deathmarks fires at a Gargantuan Monstrous Creature on the turn they arrive from Deep Strike Reserve, does their Hunters from Hyperspace special rule (enabling them to wound on a 2+ with shooting attacks) take precedence over the rule that says that Sniper weapons (like their synaptic disintegrators) always wound a Gargantuan Creature on a 6+?

A: Yes.

Q: Can Necron characters embark upon a Ghost Ark on their own, or must they be attached to a unit of Necron Warriors to do so?

A: They are free to embark on their own if they wish.

Q: What are the firing arcs of the weapons mounted on Doom Scythes and Night Scythes?

A: Treat the death ray and twin-linked tesla destructors mounted on Doom Scythes and Night Scythes as hull-mounted weapons (giving them 45° lines of sight).

Q: What are the firing arcs of the Obelisk and Tesseract Vault's tesla spheres?

A: For the purposes of establishing firing arcs, treat each tesla sphere as a sponson-mounted weapon with a 180° firing arc.

Q: Can a unit charge on the same turn it uses the Veil of Darkness?

A: No.

Q: Can a unit with an attached Independent Character with the Veil of Darkness be deployed in Deep Strike Reserve?

A: No – unless the unit already has Deep Strike from another source.

Q: Can the Monolith use its eternity gate on the turn it arrives from Deep Strike Reserve?

A: No.

Q: Can Jet Pack Infantry use a Monolith's eternity gate?

A: No.

Q: If a Monolith fires its particle whip, are its gauss flux arcs forced to fire Snap Shots?

A: Yes.

Q: Can Necron models benefit from their Reanimation Protocols special rule before testing to see if is removed from play by attacks such as Space Wolves' Helfrost weapons or the Ravenwing Dark Talon's stasis bomb?

A: Yes. Necron Reanimation Protocols are taken at the same time as Feel No Pain rolls would be, to potentially avoid suffering unsaved Wounds (and any ensuing tests that suffering an unsaved Wound may cause).

Q: Can cover saves be taken against Imotekh's Lord of the Storm attacks?

A: Yes.

Q: Do Night Scythes taken as Dedicated Transports for units from a Judicator Battalion gain the Formation's Special Rules?

A: Yes.

Q: When included in the Acquisition Phalanx Warhammer 40,000: Apocalypse Formation, Trazyn the Infinite has to remain part of that unit. If he is subsequently slain, does he have to leave the unit to return to battle as part of his updated Surrogate Hosts special rule?

A: Yes.

Q: When using a Retribution Phalanx, how exactly do you deploy returning units of Scarabs and Warriors, and what actions can they perform on the turn they arrive in this manner?

A: Use the rules for Deep Strike; the first model placed must be within 3" of the Formation's Necron Overlord, but the rest of the unit will not scatter. Units arriving in this manner can Run or shoot, but cannot charge, as per the normal Deep Strike rules. Any models which cannot be placed are destroyed.