

# WARHAMMER 40,000

## CODEX: NECRONS

### Official Update Version 1.2

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

**Pages 87 and 99 – Catacomb Command Barge and Annihilation Barge, Abilities**

Add the following ability:

**'Hovering:** Instead of measuring distances and ranges to and from this model's base, measure to and from this model's hull or base (whichever is closer).'

**Page 95 – Canoptek Wraiths, Wraith Form**

Change this ability to read:

'Models in this unit have a 3+ invulnerable save. During the Movement phase, models in this unit can move across models as if they were not there, and can move horizontally through terrain features as if they were not there (note that any vertical distance moved is still counted against the distance these models have moved). During the Charge phase, models in this unit can move across models (other than **BUILDINGS**) as if they were not there. Models in this unit can shoot and charge even if they Fall Back this turn.'

**Page 98 – Monolith, Eternity Gate**

Change the penultimate sentence of this ability to read: 'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

**Page 102 – Night Scythe, Invasion Beams**

Change the penultimate sentence of this ability to read: 'Set up the unit so that it is wholly within 3" of this model and more than 1" from any enemy models; the unit that has just been set up counts as having disembarked from a transport for all rules purposes.'

#### **Page 110 – Stratagems, Emergency Invasion Beam**

Add the following sentence:

'Units set up with this Stratagem can be set up during the first battle round even if you are using the Tactical Reserves matched play rule.'

#### **Page 112 – Methodical Destruction**

Change the rules text to read:

'Use this Stratagem after a **SAUTEKH** unit from your army has attacked an enemy unit and the attack resulted in the enemy unit losing one or more wounds. Add 1 to hit rolls for attacks made by other **SAUTEKH** units from your army that target the same enemy unit this phase.'

#### **Page 117 – Named Characters and Warlord Traits**

Add the following sentence to the end of the paragraph: 'If either Illuminor Szeras or Anrakyr the Traveller is your Warlord, then replace the <DYNASTY> keyword in their Warlord Trait with **NECRON**.'

#### **Page 118 – Points Values**

Move the entries for Deathmarks and Lychguard from the 'Troops' section into the 'Elites' section.

#### **FAQs**

*Q: Can C'TAN SHARDS use a Power of the C'tan while within 1" of an enemy model?*

A: Yes.

*Q: Can a Triarch Stalker use its Targeting Relay ability to re-roll hit rolls of 1 for its own attacks after the first?*

A: No.

*Q: Can the Quantum Deflection Stratagem allow a unit with the Quantum Shielding ability to ignore attacks with a Damage characteristic of 1?*

A: Yes.

*Q: When Deathmarks use the Ethereal Interception ability to attack an enemy unit that has just been set up, does every Deathmark model have to target that unit, or only at least one?*

A: Every model in the Deathmarks unit must target the unit that has just been set up.

*Q: Are units that are set up on their tomb world using the Invasion Beams and Eternity Gate abilities considered to be on the battlefield for the purposes of the Tactical Reserves matched play rule?*

A: No, they do not count as being set up on the battlefield and are considered to be reinforcements for the purposes of the Tactical Reserves rule.