

WARHAMMER 40,000 CODEX: NECRONS

Official Update for 6th Edition, Version 1.4

Although we strive to ensure that our codexes are perfect, sometimes mistakes do creep in. In addition, we occasionally print new versions of our rules, which require amendments to be made in older versions of our codexes. When such issues arise, we feel that it is important to deal with them as promptly as we can, and we therefore produce regular updates for all of our codexes. 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.

Each update is split into three sections: Errata, Amendments, and 'Frequently Asked Questions'. The Errata corrects any mistakes in the codex, while the Amendments bring the codex up to date with the latest version of the rules. The Frequently Asked Questions (or 'FAQ') section answers commonly asked questions about the rules. Although you can mark corrections directly in your codex, this is by no means necessary – just keep a copy of the update with your codex.

ERRATA

Page 36 – Deathmarks, Hunters from Hyperspace.

Add the following sentences at the end of the paragraph: "If an Independent Character is chosen as a target, any unit they are currently joined to is also wounded on rolls of 2+. If the chosen Independent Character leaves the unit, only the Independent Character continues to be wounded on a 2+."

Page 36 – Deathmarks, Hunters from Hyperspace.

Also add "Note that each unit of Deathmarks may only mark a single enemy unit during the course of a game".

Page 46 – Canoptek Spyderys, Scarab Hive.

Change the first sentence to read "At the start of each of your Movement phases...".

Page 46 – Scarab Hive, second paragraph.

Change the second sentence to "On a roll of 2-6, add one base to the Canoptek Scarab unit. This must be placed within unit coherency of at least one base that hasn't been created this turn. It can move and act normally this turn."

Page 47 – Monolith, Dimensional Corridor

Add "Note that a Monolith can use its Dimensional Corridor on a turn that it deploys by Deep Strike." to the end of the rule.

Page 50 – Doom Scythes, Death Ray.

Change the second sentence to read "Then draw a straight line (considered to be 1mm in width) between the two points."

Page 53 – Repair Barge.

Change the third sentence to "if the result is 2 or more, add D3 models to the unit. These must be placed within unit coherency of at least one model that hasn't been created this turn. They can move and act normally this turn."

Page 57 – Orikan the Diviner, Temporal Snares.

Change the second sentence to read "If they are actually moving through difficult terrain, then a unit moves...".

Page 61 – Vargard Obyron, The Vargard's Duty

Change the first sentence to "When Obyron uses his Ghostwalk Mantle, so long as he and Nemesor Zahndrek are not currently part of the same unit, he does not scatter providing he aims to arrive within 6" of Zahndrekh."

Page 82 – Necron Wargear, Resurrection Orb.

Add the following sentence at the end of the second paragraph: "The effect of the resurrection orb applies until the Ever-living counter of the bearer is removed by a failed Reanimation Protocols roll (so roll for the bearer's counter last!)."

Page 84 – Cryptek Wargear, Solar Pulse.

Add the following sentence at the end of the second paragraph: "If the solar pulse is used to end the effect of Night Fighting caused by Imotekh the Stormlord, then for that turn, no units are struck by lightning."

Page 59 – Surrogate Hosts.

Change the first sentence to "If Trazyn fails his Reanimation Protocol roll, roll another D6."

Page 59 – Surrogate Hosts.

Change the reference from “kill points” to “victory points”.

Page 81 – Mindshackle Scarabs.

Change the first sentence to read “At the start of the Fight sub-phase, after charges have been made, but before any blows are struck, randomly select a non-vehicle enemy model in base contact with the bearer of the mindshackle scarabs.”

Page 82 – Tesla Weapons, Arc

Change the first sentence to “Once the tesla destructor’s initial shot has been resolved, as long as it hit at least once...”

AMENDMENTS

Note that this is an older Codex, written for a previous edition of the rules. You will therefore need to consult the Reference section of the *Warhammer 40,000* rulebook for an up to date list of *Unit Types* and *Vehicle Hull Points*. You’ll also find that some of the weapons in this Codex are written out longhand, rather than using the weapon profile format in the *Warhammer 40,000* rulebook. Don’t worry – these are functionally identical, unless noted otherwise in this document.

Two Toughness Values

Where a model has two Toughness values presented on its profile, one of which is presented in brackets, always use the bracketed value. Ignore the other value entirely.

Page 29 – The Army of Aeons Past, Entropic Strike.

Add “Against squadrons, these hits are allocated as for glancing and penetrating hits.” Immediately before the last sentence.

Page 35 – Lychguards, Dispersion Shields.

Add the following:

“For the purposes of determining cover saves of deflected hits, treat the hit as having come from the model that made the save.

Note that you must always use the best save available, and so cannot choose to use the dispersion shield’s invulnerable save in place of your armour save if the model’s armour save is better and available.”

Page 38 – Triarch Praetorians, Rod of Covenant.

Replace with the following profile:

Range	Strength	AP	Type
-	+1	2	Melee, Unwieldy
6"	5	2	Assault 1

Page 41 – C’tan Manifestations of Power, Gaze of Death.

Change the first sentence to read “In the Fight sub-phase, after all other blows in the C’Tan Shard’s combat have been struck, centre the large blast marker on the C’Tan Shard”.

Page 41 – C’tan Manifestations of Power, Lord of Fire.

Replace the second paragraph with the following:

“All flamer weapons (as described in the *Warhammer 40,000* rulebook), weapons with the Melta special rule, and weapons described as using ‘fire’ or ‘flame’ as its effect or in its special rules, that are fired within 12" of the C’tan Shard have a chance of exploding. Roll a D6 each time such a weapon is fired within range. On the roll of a 1, the weapon detonates. If carried by a non-vehicle model, the model is removed from play as a casualty. If mounted on a vehicle, that weapon suffers a Weapon Destroyed result (do not roll randomly) and the vehicle loses a Hull Point. In either case, the shot(s) are lost.”

Page 41 – C’tan Manifestations of Power, Time’s Arrow

Change the first sentence to read “At the start of the Fight sub-phase, before blows are struck, nominate one enemy non-vehicle model in base contact with the C’tan Shard (if there are any)”.

Page 44 – Canoptek Wraiths, Whip Coils.

Change the second paragraph to read “Any enemy model that is in base contact with a Canoptek Wraith with whip coils at the beginning of the Fight sub-phase counts their Initiative value as 1 until the end of the Assault phase, regardless of their actual Initiative.”

Page 46 – Canoptek Spyders, Fabricator Claw Array.

Change the second sentence of the second paragraph to read “If the result is a 4 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed or Immobilised result (owning player’s choice); this is effective immediately.”

Page 50 – Doom Scythes, Unit Type.

Change to “Flyer”.

Page 50 – Doom Scythes, Aerial Assault.

Ignore this entry.

Page 50 – Doom Scythes, Supersonic.

Refer to the main *Warhammer 40,000* rulebook.

Page 50/95 – Doom Scythe, Special Rules.

Remove the Deep Strike special rule.

Page 51/91 – Night Scythe, Special Rules.

Remove the Deep Strike special rule.

Page 51 – Night Scythes, Access Points.

Change to “1 (the base of the model)”.

Page 51 – Night Scythes, Unit Type.

Change to “Flyer”.

Page 51 – Night Scythes, Supersonic.
Refer to the main *Warhammer 40,000* rulebook.

Page 51 – Night Scythes, Aerial Assault.
Ignore this entry.

Page 51 – Night Scythes.
Add the following special rule:

Invasion Beams: A unit that begins its Movement phase embarked upon a Night Scythe can disembark before or after the vehicle has moved (including pivoting on the spot, etc) so long as the vehicle has not moved more than 36". If the Night Scythe moves more than 24" in the same turn, the disembarking unit can only fire Snap Shots."

Page 52 – Catacomb Command Barge, Unit Type.
Add "Chariot".

Page 52 – Catacomb Command Barge, Symbiotic Repair.
Change the first sentence to read "If the Catacomb Command Barge suffers an immobilised or weapon destroyed result, or loses a Hull Point, the embarked character can reduce his remaining Wounds by 1 to negate the result. This cannot be done if it would cause the character to be removed as a casualty."

Page 55 – Imotekh the Stormlord, Hyperlogical Strategy.
Replace special rule with the following:

Hyperlogical Strategy: If Imotekh the Stormlord is your Warlord, you Seize the Initiative on a roll of 4+. However, greenskins always manage to confound his plans somehow, so if Imotekh is your Warlord, you can never attempt to Seize the Initiative against an army that includes any Orks."

Page 57 – Orikan the Diviner.
Replace Staff of Tomorrow with the following profile:

Range	Strength	AP	Type
-	User	2	Melee, Time Strike

Time Strike: Orikan re-rolls failed to Hit rolls in close combat.

Page 61 – Nemesor Zahndrek & Vargard Obyron, Adaptive Tactics.
Replace the "Night Vision/Acute Senses" option with "Night Vision".

Page 61 – Nemesor Zahndrek & Vargard Obyron, Counter Tactics.
Ignore the "Acute Senses" option.

Page 61 – Nemesor Zahndrek & Vargard Obyron, Cleaving Counterblow.
Change the penultimate sentence to "Enemy misses that occur on or after Obyron's Initiative step do not generate bonus Attacks."

Page 81 – Necron Wargear, Mindshackle Scarabs.
Replace the second paragraph with the following:
Change the first sentence to read "At the start of the Fight sub-phase, after charges have been made, but before any blows are struck, randomly select a non-vehicle enemy model in base contact with the bearer of the mindshackle scarabs. That model must immediately take a Leadership test on 3D6. If the test is passed, the mindshackle scarabs have no effect. If the test is failed, the victim strikes out at his allies. Instead of attacking normally, he inflicts D3 hits on his own unit (or himself, if on his own or in a challenge) when it is his turn to attack. These hits are resolved at the victim's Strength and benefit from any abilities and penalties from his Melee weapons (the controller of the mindshackle scarabs chooses which weapon he uses, if there is a choice). If he is still alive, the victim returns to the owning player's control once all blows in that round of combat have been struck."

Page 82 – Tesseract Labyrinth.
Add "Flying Monstrous Creature" to the list of types of model that can be chosen.

Page 81 – Necron Wargear, Hyperphase Sword.
Replace the second paragraph with "A hyperphase sword is a power sword."

Page 82 – Warscythe.
Replace with the following profile:

Range	Strength	AP	Type
-	+2	1	Melee, Armourbane, Two-handed

Page 85 – Cryptek Wargear, Seismic Crucible.
Change the second sentence of the second paragraph to read "If the nominated unit attempts to charge the Cryptek, or his unit, reduce their charge range distance by the result of the D3 for that phase."

FAQs

Q: If a model with the Reanimation Protocol special rule is replaced by another model, for example it is turned into a Chaos Spawn or replaced by Trazyn the Infinite, do you place a reanimation protocol or ever-living counter next to the unit? (p29)

A: No.

Q: Is the roll for an Ever-living counter the same as a Reanimation Protocol roll; does it benefit from the resurrection orb? (p29)

A: Yes to both questions.

Q: If an entire unit, including an attached character from a Royal Court, is wiped out, do you get to make any Reanimation Protocol rolls? (p29)

A: You would only get to make one roll for the attached character as he has the Ever-living special rule. Note that in this case, he must be placed within 3" of the counter as his unit has been wiped out.

Q: Do you roll to see if a hit with the Entropic Strike special rule reduces a vehicle's armour before rolling for armour penetration? As all attacks at the same Initiative are simultaneous, does this mean that other models with the same Initiative will also roll to penetrate against the reduced armour value? (p29)

A: Yes to both questions.

Q: If a character passes a Look Out, Sir roll against a Necron Weapon with Entropic Strike, which model loses its armour save? (p29)

A: The model to which the Wounding hit was allocated.

Q: Can a model with Entropic Strike reduce the armour value of a fortification? (p29)

A: Yes.

Q: If a unit with one or more reanimation protocols or ever-living counters fails its Morale check and falls back off the table, what happens to the counters and the models they represent? (p29)

A: They are lost and no Reanimation Protocols/Ever-living rolls are made.

Q: If a Necron Overlord is embarked on a Catacomb Command Barge and is killed in close combat, where is his Everliving counter placed? (p29).

A: In base contact with the Catacomb Command Barge. If it is impossible to place the counter in this way, place it as close as possible to the Catacomb Command Barge's base.

Q: When a Lychguard with a dispersion shield is hit by a blast or template weapon the template isn't relocated. Can the hit itself still be deflected? (p35)

A: Yes.

Q: Can a unit of Deathmarks choose an Independent Character that has joined a unit as the target of Hunters from Hyperspace? (p36)

A: Yes. Note that if the Independent Character subsequently leaves the unit only the Independent Character will continue to be Wounded on a 2+.

Q: If a unit of Deathmarks deploys via a Veil of Darkness, do they get to place another Hunters from Hyperspace counter? (p36)

A: No.

Q: Does a C'tan Shard charging through terrain need to take a Difficult Terrain test? (p40)

A: No.

Q: Does Writhing Worldscape cause every model moving through difficult terrain, moving as if in difficult terrain and counting as moving through difficult terrain to take a Dangerous Terrain test? (p41)

A: Yes.

Q: If a Canoptek Wraith with whip coils is slain by enemy models not in base contact and at a higher Initiative step, when do the enemy models that were initially in base contact and affected by the whip coils (and therefore reduced to Initiative 1) actually fight? (p44)

A: The effects of the whip coils/lash whips take place at the beginning of the Fight sub-phase and last until the end of the Assault phase, so the affected models would still fight at Initiative step 1 that turn.

Q: If a model makes a Pile In move which brings it into base contact with a Canoptek Wraith with whip coils, does it then fight at its normal Initiative step or must it wait until the Initiative 1 step? (p44)

A: It fights at its normal Initiative.

Q: If a model with whip coils is in base contact with a model with an Initiative-boosting rule/piece of wargear (e.g. an Eldar Banshee Mask etc.), which order are the Initiatives modified? (p44)

A: As a 'set value modifier' the Whip Coils effect is applied after all other modifiers. If the model is effected by another set value modifier, roll off to see which is applied first at the start of each Fight sub-phase.

Q: Can Canoptek Spyderys add models to a unit of Canoptek Scarabs that is locked in combat? (p46)

A: Yes.

Q: Does a Canoptek Spider equipped with a fabricator claw array gain an additional Attack in close combat as per the 'No Specified Melee Weapon' rule? (p46).

A: No.

Q: Can a Doom Scythe's death ray hit enemy Flyers and/or Flying Monstrous Creatures? (p50)

A: The Death Ray can hit Flyers in Hover Mode (friendly or enemy) and Gliding Flying Monstrous Creatures (friendly or enemy). It cannot hit Zooming Flyers or Swooping Flying Monstrous Creatures.

Q: If a death ray passes over 3 models out of 10 in a unit, how many hits does that unit take? (p50)

A: 3.

Q: Can a Night Scythe carry a model that is unit type Infantry? (p51)

A: Yes.

Q: Does a Necron Overlord on a Catacomb Command Barge benefit from Furious Charge on a Sweep Attack? In addition, are Sweep Attacks close combat attacks? (p52)

A: No to both questions.

Q: Can a character on a Catacomb Command Barge target one unit with his Sweep Attack and charge a different unit in the subsequent Assault phase? (p52)

A: Yes.

Q: What is the arc of fire for a gauss flyer array? (p53)

A: As it is mounted on the hull it will have a 45 degree arc of fire. However it is slightly unusual in that it has multiple gun barrels. As long as you can draw line of sight along one of them, you can target the unit.

Q: Do units hit by lightning as a result of Imotekh's Lord of the Storm special rule benefit from the Stealth or Shrouded special rules due to Night Fighting? (p55)

A: No.

Q: Must Imotekh the Stormlord roll to see if Night Fighting continues at the start of the game turn? (p55)

A: No, he can attempt it but isn't forced to.

Q: Can enemy Zooming Flyers and Swooping Flying Monstrous Creatures be hit by Imotekh the Stormlord's 'Lord of the Storm' special rule? (p55)

A: Yes.

Q: How wide is the beam from the Staff of the Destroyer? (p55)

A: 1mm.

Q: If Trazyn causes a Wound in a round of close combat and is then killed, does his Empathic Obliterator still activate at the end of the round of combat? (p59)

A: Yes.

Q: If there are no models left on the board that Trazyn the Infinite can take the place of with his Surrogate Host special rule, what happens? (p59)

A: He cannot come back.

Q: Can an enemy vehicle affected by the Mind in the Machine ability fire at itself? (p62)

A: No.

Q: If a unit is embarked on a Night Scythe that is Wrecked or Explodes, do they suffer Strength 10 hits with no armour saves as per the Crash and Burn rules before they are placed in reserve? (p81)

A: No.

Q: If a single model fails the Leadership test caused by mindshackle scarabs, will his Attacks be resolved against himself? (p81)

A: Yes.

Q: If an Independent Character that has joined a unit is affected by mindshackle scarabs will his attacks be resolved against the unit he has joined? (p81)

A: Yes.

Q: If mindshackle scarabs are used against a model with a force weapon or a weapon which allows the wielder to inflict Instant Death with a successful Leadership test, can the Necron player force the enemy model to utilise this ability? (p81)

A: Yes.

Q: If mindshackle scarabs are used against a model whose weapon gives them additional Attacks in close combat for any reason, are these attacks added to the number of hits the model causes on their unit (for example a Daemon Weapon)? (p81)

A: No.

Q: If a vehicle with Quantum Shielding passes a cover save against a penetrating hit, does it lose the bonus to its armour value? (p82)

A: No.

Q: If a model carrying a resurrection orb is removed as a casualty, can you still benefit from it when rolling for his, and his unit's, Reanimation Protocol rolls that phase? (p82)

A: Yes.

Q: Do you roll for a tesla destructor's Arc special rule if the unit it shot at was wiped out by the shooting attack? (p82)

A: No, as there is no unit to measure range from.

Q: Are cover saves and facing for the hits from the tesla destructor's Arc special rule worked out using the position of the firing unit or the unit it targeted? (p82)

A: From the firing unit.

Q: When using an abyssal staff, do you use the target's Toughness or Leadership for the purposes of working out if Instant Death applies? (p84)

A: You use the target's Leadership.

Q: Can a veil of darkness be used instead of moving onto the board when a unit arrives from reserve? (p84)

A: Yes.

Q: If an army contains Imotekh the Stormlord can a Cryptek with a chronometron use it to re-roll the roll to see if the Night Fighting special rule stays in effect? (p85)

A: Only if Imotekh is in the same unit as the Cryptek with the chronometron.

Q: Do models from a Royal Court that are attached to a Deathmark Squad benefit from the Hunters from Hyperspace special rule? (p90)

A: Yes.

Q: Can a unit of Deathmarks with an attached model from a Royal Court Deep Strike? (p90)

A: No. Every model in a unit must have the Deep Strike special rule for it to do so.

Q: Can a Royal Court contain Crypteks from different Harbingers? (p90)

A: Yes.

Q: If a Royal Court contains more than one Cryptek from the same Harbinger, will they all have the weapon upgrade or can only one have it? (p90)

A: They must all have the weapon upgrade of their harbinger. Only the optional wargear is unique.

Q: If I have 2 Royal Courts, can one model from each be attached to the same unit? (p90)

A: Yes.

Q: Does a Canoptek Wraith equipped with a particle caster receive +1 Attack in close combat? (p94)

A: No.

Q: Is there any way to embark back onto a Night Scythe?

A: Yes – follow the rules for Embarking on page 78, treating the Night Scythe's base as its Access Point. Note that this is possible despite the Night Scythe being a Zooming Flyer.

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