

FRAG Necron FAQ v1.0

NECRON UNIT TYPES

- All units are 'Infantry' except for the following:
- The Monolith is a 'Vehicle'
- Tomb Spyders and C'Tan are 'Monstrous Creatures'
- Necron Lords with a Destroyer Body are 'Jetbikes'
- Destroyers and Heavy Destroyers are 'Jetbikes'

[clarification]

Q: The GW online FAQ indicates that damaged Necron models are moved when their unit falls back. Does this ruling apply whenever the unit moves in an opponent's turn (such as pile-in and consolidation moves)?

A: Yes, anytime a Necron unit moves in the opponent's turn move its damaged Necrons along with it, as if they were normal models in the unit [clarification].

Q: Do wounds caused by a Lightning Field count towards combat resolution?

A: Yes, and these attacks are resolved right before combat resolution is calculated [RAW].

Q: Does the Nightmare Shroud cause enemy units to immediately take a Morale check?

A: Yes and if the units actually suffer 25% casualties that shooting phase they will test again at the end of the phase (or fall back again if they failed the first test) [clarification].

Q: If a Lord with a Resurrection Orb is damaged (downed), do friendly Necron units within 6" still benefit from the Orb?

A: No, while a Necron Lord is damaged (downed) the Orb only benefits himself [clarification].

Q: How does a Flayed Ones 'Terrifying Visage' work against opponents who always hit on a fixed number regardless of Weapon Skill (like 'on a 3+', for example)?

A: In such a case, roll off each round of combat to see which rule takes precedence [RAW].

Q: Can Wraiths 'run' in the Shooting phase?

A: No [clarification].

Q: Do Turbo-Boosting Scarab Swarms really have a 2+ cover save?

A: Yes [RAW].

Q: Can Scarab Swarms 'run' in the Shooting phase?

A: No [clarification].

Q: Tomb Spyder rules say they are deployed “as a single unit”. Does that mean individual Tomb Spydere can’t be held in reserve?

A: All Tomb Spydere from a single Heavy Support choice must either be deployed at the start of the game or held in reserve. Only a single Reserves roll is made to see if they arrive on the table each turn. [clarification].

Ref: [DH.24B.02](#), [DH.25B.01](#), [DA.27C.02](#), [IG.38.01](#), [IG.44.01](#), [TYR.44.01](#), [WH.32B.01](#)

Q: Is a unit made up of a Tomb Spyder and Scarabs able to utilize cover saves from intervening units and terrain that don’t physically cover 50% of the Spyder model?

A: Yes, as long as half the models in the Spyder/Scarab unit count as being in cover then the entire unit gets a cover save regardless of whether the Spyder model itself is obscured [RAW].

Ref: [RB.51B.01](#), [TYR.36A.01](#)

Q: Does a Deep Striking Monolith count as moving at Cruising Speed and if so what weapons may it fire that turn?

A: Yes, a Monolith counts as having moved at Cruising Speed the turn it Deep Strikes and may therefore not fire its Gauss Flux Arc although it can still fire the Particle Whip [clarification].

Q: When a Deep Striking Monolith moves a vehicle out of its way can players turn the vehicle to face a different direction?

A: No the owning player moves his vehicle the minimum distance needed to make space for the Monolith and cannot turn the vehicle unless it is the only way to make room (and only then by the minimum amount needed) [clarification].

Q: What happens if a Monolith Deep Strikes onto friendly models, impassable terrain, an immobilized enemy vehicle or off the table?

A: If a Monolith Deep Strikes onto friendly models, impassable terrain or off the table it will suffer a Deep Strike Mishap as normal. If it Deep Strikes onto an immobile enemy vehicle the enemy model is still moved out of the way by the force of the Monolith [clarification].

Q: Can a Monolith ever be immobilized just by suffering enough ‘Weapon Destroyed’ results?

A: No, as the Monolith will always have a functioning weapon (the Power Matrix) that cannot be destroyed [RAW].

Q: If a Necron unit teleports through the Monolith’s portal do the unit’s damaged Necrons get to teleport with them?

A: Yes. All damaged Necron models from the teleporting unit that haven’t already joined another Necron unit may be teleported through the Monolith’s portal and re-roll their failed WBB roll. Necrons repaired in this way are placed back in coherency with their unit emerging from the portal [clarification].

Q: Can a Monolith teleport a unit that is falling back?

A: Yes, however doing so does not regroup the unit and it will continue to fall back in its next movement phase if it does not manage to regroup [RAW].

Q: When a C'Tan is killed what armor facing does the S6 hit affect against vehicle models within D6”?

A: Treat the hit like a shooting attack originating from the former position of the C'Tan model [clarification].

Q: Are C'Tan immune to ‘Instant Death’ in general or only against Wraithcannons? What about D-Cannons?

A: C'Tan are only immune to the specific weapons listed in their ‘Necrodermis’ special rule [RAW].

Above all Others: Ignore the reference to being picked out “even if within 6 [inches] of other targets” as it refers to rules that are no longer used [clarification].

Q: Are enemy models partially under the ‘Gaze of Death’ blast automatically hit?

A: No, only on a roll of ‘4+’ [RAW].

Q: What type of saves, if any, do Fearless models get against wounds inflicted by the ‘Deceive’ special rule (per the GW online Necron FAQ)?

A: Only Armor and Invulnerable saves may be taken against these wounds [clarification].

Q: Is the Morale check caused by ‘Deceive’ taken immediately?

A: Yes and if the unit actually suffers 25% casualties that shooting phase it will test again at the end of the phase (or fall back again if it failed the first test) [clarification].

Q: How does the Deceivers ‘Dread’ power work against opponents who always hit on a fixed number regardless of Weapon Skill (like ‘on a 3+’, for example)?

A: In such a case, roll off each round of combat to see which rule takes precedence [RAW].

Q: When the Deceiver leaves combat via ‘Misdirect’ is he actually falling back?

A: No, he makes a fall back move but is not considered to be ‘falling back’ (and therefore cannot be ‘Trapped!’ for example) [RAW].