

The Comprehensive Necron FAQ v1.2

By Kitzz of Dakka Dakka

If you are interested in the issues not dealt with in the GW FAQ, this is the place for you. This FAQ is designed solely to do one thing: aid players, play groups, tournaments, and tournament organizers in coping with some of the tesseracted and labrynthine rules issues in Codex: Necrons.

The entire FAQ is organized in the order problems come up in the Necron codex. For example, questions about Reanimation Protocols are listed prior to questions about Entropic Strike because they appear in that order on page 29. In each question, the question is written first, and is then followed by two subsections. The first subsection, Relevant Rules, quotes all rules relevant to the rules issue exactly as they appear in whatever document they are taken from, minus extraneous context. The second subsection is a list of Possible Interpretations, which discusses all of the possible ways to resolve the issue in question.

ISSUES RESOLVED BY GW FAQ (no longer included in this FAQ): 31

KNOWN ISSUES SO FAR (included in this FAQ): 113

*All rules interpretations marked with an asterisk are strict (but perhaps not prudent) RaW.

Table of Contents:

Intro and Table of Contents.....	1
Codex p.29 (RP, EL, ES).....	3
Codex p.35 (Lychguard).....	11
Codex p.36 (Deathmarks).....	14
Codex p.40 (C'tan Shards).....	16
Codex p.41/81 (C'tan Shards cont'd./Mindshackle Scarabs)..	17
Codex p.46 (Canoptek Spydery).....	19
Codex p.47 (Necron Monoliths).....	23
Codex p.48/53 (Doomsday Arks/Ghost Arks).....	26
Codex p.50 (Doom Scythes).....	27
Codex p.51 (Night Scythes).....	30
Codex p.52 (CCBs).....	32
Codex p.53 (Ghost Arks).....	37
Codex p.55 (Imotekh the Storm Lord).....	39
Codex p.57, 59 (Orikan the Diviner/Trazyn the Infinite).....	43
Codex p.61 (Nemesor Zandrek & Vargard Obyron).....	44
Codex p.62 (Anraky the Traveler).....	50
Codex p.81 (Mindshackle Scarabs).....	56
Codex p.84 (Cryptek Wargear).....	59

Codex p.85 (Cryptek Wargear cont'd.).....63
Codex p.90/94 (Royal Courts/Fast Attack).....67
Thank You & Glossary of abbrevs.....69

Page 29 (RP, EL, ES):

Is Reanimation Protocols a save? eg., can a model that is removed by tesseract labyrinth, Warp Rift, Heroic Sacrifice, etc. still use RP?

Relevant Rules:

BGB, p.20, Take Saving Throws:

Before the player removes any models as casualties, the owning player can test to see whether his troops avoid damage by making a saving throw.

Codex: Necrons, p. 29, Reanimation Protocols:

If a model with Reanimation Protocols is removed as a casualty, there is a chance that it will self-repair and return to play at the end of the current phase.

(and later)

At the end of the phase, after any Morale checks have been taken and fall back moves have been made, roll a d6 for each Reanimation Protocols counter next to the unit.

Codex: Grey Knights, p.26, Heroic Sacrifice:

If this attack hits, both models are removed as casualties with no saves of any kind allowed.

Codex: Necrons, p.82, Tesseract Labyrinth:

The victim must immediately roll equal to or under its remaining Wounds on a d6 or be trapped within the tesseract labyrinth forever. Remove as a casualty with no saves of any kind allowed.

Possible Interpretations:

*1. A model removed as a casualty does get RP if removed by effects worded as those above.

2. A model removed as a casualty does not get RP if removed by effects worded as those above.

*****NOTE: The GW FAQ specifically does not allow an RP roll if the affected model would be replaced by another model. This is a specific exception to the normal rule.**

Can a model that is removed by JotWW still use RP?

Relevant Rules:

Codex: Necrons, p. 29, Reanimation Protocols:

If a model with Reanimation Protocols is removed as a casualty, there is a chance that it will self-repair and return to play at the end of the current phase.

(and later)

At the end of the phase, after any Morale checks have been taken and fall back moves have been made, roll a d6 for each Reanimation Protocols counter next to the unit.

Codex: Space Wolves, p.37, Jaws of the World Wolf:

If the model fails the test, it is removed from play.

Possible Interpretations:

- *1. No, as the model is removed from play instead of as a casualty.
- 2. Yes.

Are EL rolls still made by models whose unit was destroyed by a sweeping advance?

Codex: Necrons, p.29, Ever-Living:

If a model with this special rule is removed as a casualty, do not add a Reanimation Protocols counter to its unit. Instead place an Ever-living counter where the model was removed from play. At the end of the phase, roll for this counter, just as you would for a Reanimation Protocols counter.

BGB, p.40, Sweeping Advances:

Unless otherwise specified, no save or other special rule can rescue the unit at this stage; for them the battle is over.

Possible Interpretations:

- *1. No, as sweeping advances are not specifically mentioned by EL.
- 2. Yes.

What happens if a character with EL is with a unit of Necron Warriors, the EL character is killed in combat, and the warriors subsequently flee?

Relevant Rules:

Codex: Necrons, p.29, Reanimation Protocols:

If the unit makes a fall back move, remove any counters from it - any damaged Necrons are left behind and self-destruct rather than risk capture by the enemy.

Codex: Necrons, p.29, Ever-Living:

If a model with this special rule is removed as a casualty, do not add a Reanimation Protocols counter to its unit. Instead place an Ever-living counter where the model was removed from play. At the end of the phase, roll for this counter, just as you would for a Reanimation Protocols counter.

Possible Interpretations:

- *1. Any counters (including EL counters) are removed, therefore no EL roll can be made.
- 2. Any counters (including EL counters) are removed. Therefore no EL roll can be made, unless the joined character was an independent character, in which case the EL counter remains in place.
- 3. The RP counters are the only ones removed, and thus an EL roll can still be made.

Is a Warrior, Immortal, etc. unit considered destroyed for the purposes of Power from Pain even if it has a royal court's Necron Lord, Cryptek, or Necron independent character? If so, is it considered destroyed immediately or only after the Reanimation Protocols roll is made?

Relevant Rules:

Codex: Dark Eldar, p.25, Power from Pain:

Whenever a Dark Eldar unit with this rule destroys a non-vehicle enemy unit, it immediately gains a 'pain token'.

Possible Interpretations:

1. The unit is considered destroyed, but any character is still eligible for an ever-living roll. The DE unit immediately gains a pain token in the case of a royal court character, and another in the case of an independent character, and can potentially continue killing either repeatedly for more.
2. The unit is considered destroyed, but any character is still eligible for an ever-living roll. The DE unit immediately gains a pain token in the case of a royal court character, and another in the case of an independent character, but can only continue killing the independent character repeatedly for more.
3. The unit is considered destroyed, but any character is still eligible for an ever-living roll. The DE unit immediately gains one pain token in the case of a royal court character, and another in the case of an independent character, but can never get another by killing either character if it returns to the table.
4. The unit is not really considered "destroyed," but this is only in the case of a royal court character. Only when he fails his EL test will the DE unit gain a pain token for killing the warrior, immortal, etc. unit. Independent characters offer no such assistance, giving up two pain tokens if they were joined and failed their EL roll.

Can lone Necron independent characters be "farmed" for kill points?

Relevant Rules:

BGB, p.91, Annihilation, Victory Conditions:

At the end of the game, each player receives 1 'kill point' for each enemy unit that has been completely destroyed.

Codex: Necrons, p.29, Ever-Living:

If the model had not joined a unit when it was removed as a casualty, and the roll was passed, it must be returned to play, with a single wound, within 3" of the counter.

Possible Interpretations:

1. The character is considered destroyed. The other army immediately gains a kill point, and can potentially continue killing the character repeatedly for more.
2. The character is considered destroyed. The other army immediately gains a kill point, but can never get another by killing the same independent character if it returns to the table.
3. The character is not considered destroyed. The other army only gains a kill point upon his failure of the EL roll at the end of the phase.

Can a Dark Eldar unit with Power from Pain "farm" lone Necron independent characters? In any case, when does it get its pain token?

Relevant Rules:

Codex: Dark Eldar, p.25, Power from Pain:

Whenever a Dark Eldar unit with this rule destroys a non-vehicle enemy unit, it immediately gains a 'pain token'.

Codex: Necrons, p.29, Ever-Living:

If the model had not joined a unit when it was removed as a casualty, and the roll was passed, it must be returned to play, with a single wound, within 3" of the counter.

Possible Interpretations:

1. The character is considered destroyed. The DE unit immediately gains a pain token, and can potentially continue killing the character repeatedly for more.
2. The character is considered destroyed. The DE unit immediately gains a pain token, but can never get another by killing the same independent character if it returns to the table.
3. The character is not considered destroyed. The DE unit only gains a pain token upon his failure of the EL roll at the end of the phase.

For the purposes of Soul-trap, Animus Vitae, etc. is a necron awaiting its RP roll counted as a "killed" model? How are effects relying on this status determined and when?

Relevant Rules:

Codex: Necrons, p.29, Reanimation Protocols:

If a model with Reanimation Protocols is removed as a casualty, there is a chance that it will self-repair and return to play at the end of the current phase.

Codex: Dark Eldar, p.60, Animus Vitae:

If the bearer kills one or more enemy models in a round of combat (including vehicles), he may take a Leadership test at the end of the round.

Codex: Dark Eldar, p.62, Soul-trap:

Whenever the bearer kills an enemy Independent Character or Monstrous Creature, he can choose to take a leadership test.

Possible Interpretations:

1. Whether a model is killed or not is determined after it has rolled RP. Only if it fails that roll is it "killed." Once this occurs, an effect such as that of the Animus Vitae can be retroactively applied by the model wielding it, even though the Leadership check is normally taken at the end of combat, and not at the end of the phase.
2. Whether a model is killed or not is determined after it has rolled RP. Only if it fails that roll is it "killed." Once this occurs, an effect such as that of the Animus Vitae cannot be retroactively applied by the model wielding it, because the Leadership check is normally taken at the end of combat, and not at the end of the phase.
3. A model is considered "killed" when it is removed as a casualty. This means that an effect such as the Animus Vitae's can be applied multiple times to the same model, should that model continue to return to play and be killed repeatedly.
4. A model is considered "killed" when it is removed as a casualty. This means that an effect such as the Animus Vitae's can be applied only once to each necron model. If such a model succeeds on its RP roll, it retroactively removes the effects of the Animus Vitae, as it wasn't actually "killed." The model with the Animus Vitae can repeatedly kill the necron model to regain its effects, and will permanently gain them only when the necron model fails its RP roll.
5. A model is considered "killed" when it is removed as a casualty, but an effect such as the Animus Vitae's can be applied only once to each necron model. If such a model succeeds on its RP roll, it does not retroactively remove the effects of the Animus Vitae.

Is a Necron model considered "destroyed" or "killed" by a unit preventing its RP or EL rolls by occupying the space in which they could occur? Is the Tally of Pestilence, Power from Pain, or a similar effect activated similarly, as well as being activated by forcing Necron units to fall back and negating their RP rolls, even if another unit was responsible for placing the RP counters?

Relevant Rules:

Codex: Necrons, p.29, Reanimation Protocols:

If the unit makes a fall back move, remove any counters from it - any damaged Necrons are left behind and self-destruct rather than risk capture by the enemy.

(and later)

Models returning to play in this fashion must be placed at least 1" from enemy models.

Codex: Necrons, p.29, Ever-Living:

In either case, the model must be placed at least 1" away from enemy models.

Codex: Chaos Daemons, p.52, The Tally of Pestilence:

Whilst Epidemius is on the table, keep a count of all models killed by followers of Nurgle (i.e. any Daemon of Nurgle, or model with the Mark of Nurgle, both friends and enemies) anywhere on the table.

Codex: Dark Eldar, p.25, Power from Pain:

Whenever a Dark Eldar unit with this rule destroys a non-vehicle enemy unit, it immediately gains a 'pain token'.

Possible Interpretations:

1. RP rolls are made after models have been removed as casualties, as this is when a model is "killed." Because of this, no necron models can be "killed" or "destroyed" in this way.
2. A necron model is "killed" only after it fails its RP roll. Because it isn't even capable of getting one in these situations, it isn't counted as "killed" or "destroyed," but is still removed from play.
3. A necron model is "killed" only after it fails its RP roll. Because it effectively is automatically failing its RP roll due to these circumstances, it counts as "killed" or "destroyed" when it is denied its RP roll. If multiple units are responsible for the circumstances, the "kill" or "destruction" can only be attributed to one unit, selected among the eligible units by the non-necron player.

Is a model that lost a wound (and an armor save) from an entropic strike different from then on for the purposes of wound allocation?

Relevant Rules:

Codex: Necrons, p.29, Entropic Strike:

Any model that suffers one or more unsaved Wounds from a weapon or model with this special rule immediately loses its armor save for the remainder of the battle (effectively altering its armour save to a '-').

BGB, p.26, Units of Multiple-Wound Models:

Multiple-wound models in the unit that are unique are rolled for individually and their unsaved wounds must be recorded separately.

Possible Interpretations:

1. As the model now has a different stat line, it can be allocated to separately because it is unique.
2. As the affected model only "effectively" has an armor save of "-", its profile is actually unaffected, and thus must be wound allocated as though it was still capable of making the save in its stat line.

Does a model that rolled a 4+ on a Feel No Pain roll still suffer the reduction in armor save from Entropic Strikes?

Relevant Rules:

Codex: Necrons, p.29, Entropic Strike:

Any model that suffers one or more unsaved Wounds from a weapon or model with this special rule immediately loses its armor save for the remainder of the battle (effectively altering its armour save to a '-').

BGB, p.75, Feel no Pain:

If a model with this ability suffers an unsaved wound, roll a dice.

Possible Interpretations:

- *1. Yes, the model loses its armor save.

If a vehicle with armor 9 or less is next to another exploding vehicle, how is its facing determined? What if one of the exposed facings is armor 10? Is the explosion's strength halved and rounded down to 1 as for blast weapons?

Relevant Rules:

BGB, p.61, Damage Results, 6 Destroyed - Explodes:

Flaming debris is scattered D6" from the vehicle, and models in range suffer a Strength 3, AP - hit.

Possible Interpretations:

- 1.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, any facing still within the blast radius that can be affected is. The explosion's strength is not reduced to 1. Cover saves are not allowed.
- 2.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, any facing still within the blast radius that can be affected is. The explosion's strength is not reduced to 1. Cover saves are allowed.
- 3.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, any facing still within the blast radius that can be affected is. The explosion's strength is reduced to 1. Cover saves are not allowed.
- 4.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, any facing still within the blast radius that can be affected is. The explosion's strength is reduced to 1. Cover saves are allowed.
- 5.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, the vehicle is unaffected. The explosion's strength is not reduced to 1. Cover saves are not allowed.
- 6.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, the vehicle is unaffected. The explosion's strength is not reduced to 1. Cover saves are allowed.
- 7.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, the vehicle is unaffected. The explosion's strength is reduced to 1. Cover saves are not allowed.
- 8.** Vehicles hit by other vehicles' explosions are hit on the facing in the majority of the explosion. If this facing is unable to be affected, the vehicle is unaffected. The explosion's strength is reduced to 1. Cover saves are allowed.
- 9.** Vehicles hit by other vehicles' explosions are hit on the weakest facing hit by the explosion. The explosion's strength is not reduced to 1. Cover saves are not allowed.
- 10.** Vehicles hit by other vehicles' explosions are hit on the weakest facing hit by the explosion. The explosion's strength is not reduced to 1. Cover saves are allowed.
- 11.** Vehicles hit by other vehicles' explosions are hit on the weakest facing hit by the explosion. The explosion's strength is reduced to 1. Cover saves are not allowed.
- 12.** Vehicles hit by other vehicles' explosions are hit on the weakest facing hit by the explosion. The explosion's strength is reduced to 1. Cover saves are allowed.

Page 35 (Lychguard):

What facings do reflected shots from dispersion sheilds harm on vehicles?
What if the squad lies in multiple facings? Do the Lychguard count as "firing?"

Relevant Rules:

Codex: Necrons, p.35, Dispersion Sheild:

If this save is made against a shooting attack, choose an unengaged enemy unit within 6" - that unit suffers a single hit with a Strength and AP equal to that of the initial shot.

BGB, p.60, Vehicle Facing and Armor Values:

If a unit has firing models in two different facings of a target vehicle (some models in the front and some models in the side, for example), shots are resolved seperately for the two facings.

BGB, p.20, Take Saving Throws:

On the other hand, it is common for units to include models with different weapons or wargear and characters with different profiles (and sometimes even different armor). In these cases we need to know exactly who has been wounded, and this requires an extra step in the shooting process.

BGB, p.25, Take Saving Throws:

Having allocated all of the wounds, all of the models in the unit that are identical in gaming terms take their saving throws at the same time, in one batch.

BGB, p.16, Check Line of Sight & Pick a Target:

A firing unit can choose a single enemy unit that is not locked in combat as its target, and may not split its fire among different targets.

BGB, p.15, Disallowed Shooting:

Certain situations prevent a unit from shooting. The most common are:

Units that are locked in close combat with the foe.

Units that are running (see overleaf).

Units that have gone to ground because of enemy fire in the previous turn.

Possible Interpretations:

1. The reflected shot has not been "fired," and since all of the saves are rolled simultaneously, the tank suffers as many hits on any facing of the Necron player's choice any lychguard are in, no matter how many Lychguard are in that facing.
2. The reflected shot has not been "fired," and since all of the saves are rolled simultaneously, the tank suffers as many hits on its side armor, no matter how many Lychguard are in that facing.
3. The reflected shot has not been "fired," and since all of the saves are rolled simultaneously, the tank suffers as many hits on its front armor, no matter how many Lychguard are in that facing.
4. The reflected shot has not been "fired," and since all of the saves are rolled simultaneously, the tank suffers as many hits on the facing the majority of the Lychguard are in. If there are equal numbers across facings, randomly determine which facing is hit with all of the shots.

5. The reflected shot has not been "fired," and since all of the saves are rolled simultaneously, the tank suffers as many hits on the facing the majority of the Lychguard are in. If there are equal numbers across facings, randomly determine which facing is hit with each shot individually.
6. The reflected shot has been "fired," but this was fired by the unit originally doing the shooting. The affected tank suffers a hit on the facing the original firing model was facing. A vehicle that hits itself in this fashion is hit on whatever facing the majority of the Lychguard are in. If there are equal numbers across facings, randomly determine which facing is hit with all of the shots.
7. The reflected shot has been "fired," but this was fired by the unit originally doing the shooting. The affected tank suffers a hit on the facing the original firing model was facing. A vehicle that hits itself in this fashion is hit on whatever facing the majority of the Lychguard are in. If there are equal numbers across facings, randomly determine which facing is hit with each individual shot.
8. The reflected shot has been "fired," but it is fired by the Lychguard. Resolve it as a normal out-of-sequence shooting attack against the vehicle, with an exception: each shield save that is made reflects the shot it saved against. This means that you must roll each Lychguard's saves individually, to determine how it is they are firing against the vehicle after making their saves. As it does count as "firing," the Lychguard cannot use this ability while in close combat or while pinned by enemy fire.
9. The reflected shot has not been fired by the Lychguard, but still resolve it as a normal out-of-sequence shooting attack against the vehicle, with an exception: each shield save that is made reflects the shot it saved against. This means that you must roll each Lychguard's saves individually, to determine how it is they are firing against the vehicle after making their saves. As it does not count as "firing," the Lychguard can use this ability while in close combat or while pinned by enemy fire.

Can cover saves be taken against shots reflected by dispersion shields? If so, where does Line of Sight originate from?

Relevant Rules:

Codex: Necrons, p.35, Dispersion Shield:

If this save is made against a shooting attack, choose an unengaged enemy unit within 6" - that unit suffers a single hit with a Strength and AP equal to that of the initial shot.

BGB, p.21, When are Models in Cover?:

When any part of the model's body (as defined on page 16) is obscured from the point of view of the firer, the target model is in cover.

BGB, p.16, Check Line of Sight & Pick a Target:

A firing unit can choose a single enemy unit that is not locked in combat as its target, and may not split its fire among different targets.

BGB, p.15, Disallowed Shooting:

Certain situations prevent a unit from shooting. The most common are:

Units that are locked in close combat with the foe.

Units that are running (see overleaf).

Units that have gone to ground because of enemy fire in the previous turn.

BGB, p.22, Exceptions, Own unit:

In the same way as they trace a line of sight through members of their own squad, models can always shoot, and be shot at, through members of their own unit without conferring or receiving a cover save.

Possible Interpretations:

1. Lychguard count as "firing" when they reflect a shot. Even so, no cover saves may be taken against their reflection attacks. As it does count as "firing," the Lychguard cannot use this ability while in close combat or while pinned by enemy fire.
2. Lychguard count as "firing" when they reflect a shot. Therefore, cover saves may be taken against their reflection attacks. As it does count as "firing," the Lychguard cannot use this ability while in close combat or while pinned by enemy fire.
3. Lychguard do not count as "firing" when they reflect a shot, but their target still gets a cover save according to the normal shooting rules.
4. Lychguard do not count as "firing" when they reflect a shot, and therefore no cover saves can be taken from reflected shots.
5. When the lychguard reflect a shot, the original unit counts as having fired it. If the unit the shot is reflected into is wounded, it takes cover saves as if the original firing unit was shooting it directly. If the unit has a shot that it fired reflected into itself, *it cannot get a cover save.
6. When the lychguard reflect a shot, the original unit counts as having fired it. If the unit the shot is reflected into is wounded, it takes cover saves as if the original firing unit was shooting it directly. If the unit has a shot that it fired reflected into itself, it still gets a cover save.

Can Lychguard reflect enemy Lychguard's dispersion shield hits with dispersion shield hits of their own?

Relevant Rules:

Codex: Necrons, p.35, Dispersion Shield:

If this save is made against a shooting attack, choose an unengaged enemy unit within 6" - that unit suffers a single hit with a Strength and AP equal to that of the initial shot.

Possible Interpretations:

1. No. The lychguard do not count as shooting, and therefore cannot reflect these hits.
2. Yes. The lychguard count as shooting, and the shots can ricochet multiple times, only ending when every wound from such a hit has been unsaved.
3. Yes. The lychguard do not count as shooting, but can still allow the shots to ricochet multiple times.

Do weapon types, such as melta, gets hot!, etc. apply to shots reflected by dispersion sheilds?

Relevant Rules:

Codex: Necrons, p.35, Dispersion Sheild:

If this save is made against a shooting attack, choose an unengaged enemy unit within 6" - that unit suffers a single hit with a Strength and AP equal to that of the initial shot.

Possible Interpretations:

1. No.
2. Yes.

Does breath of chaos or a similar attack count as a shooting attack for the purposes of dispersion shields? If so, how are they 'reflected'?

Relevant Rules:

Codex: Necrons, p.35, Dispersion Sheild:

If this save is made against a shooting attack, choose an unengaged enemy unit within 6" - that unit suffers a single hit with a Strength and AP equal to that of the initial shot.

Codex: Chaos Daemons, p.73, Breath of Chaos:

Any models fully or partially under the template suffer one wound on a d6 roll of 4+, with no Armour or Cover saves allowed!

BGB, p.7, Zero-Level Characteristics:

Some creatures have been given a '0' for certain characteristics, which means they have no ability in that field (the same is also occasionally represented by a '-').

(and later)

A defenceless model will have no attacks whatsoever, while a model with WSO will be hit automatically by his enemies in close combat.

Possible Interpretations:

1. The reflected attack has no strength or AP. Therefore, it automatically fails to wound or penetrate, as it is a zero-level characteristic.
2. The reflected attack has no strength or AP. Therefore, it rolls on the To Wound chart, as though there were a column for zero-strength attacks, extrapolating the table mechanic to that strength level.
3. Dispersion shields were intended to reflect any shooting attack, and therefore the effects of special weapons like these are reflected as well.

Page 36 (Deathmarks):

If a Deathmark unit deploys and selects a unit, and then is removed from the table (for example, via their Night Scythe being destroyed or receiving a "delayed" result on the mishap table) and then are re-deployed, do they get to select another unit for Hunters from Hyperspace?

Relevant Rules:

Codex: Necrons, p.36, Hunters from Hyperspace:

When a Deathmark unit deploys, choose a non-vehicle enemy unit on the battlefield (even a unit in a transport) to be their prey - place a counter next to the chosen unit to serve as a reminder.

Possible Interpretations:

- *1. Yes.
2. No.

Can Crypteks with a Veil of Darkness joined to a Deathmark unit use Ethereal Interception?

Relevant Rules:

Codex: Necrons, p.36, Ethereal Interception:

Immediately after an enemy unit arrives from reserve, any Deathmark units in Deep Strike reserve that have not yet entered play can themselves choose to enter play via Deep Strike, usually in the enemy turn.

Codex: Necrons FAQ, p.3:

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

A: Yes.

(and later)

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.

Possible Interpretations:

1. No.
2. Yes.

Page 40 (C'tan Shards):

When a C'tan Shard loses its last wound, can models in the D6" radius take cover saves?

Relevant Rules**:

Codex: Necrons, p.40, Necrodermis:

If the C'tan Shard loses its last Wound, models within D6" of the C'tan Shard suffer a Strength 4, AP 1 hit.

***I have refrained from quoting the BGB here because in order to delineate the cover rules I would have to post three pages of rules. Reference BGB pages 21-23 if you want a full summary of the relevant rules.*

Possible Interpretations:

1. Yes, models get cover from the hit.
2. Models only get cover from the hit if they are in area terrain, behind two area terrain features, or if the Shard is deeper within area terrain than 2" from the affected models.
3. Models only get cover from the hit if they are in area terrain, behind two area terrain features, or if the Shard is deeper within area terrain than 2" from the affected models.
4. Models only get cover from the hit if they are in area terrain or behind two area terrain features.
5. Models only get cover from the hit if they are in area terrain, or if the Shard is deeper within area terrain than 2" from the affected models.
6. Models only get cover from the hit if they are behind two area terrain features, or if the Shard is deeper within area terrain than 2" from the affected models.
7. Models only get cover from the hit if they are in area terrain.
8. Models only get cover from the hit if they are behind two area terrain features.
9. Models only get cover from the hit if the Shard is deeper within area terrain than 2" from the affected models.

Page 41 (C'tan Shards cont'd./Mindshackle Scarabs):

If I am in assault with a model that wishes to use Cleansing Flame, and I have a C'tan with Time's Arrow, do they both happen simultaneously? What if Time's Arrow removes the last model capable of using Cleansing Flame?

Relevant Rules:

Codex: Necrons, p.41, Time's Arrow:

At the start of the assault phase, after assault moves have been made but before blows are struck, nominate one enemy model in base contact with the C'tan (if there are any). That model must pass an initiative test or be removed as a casualty with no saves of any kind allowed.

Codex: Necrons, p.81, Mindshackle Scarabs

At the start of the assault phase, after assault moves have been made but before blows are struck, randomly select one enemy model in base contact with the bearer of the mindshackle scarabs. 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 when it is his turn to attack.

(and later)

If he is still alive, the victim returns to normal once all blows in that round of combat have been struck.

Codex: Grey Knights, p.31, Cleansing Flame:

This power can be used during the Assault phase in either player's turn, after assault moves have been made, but before blows have been struck.

Possible Interpretations:

1. Both powers can be activated simultaneously, and both will take effect regardless of the results.
2. Each power is "triggered" by the start of the assault phase. The players determine who gets to activate which power first by rolling off. Each player gets to choose to activate one effect at a time, so they are resolved in an every-other-player order. Any model removed before its "trigger" can resolve results in its trigger having no effect.
3. Each power is "triggered" by the start of the assault phase. The player whose turn it is gets to activate the first power. Each player gets to choose to activate one effect at a time, so they are resolved in an ever-other-player order. Any model removed before its "trigger" can resolve results in its trigger having no effect.
4. Each power is "triggered" by the start of the assault phase. The players determine who gets to activate powers first by rolling off. The player who wins gets to activate all of his powers first. Any model removed before its "trigger" can resolve results in its trigger having no effect.
5. Each power is "triggered" by the start of the assault phase. The player whose turn it is gets to activate all of his powers first. Any model removed before its "trigger" can resolve results in its trigger having no effect.

6. Each power is “triggered” by the start of the assault phase. The players determine who gets to activate which power first by rolling off. Each player gets to choose to activate one effect at a time, so they are resolved in an every-other-player order. Each separate trigger's stipulations are rechecked and recalibrated as it resolves.

7. Each power is “triggered” by the start of the assault phase. The player whose turn it is gets to activate the first power. Each player gets to choose to activate one effect at a time, so they are resolved in an ever-other-player order. Each separate trigger's stipulations are rechecked and recalibrated as it resolves.

8. Each power is “triggered” by the start of the assault phase. The players determine who gets to activate powers first by rolling off. The player who wins gets to activate all of his powers first. Each separate trigger's stipulations are rechecked and recalibrated as it resolves.

9. Each power is “triggered” by the start of the assault phase. The player whose turn it is gets to activate all of his powers first. Each separate trigger's stipulations are rechecked and recalibrated as it resolves.

Does the Lord of Fire special rule affect Warpfire?

Relevant Rules:

Codex: Necrons, p.41, Lord of Fire:

All flamer weapons (as well as heat rays, burnas, skorchas, inferno cannons, and any weapon described as using 'flame' or 'fire' as its effect or in its special rules) and weapons with the melta type fired within 12" of the C'tan Shard have a chance of exploding.

Codex: Chaos Daemons, p.74, Warpfire:

The daemon can summon and cast flaming, iridescent projectiles towards the enemy.

Possible Interpretations:

1. Yes, Warpfire is affected by Lord of Fire.
2. No, Warpfire is unaffected by Lord of Fire.

Page 46 (Canoptek Spyders):

If I attach two Destroyer Lords to a unit of two Spyders could I claim a cover save if only the Destroyer Lords are in cover?

Relevant Rules:

BGB, p.22, Units partially in cover:

If half or more of the models in the target unit are in cover, then the entire unit is deemed to be in cover and all of its models may take cover saves.

BGB, p.51, Monstrous Creatures, Shooting:

In addition, for a Monstrous Creature to be in cover, at least 50% of its body (as defined on page 16) has to be in cover from the point of view of the majority of the firing models.

Possible Interpretations:

1. The entire unit gets cover.
2. Only the destroyer lords get cover.
3. None of the unit gets cover.

How are scarab bases counted for the purposes of victory points when added to a unit via Spyders?

Relevant Rules:

BGB, p.300, Victory Points, Units at half strength:

At the end of the game every enemy surviving unit that has lost half of its initial models or more is worth an amount of VPs equal to its points cost (including the cost of all its extra wargear, vehicle upgrades, etc), rounded down.

Possible Interpretations:

- *1. Scarabs have lost half of their models if they are reduced to half of the original unit's model count.
2. Scarabs have lost half of their models if they are reduced to half of the unit's model count when the unit was at its largest size.

If a Spyder uses a fabricator claw array (FCA), is it still allowed to shoot if it also has a particle beamer?

Relevant Rules:

Codex: Necrons, p.46, Fabricator claw array:

In addition, if a Canoptek Spyder with fabricator claws is in base contact with a damaged vehicle during the Shooting phase, it can attempt to repair one vehicle instead of making a shooting attack.

BGB, p.51, Shooting:

Instead of firing a single weapon, monstrous creatures can fire two of their weapons once per shooting phase. They must, of course, fire both of them at the same enemy target.

BGB FAQ, p.8, Army Specific Questions:

Q: Am I able to gain the benefits of any of my opponent's wargear or special rules, such as Teleport Homers, Chaos Icons, Tyranid Synapse, Necron Resurrection Orbs etc?

A: In most occasions this is clear, as the rules use the words 'friendly' or 'own' to indicate your units, and 'enemy' for the opponent's. On the other hand, some rules clearly specify that they affect 'friend and foe'. A few rules are, however, slightly ambiguous as they don't clearly specify this distinction. As a general principle, we recommend that you cannot use or gain the benefits from any of the wargear or special rules of your opponent's army, unless specifically stated in the rule itself ('friend or foe') or in an official FAQ.

Possible Interpretations:

1. A spyder cannot use its FCA and still fire a particle beamer.
2. A spyder can use its FCA and still fire a particle beamer.
3. A spyder can only use its FCA and still fire its particle beamer if it both fires and tries to fix that vehicle (not necessarily in that order) in a single shooting phase.

Can a Spyder attempt to repair a vehicle twice in a row? What about two separate vehicles?

Relevant Rules:

Codex: Necrons, p.46, Fabricator claw array:

In addition, if a Canoptek Spyder with fabricator claws is in base contact with a damaged vehicle during the Shooting phase, it can attempt to repair one vehicle instead of making a shooting attack.

BGB, p.51, Shooting:

Instead of firing a single weapon, monstrous creatures can fire two of their weapons once per shooting phase.

Possible Interpretations:

1. No, a Spyder can only repair once per turn.
2. A Spyder can make two repair attempts, but they have to be on the same vehicle.
3. A Spyder can make two repair attempts, but they have to be on the same vehicle, but it can only make two repair attempts if it also has a Particle Beamer and forgoes that weapon's firing.
4. Yes, a Spyder can make two repair attempts on up to two vehicles.
5. A Spyder can make two repair attempts on up to two vehicles, but it can only make two repair attempts if it also has a Particle Beamer and forgoes that weapon's firing.

Can a Spyder repair an enemy vehicle?

Relevant Rules:

Codex: Necrons, p.46, Fabricator claw array:

In addition, if a Canoptek Spyder with fabricator claws is in base contact with a damaged vehicle during the Shooting phase, it can attempt to repair one vehicle instead of making a shooting attack.

BGB FAQ, p.8, Army Specific Questions:

Q: Am I able to gain the benefits of any of my opponent's wargear or special rules, such as Teleport Homers, Chaos Icons, Tyranid Synapse, Necron Resurrection Orbs etc?

A: In most occasions this is clear, as the rules use the words 'friendly' or 'own' to indicate your units, and 'enemy' for the opponent's. On the other hand, some rules clearly specify that they affect 'friend and foe'. A few rules are, however, slightly ambiguous as they don't clearly specify this distinction. As a general principle, we recommend that you cannot use or gain the benefits from any of the wargear or special rules of your opponent's army, unless specifically stated in the rule itself ('friend or foe') or in an official FAQ.

Possible Interpretations:

1. No, a Spyder can never repair an enemy vehicle.
2. Yes.

If a unit of Spydere has one model that is repairing a vehicle with a fabricator claw array, are the other models allowed to shoot if they have particle beamers?

Relevant Rules:

Codex: Necrons, p.46, Fabricator claw array:

In addition, if a Canoptek Spyder with fabricator claws is in base contact with a damaged vehicle during the Shooting phase, it can attempt to repair one vehicle instead of making a shooting attack.

BGB, p.16, Check Line of Sight and Pick a Target:

A firing unit can choose a single enemy unit that is not locked in combat as its target, and may not split its fire among different targets.

BGB FAQ, p.8, Army Specific Questions:

Q: Am I able to gain the benefits of any of my opponent's wargear or special rules, such as Teleport Homers, Chaos Icons, Tyranid Synapse, Necron Resurrection Orbs etc?

A: In most occasions this is clear, as the rules use the words 'friendly' or 'own' to indicate your units, and 'enemy' for the opponent's. On the other hand, some rules clearly specify that they affect 'friend and foe'. A few rules are, however, slightly ambiguous as they don't clearly specify this distinction. As a general principle, we recommend that you cannot use or gain the benefits from any of the wargear or special rules of your opponent's army, unless specifically stated in the rule itself ('friend or foe') or in an official FAQ.

Possible Interpretations:

1. A spyder unit cannot use an FCA and still fire its particle beamers.
2. A spyder unit can use its FCAs and still fire its particle beamers.

If a Spyder squad has multiple gloom prisms, can each of them be used against a single psychic power?

Relevant Rules:

Codex: Necrons, p.46, Gloom prism:

Each time an enemy unit attempts to target the Canoptek Spyder, or a friendly unit within 3" , with a psychic power, roll a D6 if the Psychic test is passed.

Possible Interpretations:

- *1. Yes.
2. No.

If a Spyder squad has multiple Gloom Prisms, where is their effect measured from?

Relevant Rules:

Codex: Necrons, p.46, Gloom prism:

Each time an enemy unit attempts to target the Canoptek Spyder, or a friendly unit within 3" , with a psychic power, roll a D6 if the Psychic test is passed.

Possible Interpretations:

- *1. Within 3" of each individual spyder.
2. Within 3" of the spyder squad.

Page 47 (Necron Monoliths):

If a monolith Deep Strikes, can it "disembark" a unit in that same turn?

Relevant Rules:

Codex: Necrons, p.47, Dimensional Corridor:

At the start of the Movement Phase, choose one friendly unengaged non-vehicle Necron unit on the battlefield or in reserve. That unit immediately 'disembarks' from the Monolith's portal. Any models that cannot be placed are removed as casualties, but the move is otherwise treated exactly as disembarking from a vehicle that has moved at combat speed.

BGB, p.94, Rolling for Reserves:

At the start of each of his Movement phases except the first, before moving any unit, the player must roll a dice for each of his units in reserve.

(and later)

Note: you must roll for reserves as soon as possible and must bring them onto the table as soon as they are available.

BGB FAQ, p.7, Organising a Battle

Q: If a unit is in reserve, and it has an ability that occurs at the start of a turn can they use that ability on the turn they arrive? (p94)

A: No. Unless specifically stated otherwise.

Possible Interpretations:

*1. No.

Can a Monolith "disembark" troops aboard a Night Scythe on the table? What about one that is in reserve?

Relevant Rules:

Codex: Necrons, p.47, Dimensional Corridor:

At the start of the Movement Phase, choose one friendly unengaged non-vehicle Necron unit on the battlefield or in reserve. That unit immediately 'disembarks' from the Monolith's portal. Any models that cannot be placed are removed as casualties, but the move is otherwise treated exactly as disembarking from a vehicle that has moved at combat speed.

Possible Interpretations:

1. Yes.

2. No.

Can a monolith 'disembark' monstrous creatures, beasts, jetbikes and jump infantry?

Relevant Rules:

Codex: Necrons, p.47, Dimensional Corridor:

At the start of the Movement Phase, choose one friendly unengaged non-vehicle Necron unit on the battlefield or in reserve. That unit immediately 'disembarks' from the Monolith's portal. Any models that cannot be placed are removed as casualties, but the move is otherwise treated exactly as disembarking from a vehicle that has moved at combat speed.

Possible Interpretations:

*1. Yes, as long as the unit is not a vehicle.

If a unit suffers a deep strike mishap using a veil of darkness or any other form of deep strike and rolls a "Delayed" result, can they choose to disembark from a monolith on that same turn?

Relevant Rules:

BGB, p.94, Rolling for reserves:

At the start of each of his Movement phases except the first, before moving any unit, the player must roll a dice for each of his units in reserve.

Codex: Necrons, p.47, Dimensional Corridor:

At the start of the Movement Phase, choose one friendly unengaged non-vehicle Necron unit on the battlefield or in reserve. That unit immediately 'disembarks' from the Monolith's portal. Any models that cannot be placed are removed as casualties, but the move is otherwise treated exactly as disembarking from a vehicle that has moved at combat speed.

Possible Interpretations:

1. Reserves arrive before the Monolith can choose to disembark a unit. Therefore, by the time a unit is determined to have been delayed, it will be eligible to deploy via the Monolith.
2. The Monolith's ability happens before reserves are rolled for. Therefore, any delayed results will occur after this option has been used.
3. Both happen simultaneously. As the models from reserve are deep striking while the Monolith is disembarking, they cannot be in two places at once and thus cannot use this option.

Does this "eternity gate" being unable to be destroyed combined with its possession of a shooting attack make it impossible to "glance" the monolith to death?

Relevant Rules:

Codex: Necrons, p.47, Eternity Gate:

The eternity gate cannot be destroyed separately from the Monolith.

(and later)

Portal of Exile:

The portal of exile is treated as a shooting attack.

(and later)

[shooting profile]

Range: D6", Strength: X, AP: -, Type: Heavy 1, Special

BGB, p.61, Damaged - Weapon Destroyed:

If a vehicle has no weapons left, treat this result as an 'immobilized' result instead.

Possible Interpretations:

1. Yes.
2. No.

Can the monolith's portal of exile attack affect units engaged in combat?

Relevant Rules:

Codex: Necrons, p.47, Eternity Gate, portal of exile:

The portal of exile is treated as a shooting attack. When used, all enemy models (not units) that are within D6" of the Monolith's portal, and have line of sight to it, must immediately pass a Strength test (models without a Strength value automatically pass) or be removed as a casualty with no saves of any kind allowed.

(and later)

[shooting profile]

Range: D6", Strength: X, AP: -, Type: Heavy 1, Special

*BGB, p.16:**

This entire section relates the rules for firing, but requires said firing to have a target. There is also specific mention of disallowed targeting when a target unit is locked in close combat.

Possible Interpretations:

1. Yes.
2. No.
3. No, and if any unit within the D6" happens to be in close combat, the attack cannot be made.
4. No, and if any unit within the D6" happens to be in close combat, the attack cannot be made against it.

Page 48/53 (Doomsday Arks/Ghost Arks):

If a gauss flayer array cannot draw los with all of its barrels, can it still shoot with all of its shots?

Relevant Rules:

Codex: Necrons FAQ, p.2:

Q: What is the arc of fire for a gauss flayer 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.

Possible Interpretations:

*1. Yes, as the FAQ has an implied ruling that makes the GFA a single weapon.

Does a gauss flayer array count as one weapon or five for the purposes of wrecking a vehicle (ie glancing it to death)?

Relevant Rules:

Codex: Necrons FAQ, p.2:

Q: What is the arc of fire for a gauss flayer 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.

Possible Interpretations:

*1. Yes, as the FAQ has an implied ruling that makes the GFA a single weapon.

Page 50 (Doom Scythes):

For the Death Ray and the Staff of the Destroyer, can you roll the distance before selecting the starting point for the line, or do you have to pick the starting point, then roll, then draw the line? Additionally, are you allowed to pre-measure anywhere within 12" of the vehicle for the starting point or do you have to pick a point, measure to it and auto-miss if it lies outside of 12" much like weapons that use blast markers?

Relevant Rules:

Codex: Necrons, p.50, Death Ray:

To fire the death ray, nominate a point on the battlefield anywhere within the weapon's range, then nominate a second point within 3d6" of the first. Then, draw a straight line between the two points. Every unit (friendly or enemy) underneath the line suffers a number of hits equal to the number of models in the unit underneath the line.

BGB, p.3, Measuring Distances:

In general, players are not allowed to measure any distance except when the rules call for it (e.g. after declaring an assault or firing at an enemy, to work out a rule's area of effect, when deploying their forces, etc.)

Possible Interpretations:

1. You roll the 3d6 before determining where to place the ray. You may pre-measure the range of the weapon when you use it.
2. You roll the 3d6 after determining where to place the ray. If the selected second point is not within the 3d6" after you roll the distance, you point the line as if it could have reached the second point, and the death ray affects the units underneath it. You may pre-measure the range of the weapon when you use it.
3. You roll the 3d6 after determining where to place the ray. If the selected second point is not within the 3d6" after you roll the distance, the death ray does nothing. You may pre-measure the range of the weapon when you use it.
4. You roll the 3d6 before determining where to place the ray. You can't pre-measure the range of the weapon when you use it, which can cause the weapon to have no effect.
5. You roll the 3d6 after determining where to place the ray. If the selected second point is not within the 3d6" after you roll the distance, you point the line as if it could have reached the second point, and the death ray affects the units underneath it. You can't pre-measure the range of the weapon when you use it, which can cause the weapon to have no effect.
6. You roll the 3d6 after determining where to place the ray. If the selected second point is not within the 3d6" after you roll the distance, the death ray does nothing. You can't pre-measure the range of the weapon when you use it, which can cause the weapon to have no effect.

If a hit is scored on a unit by a Triarch Stalker, and then that same unit is hit by the doom scythe's death ray, what happens?

Relevant Rules:

Codex: Necrons, p. 39, Targeting Relay:

All other friendly units that shoot at the same target later in the same Shooting phase count their weapons as twin-linked.

Codex: Necrons, p.50, Death Ray:

Every unit (friendly or enemy) underneath the line suffers a number of hits equal to the number of models in the unit underneath the line.

Possible Interpretations:

1. Twin-linking the ray does nothing.
2. Twin-linking the ray allows its owner to re-roll the dice to wound (and/or the dice to penetrate) any units underneath the line.
3. Twin-linking the ray allows its owner to re-roll the 3D6 in the 3D6" line.
4. Twin-linking the ray allows its owner to re-roll the dice to wound, and the dice to penetrate any units underneath the line. It also allows its owner to re-roll the 3D6 in the 3D6" line.

If the death ray's line crosses multiple facings of a single vehicle, which is the attack rolled against?

Relevant Rules:

Codex: Necrons, p.50, Death Ray:

To fire the death ray, nominate a point on the battlefield anywhere within the weapon's range, then nominate a second point within 3d6" of the first.

Possible Interpretations:

1. The attack is resolved on the weakest facing crossed by the line.
2. The attack is resolved on the front armor.
3. The attack is resolved on the side armor.
4. The attack is resolved on the rear armor.
5. The attack is resolved on the facing the doom scythe lies in.
6. The attack is resolved on the facing hit first as you draw the line, starting with the first point.
7. The attack is resolved on the facing hit first as you draw the line, starting with the second point.
8. The attack is resolved on the facing hit first as you draw the line, starting with either point. Once a "point of origin" is chosen, however, all vehicles take hits on the first facing touched by the line as it extends from said point.
9. The death ray's controller chooses which facing is hit for each vehicle among the facings underneath the line.

10. The opponent of the death ray's controller chooses which facing is hit for each vehicle among the facings underneath the line.

Can the death ray's line cross and/or affect units in combat?

Relevant Rules:

Codex: Necrons, p.50, Death Ray:

Every unit (friendly or enemy) underneath the line suffers a number of hits equal to the number of models in the unit underneath the line.

BGB, p.16:*

This entire section relates the rules for firing, but requires said firing to have a target. There is also specific mention of disallowed targeting when a target unit is locked in close combat.

Possible Interpretations:

- *1. Yes on both counts.
2. Yes, the ray can cross over combat and hit non-engaged units, but units that are engaged in combat are immune to the shot.
3. No on both counts.
4. No the ray cannot cross over combat, and if the ray would cross over an engaged unit, the entire shot has no effect.

Do Night Shields affect the Death Ray?

Relevant Rules:

Codex: Necrons, p.50, Death Ray:

To fire the death ray, nominate a point on the battlefield anywhere within the weapon's range, then nominate a second point within 3d6" of the first.

Codex: Dark Eldar, p.63, Night Shields:

This has the effect of reducing the range of enemy units wishing to fire at the vehicle by 6".

(and later)

This adjustment may put the vehicle out of range from an enemy attack, in which case the shooting automatically misses.

(and later)

Night shields have no effect on template or barrage weapons, as well as weapons with a maximum range of 6" or less.

Possible Interpretations:

1. No.
2. Yes. If a model with a night shield is underneath the line drawn by a death ray, and that line is outside of a 6" distance of the Doom Scythe, the shot fails entirely.
3. Yes. If any model with a night shield is underneath the line drawn by a death ray, and that line is outside of a 6" distance of the Doom Scythe, that vehicle is unaffected by the death ray.

Page 51 (Night Scythes):

Does a Night Scythe that suffers a destroyed result on the deep strike mishap table allow its embarked passengers to go into reserve?

Relevant Rules:

Codex: Necrons, p.51, Transport:

If the Night Scythe is destroyed, the embarked unit is not allowed to disembark, but instead enters reserve (when they arrive, they cannot Deep Strike).

BGB. P.95, Deep Strike Mishap Table, Terrible Accident!:

The entire unit is destroyed!

Possible Interpretations:

*1. Yes.

Do the occupants of a Night Scythe still take hits/wounds from a wrecked-Explodes! result on the vehicle damage table?

Relevant Rules:

Codex: Necrons, p.51, Transport:

If the Night Scythe is destroyed, the embarked unit is not allowed to disembark, but instead enters reserve (when they arrive, they cannot Deep Strike).

BGB. P.67, Effects of Damage Results on Passengers, 6 Destroyed – explodes!:

The unit suffers a number of Strength 4, AP- hits equal to the number of models embarked, treated just like hits from shooting. The surviving passengers are placed where the vehicle used to be and then take a Pinning test.

Possible Interpretations:

1. No.
2. Yes, but they take no morale or pinning tests.
3. Yes, and they take a pinning test, but no morale checks for suffering casualties. If they fail the pinning test, they cannot enter from reserve the following turn – do not roll for the unit.
4. Yes, and they take morale checks for suffering casualties, but no pinning tests. If they fail a morale test in this way, the unit is immediately destroyed.
5. Yes, and they take both a pinning test and a morale check should they suffer enough casualties. In the event of failing the pinning test, they cannot enter from reserve the following turn – do not roll for the unit. If they fail a morale test, the unit is immediately destroyed.

If a Night Scythe moves flat-out into terrain and is then immobilized, is the unit inside destroyed or reserved?

Relevant Rules:

BGB FAQ, p.6:

Q: If a transport vehicle is destroyed in a Movement phase in which it has moved flat out, what happens to any embarked models, as passengers may not disembark from a vehicle that has moved flat out in that Movement phase? (p70)

A: They are removed as casualties.

Codex: Necrons, p.51, Transport:

If the Night Scythe is destroyed, the embarked unit is not allowed to disembark, but instead enters reserve (when they arrive, they cannot Deep Strike).

Possible Interpretations:

1. They are destroyed. No EL rolls can be made.
2. They are destroyed. Any EL rolls can be made.
3. They are put into reserve.

Page 52 (CCBs):

Can special assault attacks such as mindshackle scarabs or tesseract labyrinths be used in a sweep attack?

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

For each success, the unit suffers a hit at the character's Strength, plus any Strength bonuses and special abilities from his close combat weapon.

Codex: Necrons, p.81, Mindshackle Scarabs:

At the start of the assault phase, after assault moves have been made, but before blows are struck, randomly select an enemy model in base contact with the bearer of the mindshackle scarabs.

Codex: Necrons, p.82, Tesseract Labyrinth:

Choose a character or monstrous creature in base contact with the bearer.

Possible Interpretations:

*1. No, as they are not CCWs and the character is not in base contact.

Can a sweep attack be used when passing "over" a flyer-based vehicle even though the flyer-based model is actually above the barge?

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

These attacks can be made in the Movement phase against one enemy unit that the Catacomb Command Barge moves over.

BGB, p.71, Skimmers, Measuring Distances:

The skimmer's base is effectively ignored, except when assaulting a skimmer, in which case models may move into contact with the vehicle's hull, its base, or both.

BGB, p.71, Skimmers, Moving Skimmers:

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either.

BGB FAQ, p.6, Vehicles:

Q: What part of a skimmer on a large oval flying base is used to determine if it is in/on terrain or if it is on friendly or enemy models? (p71)

A: Just the base itself.

(and later)

Q: Can you ram a skimmer on a large oval flying base?
(p71)

A: Yes, you have to make contact with either the base or the hull.

Possible Interpretations:

1. Yes.
2. Yes, but only if you move over the flyer's base.
3. No.

Can a sweep attack be made if the CCB moves over a unit, then changes direction? For example, can a CCB move flat out 21", move over an enemy unit 1", then move off 1" and end up 1" away from the unit (a total of 24") and still make its sweep attacks? In other words, can he "bounce" off of enemy units in order to make attacks on them?

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

These attacks can be made in the Movement phase against one enemy unit that the Catacomb Command Barge moves over.

BGB, p.71, Skimmers, Measuring Distances:

The skimmer's base is effectively ignored, except when assaulting a skimmer, in which case models may move into contact with the vehicle's hull, its base, or both.

BGB, p.71, Skimmers, Moving Skimmers:

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either.

Possible Interpretations:*

**I am going to list several. This list is by no means exhaustive, but they are at least a few ideas. Without a fairly strong clarification similar to numbers 5 or 6, however, I fear that this will be a permanent rules issue and that the exact definitions and clarifications of all terms involved will become a constant point of contention.*

1. The CCB must move over the longest dimension a model occupies. For example, the full diagonal of a vehicle's facing determination.
2. Its base must pass over the unit.
3. It cannot return to the exact same spot as it began its move, but any distance moved "over" a model is allowed.
4. It must pass over a portion of the unit, but cannot end its move within the same 45 degrees it originally entered the enemy model's space in.
5. The CCB can move normally, and any model even slightly passed over by part of its hull is fair game for a sweep attack.
6. It must move completely over the unit/model, and thus can only attack models smaller than itself.
7. Any combination of several of the above.

For the purposes of finishing my move, when do I make my sweep attack? I ask because I want to know if I can land on the wreck of the vehicle I kill, or inside of space previously within 1" of an enemy.

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

These attacks can be made in the Movement phase against one enemy unit that the Catacomb Command Barge moves over.

BGB, p.71, Skimmers, Measuring Distances:

The skimmer's base is effectively ignored, except when assaulting a skimmer, in which case models may move into contact with the vehicle's hull, its base, or both.

BGB, p.71, Skimmers, Moving Skimmers:

Skimmers can move over friendly and enemy models, but they cannot end their move on top of either. *(and later)*

However, if a moving skimmer starts or ends its move in difficult or dangerous terrain, it must take a dangerous terrain test.

Possible Interpretations:

1. CCBs must make their entire move before sweep attacks are made.
2. CCBs must pause after they reach an enemy model they wish to attack, and resolve their sweep attacks. They then must continue moving. A CCB with nowhere to land unless it successfully resolves a sweep attack cannot make such an attack. The CCB cannot land in the wreckage of a vehicle destroyed by its own sweep attack.
3. CCBs must pause after they reach an enemy model they wish to attack, and resolve their sweep attacks. They then must continue moving. A CCB with nowhere to land unless it successfully resolves a sweep attack cannot make such an attack. The CCB can land in the wreckage of a vehicle destroyed by its own sweep attack.
4. CCBs must pause after they reach an enemy model they wish to attack, and resolve their sweep attacks. They then must continue moving. A CCB with nowhere to land after resolving its sweep attack is removed from play, along with any passenger. The CCB cannot land in the wreckage of a vehicle destroyed by its own sweep attack.
5. CCBs must pause after they reach an enemy model they wish to attack, and resolve their sweep attacks. They then must continue moving. A CCB with nowhere to land after resolving its sweep attack is removed from play, along with any passenger. The CCB can land in the wreckage of a vehicle destroyed by its own sweep attack.

Can Symbiotic Repair be used to preserve Quantum Shielding? E.g., if my opponent shoots my Command Barge, scores a Penetrating hit and knocks my gun off, and I use Symbiotic Repair to take a Wound instead of suffering the result, does the vehicle still lose Quantum Shielding?

Relevant Rules:

Codex: Necrons, p.52, Symbiotic Repair:

If the Catacomb Command Barge suffers an immobilized or weapon destroyed result, the embarked character can reduce his remaining Wounds by 1 to negate the result.

BGB, p.61, Damage Rolls:

Roll a D6 for each shot that glanced or penetrated the vehicle's armor, apply any appropriate modifiers (they are all cumulative) and look up the result on the vehicle damage table below.

Possible Interpretations:

*1. Yes, it still loses the benefit of Quantum Shielding.

Can Symbiotic Repair be used to prevent the destruction of a CCB that moved flat out into difficult terrain and rolled a 1? What about if it was shot down by the enemy after having moved flat out? Can the character take an EL roll?

Relevant Rules:

Codex: Necrons, p.52, Symbiotic Repair:

If the Catacomb Command Barge suffers an immobilized or weapon destroyed result, the embarked character can reduce his remaining Wounds by 1 to negate the result.

BGB, p.57, Terrain Effects:

A result of 1 means that the vehicle halts immediately and suffers an immobilized damage result, so if it was attempting to enter difficult terrain it stops just outside.

BGB, p.71, Shooting at Skimmers:

On the other hand, having your engines stall when flying at high speed has its consequences, so a skimmer that is immobilized immediately crashes and is destroyed (wrecked) if it moved flat out in its last turn.

BGB FAQ, p.6, Vehicles:

Q: If a transport vehicle is destroyed in a Movement phase in which it has moved flat out, what happens to any embarked models, as passengers may not disembark from a vehicle that has moved flat out in that Movement phase? (p70)

A: They are removed as casualties.

(and later)

Q: If a skimmer is immobilised in its own Movement phase whilst moving flat out is it still destroyed? (p71)

A: Yes.

Possible Interpretations:

1. Yes, the CCB can use symbiotic repair in both cases.
2. Yes, but only in the case of its own movement.
3. Yes, but not in the case of its own movement.
4. No, but the character inside is still eligible for an EL roll.
5. No, and the character inside is not eligible for an EL roll.

Page 53 (Ghost Arks):

If a necron lord, overlord, special character, or cryptek started the game joined to a squad of necron warriors and that character was removed as a casualty during the course of the game, could the ghost ark revive them?

Relevant Rules:

Codex: Necrons, p.53, Repair Barge:

Nominate a unit of Necron Warriors within 6" (or embarked on) the Ghost Ark and roll a D6. If the score is 2 or more, add D3 models to the unit - the models can move and act normally this turn.

Possible Interpretations:

1. No
2. Yes.
3. Yes, but only royal court characters.

If a Necron Lord, Overlord, special character, or Cryptek started the game joined to a squad of Necron Warriors and the warriors were removed as casualties during the course of the game, could the Ghost Ark revive them by choosing the character as its "unit of warriors"?

Relevant Rules:

Codex: Necrons, p.53, Repair Barge:

Nominate a unit of Necron Warriors within 6" (or embarked on) the Ghost Ark and roll a D6. If the score is 2 or more, add D3 models to the unit - the models can move and act normally this turn.

Possible Interpretations:

1. No.
2. Yes.
3. Yes, but only in the case of royal court characters.

If the ghost ark suffers a crew stunned or shaken result from using Repair Barge, is the living metal rule considered a save for the purposes of the same rule?

Relevant Rules:

Codex: Necrons, p.53, Repair Barge:

On a roll of 1, place the models as described above, however the Ghost Ark is drained and suffers a glancing hit with no saves allowed.

Codex: Necrons, p.29, Living Metal:

If a model with this special rule suffers a 'crew shaken' result, roll a D6: on a roll of 1, the result is applied normally; on a roll of 2+ the result is ignored. If a model with this special rule suffers a 'crew stunned' result, roll a D6: on a roll of 1-3, the result is applied normally; on a roll of 4+ the result is ignored.

Possible Interpretations:

*1. No.

Page 55 (Imotekh the Storm Lord):

If Obryon joins a flayed one pack and uses his ghostwalk mantle, can he choose to arrive with the flayed ones within 6" of the targeted bloodswarm nanoscarabs unit? What if a destroyer lord is attached to a flayed one pack in reserve and wishes to do the same?

Relevant Rules:

Codex: Necrons, p.55, Bloodswarm Nanoscarabs:

This unit is infested with bloodswarm nanoscarabs - any Flayed One packs entering platy via Deep Strike do not scatter if they aim to arrive within 6" of this unit.

Codex: Necrons, p.61, Ghostwalk Mantle:

If he does, Obryon and his unit are removed from the tabletop and replaced together anywhere on the board using the rules for Deep Strike.

1. Yes in both cases.
2. Yes, but only in the case of the Destroyer Lord.
3. Yes, but only in the case of Obryon.
4. No in both cases.

Is the Staff of the Destroyer a staff of light in addition to its other profile?

Relevant Rules:

Codex: Necrons, p. 55, Staff of the Destroyer:

This ancient and ornamental staff of light was first wielded by Zehet, founder of the Sautekh Dynasty, and has seen battle in the hands of every one of his successors.

(and later)

Type:

Assault 1, One use only.

Possible Interpretations:

1. No.
2. Yes.

As squad leaders are characters, does Humiliating Defeat apply to them as well as independent characters?

Relevant Rules:

Codex: Necrons, p. 55, Humiliating Defeat:

If a character loses its final Wound to Imotekh's close combat attacks, roll a D3.

BGB, p. 47, Character Types:

Upgrade characters are fielded as part of units from the start of the game, representing a squad leader or unit champion, such as a Space Marine Veteran Sergeant.

Possible Interpretations:

*1. Yes.

2. No.

If you use a Solar Pulse in your opponent's turn, can Imotekh still choose to "keep Night Fighting rules in play" for following turns (starting with the next Game turn)?

Relevant Rules:

Codex: Necrons, p. 55, Lord of the Storm:

Furthermore, you can attempt to keep the Night Fighting rules in play in subsequent game turns by rolling a D6 at the start of the turn.

Codex: Necrons, p. 84, Solar Pulse:

The solar pulse can be used at the start of any turn.

(and later)

If the Night Fighting rules are not in effect, then they apply until the end of the turn.

Possible Interpretations:

1. Lord of the Storm is rolled for before a decision is made in regards to the use of a solar pulse. Thus Night Fighting created by solar pulses cannot be extended by Imotekh.

2. Solar pulses are used before Lord of the Storm is rolled for. Thus Night Fighting created by solar pulses can be extended by Imotekh (though lightning strikes will not occur).

Can units take cover saves from lightning strikes? What about vehicles?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

In addition, whilst the Night Fighting rules remain in play, roll a D6 for each unengaged enemy unit on the battlefield at the start of each Necron Shooting phase. On a roll of 6, that unit is struck by a bolt of lightning and suffers D6 Strength 8, AP 5 hits (vehicles are hit on their side armor).

Possible Interpretations:

1. Yes, cover is allowed, but only if the models would get cover from a vehicle explosion (e.g. while in area terrain, behind a vehicle, etc.).
2. Yes, cover is allowed as if the lightning was fired by Imotekh.
3. No, cover is not allowed.

Does Lightning affect vehicles with disruption pods?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

In addition, whilst the Night Fighting rules remain in play, roll a D6 for each unengaged enemy unit on the battlefield at the start of each Necron Shooting phase. On a roll of 6, that unit is struck by a bolt of lightning and suffers D6 Strength 8, AP 5 hits (vehicles are hit on their side armor).

Codex: Tau Empire, p.30, Disruption pod

Weapons firing at the vehicle from more than 12" distant count the vehicle as an obscured target.

Possible Interpretations:

1. Disruption pods can obscure vehicles against lightning.
2. Disruption pods cannot obscure vehicles against lightning.

Are all of the rolls for lightning made simultaneously? i.e. are their targets all determined at once, are all the number of hits they cause determined before rolling them?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

In addition, whilst the Night Fighting rules remain in play, roll a D6 for each unengaged enemy unit on the battlefield at the start of each Necron Shooting phase. On a roll of 6, that unit is struck by a bolt of lightning and suffers D6 Strength 8, AP 5 hits (vehicles are hit on their side armor).

Possible Interpretations:

1. All D6 rolls are made to determine which units are affected, then the number of hits is rolled simultaneously.
2. All D6 rolls are made to determine which units are affected, then the number of hits is rolled on an individual unit basis.
3. D6 rolls are made squad-by-squad, rolling hits and wounding/penetration on an individual unit basis. Units that disembark from transports wrecked or destroyed in this way are immune to further lightning strikes from Lord of the Storm this phase.

4. D6 rolls are made squad-by-squad, rolling hits and wounding/penetration on an individual unit basis. Units that disembark from transports wrecked or destroyed in this way are also affected in the same phase.

Can Imotekh's lightning strikes hit units inside of vehicles/buildings?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

In addition, whilst the Night Fighting rules remain in play, roll a D6 for each unengaged enemy unit on the battlefield at the start of each Necron Shooting phase.

Possible Interpretations:

1. No.
2. Yes.

Can Imotekh's lightning strikes hit buildings occupied by enemy models?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

In addition, whilst the Night Fighting rules remain in play, roll a D6 for each unengaged enemy unit on the battlefield at the start of each Necron Shooting phase.

Possible Interpretations:

1. Yes.
2. No.

If Imotekh perishes, does the Lord of the Storm special rule persist?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

If your army includes Imotekh, the Stormlord, the Night Fighting rules automatically apply during the first game turn.

Possible Interpretations:

- *1. Yes.
2. No.

Page 57 (Orikan the Diviner):

Is the Staff of Tomorrow a close combat weapon?

Relevant Rules:

Codex: Necrons, p. 57, Staff of Tomorrow:

Orikan re-rolls failed To Hit rolls in close combat. Wounds caused by the Staff of Tomorrow ignore armor saves.

Possible Interpretations:

- *1. No.
2. Yes.

Page 59 (Trazyn the Infinite):

Can Trazyn the Infinite use the Empathetic Obliterator after causing wounds from a Command Barge sweep attack?

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

For each success, the unit suffers a hit at the character's Strength, plus any Strength bonuses and special abilities from his close combat weapon.

Codex: Necrons, p.57, Empathic Obliterator:

If Trazyn kills one or more enemies in close combat, the Empathic Obliterator unleashes a psionic shockwave.

Possible Interpretations:

- *1. No, as the Empathic Obliterator is not a close combat weapon.
2. Yes.

Page 61 (Nemesor Zandrekh & Vargard Obyron):

Does Zahndrekh's "Adaptive Tactics" on a Command Barge affect the sweep attack as well? E. g., does giving the barge Tank Hunters also benefit the embarked character's Sweep Attack?

Relevant Rules:

Codex: Necrons, p.52, Sweep Attack:

Whilst a character remains embarked on a Catacomb Command Barge, he can make three special 'sweep' attacks each turn.

Codex: Necrons, p.61, Adaptive Tactics:

At the start of each of your turns in which Zandrekh is on the battlefield, choose one friendly unit, then choose one of the following special rules: Counter-attack, Furious Charge, Hit and Run, Night Vision/Acute Senses, Stealth and Tank Hunters. The chosen unit has the chosen special rule until the start of your next turn.

Possible Interpretations:

1. Yes, both the barge's normal weapons as well as the sweep attacks benefit from the Tank Hunters USR.
2. No, only the barge's normal weapons benefit from the Tank Hunters USR.

Can Zandrekh use Adaptive/Counter Tactics while embarked on a CCB?

Relevant Rules:

Codex: Necrons, p.61, Special Rules:

Adaptive Tactics

(and later)

Counter Tactics

BGB, p.70, Open-Topped Vehicles, Open-Topped Transport Vehicles:

Open-topped vehicles do not have specific fire points.

BGB FAQ, p.5, Vehicles:

Q: Can models embarked upon a vehicle use its fire points to draw line of sight to a unit to use special rules or wargear (other than shooting)? (p66)

A: No.

Possible Interpretations:

1. No.
2. Yes.

If a rending weapon is used by a unit that has the Tank Hunter USR, what values do its weapons rend on?

Relevant Rules:

BGB, p.31, Rending:

Against vehicles, an armour penetration roll of 6 allows a further D3 to be rolled, with the result added to the total score.

BGB, p. 76, Tank Hunters:

They add +1 to their armour penetration rolls whenever they hit a vehicle (both at range and in close combat).

Possible Interpretations:

1. They still rend only on a roll of 6 and do not get an extra bonus on the D3 roll should the attack rend.
2. They still rend only on a roll of 6, and get an extra +1 bonus on the D3 roll should the attack rend (for a total of a +2 bonus).
3. Instead of rending on a 6, they rend only on a roll of 5, and do not get an extra bonus on the D3 roll should the attack rend.
4. Instead of rending on a 6, they rend only on a roll of 5, and get an extra +1 bonus on the D3 roll should the attack rend (for a total of a +2 bonus).
5. Instead of rending on a 6, they rend on a roll of 5 or 6, but do not get an extra bonus on the D3 roll should the attack rend.
6. Instead of rending on a 6, they rend on a roll of 5 or 6, and get an extra +1 bonus on the D3 roll should the attack rend (for a total of a +2 bonus).

Do phased reinforcements deep strike before or after a drop pod/mycetic spore deploys its cargo?

Relevant Rules:

Codex: Necrons, p. 61, Phased Reinforcements:

If Zandrekh is on the battlefield, any number of units in reserve that are able to Deep Strike can choose to enter play in the enemy turn, via Deep Strike, immediately after any enemy unit has arrived from reserve, normally during the enemy's Movement phase.

Codex: Tyranids, p.54, Transport Spore:

Once the Mycetic Spore has landed, all creatures within must immediately deploy – place the unit such that every model is within 2" of the Mycetic Spore.

Codex: Space Marines, p.69, Transport:

Once the Drop Pod has landed, the hatches are clown and all passengers must immediately disembark, as normal.

Possible Interpretations:

1. Phased Reinforcements arrive after the pod/spore's occupants have disembarked.
2. Phased Reinforcements arrive after the pod/spore lands, but before its occupants disembark.
Additional Phased Reinforcements cannot be deployed after a unit deploys from inside a Mycetic Spore.
3. Phased Reinforcements arrive after the pod/spore lands, but before its occupants disembark.
Additional Phased Reinforcements can also be deployed after a unit deploys from inside a Mycetic Spore.

If the enemy army attempts to deep strike a unit, but that unit suffers a mishap result of "delayed," can Phased Reinforcements still be activated?
What about a "terrible accident" result?

Relevant Rules:

Codex: Necrons, p. 61, Phased Reinforcements:

If Zandrekh is on the battlefield, any number of units in reserve that are able to Deep Strike can choose to enter play in the enemy turn, via Deep Strike, immediately after any enemy unit has arrived from reserve, normally during the enemy's Movement phase.

BGB, p.95, Deep strike mishaps:

If any of the models in a deep striking unit cannot be deployed because they would land off the table, in impassible terrain, or on top of a friendly model, or on top or within 1" of an enemy model, something has gone wrong.

BGB, p.95, Deep Strike Mishap Table, 1-2: Terrible accident!:

The entire unit is destroyed!

BGB, p.95, Deep Strike Mishap Table, 5-6: Delayed:

The unit is placed back in reserve.

Possible Interpretations:

1. No.
2. Yes, but only in the case of a "Delayed" result.
3. Yes in both cases.

Can models disembark from a Night Scythe that arrives via Deep Strike in the enemy turn?

Relevant Rules:

BGB, p.95, Deep Strike:

In the Movement phase when they arrive, these units may not move any further other than to disembark from a deep striking transport vehicle.

Possible Interpretations:

1. Yes.
2. No.

If Obyron is attached to Zandrekh's unit, can he choose to deepstrike anywhere without scatter, as he will always arrive within 6" of Zandrekh?

Relevant Rules:

Codex: Necrons, p.61, The Vargard's Duty:

If Obyron uses his Ghostwalk Mantle, he does not scatter providing that he aims to arrive within 6" of Zandrekh.

Possible Interpretations:

1. No, the unit will scatter as normal.
2. Yes, the unit does not scatter.

Is Obyron supposed to leave Zandrekh's unit if it is assaulted and he is joined to it? For example, if their unit is assaulted it appears Obyron leaves Zandrekh's unit, then piles in to the same combat anyway. If his side loses combat, is it intentional that he makes his leadership test separately?

Relevant Rules:

Codex: Necrons, p.61, The Vargard's Duty:

Furthermore, if an enemy unit launches an assault on Zandrekh's unit, Obyron immediately leaves his unit and must pile in to that combat, regardless of how far from it he is – we assume he uses the Ghostwalk Mantle to reach his master's side.

Possible Interpretations:

- *1. Yes.
2. No.

When does Obyron pile in after teleporting to Zandrek? Does he pile in after the first model successfully reaches Zandrek's unit or after all models are finished making the assault move, or before any assault moves are made at all? If it is before the current player's assault moves, is it possible for him to block an assault after it has been declared (by standing in the way of models near the end of the 6" charge range)?

Relevant Rules:

Codex: Necrons, p.61, The Vargard's Duty:

Furthermore, if an enemy unit launches an assault on Zandrekh's unit, Obyron immediately leaves his unit and must pile in to that combat, regardless of how far from it he is – we assume he uses the Ghostwalk Mantle to reach his master's side.

Possible Interpretations:

1. He moves immediately after an assault is declared, before the enemy moves, and can potentially stop the assaulting unit from reaching Zandrekh's unit in this way. In the case of multiple units declaring assaults, he is allowed to leave the previous assaults and then pile in each time Zandrekh's unit is assaulted, whether or not Zandrekh's unit has not been assaulted yet.
2. He moves immediately after an assault is declared, before the enemy moves, and can potentially stop the assaulting unit from reaching Zandrekh's unit in this way. In the case of multiple units declaring assaults, he is allowed to leave the previous assaults and then pile in each time Zandrekh's unit is assaulted, but only if Zandrekh's unit has not been assaulted yet.
3. He moves immediately after an assault is declared, before the enemy moves, and can potentially stop the assaulting unit from reaching Zandrekh's unit in this way. In the case of multiple units declaring assaults, he is not allowed to leave the previous assaults and then pile in each time Zandrekh's unit is assaulted.
4. He moves immediately after an assault is declared, before the enemy moves, but can't stop the assaulting unit from reaching Zandrekh's unit in this way (i.e. Zandrekh's unit will still have to pile in when it is their turn to do so. In the case of multiple units declaring assaults, he is allowed to leave the previous assaults and then pile in each time Zandrekh's unit is assaulted, whether or not Zandrekh's unit has not been assaulted yet.
5. He moves immediately after an assault is declared, before the enemy moves, but can't stop the assaulting unit from reaching Zandrekh's unit in this way (i.e. Zandrekh's unit will still have to pile in when it is their turn to do so. In the case of multiple units declaring assaults, he is not allowed to leave the previous assaults and then pile in each time Zandrekh's unit is assaulted.
6. He moves immediately after an assault move is made, but before friendly units pile in. In the case of multiple assaulting moves, he is allowed to leave the previous assaults and then pile in each time after an assault move is made towards Zandrekh's unit.

- 7.** He moves immediately after an assault move is made, but before friendly units pile in. In the case of multiple assaulting moves, he is not allowed to leave the previous assaults and then pile in each time after an assault move is made towards Zandrekh's unit.
- 8.** He moves immediately after the last enemy assault has been declared on Zandrekh's unit, but before the enemy's assault move is made, and can potentially prevent that unit from reaching Zandrekh's unit in this way.
- 9.** He moves immediately after the last enemy assault has been declared on Zandrekh's unit, but before the enemy's assault move is made, but cannot prevent that unit from reaching Zandrekh's unit in this way.
- 10.** He moves immediately after the last enemy assault has been moved towards Zandrekh's unit, but before friendly units react.
- 11.** He moves immediately before other friendly units in the combat (as he is an independent character), excepting any other friendly independent characters, which must move first.
- 12.** He moves immediately before other friendly units in the combat (as he is an independent character), excepting any other friendly independent characters, which may move first.
- 13.** He moves immediately after all defenders involved in Zandrekh's combat have reacted.

Page 62 (Anrakyr the Traveler):

Can an enemy vehicle in a squadron that is affected by MitM fire on the other vehicles in its own squadron? Can you ignore other vehicles in the squadron for line of sight?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

On a roll of 3+, Anrakyr overrides the targeting systems in that vehicle - you can immediately shoot with it as if it were your unit.

BGB, p.64, Shooting Phase:

Like other units, vehicles in squadrons can see and shoot through members of their own unit, just as if they were not there.

(and later)

Once all of the armour penetration rolls have been made, the player controlling the squadron allocates the glancing and penetrating hits to squadron members as he would allocate wounds to members of a normal unit.

(and later)

If a squadron consists of a single vehicle when an enemy unit fires at it, it reverts to the normal rules for vehicle damage results.

Codex: Necrons FAQ, p.2

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

A: No.

Possible Interpretations:

1. Anrakyr gains control of the entire squadron.
2. Anrakyr gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is allowed to allocate damage results against the firing vehicle, and those damage results apply as normal.
3. Anrakyr gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is allowed to allocate damage results against the firing vehicle, but those damage results are not rolled.
4. Anrakyr gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is not allowed to allocate damage results against the firing vehicle.

- 5.** Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is not allowed to allocate damage results against the firing vehicle.
- 6.** Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is allowed to allocate damage results against the firing vehicle, and those damage results apply as normal.
- 7.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is allowed to allocate damage results against the firing vehicle, and those damage results apply as normal.
- 8.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is allowed to allocate damage results against the firing vehicle, but those damage results are not rolled.
- 9.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is allowed to allocate damage results against the firing vehicle, but those damage results are not rolled.
- 10.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results. He is not allowed to allocate damage results against the firing vehicle.
- 11.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is not allowed to allocate damage results against the firing vehicle.
- 12.** Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is allowed to allocate damage results against the firing vehicle, and those damage results apply as normal.

13. Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results. The controlling player is allowed to allocate damage results against the firing vehicle, but those damage results are ignored.

14. Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results, but those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks still apply the way they would if the unit was still a single squadron.

15. Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results, but those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks apply the way they would if the unit was reduced to a single model.

16. Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results, and those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks still apply the way they would if the unit was still a single squadron.

17. Anrakyk gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results, and those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks apply the way they would if the unit was reduced to a single model.

18. Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results, but those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks still apply the way they would if the unit was still a single squadron.

19. Anrakyk gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, and is considered the controlling player when allocating damage results, but those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks apply the way they would if the unit was reduced to a single model.

20. Anrakyr gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results, and those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks still apply the way they would if the unit was still a single squadron.

21. Anrakyr gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes if he wishes to target a different unit than the squadron itself. He may shoot at the other tanks in the same squadron, but is not considered the controlling player when allocating damage results, and those tanks are considered a separate squadron from the firing tank. If the affected vehicle and its target are the only two vehicles in the squadron, damage results applied to those tanks apply the way they would if the unit was reduced to a single model.

22. Anrakyr gains control of one vehicle in the squadron. He ignores the other members of the squadron for line of sight purposes, and cannot shoot the other members of said squadron.

23. Anrakyr gains control of one vehicle in the squadron. He does not ignore the other members of the squadron for line of sight purposes, and cannot shoot the other members of said squadron.

24. Anrakyr cannot gain control of vehicles in squadrons.

Can Anrakyr twin-link enemy vehicles' shots via a Triarch Stalker's Targeting Relay?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

At the start of your Shooting phase, chose an enemy vehicle within 18" and in Anrakyr's line of sight and roll a D6.

Codex: Necrons, p.39, Targeting Relay:

All other friendly units that shoot at the same target later in the same Shooting phase count their weapons as twin-linked.

Possible Interpretations:

1. Yes.

1. No.

If Anrakyr uses mind in the machine, does it count as shooting or not?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

At the start of your Shooting phase, chose an enemy vehicle within 18" and in Anrakyr's line of sight and roll a D6.

Possible Interpretations:

- *1. No.

If Anrakyr targets a vehicle that has a psychic shooting attack with mind in the machine, can he use said attack?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

On a 3+, Anrakyr overrides the targeting systems in that vehicle - you can immediately shoot with it as if it were your unit.

Possible Interpretations:

- 1. Yes.
- 2. No.

If Anrakyr targets a vehicle with a special ability, such as PotMS or Star Engines, with mind in the machine, can he use said special ability?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

On a 3+, Anrakyr overrides the targeting systems in that vehicle - you can immediately shoot with it as if it were your unit.

Codex: Black Templars FAQ, p.2, Page 29 - Power of the Machine Spirit:

Change to: "The vehicle can fire one more weapon than would normally be permitted. In addition, this weapon can be fired at a different target unit to any other weapons, subject to the normal rules for shooting. Therefore, a vehicle that has moved at combat speed can fire two weapons, and a vehicle that has either moved at cruising speed, or has suffered a 'Crew Stunned' or 'Crew Shaken' result can fire a single weapon."

Codex: Eldar, p.44, Star Engines:

[The vehicle] may move an additional 12" in lieu of shooting, but troops may not embark or disembark that turn.

Possible Interpretations:

- 1. Yes, but only for PotMS.
- 2. Yes in all cases.
- 3. No.

If Anrakyr shoots a hunter-killer missile, a manticore missile launcher, a deathstrike missile launcher, etc. does he use up a shot from said weapon?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

On a 3+, Anrakyr overrides the targeting systems in that vehicle - you can immediately shoot with it as if it were your unit.

Codex: Imperial Guard, p.54, Limited Ammunition:

Make a note each time a rocket is fired. Once the Manticore Rocket Launcher has fired four times, it has run out of ammunition.

Possible Interpretations:

*1. Yes.

Can Anrakyr use Mind in the Machine while embarked on a CCB?

Relevant Rules:

Codex: Necrons, p.62, Special Rules:

Mind in the Machine

BGB, p.70, Open-Topped Vehicles, Open-Topped Transport Vehicles:

Open-topped vehicles do not have specific fire points.

BGB FAQ, p.5, Vehicles:

Q: Can models embarked upon a vehicle use its fire points to draw line of sight to a unit to use special rules or wargear (other than shooting)? (p66)

A: No.

Possible Interpretations:

1. No.

2. Yes.

Can Anrakyr use MitM to move an Eldar vehicle with star engines?

Relevant Rules:

Codex: Necrons, p.62, Mind in the Machine:

On a roll of 3+, Anrakyr overrides the targeting systems in that vehicle - you can immediately shoot with it as if it were your unit. The vehicle cannot alter its facing, and fires as if it had not moved.

Codex: Eldar, p.44, Vehicle Upgrades, Star Engines:

It may move an additional 12" in lieu of shooting, but troops may not embark or disembark that turn.

Possible Interpretations:

1. Yes.

2. Yes, but this move cannot change its facing.

3. No.

Page 81 (Mindshackle Scarabs):

If multiple mindshackle scarabs are targeting a unit, and the same model is selected at random multiple times, does it attack $x d3$ times or still just $1 d3$, where x is the number of times it has been randomly selected? Or does each mindshackle scarab have to randomly determine a different model than one that has already been selected?

Relevant Rules:

Codex: Necrons, p.81, Mindshackle Scarabs:

At the start of the Assault phase, after assault moves have been made but before any blows are struck, randomly select an enemy model in base contact with the bearer of mindshackle scarabs.

(and later)

Instead of attacking normally, he inflicts $D3$ hits on his own unit when it is his turn to attack.

Possible Interpretations:

1. Each use of mindshackle scarabs must affect a different target than any other model affected previously. If there is only one eligible model, the $D3$ is rolled for each instance, and the results of each $D3$ are added to the total.
2. Each use of mindshackle scarabs must affect a different target than any other model affected previously. If there is only one eligible model, the $D3$ is rolled for each instance, and the results of the highest $D3$ are used.
3. Each use of mindshackle scarabs must affect a different target than any other model affected previously. If there is only one eligible model, only one $D3$ is rolled for that model.
4. Each use of mindshackle scarabs can affect any model, regardless of if they were affected previously. If a model is affected more than once, the $D3$ is rolled for each instance, and the results of each $D3$ are added to the total.
5. Each use of mindshackle scarabs can affect any model, regardless of if they were affected previously. If a model is affected more than once, the $D3$ is rolled for each instance, and the results of the highest $D3$ are used.
6. Each use of mindshackle scarabs can affect any model, regardless of if they were affected previously. If a model is affected more than once, only one $D3$ is rolled for that model.

If a unit equipped with Mindshackle scarabs uses them against a unit with Force Weapons, could the necron player choose to try and activate the Force weapon for its use against the bearer's own unit? Can this prevent that model from using a different psychic power?

Relevant Rules:

Codex: Necrons, p.81, Mindshackle Scarabs:

These hits are resolved at the victim's Strength, and benefit from any abilities and penalties from his close combat weapons (the controller of the mindshackle scarabs chooses which, if there is a choice).

BGB, p.50, Force Weapons:

Roll to hit and wound as normal, allowing any invulnerable saving throws the victim might have. The Psyker may then take a Psychic test to use the weapon's power against any one opponent that suffered an unsaved wound by the weapon in that player turn.

Possible Interpretations:

1. Yes, the necron player has the option to use the force weapon. This does not prevent the owner of the model from using that model's other psychic powers.
2. Yes, the necron player has the option to use the force weapon. This does prevent the owner of the model from using that model's other psychic powers.
3. No, the owner of the model is the only one who can decide whether or not to use the force weapon.

Who is considered to have killed the models killed by mindshackle scarab attacks?

Relevant Rules:

Codex: Necrons, p.81, Mindshackle Scarabs:

Instead of attacking normally, he inflicts D3 hits on his own unit when it is his turn to attack.

Possible Interpretations:

1. No one counts as inflicting the wounds and they are not counted to determine combat resolution.
2. The owner of the mindshackle scarabs.
3. The owner of the model affected by mindshackle scarabs.

How do mindshackle scarabs interact with Spirit of the Martyr?

Relevant Rules:

Codex: Necrons, p.81, Mindshackle Scarabs:

Instead of attacking normally, he inflicts D3 hits on his own unit when it is his turn to attack.

Codex: Sisters of Battle, p.97, Spirit of the Martyr:

If successful, do not remove any models in the unit if they are killed before they have attacked.

(and later)

After all models involved in the assault have made their attacks, any mortally injured model placed on its side gets to make a single attack.

Possible Interpretations:

1. Models affected by mindshackle scarabs that have successfully activated Spirit of the Martyr cannot be placed on their side if they are killed.
2. Models affected by mindshackle scarabs that have successfully activated Spirit of the Martyr and are killed make D3 attacks at the time they would make normal Spirit of the Martyr attacks.
3. Models affected by mindshackle scarabs that have successfully activated Spirit of the Martyr and are killed make 1 attack at the time they would make normal Spirit of the Martyr attacks.

Do mindshackle scarabs get bonus attacks if the affected model has Daemon Weapons, 2CCWs, assaulted this turn, etc?

Relevant Rules:

Codex: Necrons, p.81, Mindshackle Scarabs:

Instead of attacking normally, he inflicts D3 hits on his own unit 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 close combat weapons (the controller of the mindshackle scarabs chooses which, if there is a choice).

BGB, p.37, Number of Attacks:

+1 Assault Bonus: Engaged models who assaulted this turn get +1 attack.

+1 Two Weapons: Engaged models with two single-handed weapons (typically a close combat weapon and/or pistol in each hand) get an extra +1 attack.

Codex: Grey Knights, p.56, Daemonblade, 4:

The Daemonblade thrusts and cuts with supernatural speed, granting the wielder +3 Attacks.

Possible Interpretations:

1. No.
2. Yes.
3. Yes, but only from wargear.
4. Yes, but only from special rules.
5. Yes, but only from special rules and wargear.

Page 84 (Cryptek Wargear):

Abyssal Staff uses the unit's leadership instead of its toughness for determining to wound rolls. Is the majority leadership used to determine this value as would be normal with to wound rolls, or as the leadership of the model with the highest value, as would be normal for leadership tests?

Relevant Rules:

Codex: Necrons, p.84, Abyssal Staff, Shroud of Despair:

To Wound rolls from the abyssal staff's shooting attacks are made against the target's Leadership, rather than toughness.

BGB, p.19, Rolling to Wound, Multiple Toughness values:

To keep things simple, roll to wound using the Toughness characteristic that is in the majority in the target unit.

BGB, p.47, Characters as Leaders:

Remember that a unit's Leadership tests are taken using the Leadership of the model with the highest Ld value in the unit (see page 8).

Possible Interpretations:

- *1. The majority Leadership is used.
2. The highest Leadership value present in the squad is used.

Can a Nightmare Shroud target a unit other than the one its parent unit is firing at?

Relevant Rules:

Codex: Necrons, p.84, Nightmare Shroud:

The nightmare shroud can be used in the Shooting phase instead of firing a weapon. Choose an unengaged enemy unit within 18" of the Cryptek. That unit must immediately take a Morale check.

Possible Interpretations:

1. No
2. Yes.

When is the choice whether to activate a Nightmare Shroud made?

Relevant Rules:

Codex: Necrons, p.84, Nightmare Shroud:

The nightmare shroud can be used in the Shooting phase instead of firing a weapon. Choose an unengaged enemy unit within 18" of the Cryptek. That unit must immediately take a Morale check.

Possible Interpretations:

1. Before the attached unit has fired.
2. After the attached unit has fired.

Can a veil of darkness be used from inside a transport vehicle? What if the vehicle moves?

Relevant Rules:

Codex: Necrons, p.84, Veil of Darkness:

A cryptek can use it in its movement phase instead of moving normally. The cryptek and his unit are removed from the tabletop and immediately Deep Strike back onto the battlefield.

Possible Interpretations:

1. No.
2. Yes, but only if the unit's transport remains stationary.
3. Yes, but only if the unit's transport doesn't move flat-out.
4. Yes, but only if the unit's transport is open-topped.
5. Yes in any case.

Can a veil of darkness be used by a unit that is falling back?

Relevant Rules:

Codex: Necrons, p.84, Veil of Darkness:

A cryptek can use it in its movement phase instead of moving normally. The cryptek and his unit are removed from the tabletop and immediately Deep Strike back onto the battlefield.

Possible Interpretations:

1. No.
2. Yes, but if it chooses to do so, it immediately leaves the table and is destroyed.
3. Yes, and it must. When it does, it immediately leaves the table and is destroyed.
4. Yes, and when it does redeploy it can take a test to regroup.
5. Yes, and when it does it goes back into reserve as if it had suffered a delayed result on the Deep Strike mishap table.

6. Yes. When it redeploys, it immediately makes a fall back move. If it suffers a delayed result on the Deep Strike mishap table, it is considered destroyed.
7. Yes. When it redeploys, it immediately makes a fall back move. If it suffers a delayed result on the Deep Strike mishap table, it is allowed to redeploy along with normal reserves.
8. Yes. If it suffers a delayed result on the Deep Strike mishap table, it is considered destroyed.
9. Yes. If it suffers a delayed result on the Deep Strike mishap table, it is allowed to redeploy along with normal reserves.

Does Warp Quake affect units that use a Veil of Darkness instead of moving?

Relevant Rules:

Codex: Necrons, p.84, Veil of Darkness:

A cryptek can use it in its movement phase instead of moving normally. The cryptek and his unit are removed from the tabletop and immediately Deep Strike back onto the battlefield.

Codex: Grey Knights, p.28, Warp Quake:

Furthermore, if any enemy unit deploying by Deep Strike within 12" of the squad (after scattering) will automatically suffer a Deep Strike mishap.

Possible Interpretations:

1. No.
2. Yes.

Is an Eldritch Lance a Lance?

Relevant Rules:

Codex: Necrons, p.84, Eldritch Lance, Type:
Assault 1

Possible Interpretations:

- *1. No.

Can a solar pulse be activated if the model carrying it is not on the table?

Relevant Rules:

Codex: Necrons, p.84, Solar Pulse:

The solar pulse can be used at the start of any turn.

Possible Interpretations:

1. No.
2. Yes.

If two necron armies are playing one another, does either player's Solar Pulse negate an enemy's Solar Pulse?

Relevant Rules:

Codex: Necrons, p.84, Solar Pulse:

The solar pulse can be used at the start of any turn. If the Night Fighting rules are in effect, they cease to apply until the end of the turn. If the Night Fighting rules are not in effect, then they apply until the end of the turn.

Possible Interpretations:

1. Each player chooses in secret how many solar pulses they will use at the start of each turn and then that number is revealed. If the number of solar pulses used on both sides is equal, the Night Fighting rules are unaffected, whether they are in effect or not. Otherwise, the player with the higher number affects the Night Fighting rules as normal.
2. Each player, starting with the player whose turn it is currently, activates a solar pulse. If both players activate a solar pulse in this way, repeat this process.
3. Each player, starting with the player whose turn it isn't, activates a solar pulse. If both players activate a solar pulse in this way, repeat this process.
4. Each player chooses in secret whether to use a solar pulse or not at the start of each turn and then reveals their choice. If the player whose turn it is currently chose to use a solar pulse, the Night Fighting rules are toggled.
5. Each player chooses in secret whether to use a solar pulse or not at the start of each turn and then reveals their choice. If the player whose turn it isn't chose to use a solar pulse, the Night Fighting rules are toggled.

In what order are Lord of the Storm and solar pulses used at the start of the turn?

Relevant Rules:

Codex: Necrons, p.55, Lord of the Storm:

Furthermore, you can attempt to keep the Night Fighting rules in play in subsequent game turns by rolling a D6 at the start of the turn.

Codex: Necrons, p.84, Solar Pulse:

The solar pulse can be used at the start of any turn. If the Night Fighting rules are in effect, they cease to apply until the end of the turn. If the Night Fighting rules are not in effect, then they apply until the end of the turn.

Possible Interpretations:

1. Imotekh's Lord of the Storm ability is rolled for before any solar pulses are used.
2. Solar pulses are used before Imotekh's Lord of the Storm ability is rolled for.

Page 85 (Cryptek Wargear cont'd.):

Can a chronometron re-roll *any* roll? Including reserve rolls, Orikan, etc?

Relevant Rules:

Codex: Necrons, p.85, Chronometron:

If the bearer is in a unit, this ability can be used to instead re-roll one of the unit's D6 rolls each phase.

Codex: Necrons FAQ, p.3:

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.

Possible Interpretations:

1. Yes, any roll.

2. No (list your play group's exceptions): _____

Chronometron allows models to re-roll one of their unit's "d6" rolls per phase. Does this include rolls of 2D6 (re-rolling just one of the dice), rolls of D3 (which according to the 40K rulebook still utilizes a D6), scatter dice (which are technically a D6), or just rolls of a normal D6?

Relevant Rules:

Codex: Necrons, p.85, Chronometron:

If the bearer is in a unit, this ability can be used to instead re-roll one of the unit's D6 rolls each phase.

Possible Interpretations:

1. No.

2. Yes.

If the new host for Trazyn happens to be randomly determined using a d6, can a chronometron allow a re-roll of that d6? What about the randomized target of mindshackle scarabs?

Relevant Rules:

Codex: Necrons, p.85, Chronometron:

If the bearer is in a unit, this ability can be used to instead re-roll one of the unit's D6 rolls each phase.

Possible Interpretations:

1. No.
2. Yes.

Can a chronometron re-roll an RP or EL roll? What if it's the EL roll for the model with the chronometron?

Relevant Rules:

Codex: Necrons, p.85, Chronometron:

If the bearer is in a unit, this ability can be used to instead re-roll one of the unit's D6 rolls each phase.

Possible Interpretations:

1. RP and EL rolls are eligible for be re-rolls.
2. RP and EL rolls are eligible for be re-rolls unless the model with the chronometron is one of said EL rolls.
3. RP and EL rolls are not eligible for a re-roll.

Do wounds caused by a Lightning Field affect combat resolution?

Relevant Rules:

Codex: Necrons, p.85, Lightning Field:

When an enemy unit successfully moves into assault with the Cryptek (or his unit) the assaulting unit immediately suffers D6 Strength 8, AP 5 hits.

Possible Interpretations:

1. Yes.
2. No.

Do two Lightning Fields allow their owning player to roll two D6?

Relevant Rules:

Codex: Necrons, p.85, Lightning Field:

When an enemy unit successfully moves into assault with the Cryptek (or his unit) the assaulting unit immediately suffers D6 Strength 8, AP 5 hits.

Possible Interpretations:

1. Yes, and they are added together.
2. Yes, and the necron player gets to choose one result.
3. No, the necron player simply adds 1 to a single D6 roll.
2. No.

Do you roll to hit, then roll to see if a voltaic staff 'haywires' the target, and then also make an armor penetration roll with its strength value?

Relevant Rules:

Codex: Necrons, p.85, Voltaic Staff, Haywire:

Vehicles hit by a shot from the voltaic staff suffer a glancing hit on a 2-5, and a penetrating hit on a 6.

Possible Interpretations:

1. Yes.
2. No.

Do you roll one haywire effect for each hit or just one if the voltaic staff hits at least once?

Relevant Rules:

Codex: Necrons, p.85, Voltaic Staff, Haywire:

Vehicles hit by a shot from the voltaic staff suffer a glancing hit on a 2-5, and a penetrating hit on a 6.

Possible Interpretations:

1. You roll for each hit, resulting in up to four haywire rolls.
2. You roll as long as you hit at least once, resulting in a single haywire roll no matter how many hits you scored with the gun.

When is the D3 rolled for the Seismic Crucible?

Relevant Rules:

Codex: Necrons, p.85, Seismic Crucible:

At the start of the enemy Assault phase, roll a D3 and nominate an enemy unit.

Possible Interpretations:

1. Before the unit is chosen.
2. After the unit is chosen.

If I have two seismic crucibles in a squad, are their results added (i.e. D3+D3)?

Relevant Rules:

Codex: Necrons, p.85, Seismic Crucible:

If the nominated unit attempts to assault the Cryptek, or his unit, reduce their assault move by the result of that D3 for that phase.

Possible Interpretations:

1. Yes. This can make a unit incapable of assault.
2. No, their assault distance is only reduced the higher of the two D3 rolls.

Page 90 (Royal Courts):

Are Royal Court characters that have been assigned to troops units considered scoring?

Relevant Rules:

Codex: Necrons, p.90, Royal Court:

Before the battle, each member of the Royal Court has the option of being split off from his unit and assigned to lead a different unit from the following list: Necron Warriors, Necron Immortals, Lychguard or Deathmarks.

Possible Interpretations:

1. Yes.
2. Yes, but only if there is still at least one Warrior or one Immortal still alive in the squad.
3. No.

How do Royal Courts give up kill points?

Relevant Rules:

Codex: Necrons, p.90, Royal Court:

Before the battle, each member of the Royal Court has the option of being split off from his unit and assigned to lead a different unit from the following list: Necron Warriors, Necron Immortals, Lychguard or Deathmarks.

(and later)

Otherwise, they remain a part of the Royal Court.

Possible Interpretations:

1. When a Royal Court member is assigned to another unit, it is from then on considered a part of that unit, and said unit will only give up its kill point if all of its models, including Royal Court models, are killed. If a Royal Court's models are all assigned to units and there are no models left in the royal court unit, no kill point can be gained from said Royal Court.
2. When a Royal Court member is assigned to another unit, it is from then on considered a part of that unit, and said unit will only give up its kill point if all of its models, including Royal Court models, are killed. If a Royal Court's models are all assigned to units and there are no models left in the Royal Court unit, the kill point from said Royal Court is immediately granted to the opponent.
3. When a Royal Court member is assigned to another unit, it is from then on considered a part of that unit, and said unit will only give up its kill point if all of its models, including Royal Court models, are killed. If a Royal Court's models are all assigned to units and there are no models left in the royal court unit, the Royal Court's kill point can only be gained by killing all of the models that were originally a part of said Royal Court.

4. When a Royal Court member is assigned to another unit, it is still considered a part of the original Royal Court for the purposes of kill points, and said unit will only give up its kill point if all of its models on the table are killed.

If the Sanguinor chooses a divided cryptek unit as the HQ he re-rolls against for Avenging Angel, is he then allowed to re-roll against all squads those crypteks are joined to? Can he choose a single squad as long as it has crypteks attached to it, even if it is otherwise a non-HQ unit?

Relevant Rules:

Codex: Necrons, p.90, Royal Court:

Before the battle, each member of the Royal Court has the option of being split off from his unit and assigned to lead a different unit from the following list: Necron Warriors, Necron Immortals, Lychguard or Deathmarks.

(and later)

Otherwise, they remain a part of the Royal Court.

Codex: Blood Angels, p.51, Avenging Angel:

As soon as the Sanguinor is placed on the table, choose one of your opponent's HQ units.

Possible Interpretations:

1. The Sanguinor may only choose a royal court if it is not divided whatsoever.
2. The Sanguinor may choose a royal court, but only if the royal court has not been completely split up. He only counts as choosing models in the remaining royal court unit.
3. The Sanguinor may choose a royal court, but only if the royal court has not been completely split up. He counts as choosing all of the models that were originally a part of that unit.
4. The Sanguinor may choose any royal court, no matter how it is divided, and counts as choosing all units members of that royal court were attached to.

Page 94 (Fast Attack):

Are transdimensional beamers really supposed to be assault weapons?

Relevant Rules:

Codex: Necrons, p. 82, Transdimensional Beamer, Type:

Heavy 1, Exile Ray

Possible Interpretations:

- *1. No.
2. Yes.

A huge THANK YOU to everyone who helped and sent questions. I think this is going to be nigh-comprehensive until 6th comes out due to your aid.

Glossary of Abbreviations:

BGB.....Big Grey Book (WH40k Rulebook)
CC.....Close Combat
CCB(s).....Catacomb Command Barge(s)
CCW(s).....Close Combat Weapon(s)
DE.....Dark Eldar
EL.....Ever-Living
ES.....Entropic Strike
FCA.....Fabricator Claw Array
FNP.....Feel No Pain
GFA.....Gauss Flayer Array
IC.....Independent Character
JotWW.....Jaws of the World Wolf
LOS.....Line of Sight
MitM.....Mind in the Machine
PFP.....Power from Pain
PotMS.....Power of the Machine Spirit
RaW.....Rules as Written (as opposed to interpreted or intended)
RP.....Reanimation Protocols