



## WTC FAQ - ARMY & CODEX

# NECRONS

1. The Rites of Reanimation and Repair Barge ability can be used to target the same unit in the command phase.
2. Reanimation protocols are enacted each time an enemy shoots in the case of abilities where an enemy unit can fire more than one time during a given phase.
3. Reanimation Protocols do not apply to wounds/casualties generated when a unit incurs any mortal wounds (such as from explosions that are the result of a shooting or melee attack or any of the different bombs that cause mortal wounds out there), but do apply to mortal wounds generated as a side/bonus effect from attacks in shooting or melee.
4. <Rules Interpretation> When units are Reanimated due to the Resurrection Orb/Eternal Orb, do so for every destroyed model, even those that wouldn't normally get to activate reanimation protocols (like casualties from smite for instance), with the exception that models who flee as a result of a failed Morale Test can never Reanimate.
5. A Canoptek Doomstalker can only use its Sentinel Construct ability if a charge was made against another unit within 6" of itself. It is not able to use it if it is the only unit charged. When it fires Overwatch as a result of this ability, do not pay the CP necessary for it.
6. Abilities that repair a model can be used in conjunction with each other when the rules do not directly state otherwise. The latter is the case for instance with the Canoptek cloak and the Fabricator claw array.
7. The owner of the targeted unit decides if the unit ducks for cover or braces as a result of Atavistic Instigation.
8. A Transcendent C'tan and a Tesseract Vault can never choose unique C'Tan Powers but choose from the 6 listed powers. Strange Echoes can never be used to swap a C'Tan power for a unique C'Tan power, unless that unit would ordinarily have access to it.
9. Aetheric Interception can be used in battle round 1 in the case of enemy Drop Pods arriving or some such. If units disembark from a drop pod, the Necron player can choose to set up his unit then and target the unit that just disembarked from the pod, as long as they meet all the requirements for being targeted.
10. Vassal Dynasties only ever benefit from one directive of the Command Protocol in play but they do get access to the Warlord Trait, Relic and Stratagem of their Vassal Dynasty.
11. When using the Void Dragon's Spear of the Void Dragon in conjunction with Techno-Oracular targeting, you can make an automatic wound roll for a single unit under the line, not for multiple.
12. <RAW> When two Necron players face off and choose Ancient Machineries as their secondary objectives, go through the process of selecting the AM objectives for each player separately, starting with the player who started deploying his army.
13. <RAW> Preservative Auto-Torpor applies regardless if the Silent King is affected by the Stellar Alignment Protocol Stratagem.
14. Wraith Form only applies to horizontal moves. Any vertical movement a model is required to make is not ignored by wraith form.
15. Extermination Protocols listed in the White Dwarf supplement do not follow the Necron Balance Dataslate changes for command protocols and are instead applied as per the codex/White Dwarf.