



CODEX: NECRONS FAQ

Some of the information in this document has already been incorporated in later editions of the Necron Codex. We have decided to leave them here for people that might own an older version of the Codex. If you are using a more recent edition, please ignore any redundant information.

"We'll be Back" (p. 13)

Q. Do Necrons that are down and awaiting an opportunity to make their We'll Be Back (henceforth WBB) roll count as Necrons of the same type for determining whether a WBB roll can be made?

A. No they do not count.

Q. When do you remove Necrons that fail their WBB roll?

A. Necrons who fail their WBB roll are removed unless you intend to use a Monolith portal to teleport the unit during the current move.

Q. Do damaged Warriors count as casualties if the game ends before they are allowed a WBB roll?

A. Yes.

Q. Do Necrons destroyed in close combat by any attack that cancels armour saves count as being destroyed with power weapons?

A. Yes, and therefore they cannot make a WBB roll. This is also the case with rending claws, Sisters of Battle rolling a 6 for the 'divine guidance' Act of Faith (although divine guidance used in the Shooting phase has no effect upon WBB) and so on.

Q. When is the range of the resurrection orb checked? At the time the Necron becomes damaged or at the start of the turn when WBB is rolled for?

A. Check range when a Necron becomes damaged. If at least one (undamaged) model in the unit is within 6" of a resurrection orb at that point, leave the damaged Necron on the board. Otherwise, immediately remove it from the table as a casualty.

Q. If a unit of Necrons falls back after taking casualties, how best to keep track of whether they are effected by a resurrection orb or not?

A. A Necron unit falls back, having been beaten in close combat by a unit with power weapons. However, there is a resurrection orb nearby. To keep things simple, when the casualties are suffered, assess whether they are in range of the resurrection orb. If they are, lay them down and move them with the unit. If they are not in range of the resurrection orb, remove them entirely. You will then know how many WBB rolls to make at the start of your next turn. The same logic applies if the Necrons fall back after taking shooting casualties.

Q. If a damaged Necron Lord is unable to get back up without being within 1" of an enemy model is he considered destroyed, or does he go right into combat?

A. A Necron Lord who gets up within 1" of an enemy model must be moved directly into combat with an enemy model within 1" of him (neither counts as charging).

Q. Do Wraiths still get a WBB roll if they fail their invulnerable saves against power weapons, monstrous creature hits and so on?

A. Wraiths that fail their invulnerable save from power weapons, monstrous creature hits, and so on do not get a WBB roll unless there is a resurrection orb within 6".

Necrons Falling Back

Q. What happens if a Necron squad is forced to fall back and comes within 6" of Necron casualties of the same type from another unit? If those Necrons make their WBB roll, do they join this unit, even if it is broken?

A. They must join the closest unit, even if the unit in range is broken, the new troops can join this unit. If they join a unit that is broken, the unit remains broken. If they join a broken unit, the repaired Necrons fall back with the broken unit. If the new models raise the troop strength above 50%, it will meet the 50% criteria for regrouping and may regroup at the appropriate time.

Necron Lord (p. 16)

Q. Do Necron Lords that upgrade their staff of light to a warscythe lose the shooting attack from the staff?

A. Yes they do.

Q. Can a Necron Lord that has a phase shifter and loses its last Wound from a power weapon or other weapon that disallows armour saves make a WBB roll?

A. They may only make a WBB roll if they have a resurrection orb.

Pariahs (p. 17)

Q. If Pariahs come within range of a squad including more than one Psyker, does the squad test individually or as one to resist the effects of the Psychic Abomination rule?

A. The whole unit tests as one.

Wraiths (p. 19)

Q. Are Wraiths classed as infantry or jetbikes?

A. Despite moving as jetbikes, Wraiths are still classed as infantry.

Q. When employing the turbo boosters special rule, can Wraiths move through any terrain?

A. They may move through any terrain without penalty when doing so.

Q. Do Wraiths ever need to take Dangerous Terrain tests?

A. No.

Q. Does a Wraith have both an armour save and an invulnerable save?

A. Yes, a Wraith has a 3+ armour save and a 3+ invulnerable save.

Scarab Swarms (p. 19)

Q. Are Scarab Swarms swarms, as described in the Warhammer 40,000 rulebook?

A. Yes

Q. As Scarab Swarms move like jetbikes, do they also have the turbo boosters universal special rule?

A. Yes, they may make use of the turbo boosters

special rule – though they may not move through difficult terrain while doing so.

Q. Are Scarab Swarms jetbikes or infantry?

A. Despite moving as jetbikes, Scarab Swarms are still classed as infantry.

Q. Do Scarab Swarms have to take Dangerous Terrain tests?

A. Yes.

Tomb Spyder (p. 20)

Q. How does a Tomb Spyder with Scarab Swarms work with the vulnerable to blasts/templates and stealth special rules?

A. Since this is a complex unit (see page 25 of the Warhammer 40,000 rulebook), all wounds are allocated to specific models. Only the wounds allocated to the Scarabs are doubled for vulnerable to blasts/templates and gain the +1 cover save bonus for stealth.

Q. Are Scarab Swarms created by a Tomb Spyder worth any victory points?

A. Tomb Spyder created Scarab Swarms are not worth any victory points. Only the final condition of the Tomb Spyder is used to determine victory points.

Monolith (p. 21)

Q. Can a Necron unit that teleports through a Monolith's portal move after emerging?

A. Only if the Monolith (and the teleporting unit) hasn't already moved that Movement phase. If the unit has already moved before being teleported, it may only be deployed within 2" of the portal; if it hasn't already moved, it may deploy out 2" and then move normally.

Q. Can the Monolith fire into close combat with its gauss arc?

A. The Monolith's gauss arc can only engage targets that it would normally be able to fire at, so it cannot fire into close combat and must have a line-of-sight from any of the vehicle's weapons.

Q. Can the AP1 hit from the particle whip be assigned to any member of a squad or does it have to be assigned to the model under the centre of the template?

A. Any model directly under the centre of the large blast template of the particle whip takes an AP1 hit. The rules for blast weapons state that the defending player may remove casualties from the unit as a whole, not necessarily those under the template, and this rule still applies here, so the player can assign the AP1 hit to any model in the unit.

Q. Can the Monolith fire its particle whip and gauss flux projectors in the same turn?

A. No, the Monolith cannot fire the particle whip (as it is an ordnance weapon) and gauss flux projectors in the same turn. The particle whip uses the large blast marker and its range and line of sight are measured from any of the Monolith's weapons.

Q. Can units of Necron Warriors enter from reserve as normal or must they enter via a Monolith?

A. If the players hold any units of Necron Warriors in reserve, he must specify if they are going to enter the game through the Monolith or simply walk in from their own table edge, as normal. If units of Warriors are using this rule and all available Monoliths are destroyed, the Warriors count as destroyed and may therefore trigger the Phase Out of the on-table portion of the army.

Q. If a Monolith held in reserve becomes available, what happens to any squads of Warriors also held in reserve?

A. When rolling for regular reserves that include a Monolith and one or more squads of Necron Warriors that are using their reserves special rule, roll for reserves as normal. If the Monolith is available, it can enter the table following the normal reserves rules as described in the Warhammer 40,000 rulebook. If any of the squads of Warriors also become available, one must now be deployed via the Monolith's portal ability. If one or more of these squads become available, but there are not enough Monoliths on the table (yet) to allow them all to move onto the table, the units that cannot enter will be delayed, as described in the Deep Strike Mishap table.

Q. Does a model with a powerfist/claw that attacks a Monolith get to double its Strength for armour penetration rolls?

A. Yes, powerfists/claws, thunder hammers, and

so on still double their user's Strength when attacking a Monolith.

Q. If a Necron unit teleports through the Monolith's portal, do the unit's damaged Necrons get to re-roll their WBB rolls even if they are no longer within 6" of a Necron model of the same type?

A. Yes, as long as they were able to roll in the first place, they get another chance.

Special Characters - C'tan (pp. 27-31)

Q. What effect does the C'tan deceive ability have on fearless units?

A. The C'tan deceive ability can be used to force even fearless units to take a pinning test, and they will go to ground if they fail it. If a fearless unit is forced to take a Morale test and fails it, it will take a wound (AP-) for each point it fails the test by.

Wargear (pp. 14-15)

Q. How does a chronometron work in the new edition of the game?

A. A Necron Lord with a chronometron may roll 2D6 and discard the lowest when determining whether the Lord and an attached unit can successfully break off from a lost close combat or catch a defeated enemy unit attempting to break off.

Q. Which enemy models are affected by the gaze of flame?

A. Enemy units with one or more models in contact with the Lord are affected by the gaze of flame.

Q. Do saved wounds trigger a lightning field?

A. The Strength 3 hits from a lightning field are from unsaved wounds only.

Q. Can a resurrection orb be used if a unit is wiped out and there are no models of a like type within 6"?

A. If a unit is wiped out and there are no models of a like type within 6" (and no Tomb Spyder around), a resurrection orb does not allow downed Necrons to make WBB rolls.

Q. Can the veil of darkness be used to teleport a falling back unit? What if the Lord with the veil is falling back himself?

A. Veil of darkness may not be used by a Lord who is Falling Back at the start of the turn (as he is not free to move normally), and may not be used to teleport a unit who is Falling Back at the start of the turn (as he may not join a unit that is falling back).

Q. Does a Lord who teleports a unit using the veil of darkness join that unit?

A. Yes. When they deep strike, the Lord has already joined the unit.

Thanks to Jon 'yakface' Regul and his FAQ ruling council