

Chapter Approved – Codex: Necrons Q&A (v2.0)

Q. If Necrons are 'tank shocked' then choose to stand & shoot at the tank, miss horribly and are run down by the tank, do they get to stand back up?

A. They may not attempt 'We'll be back' rolls as the weight of the vehicle is sufficient to crush even a Necron to its constituent components.

Q. When Necron scarabs are created by a Tomb Spyder does the opponent get any victory points for destroying them?

A. No

Q. When Nightbringer uses his Etheric Tempest ability, does this affect more than one unit. Originally I thought yes, but having read the rules again today I'm not so sure.

A. It works on any enemy units with a Strength below 4, and a model within 6".

Q. When using the Monolith Portal, the Codex states that a unit getting out of it counts as getting out of a stationary vehicle? Does that mean I can:

- 1. move a unit (say Destroyers) 12" toward the Monolith.**
- 2. teleport the Destroyers using the Monolith's power matrix.**
- 3. move the Destroyers again, 12" away from the Monolith.**

A. Fair point - the assumption is that the move to emerge from the Monolith constitutes the transported units' move. After all an extra move beyond teleportation is not stated as part of the deal. If the unit teleported has moved then it may only be deployed within 2" of the portal, if it hasn't moved then it may deploy out 2" and then move normally.

Q. Can the Monolith fire its Gauss Arcs into close combat or at units to which it has no line of sight?

A. No, it 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.

Q. If a unit is wiped out, and there are no models of a like type within 6" (and no Tomb Spyder around), can the Resurrection Orb be used to allow them a 'We'll be back' roll?

A. No, the Resurrection Orb effect is to override the ability of high Strength and ignore Armour save weaponry to destroy Necrons in such a way that they may not make 'We'll be back' rolls.

Q. Can a Necron Lord use his own Resurrection Orb to get back up from a power weapon/double-Toughness hit?

A. Yes, as stated under Resurrection Orb.

Q. Do Necrons that are down 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. Absolutely not, Necron casualties remain on table as markers only to remind the players how many WBB rolls will be needed and the position where the casualties were taken. For models to self-repair they need an active model of the same type within 6" (or a Tomb Spyder within 12" and another similar active model on the table).

Q. When a Necron unit falls back having been beaten in close combat by a unit with power weapons, and they leave destroyed members behind do the active Necrons have to be within 6" for the dead ones to benefit from the Resurrection Orb, or do only the destroyed ones have to be within 6"?

A. The destroyed models must be within 6" of the Orb as that is where the damage was inflicted. If they self-repair they will immediately be placed with the nearest unit of the same type which will probably be their falling back friends.

Q. If Necrons fail their WBB roll are they removed or do they remain there to try again next move?

A. When a Necron has either failed a WBB roll or is ineligible to take one at the start of the Necron turn it is deemed to be destroyed and is removed, unless you intend to use a Monolith portal to teleport the unit during the current move. If for some reason you change your mind about using the portal, they are removed immediately.

Q. Could you clarify the way victory points and below half-strength is calculated for Necron units.

A. Certainly. As stated in the Codex you only need worry about the unit's original starting strength and its current strength. It is possible the current strength could be higher than the starting strength as the unit picks up recovered casualties from other Necron units, don't worry about this, just compare initial strength and current strength.

Q. Do you requires 6's to hit a Monolith in close combat?

A. Yes - it is a skimmer.

Q. Is an immobilized Monolith counted as a skimmer once immobilized; that is, would you need 6's to hit it in close combat if it's on the ground, or would you hit it automatically?

A. Good point. On the ground it is a stationary vehicle and will be hit automatically in close combat.

Q. The particle whip rules say that the model under the template takes an AP1 hit. Since the Ordnance rules state that the defending player may not shift the template, will this allow specific targeting of models? I think the defending player still gets the option of assigning hits so assuming that not every model gets wounded, you could avoid assigning a wound to the model under the hole. What are your thoughts on this?

A. The template will scatter most of the time so it will not be possible to snipe in a predictable fashion. Also, the casualties are chosen by the owning player so characters need only be hit if everyone is wounded.

Q. Do Destroyers now repair as Destroyers?

A. Yes, this is different to the rules in the previous Necron Raider list, models that self-repair come back as themselves not just as Necron Warriors.

Q. Can the Monolith move and fire its ordnance weapon?

A. Yes - exactly as stated in the Monolith profile.

Q. Despite the fact that the C'Tan is a God, would 'Gift of Chaos' still turn the C'tan into a mewling Chaos Spawn on a 6 (assuming the Invulnerable save is failed)?

A. For the duration of the battle, yes that will be the case. The Necrodermis is living metal and will be twisted into some hideous form by the Sorcerer's power but soon the will of the C'tan inside will find a way to overcome it and woe betide the Sorcerer then!

Q. The Disruption Field entry doesn't mention anything about rolling 6's on the Armour Penetration roll; the inference being on 'to hit' rolls. I assume, like Gauss weapons, it's meant to be on the AP roll, rather than say, 'to hit' roll?

A. That's correct, as stated it is the same mechanism as is used for Gauss weapons.

Q. Can a C'Tan hold a table quarter?

A. No, as an Independent Character they are unable to.

Q. When the Lord upgrades to a Warscythe, does he still retain the shooting attack from the Staff?

A. No, the Staff of Light is replaced completely.

Q. Can the Monolith use its particle whip and Gauss Flux Projectors in the same turn?

A. No, the particle whip is an ordnance weapon and so other weapons may not be used in the same turn.

Q. A Necron squad loses troops, is forced to fall back, and it comes within 6" of Necron casualties of the same type. On the Necrons turn they make a WBB roll and several troops stand up. Now they must join the closest unit. There are a few questions I have covering this:

1. If the unit in range is broken, can the new troops join this unit?

A. Yes

2. If they join a unit that is broken, does the unit remain broken or does it rally?

A. It remains broken.

3. If it does remain broken, do the new units also fall back with the broken unit?

A. The falling back unit gets bigger but continues to fall back.

4. If the broken unit was below 50% and the new units raise the troop strength above 50%, what happens?

A. Then it will meet the 50% criteria for regrouping.

5. A unit that is not broken and has 10 troops is then joined by another 10 restored troops from various other downed units. The newly formed unit of 20 then loses 4 troops to combat. Will this unit be forced to make a Morale check because 4 troops are greater than 25% of the original 10 or do you now make Morale checks using the 20 troops as a base so a check would not be required?

A. No check required - the current strength of the unit is used.

Q. When calculating the phase out total, when does the army phase out? Will it do so as soon as 75% are downed or do you wait till the recovery phase to see if any troops recover before counting total? For example, an army of 60 troops is reduced to 15 troops at the end of their opponent's turn, on the following turn 2 troops are able to recover. This would raise them above the 25% required, but the fact that they were below in the first place begs the question.

A. Phase out is calculated after 'We'll be back' - this is stated at the end of phase out in the special rules.

Q. If an enemy unit in close combat is hit with a Nightmare Shroud and falls back, can the Necron unit in close combat with it perform an advance on them and wipe them out?

A. No, because the unit is falling back from combat in the Shooting phase this would interfere too much with the normal sequence of play. However, there is nothing to stop the Necrons that were in close combat shooting at it or assaulting it if it is still in range.

Q. Is the Gaze of Flame in effect if the Lord himself is not assaulted but the unit that he is leading is?

A. Units with one or more models in contact with the Lord are affected.

Q. Do Necron Warriors block line of sight to Destroyers?

A. Yes, if they are in base-to-base contact.

Q. Necrons suffer morale effects like being under 50% and being unable to regroup etc, unless they are flagged Fearless. Is this correct?

A. That's right.

Q. I have an army of 99 Warriors and a Lord. Phase out occurs when I drop below 25% of my original force rounding fractions up or when I have lost 75% rounding up. Therefore, my question may seem dopey but, if I take the first to be true, when I lose my 75th warrior I will take phase out at the beginning of the next turn, or is it when I lose the warrior that reduces the number of warriors left on the table to below 25% (ie, the 25th model)?

A. It's when you are reduced to 25% or less, so in the example given, when the on-table Necrons are reduced to 25 models or less, you enter the phase out point.

Q. Super stikkbombz have 10+2d6 penetration so probably shouldn't benefit from this, BUT Tankbusta bombz double the D6 roll result (they don't add extra penetration dices) actually giving them 6+(d6x2) penetration, so primitive Orks can easily blast your Living Metal to pieces with such a bomb. That's how Ork players are explaining it to me, but is this ok with the spirit of the Livin' Metal rule? I am not sure...

A. Extra dice and doubling scores are much the same thing, don't count any bonus penetration of any sort against a Monolith. So no bonuses for multiple Talos attacks, tank-hunter veteran skills etc. One grey area here is the Vindicare Assassins' turbo-penetrator round. As this is not bonus penetration as such this will work.

Q. Since Wraiths get their Invulnerable save from power weapons/monstrous creatures etc, do they get a 'We'll be back' roll from casualties taken from such weapons/attacks as well?

A. No, only if there is a Resurrection Orb within 6".

Q. If my Lord has a phase shifter, and I take my last wound from a power weapon or other weapon that disallows a standard Armour save, may I make a 'We'll be back' roll? It didn't negate MY save after all, or is that more of a blanket rule?

A. It's a blanket rule, the Lord would need a Resurrection Orb to get a WBB roll.

Q. How does the Act of Faith, Divine Guidance, interact with the 'We'll be back' rule? Divine Guidance, after a successful Ld test, makes all the to wound rolls nullify Armour saves on a 6. The 'We'll be back' rule states that Necrons killed by weapons that nullify Armour saves cannot self-repair. Someone could argue that it's not the weapon but the Faith that nullifies the save; the Necrons can use the rule and self-repair models.

A. Necrons destroyed this way count as being destroyed with power weapons so cannot make a 'We'll be back' roll. This would also be the case with the Tyranid Rending Claws ability or the Chaos Daemonic Talons ability.

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

A. Yes

**Q. Are the strength 3 hits from the lightning field from
(a) wound rolls
(b) failed Armour saves which cause wounds?**

A. B is correct.

**Q. In the Codex under the Tomb Spyder entry it reads:
Artificer: Each Necron turn, a Tomb Spyder that is not in close combat can expend energy to create a Scarab swarm. The swarm is placed in contact with Tomb Spyder at the start of the Assault phase. Roll a D6 for each swarm produced. On a 1, the Tomb Spyder takes a wound as it is drained by the energy expenditure. Each swarm produced will form a unit with the Tomb Spyder that created it, and must retain coherency with it for the remainder of the game. My questions regarding this are:**

During which phase of the turn does the Tomb Spyder do this and, if it does this, can it still move or shoot?

A. It does this at the start of the Assault phase.

I at first read that rule to mean it could produce one swarm per turn but it does not say that exactly. In fact it almost seems to indicate you could crank out a dozen or so in one turn as long as you are not rolling ones. I'm fairly certain that is not the way that rule should be interpreted but what do you think?

A. Afraid not, a single swarm per turn only.

Q. I take it warriors in reserve only require a Monolith to enter when they use their special rule?

A. That's right. If they are using their special 'Reserves' rule and all available Monoliths are destroyed they count as destroyed and may therefore trigger the phase out of the on-table portion of the army.

Q. Do you need permission to field a C'Tan since they are special characters?

A. Nope, as with the Tyranid and Tau armies, the old constraint on special character use does not apply to them.

Q. The C'tan Deceive ability is intended to affect fearless models, correct?

A. Yes, it is.

Q. If Pariahs come within range of a Seer Council, the Psykers take a test. Do they all take one test based on the Farseer's Ld or does each member take a separate test?

A. The whole unit would test as one, using the leadership of 7 that they are

reduced to by the Pariahs.

Q. Are fearless troops affected by the Flayed Ones *Terrifying Visage* ability?

A. No, this should have been stated as Fearlessness does not normally help with Leadership tests only morale tests and it should definitely work with *Terrifying Visage*.

Q. When rolling for reserves and the reserves include a Monolith and one or more Necron Warrior Squads that require the Monolith to enter the table what is the sequence of reserve rolls.

A. I think I catch the drift here. Basically you would roll for your reserves as normal. If the Monolith is available it can enter the table normally. If any of the warrior squads are available one must now be deployed using the Monolith's Portal ability.