WARHAMMER 40,000 CODEX:
NECRONS

Official Update for 7th Edition, Version 1.0

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: Amendments, Errata 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.

AMENDMENTS

Note that this is an older codex, written for a previous edition of the rules. You will therefore need to consult the following table for an up-to-date list of vehicles with their types and 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 *Warhammer 40,000: The Rules*. Don't worry – these are functionally identical.

Unit	Type	Hull Points
Annihilation Barge	Vehicle (Open-topped, Skimmer)	3
Catacomb Command Barge	Vehicle (Chariot, Fast, Open-topped, Skimmer)	3
Doom Scythe	Vehicle (Flyer)	3
Doomsday Ark	Vehicle (Open-topped, Skimmer)	4
Ghost Ark	Vehicle (Open-topped, Skimmer, Transport)	4
Necron Monolith	Vehicle (Heavy, Skimmer, Tank)	4
Night Scythe	Vehicle (Flyer, Transport)	3
Triarch Stalker	Vehicle (Open-topped, Walker)	3

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 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 46 – Gloom Prism
Replace this Gloom Prism's rule with the following:
'A Canoptek Spyder with a gloom prism and all friendly units within 3" of it have a +2 bonus to their Deny the Witch rolls.'

Page 52 – Catacomb Command Barge
Replace 'Transport Capacity: The Catacomb Command Barge can carry one independent character' with 'Rider: Necron Overlord (pg 30).

Page 52 – Sweep Attack
Replace the first sentence with the following:
'A Catacomb Command Barge's rider can make three special 'sweep' attacks each turn.'

Page 52 – Symbiotic Repair
Replace this special rule with the following:
'**Symbiotic Repair:** A Catacomb Command Barge treats all Weapon Destroyed results as Crew Stunned instead.'

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 87 – Using a Force Organisation Chart and Standard Missions
Please ignore these sections and refer to the Choosing an Army section in *Warhammer 40,000: The Rules*.

Page 88, 89 – Imotekh the Stormlord,
Nemesor Zahndrekh, Anrakyr the Traveller,
Trazyn the Infinite, Necron Overlord
Please ignore the Dedicated Transport options for these
characters.

Page 89 – Necron Overlord
Add the following to the list of options:
'May take a Catacomb Command Barge (the Necron
Overlord becomes the Chariot's rider, see page 91).'

Page 90 – Royal Court
Replace each instance of 'army' with 'detachment' in this
sentence.

ERRATA

Page 35 – Lychguards, Dispersion shield
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 an armour save if the
model's armour save is better and available.'

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 41 – C'tan Manifestations of Power,
Lord of Fire rule
Replace with the following:
'All flamer weapons (as described in *Warhammer 40,000:
The Rules*), 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 rule
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, Scarab hive
Change the first sentence to read 'At the start of each
of your Movement phases a Canoptek Spyder that is not
locked in close combat can expend energy to create a
Canoptek Scarab Swarm.'

Page 46 – Canoptek Spyders, 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 46 – Canoptek Spyders, Fabricator claw array
Change the second sentence of the second paragraph to
read 'If the result is 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).'

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 50 – Doom Scythes, Unit Type
Change to 'Vehicle (Flyer)'.

Page 50 – Doom Scythes, Aerial Assault
Ignore this entry.

Page 50 – Doom Scythes, Supersonic
Refer to *Warhammer 40,000: The Rules.*

Page 50, 95 – Doom Scythes, Special Rules
Remove the Deep Strike special rule.

Page 51, 91 – Night Scythes, 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 'Vehicle (Flyer)'.

Page 51 – Night Scythes, Supersonic
Refer to *Warhammer 40,000: The Rules.*

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

Page 51 – Night Scythes, Special Rules
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
Change to 'Vehicle (Chariot)'.

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 the lowest D6 result of their difficult terrain test, rather than the highest.'

Page 59 – Surrogate Hosts
Change the first sentence to 'If Trazyn fails his Reanimation Protocols roll, roll another D6.'

Page 59 – Surrogate Hosts
Change the reference from 'kill points' to 'victory points'.

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 Zahndrekh are not currently part of the same unit, he does not scatter providing he aims to arrive within 6" of Zahndrekh.'

Page 81 – Necron Wargear, Hyperphase Sword
Replace with the following profile:

Range	Strength	AP	Type
-	User	3	Melee

Page 81 – Necron Wargear, Mindshackle Scarabs
Replace the second paragraph with the following:
'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 – 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 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, roll a D6 for each other unit (friendly and enemy, engaged and unengaged) within 6" of the target.'

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

Page 83 – Necron Wargear, Warscythes, rules
Replace with the following profile:

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

FAQs

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? (pg 51)
A: No.

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? (pg 55).
A: No.

Q: How wide is the beam from the Staff of the Destroyer? (pg 55)
A: 1mm.

Last updated May 2014.