Horus Heresy 2.0 Necrons

ingeanus

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Contents

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

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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.

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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 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.
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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 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+)**. Ssuccessful Wounds inflicted by attacks with the Poisoned or Fleshbane special rules must be re-rolled. 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/Tesserarion Nemesor

The Decurion Nemesor / Tesserarion Nemesor special rule grants the following benefits:
- Rites of War: If a Detachment with the Necron Faction includes at least one model with the Decurion Nemesor 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 Nemesor 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 applie to the target unit, or to any unit within 2" of the target unit.

Wargear

Melee Weapons

Staff of Light

Hyperphase Sword

Voidblade

Voidscythe

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+)

Technoarcana

Dispersion Shield

Mindshackle Scarabs

Phylactery

Phase Shifter

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 reassemble a number of wounds equal to the total number of missing wounds and number of wounds from all destroyed models.

Semipternal Weave

Tesseract Labyrinth

Artefacts of the Aeons

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 .... X 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	Rending (6+)
Hyperphase Sword	X pt	—	Melee	User	3	Rending (5+)
Voidblade	X pt	—	Melee	User	4	Entropic Strike (6+), Rending(6+)
Warscythe	X pt	—	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:
- A Nemesor Lord may exchange their Staff of Light for any of the following:
    - Hyperphase Sword _____X pt
    - Voidblade _____X pt
    - Voidscythe _____X pt
    - Warscythe _____X pt
    - Warscythe wuith built-in Relic Gauss Blaster _____X pt
- A Nemesor Lord without a Two-Handed weapon may take a Dispersion Shield _____X pt
- A Nemesor 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 Sempiternal Weave _____X pt
    - A Resurrection Orb _____X pt
    - A Tesseract Labyrinth _____X pt
- 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	Rending (6+)
Hyperphase Sword	X pt	—	Melee	User	3	Rending (5+)
Voidblade	X pt	—	Melee	User	4	Entropic Strike (6+), Rending(6+)
Warscythe	X pt	—	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 ——————————————————————————————————————X 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	X pt	—	Melee	User	3	Rending (5+)
Voidblade	X pt	—	Melee	User	4	Entropic Strike (6+), Rending(6+)
Voidscythe	X pt	—	Melee	x2	1	Entropic Strike (5+), Brutal (2), Unwieldy, Two-Handed
Warscythe	X pt	—	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 Tesserarion 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 ....X 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	Rending (6+)
Hyperphase Sword	X pt	—	Melee	User	3	Rending (5+)
Voidblade	X pt	—	Melee	User	4	Entropic Strike (6+), Rending(6+)
Voidscythe	X pt	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
Warscythe	X pt	—	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 Tesserarion 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 Character Unit Sub-type, any Wounds which would be allocated to the Character (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a Vargard first.

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:
- 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 Protocls (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	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 Protocls (Bronze), Fearless, Living Metal, Reanimation Protocols

Royal Guard: Only a single unit of Lychguard may be purchased for each Nemesor and/or Overlord 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.