

Horus Heresy 2.0 Necrons

ingeanus

June 2024

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Necron Rules

Awakening Protocols (Tier)

This rule is accompanied by a tier of Bronze, Silver, Gold, and Platinum. Units with this rule can only be included in lists which contain an HQ model with the corresponding **Command Protocols** tier or lower.

Command Protocols

At the start of the game, after both sides have deployed, each unit with this ability may select a Command Protocol that can be used during the game. Many options allow the player to roll a **Command Protocol check** for additional benefits. To do so, roll a Leadership Check, with success granting the listed effects. Failure causes the listed negative effect immediately.

Protocol of Eternal Guardian

This unit may give up their Shooting Attacks this turn to use this power during the Movement Phase. Select a single friendly Necron unit within **Nodal Range** that has not moved yet and apply one of the following affects to the unit:

- The chosen unit gains a 6+ Cover Save, but may not Run, until your next turn

•

You may choose to make a

Protocol of Sudden Storm

This unit may give up their Shooting Attacks this turn to use this power during the Movement Phase. Select a single friendly Necron unit within **Nodal Range** that has not moved yet and apply one of the following affects to the unit:

- The chosen unit may immediately move a number of inches up to twice its unmodified Initiative Characteristic. If the chosen unit has mixed Initiative Characteristics, use the highest unmodified Characteristics.
- The chosen unit ignores Difficult and Dangerous Terrain alongside negative modifiers to their movement until your next turn.

You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed, the target unit may only move half their Movement (rounded down) this turn.

Protocol of Vengeful Stars

This unit may give up their Shooting Attacks this turn to use this power during the Shooting Phase. Select a single friendly Necron unit within **Nodal Range** that has not shot yet and apply one of the following affects to the unit:

- The chosen unit's Ranged Weapons gain the Ignores Cover rule until your next turn.
- The chosen unit's Ranged Weapons gain Breaching (6+) or increase the level of Breaching or Rending by 1 until your next turn.
- The chosen unit gains Relentless until your next turn.

You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed, the target unit suffers -1 BS this turn.

Protocol of the Hungry Void

This unit may give up their Shooting Attacks this turn to use this power during the Shooting Phase. Select a single friendly Necron unit within **Nodal Range** apply one of the following affects to the unit:

- The chosen unit gains the Hatred trait until your next turn.
- The chosen unit's Melee Weapons gain Breaching (6+) or increase the level of Breaching or Rending by 1 until your next turn.

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You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed, the target unit suffers -1 WS this turn.

Protocol of the Undying Legions

This unit may give up their Shooting Attacks this turn to use this power during the Shooting Phase. Select a single friendly Necron unit within **Nodal Range** and apply one of the following affects to the unit:

- The chosen unit can re-roll results of 1 once for **Reanimation Protocols** until next turn. Dynastic Warriors can re-rolls results of 1-2.
- The chosen unit's **Living Metal** ability has its It Will Not Die level increased to 3+ until next turn.

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You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed, the target unit suffers -1 to *Reanimation Protocol* rolls until next turn.

Protocol of the Conquering Tyrant

This unit may give up their Shooting Attacks this turn to use this power during the Movement Phase. Select a single friendly Necron unit within **Nodal Range** and apply one of the following affects to the unit:

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- The chosen unit gains the Hit & Run ability until your next turn.

•

You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed, the target unit gains the Soulless Hordes (Bronze) trait this turn, if it did not already have it, and cannot ignore the Engrammatic Attack Patterns provision this turn.

Nodal Command (Tier)

This rule is accompanied by a tier of Bronze, Silver, Gold, and Platinum. Each tier provides a specified range known as Nodal Range, which many other abilities reference for their effects. Additionally, any unit with the Soulless Hordes sub-type may ignore the Engrammatic Attack Patterns provision while within Nodal Range of a unit with this rule. The highest tier unit in your army *must* be your Warlord.

Tier	Nodal Range
Bronze	6"
Silver	9"
Gold	12"
Platinum	12"

Entropic Strike (X)

For each To Wound roll equal to or higher than the value listed, the target automatically suffers a Wound regardless of its Toughness. Against vehicles and buildings, such a hit that does not cause a Penetrating Hit automatically causes a glancing hit.

Gauss (X)

When firing a weapon with this special rule, a To Wound roll equal to or higher than the value listed wounds automatically, regardless of the target's Toughness. Against vehicles and buildings, an Armour Penetration roll equal to or higher than the value listed inflicts a Glancing hit. Super Heavy and Gargantuan Creatures are immune to this effect.

Living Metal

Infantry and Vehicles with this rule have **It Will Not Die (5+)**. Successful Wounds inflicted by attacks with the Poisoned or Fleshbane special rules must be re-rolled. The Shock Pulse affects models with this rule as well. Leadership penalties caused by the Anethema sub-type are ignored.

Vehicles ignore the effects of Crew Shaken (but still lose a Hull Point). If the vehicle is Heavy or Super-Heavy, they are not subject to the particular effects of the Lance and Melta special rules by attacks made against it. In addition, it reduces the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.

Decurion/Tesseractarion Nemessor

The Decurion Nemessor / Tesseractarion Nemessor special rule grants the following benefits:

- Rites of War: If a Detachment with the Necron Faction includes at least one model with the Decurion Nemessor special rule then that Detachment may select a single Rite of War.
- Lord of the Legion: An army may only include a maximum of one model with this special rule per 1,000 points. This counts across all Detachments of an army.
- A model with this special rule may also include an Immortals, Pariah Lychguard, or Royal Lychguard unit as part of the same Force Organisation slot as the model with the Decurion Nemessor special rule, but must still meet the required **Awakening Protocols** tier.

If multiple units are eligible to take this ability, it can only be taken by those with the highest Nodal Command tier in the force that has not already taken this ability.

Reanimation Protocols

Whenever a unit with Reanimation Protocols would suffer wounds, after the opponent's unit's attacks or the effects have been resolved and models have been removed total the number of wounds that have been lost, the unit begins **reassembling** a number of wounds equal to this amount. For each wound that is being reassembled, roll a d6, subtracting one for wounds with Instant Death. This unit **reanimates** a wound for every 5+ roll. Each time such a unit reanimates a wound:

- If that unit is less than its Starting Strength, return one destroyed model to play in cohesion range with one wound remaining.

- Then, if that unit is at its Starting Strength and has models that are missing any wounds, one of the models with the least wounds regains a wound. Controlling player decides in case of ties.

When assigning wounds to units that have multiple models missing any wounds, assign them to the models with the lowest amount of wounds. In case of ties, the attacking player decides which models to apply them to.

Soulless Hordes (X)

Models with the Soulless Hordes subtype are subject to the Engrammatic Attack Patterns provision, which has effects dependent on the tier of the subtype:

Bronze: During the controlling player's Shooting phase and Charge sub-phase, the Soulless Hordes unit must attempt a Shooting Attack if there is an enemy unit within range (they are not forced to charge), and must target the closest enemy unit possible that is within its line of sight and a valid target for a Shooting Attack or Charge. If two or more targets are equally close then the controlling player chooses which will be the target of a Shooting Attack or Charge. Similar to the Fearless rule, units with this subtype cannot use any Reactions that grant a Cover Save, Armour Save or Invulnerable Save, and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. They additionally may not make Reactions.

Silver: During the controlling player's Shooting phase and Charge sub-phase, *if* the unit attempts a Shooting Attack and/or Charge they must target the closest enemy unit possible that is within its line of sight and a valid target for a Shooting Attack or Charge. If two or more targets are equally close then the controlling player chooses which will be the target of a Shooting Attack or Charge. Similar to the Fearless rule, units with this subtype cannot use any Reactions that grant a Cover Save, Armour Save or Invulnerable Save, and cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule.

The **Command Protocols** trait is able to suppress this sub-type's effects while in Nodal Range.

Tesla (X)

When firing a weapon with this special rule, a To Hit roll equal to or higher than the value listed generates an additional 2 hits. These hits may be applied to the target unit, or to any unit within 2" of the target unit.

Wargear

Melee Weapons

Staff of Light

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User 3	3	Rending (6+)

Hyperphase Sword

Name	Range	Type	S	AP	Abilities
Hyperphase Sword	—	Melee	User 3	3	Rending (5+)

Voidblade

Name	Range	Type	S	AP	Abilities
Voidblade	—	Melee	User 4	4	Entropic Strike (5+), Rending (6+)

Voidscythe

Name	Range	Type	S	AP	Abilities
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed

Warscythe

Name	Range	Type	S	AP	Abilities
Warscythe x pts	—	Melee	+2	2	Armourbane (Melee), Two-Handed

Ranged Weapons

Gauntlet Weapons

Name	Range	Type	S	AP	Abilities
Gauntlet of Fire x pts	Template	Assault 1	4	5	—
Tachyon Arrow x pts	120"	Destroyer 1	10	1	One use

Gauss Weapons

Name	Range	Type	S	AP	Abilities
Gauss Flayer x pts	24"	Rapid Fire 1	4	5	Gauss (6+)
Gauss Reaper x pts	12"	Assault 2	5	4	Gauss (6+)
Gauss Blaster x pts	24"	Rapid Fire 1	5	4	Gauss (6+)
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Tesla Weapons

Name	Range	Type	S	AP	Abilities
Tesla Carbine x pts	24"	Assault 1	5	—	Tesla (6+)

Technoarkana

Dispersion Shield Grants a 3+ Invulnerable Save, but the wielder never receives +1 Attack for fighting with two Melee weapons.

Mindshackle Scarabs When fighting in a challenge, a model with mindshackle scarabs has the Fear (1) special rule. Fear tests taken as a result of Mindshackle Scarabs must be taken on 3D6.

Phylactery Increase the models It Will Not Die level to 3+.

Phase Shifter Grants a 4+ Invulnerable Save.

Resurrection Orb Once per battle, on your turn, the bearer can activate their Resurrection Orb. If it does, select one friendly unit with **Reanimation Protocols** within **Nodal Range**. The bearer of the Orb and the selected unit immediately **reassembles** a number of wounds equal to the total number of missing wounds and number of wounds from all destroyed models.

Semipternal Weave Increase the model's save to 2+.

Tesseract Labyrinth One use only.

The bearer can use the Tesseract Labyrinth in lieu of making a Shooting or Close Combat attack this round. Choose a unit within 6". The unit must immediately roll a Wounds Check for each model based on their current remaining wounds or be trapped within the Labyrinth while the Necron Character remains alive. Should the bearer be killed, the trapped models are immediately released from the Labyrinth and placed within 3" of where the bearer was.

This can also be used to carry a unit alongside the bearer. Select a unit to start the game inside the Tesseract Labyrinth. They can be disembarked as if they were in a Transport with no Special Abilities following the relevant rules.

If paired with the **Mindshackle Scarabs** wargear, this can also be a unit chosen from an enemy faction. The unit is treated as a Distrusted Ally and still take up a relevant Force Org Slot. In narrative games, units that are captured at the end of the game can be included as well. Leave it your opponents as to whether it includes a Force Org Slot or points.

Artefacts of the Aeons

TODO: This

Cryptek Conclaves

When taking a Cryptek Conclave, a **Discipline** must be taken from the list below, which grants a number of options, abilities, and restrictions to the unit.

Harbingers of Despair _____ X pts

Psychomancers must take an **Abyssal Staff** when selecting the Harbingers of Despair as their Discipline.

Abyssal Staff

Name	Range	Type	S	AP	Abilities
Abyssal Staff (Shooting)	Template	Assault 1	8	1	Shroud of Despair
Abyssal Staff (Melee)	—	Melee	8	1	Shroud of Despair

Shroud of Despair: To Wound rolls are made against the target's Leadership rather than Toughness. The attack has no effect against Vehicles.

Atavindicator _____ X pts

The bearer can activate the Atavindicator at the end of their Movement, selecting an enemy unit that is not a Vehicle within 18". The targeted unit must roll a Leadership Check with a -4 penalty. Failure causes each model in the unit to automatically hit itself with a S +1 AP — melee attack.

Nightmare Shroud _____ X pts

The bearer gains the Fear (1) rule. Additionally, the Shroud may be used during the Shooting Phase instead of firing a weapon. Choose an enemy unit within 18" of the bearer. That unit must immediately take a Morale Check.

Veil of Darkness _____ X pts

The bearer of the Veil of Darkness has the Deep Strike special rule. In addition, once per game, at the start of any friendly Movement phase, the bearer can use the Veil of Darkness to remove himself and his unit from the table, even if they are locked in combat. They then immediately arrive anywhere on the board using the rules for Deep Strike.

Harbingers of Destruction _____ X pts

Plasmancers must take an **Eldritch Lance** when selecting the Harbingers of Destruction as their Discipline.

Eldritch Lance

Name	Range	Type	S	AP	Abilities
Eldritch Lance (Shooting)	36"	Assault 1	8	2	Lance
Eldritch Lance (Melee)	—	Melee	User 2		Lance

Gaze of Flame _____ X pts

The bearer, and its unit, are treated as being armed with Defensive grenades.

Plasmic Lance _____ 0 pts

Any Plasmancer may exchange their Eldritch Lance for a Plasmic Lance. TODO: Probably too weak

Name	Range	Type	S	AP	Abilities
Plasmic Lance (Shooting)	18"	Assault 3	7	3	—
Plasmic Lance (Melee)	—	Melee	User 3		—

Solar Pulse _____ X pts

Once per game, at the start of any turn, the bearer can use this special rule. When he does, the Night Fighting rules are not in effect for the remainder of the turn (if they were in effect). In addition, when this special rule is used, enemy units targeting the bearer or his unit can only fire Snap Shots until the start of the bearer's next turn.

Quantum Orb _____ X pts

Once per battle, at the start of your turn, the bearer can activate this item. If it does, select one point on the battlefield anywhere within 24" of the bearer and place a marker at that point. At the start of your next turn, resolve a S8 AP 3 Large Blast hit directly on that location.

Harbingers of Eternity _____ X pts

Chronomancers must take an **Aeonstave** when selecting the Harbingers of Eternity as their Discipline.

Aeonstave

Name	Range	Type	S	AP	Abilities
Aeonstave	—	Melee	User	—	Entropic Strike (6+), Chronal Charge

Chronal Charge: Models which suffer an unsaved Wound or loses a Hull Point from this weapon loses the Fleet special rule and has its Weapon Skill, Ballistic Skill, Initiative and Attack values reduced to 1 for the remainder of the game.

Chronometron _____ X pts

A model with a Chronometron can re-roll one of its D6 rolls each phase. If the bearer is in a unit, this ability can be used to instead re-roll one of the units D6 rolls each phase.

Chronotendrils _____ X pts

The bearer's movement speed increases to 9" and they gain the Chronotendrils weapon. TODO: Consider special abilities?

Name	Range	Type	S	AP	Abilities
Chronotendrils	—	Melee	User	—	—

Countertemporal Nanomines _____ X pts

Provide some sort of dangerous terrain / slowing / similar minefield effects. TODO: This

Entropic Lance _____ X pts

Any Chronomancer may upgrade their Aeonstave to an Entropic Lance.

Name	Range	Type	S	AP	Abilities
Entropic Lance (Shooting)	Assault 1	18"	7	3	Brutal (2), Entropic Strike (2+)
Entropic Lance (Melee)	—	Melee	User	3	Brutal (2), Entropic Strike (2+)

Timesplinter Cloak _____ X pts

A model with a Timesplinter Cloak has a 3+ Invulnerable save.

Harbingers of Storm _____ X pts

Ethermancers must take an **Voltaic Staff** when selecting the Harbingers of Storm as their Discipline.

Voltaic Staff

Name	Range	Type	S	AP	Abilities
Voltaic Staff (Shooting)	12"	Assault 4	5	—	Haywire
Voltaic Staff (Melee)	—	Melee	User	—	Haywire

Ether Crystal _____ X pts

Any enemy unit arriving by Deep Strike within **Nodal Range** of the bearer suffers d6 S8 AP 5 hits. If they arrive within range of multiple Crystals, only increase the number of hits by 1 for each Crystal past the first.

Living Lightning _____ X pts

At the beginning of the Assault Phase, each enemy unit within **Nodal Range** of the bearer suffers 1 S8 AP 5 hit.

Metalodermal Tesla Weave _____ X pts

When an enemy unit successfully moves into assault with the Cryptek or his unit, the assaulting unit immediately suffers d6 S8 AP 5 hits.

Harbingers of Technomancy _____ X pts

Technomancers must take a **Staff of Light** when selecting the Harbingers of Technomancy as their Discipline. Additionally, they must purchase the **Rites of Reanimation** ability.

Canoptek Cloak _____ X pts

Increase the bearer's move to 12" and it gains the Fleet (1) rule alongside the Antigrav and Light sub-type.

Canoptek Control Node _____ X pts

Increase your **Nodal Range** to 12" for the purposes of suppressing the **Soulless Hordes** trait for units with the Canoptek sub-type.

Fail-Safe Overcharger _____ X pts

Psychic power thing where you have a lot of option and roll with penalties for each you want, causing wounds on fail.

- Test

Phylacterine Hive _____ X pts

Once per battle, when using your **Rites of Reanimation** ability, you may select a non-friendly unit with **Reanimation Protocols** (Such as Destroyer Cult or Flayer Virus units) to be affected.

Rites of Reanimation

After this model has moved, select a friendly unit with **Reanimation Protocols** within **Nodal Range** on the bearer. That unit immediately **reassembles** a number of wounds equal to the number of wounds from all destroyed models (Do not include any lost wounds from non-destroyed models), but roll with a -1 modifier.

Harbingers of Transmogrification _____ X pts

Geomancers and Alchemists must take an **Tremorstave** when selecting the Harbingers of Transmogrification as their Discipline.

Tremorstave

Name	Range	Type	S	AP	Abilities
Tremorstave (Shooting)	36"	Assault 1	4	—	Blast, Pinning, Quake
Tremorstave (Melee)	—	Melee	User	—	Pinning

Quake: After resolving all wounds, leave the Blast marker in place, or otherwise mark the area. This area now counts as Difficult Terrain until the start of the next turn of the player that made the attack.

Harp of Dissonance _____ X pts

TODO: These two

Cryptogeometric Adjuster _____ X pts

Powers of the C'Tan

General Powers

Antimatter Meteor

Name	Range	Type	S	AP	Abilities
Antimatter Meteor (Shard)	24"	Assault 1	8	3	Large Blast
Antimatter Meteor (Transcendent)	48"	Assault 1	8	3	Apocalyptic Blast

Cosmic Fire

Entropic Touch

Moulder of Worlds

Pyreshards

Sentient Singularity

Seismic Assault

Sky of Falling Stars

Swarm of Spirit Dust

Time's Arrow

Transdimensional Thunderbolt

Withering Worldscape

Specialist Powers

Gaze of Death

Lord of Fire (X)

All Flamer weapons (as well as Heat Rays, Burnas, Skorchas, Inferno Cannons and any other weapons which is 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. Roll a D6 each time such a weapon is fired within range. On a roll equal or greater to this power's level, the weapon detonates. If carried by a non-vehicle model, the model is removed from play as a casualty with no saves. If mounted on a vehicle, it counts as Weapon Destroyed and causes the lose of a Hull Point. In either case, the shot(s) misfire and are lost.

Shard

Lord of Fire (6+)

Transcendent

Lord of Fire (5+)

Coalescent

Grand Illusion

Voltaic Storm

Units

Headquarters

Lord

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Lord	65 pts	7"	4	4	5	5	2	2	2	10	3+	Infantry (Character, Noble)
Wargear: Staff of Light													
Wargear Options:													
• A Lord may exchange their Staff of Light for any of the following:													
– Hyperphase Sword _____												X pt	
– Voidblade _____												0 pt	
– Warscythe _____												X pt	
– Warscythe wuith built-in Relic Gauss Blaster _____												X pt	
• A Lord can take any of the following:													
– A Gauntlet of Fire _____												X pt	
– A Tachyon Arrow _____												X pt	
– Mindshackle Scarabs _____												X pt	
– A Phase Shifter _____												X pt	
– A Phylactery _____												X pt	
– A Resurrection Orb _____												X pt	
• A Lord can take equipment from the Artefacts of the Aeons List													
Name		Range	Type	S	AP	Abilities							
Staff of Light (Shooting)		18"	Assault 3	5	3	—							
Staff of Light (Melee)		—	Melee	User 3	3	Rending (6+)							
Hyperphase Sword		—	Melee	User 3	3	Rending (5+)							
Voidblade		—	Melee	User 4		Entropic Strike (5+), Rending(6+)							
Warscythe		—	Melee	+2	2	Armourbane (Melee), Two-Handed							
Relic Gauss Blaster		30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted							
Abilities													
Command Protocols , Nodal Command (Bronze), Living Metal , Reanimation Protocols													

Nemesor Lord

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Nemesor	65 pts	7"	5	4	5	5	3	2	3	10	3+	Infantry (Character, Noble)
Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.													
Wargear: Staff of Light													
Wargear Options:													
Wargear Options:													
<ul style="list-style-type: none">A Nemesor Lord may exchange their Staff of Light for any of the following:													
<ul style="list-style-type: none"><ul style="list-style-type: none">– Hyperphase Sword _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– Voidblade _____												0 pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– Warscythe _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– Warscythe wuith built-in Relic Gauss Blaster _____												X pt	
<ul style="list-style-type: none">A Nemesor Lord without a Two-Handed weapon may take a Dispersion Shield _____												X pt	
<ul style="list-style-type: none">A Nemesor Lord can take any of the following:													
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Gauntlet of Fire _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Tachyon Arrow _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– Mindshackle Scarabs _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Phase Shifter _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Phylactery _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Sempiternal Weave _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Resurrection Orb _____												X pt	
<ul style="list-style-type: none"><ul style="list-style-type: none">– A Tesseract Labyrinth _____												X pt	
<ul style="list-style-type: none">A Nemesor Lord can take equipment from the Artefacts of the Aeons List													

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User 3	3	Rending (6+)
Hyperphase Sword	—	Melee	User 3	3	Rending (5+)
Voidblade	—	Melee	User 4	4	Entropic Strike (5+), Rending(6+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Abilities
Command Protocols , Nodal Command (Silver), Living Metal , Reanimation Protocols
A Nemesor Lord can take the Decurion Nemesor ability if the prerequisites are met.

Nemesor Overlord

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Overlord	65 pts	7"	5	5	5	5	4	2	3	10	3+	Infantry (Character, Noble)
Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.													
Wargear: Staff of Light													
Wargear Options:													
• A Nemesor Overlord may exchange their Staff of Light for any of the following:													
– Hyperphase Sword _____												X pt	
– Voidblade _____												0 pt	
– Voidscythe _____												X pt	
– Warscythe _____												X pt	
– Warscythe wuith built-in Relic Gauss Blaster _____												X pt	
• A Nemesor Overlord without a Two-Handed weapon may take a Dispersion Shield _____ X pt													
• A Nemesor Overlord can take any of the following:													
– A Gauntlet of Fire _____												X pt	
– A Tachyon Arrow _____												X pt	
– Mindshackle Scarabs _____												X pt	
– A Phase Shifter _____												X pt	
– A Phylactery _____												X pt	
– A Sempiternal Weave _____												X pt	
– A Resurrection Orb _____												X pt	
– A Tesseract Labyrinth _____												X pt	
• A Nemesor Overlord can take equipment from the Artefacts of the Aeons List													

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User 3		Rending (6+)
Hyperphase Sword	—	Melee	User 3		Rending (5+)
Voidblade	—	Melee	User 4		Entropic Strike (5+), Rending(6+)
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Abilities
Command Protocols , Nodal Command (Gold), Living Metal , Reanimation Protocols
A Nemesor Overlord can take the Tesseractarion Nemesor ability if the prerequisites are met.

Phaeron

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Phaeron	65 pts	7"	5	5	5	5	4	2	3	10	3+	Infantry (Character, Noble)
Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.													
Wargear: Staff of Light													
Wargear Options:													
• A Phaeron may exchange their Staff of Light for any of the following:													
– Hyperphase Sword _____												X pt	
– Voidblade _____												0 pt	
– Voidscythe _____												X pt	
– Warscythe _____												X pt	
– Warscythe wuith built-in Relic Gauss Blaster _____												X pt	
• A Phaeron without a Two-Handed weapon may take a Dispersion Shield _____ X pt													
• A Phaeron can take any of the following:													
– A Gauntlet of Fire _____												X pt	
– A Tachyon Arrow _____												X pt	
– Mindshackle Scarabs _____												X pt	
– A Phase Shifter _____												X pt	
– A Phylactery _____												X pt	
– A Sempiternal Weave _____												X pt	
– A Resurrection Orb _____												X pt	
– A Tesseract Labyrinth _____												X pt	
• A Phaeron can take equipment from the Artefacts of the Aeons List													

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User 3	3	Rending (6+)
Hyperphase Sword	—	Melee	User 3	3	Rending (5+)
Voidblade	—	Melee	User 4		Entropic Strike (5+), Rending(6+)
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Abilities
Command Protocols , Nodal Command (Platinum), Living Metal , Reanimation Protocols
A Phaeron can take the Tesseractarion Nemesor ability if the prerequisites are met.

Royal Warden

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Royal Warden	X pts	7"	4	4	5	5	2	2	2	10	3+	Infantry (Character)
Wargear: Relic Gauss Blaster													
Wargear Options:													
Name			Range	Type		S	AP	Abilities					
Relic Gauss Blaster			30"	Rapid Fire		2	5	4	Gauss (6+), Master-Crafted				
Abilities													
Awakening Protocols(Silver), Living Metal, Reanimation Protocols													
Something about being dedicated lieutenant													

Vargard

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Vargard	X pts	7"	5	4	5	5	2	2	3	10	3+	Infantry (Character)
Wargear: Warscythe													
Wargear Options:													
• A Vargard may exchange their Warscythe for any of the following:													
– Hyperphase Sword and Dispersion Shield												X pt	
– Relic Gauss Blaster												X pt	
– Warscythe wuith built-in Relic Gauss Blaster												X pt	
• A Vargard can take any of the following:													
– A Phase Shifter												X pt	
– A Phylactery												X pt	
– A Sempiternal Weave												X pt	
Name	Range	Type	S	AP	Abilities								
Hyperphase Sword	X pt	—	Melee	User 3	Rending (5+)								
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed								
Relic Gauss Blaster	X pt	30"	Rapid Fire 2	5	4 Gauss (6+), Master-Crafted								
Abilities													
Awakening Protocols(Gold), Living Metal, Reanimation Protocols													
Lord's Retainer: If a unit contains a Vargard as well as one or more models with the Noble Unit Sub-type, any Wounds which would be allocated to the Noble (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a Vargard first.													

Cryptek

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Cryptek	X pts	6"	4	4	4	5	2	2	1	10	4+	Infantry (Character)
Must include a selection from the Canoptek Conclave Disciplines													
May include a total Canoptek Khephri Drone or Canoptek Cryptothrall for X pts.													
Wargear: Discipline Dependent													
• A Cryptek can take any of the following:													
– A Phase Shifter _____												X pt	
– A Phylactery _____												X pt	
– A Sempiternal Weave _____												X pt	
Name		Range	Type		S	AP	Abilities						
Staff of Light (Shooting)		18"	Assault 3		5	3	—						
Staff of Light (Melee)		—	Melee		User 3	Rending (6+)							
Abilities													
Awakening Protocols (Bronze), Living Metal , Nodal Command (Bronze), Reanimation Protocols													
Dynastic Advisors: For each Cryptek or Cryptek Lord unit included in a Detachment that also contains at least one unit with the Noble sub-type, another Cryptek unit can be included in that detachment without taking up an additional Force Org slot for each tier of Command Protocols (e.g. 2 additional Crypteks at Silver). TODO: Whatever they’re called.													

Cryptek Lord

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Cryptek Lord	X pts	6"	4	4	5	5	2	2	1	10	3+	Infantry (Character)
Must include a selection from the Canoptek Conclave Disciplines													
May include a Canoptek Khephri Drone or Canoptek Cryptothrall for X pts.													
Wargear: Discipline Dependent													
• A Cryptek Lord can take any of the following:													
– A Phase Shifter												X pt	
– A Phylactery												X pt	
– A Sempiternal Weave												X pt	
– A Tesseract Labyrinth												100 pt	
Name			Range	Type		S	AP	Abilities					
Staff of Light (Shooting)			18"	Assault 3		5	3	—					
Staff of Light (Melee)			—	Melee		User 3	Rendering (6+)						
Abilities													
Awakening Protocols(Silver), Living Metal, Nodal Command (Silver), Reanimation Protocols													

Named Characters

Anrakyr the Traveller

Troops

Dynastic Warrior

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
10	Dynastic Warriors	X pts	5"	4	4	4	4	1	2	1	10	4+	Infantry (Line)
May include up to 10 additional Dynastic Warriors for X pts/model. Dedicated Transport: May use either a Night Scythe with Teleportation Reserves or a Ghost ark as long as it number nor more than 10 models, as a dedicated transport.													
Wargear: Gauss Flayer Wargear Options: <ul style="list-style-type: none">The entire unit may exchange their Gauss Flayer for a Gauss Reaper _____ 0 pts													
Name		Range	Type	S	AP	Abilities							
Gauss Flayer		24"	Rapid Fire 1	4	5	Gauss (6+)							
Gauss Reaper		12"	Assault 2	5	4	Gauss (6+)							
Abilities													
Living Metal, Reanimation Protocols, Soulless Hordes (Bronze) Their Number is Legion: Rolls of 1 for Reanimation Protocols may be re-rolled once.													

Immortals

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
5	Immortals	X pts	6"	4	4	4	5	1	2	1	10	3+	Infantry (Line)
May include up to 5 additional Immortals for X pts/model.													
Dedicated Transport: May use a Night Scythe with Teleportation Reserves, as a dedicated transport.													
Wargear: Gauss Blaster													
Wargear Options:													
• The entire unit may exchange their Gauss Blaster for a Tesla Carbine _____0 pts													
Name			Range	Type		S	AP	Abilities					
Gauss Blaster			24"	Rapid Fire 1		5	4	Gauss (6+)					
Tesla Carbine			24"	Assault 1		5	—	Tesla (6+)					
Abilities													
Awakening Protocols (Bronze), Living Metal, Reanimation Protocols, Soulless Hordes (Silver)													

Elites

Pariah Lychguard

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
5	Pariah Lychguard	X pts	7"	4	4	5	5	1	2	1	10	3+	Infantry (Anathema)
May include up to 5 additional Pariah Lychguard for X pts/model.													
Dedicated Transport: May use a Night Scythe with Teleportation Reserves, as a dedicated transport.													
Wargear: Warscythe													
Wargear Options:													
• The entire unit may upgrade their Warscythe to include a built-in Gauss Blaster _____ 5 pts													
• The entire unit may replace their Warscythe with a Hyperphase Sword and Dispersion Shield _____ 10 pts													
Name			Range	Type		S	AP	Abilities					
Hyperphase Sword	X pt	—		Melee		User 3		Rending (5+)					
Warscythe	x pts	—		Melee		+2 2		Armourbane (Melee), Two-Handed					
Gauss Blaster	x pts	24"		Rapid Fire 1		5 4		Gauss (6+)					
Abilities													
Awakening Protocols (Silver), Fearless, Living Metal, Reanimation Protocols													

Royal Lychguard

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
5	Royal Lychguard	X pts	7"	4	4	5	5	2	1	10	3+	Infantry
May include up to 5 additional Pariah Lychguard for X pts/model.												
Dedicated Transport: May use a Night Scythe with Teleportation Reserves, as a dedicated transport.												
Wargear: Warscythe												
Wargear Options:												
• The entire unit may upgrade their Warscythe to include a built-in Gauss Blaster _____5 pts												
• The entire unit may replace their Warscythe with a Hyperphase Sword and Dispersion Shield _____10 pts												
Name		Range	Type	S	AP	Abilities						
Hyperphase Sword	X pt	—	Melee	User 3	Rending (5+)							
Warscythe	x pts	—	Melee	+2	2	Armourbane (Melee), Two-Handed						
Gauss Blaster	x pts	24"	Rapid Fire 1	5	4	Gauss (6+)						
Abilities												
Awakening Protocols (Bronze), Living Metal, Reanimation Protocols												
Royal Guard: Only a single unit of Lychguard may be purchased for each Lord, Nemesor Lord, Nemesor Overlord, and/or Phaeron and are treated as their personal retinue. They take up a single Force Organisation chart choice with that Character, but do not have to be deployed with them and are treated as a separate unit during the game. In addition they count as within Nodal Command Range of their respective HQ while they are both on the table.												

C'Tan Shard of Aza'gorod, the Nightbringer

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Nightbringer	X pts	9"	6	4	7	7	4	4	4	10	4+	Infantry (Monstrous)
Wargear: Scythe of the Nightbringer													
Name		Range	Type		S	AP	Abilities						
Scythe of the Nightbringer (Reaping Sweep)		—	Melee		User	3	Murderous Strike (5+)						
Scythe of the Nightbringer (Entropic Blow)		—	Melee		x2	2	Murderous Strike (3+), Two-Handed						
Abilities													
Awakening Protocols (Silver), Eternal Warrior, Fearless, Living Metal, Reanimation Protocols													
Necrodermis Vessel: The Nightbringer has a 4+ invulnerable save.													
Enslaved Star God:													
Drain Life: Each time this model allocates a wound to an enemy model, Damage Mitigation rolls cannot be taken for those wounds.													
Immune to Natural Laws: When moving, this model can move over all other models and terrain freely, and automatically passes Dangerous Terrain tests. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is possible to actually place the model on top of it.													
Powers of the C'Tan: The Nightbringer gains the Gaze of Death power alongside an additional power of choice from the list below. It uses powers at a Shard level.													
• Antimatter Meteor												X	pt
• Cosmic Fire												X	pt
• Entropic Touch												X	pt
• Moulder of Worlds												X	pt
• Pyreshards												X	pt
• Sentient Singularity												X	pt
• Seismic Assault												X	pt
• Sky of Falling Stars												X	pt
• Swarm of Spirit Dust												X	pt
• Time's Arrow												X	pt
• Transdimensional Thunderbolt												X	pt
• Withering Worldscape												X	pt

C'Tan Shard of Mephet'ran, the Deceiver

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Deceiver	X pts	9"	5	5	7	7	4	4	4	10	4+	Infantry (Monstrous)
Wargear: Golden Fists													
Name			Range	Type		S	AP	Abilities					
Golden Fists			—	Melee		User 3	Brutal (2)						
Abilities													
Awakening Protocols (Silver), Eternal Warrior, Fearless, Living Metal , Reanimation Protocols													
Necrodermis Vessel: The Nightbringer has a 4+ invulnerable save.													
Enslaved Star God:													
Misdirection: Attacks made against this model suffer a -1 penalty to BS and WS.													
Immune to Natural Laws: When moving, this model can move over all other models and terrain freely, and automatically passes Dangerous Terrain tests. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is possible to actually place the model on top of it.													
Powers of the C'Tan: The Deceiver gains the Grand Illusion power alongside an additional power of choice from the list below. It uses powers at a Shard level.													
• Antimatter Meteor _____ X pt													
• Cosmic Fire _____ X pt													
• Entropic Touch _____ X pt													
• Moulder of Worlds _____ X pt													
• Pyreshards _____ X pt													
• Sentient Singularity _____ X pt													
• Seismic Assault _____ X pt													
• Sky of Falling Stars _____ X pt													
• Swarm of Spirit Dust _____ X pt													
• Time's Arrow _____ X pt													
• Transdimensional Thunderbolt _____ X pt													
• Withering Worldscape _____ X pt													

C'Tan Shard of Mag'ladroth, the Void Dragon

TODO: Maybe 5 attacks

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Deceiver	X pts	9"	5	5	7	7	4	4	4	10	4+	Infantry (Monstrous)
Wargear: Spear of the Void Dragon													
Name	Range	Type	S	AP	Abilities								
Canoptek tail blades	—	Melee	User 4										
Spear of the Void Dragon (Shooting)	12"	Heavy 1	9	1	Exoshock (5+), Lance, Line								
Spear of the Void Dragon (Melee)	—	Melee	+3	1	Exoshock (4+), Lance, Two-Handed								
Abilities													
Awakening Protocols (Silver), Eternal Warrior, Fearless, Living Metal, Preferred Enemy (Vehicles and Dreadnoughts), Reanimation Protocols													
Necrodermis Vessel: The Nightbringer has a 4+ invulnerable save.													
Enslaved Star God:													
Matter Absorption: At the end of the turn, if an enemy Vehicle or Dreadnought was destroyed as a result of an attack made by this model, immediately make a test against this model's It Will Not Die ability. If successful, remove the destroyed enemy model from play.													
Immune to Natural Laws: When moving, this model can move over all other models and terrain freely, and automatically passes Dangerous Terrain tests. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is possible to actually place the model on top of it.													
Powers of the C'Tan: The Void Dragon gains the Voltaic Storm power alongside an additional power of choice from the list below. It uses powers at a Shard level.													
• Antimatter Meteor												X	pt
• Cosmic Fire												X	pt
• Entropic Touch												X	pt
• Moulder of Worlds												X	pt
• Pyreshards												X	pt
• Sentient Singularity												X	pt
• Seismic Assault												X	pt
• Sky of Falling Stars												X	pt
• Swarm of Spirit Dust												X	pt
• Time's Arrow												X	pt
• Transdimensional Thunderbolt												X	pt
• Withering Worldscape												X	pt

C'Tan Shard of Nyadra'zatha, the Burning One

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Deceiver	X pts	9"	5	5	7	7	4	4	4	10	4+	Infantry (Monstrous)
Wargear: Scythe of the Nightbringer													
Name		Range	Type	S	AP	Abilities							
Abilities													
Awakening Protocols (Silver), Eternal Warrior, Fearless, Living Metal, Preferred Enemy (Vehicles and Dreadnoughts), Reanimation Protocols													
Necrodermis Vessel: The Nightbringer has a 4+ invulnerable save.													
Enslaved Star God:													
Special power													
Immune to Natural Laws: When moving, this model can move over all other models and terrain freely, and automatically passes Dangerous Terrain tests. However, it cannot end its move on top of other models and can only end its move on top of impassable terrain if it is possible to actually place the model on top of it.													
Powers of the C'Tan: The Burning One gains the Lord of Fire power alongside an additional power of choice from the list below. It uses powers at a Shard level.													
• Antimatter Meteor												X pt	
• Cosmic Fire												X pt	
• Entropic Touch												X pt	
• Moulder of Worlds												X pt	
• Pyreshards												X pt	
• Sentient Singularity												X pt	
• Seismic Assault												X pt	
• Sky of Falling Stars												X pt	
• Swarm of Spirit Dust												X pt	
• Time's Arrow												X pt	
• Transdimensional Thunderbolt												X pt	
• Withering Worldscape												X pt	