CODEX: NECRONS

Indomitus Version 1.2

These documents collect amendments to the rules and present our responses to players' frequently asked questions. Often these amendments are updates necessitated by new releases or community feedback; these can be identified by the presence of an asterisk before the page reference. At other times, these amendments are errata designed to correct mistakes or add clarity to a rule that is not as clear as it might be.

As they're revised regularly, each of these documents has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When a document is revised, the version number will be incremented and new updates will be highlighted in blue, while new errata and FAQs will be highlighted in magenta.

UPDATES & ERRATA

Page 69 – Ancient Machineries
Change the first paragraph to read:
'If you selected this secondary objective, then after both sides have finished deploying, starting with your opponent, the players alternate selecting objective markers that are not within any player's deployment zone to be Ancient Machinery objective markers, until three objective markers have been selected (if there are only one or two such objective markers, then only those objective markers are Ancient Machinery objective markers).'

Page 71 – Territorial Imperative
Change the final sentence to read:
'Each unit gains a number of experience points equal to their Territorial Imperative tally.'

Page 76 – Weapon Enhancements, Gauss Weapons, Metallophagic Atomic Decouplers
Change this ability to read:
'In your Shooting phase, when the bearer's unit is selected to shoot, unless the Stratagem has already been used in this phase, you can use the Disintegration Capacitors Stratagem for 0CP.'

*Page 93 – Canoptek Reanimator, Power Rating
Change this datasheet's Power Rating to 4.

*Page 97 – Triarch Stalker, Keywords
Add 'Quantum Shielding' to this datasheet's keywords.

*Page 98 – C'tan Shard of the Nightbringer, Power Rating
Change this datasheet's Power Rating to 19.

Page 98 – C'tan Shard of the Deceiver, Grand Illusion
Replace the last sentence of this ability with the following:
'If the mission uses the Strategic Reserves rules, any of those units can be placed into Strategic Reserves without having to spend any additional CPs, regardless of how many units are already in Strategic Reserves. If both players have abilities that redeploy units, roll off; the winner chooses who redeploys their units first.'

Page 110 – The Silent King, Voice of the Triarch
Change the second sentence to read:
'If he does, one command protocol that you did not assign to any battle rounds before the battle becomes active for your army for that battle round, instead of the one that you assigned to it.'

*Page 117 – Canoptek Reanimator
Change Unit Cost from '110 pts' to '80 pts'

*Page 117 – C'tan Shard of the Nightbringer
Change Unit Cost from '350 pts' to '370 pts'

FAQS

Q: Can unique C'tan powers be selected for a C'tan Shard unit other than the one specified?
A: No.

Q: If my army includes a Supreme Command Detachment consisting of The Silent King, is that Detachment a Szarekhan Detachment, and if so does it benefit from the Uncanny Artificers Dynastic Code and does it grant access to the Szarekhan Stratagem?
A: Yes, it would be a Szarekhan Detachment. As such, you will gain access to the Szarekhan Stratagem. Note, however, that as The Silent King has the Dynastic Agent keyword, it will not receive the Uncanny Artificers Dynastic Code.