Horus Heresy 2.0 Necrons

ingeanus

June 2024

Contents

Necron Rules	The state of the s
Awakening Protocols (Tier)	
Command Protocols	
Nodal Command (Tier)	
Entropic Strike (X)	
Gauss (X)	
Living Metal	
Decurion/Tesserarion Nemesor	
Reanimation Protocols	
Soulless Hordes (X)	
Tesla (X)	
Wargear	
Melee Weapons	
Warscythe	
Ranged Weapons	
Gauntlet Weapons	
Gauss Weapons	
Tesla Weapons	
Technoarcana	
Artefacts of the Aeons	
Units	
Headquarters	
Lord	
Nemesor Lord	
Nemesor Overlord	
Phaeron	
Royal Warden	
Vargard	
Troops	
Dynastic Warrior	13
Immortals	1
Elites	1
Pariah Lychguard	1
Royal Lychguard	

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.

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.

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.

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:

• 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+). 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 1	Name		M	WS	BS S	Т	W	I	A	LD	Sv	Type	
1	Lord	65 pts	7"	4	4 5	5	2	2	2	10	3+	Infantry (Character	r, Noble)
Warg	ear: Staff of Light ear Options:							*.					
	A Lord may exchang			_				_					
	- Voidblade											753	X pt X pt
	A Lord can take any												
			_										X pt
	- A Tachyon Arro	ow											X pt
	 Mindshackle Sca 	arabs											X pt
	- A Phylactery - A Resurrection	Orb											X pt
	A Lord can take equi												P
	II Bord com come equa	pinono no		111001				-100					
Name			Range	еТ	ype		S	AP	Abilit	ies			
Staff	of Light (Shooting)		18"		ssault 3	3	5	3					
	of Light (Melee)		-	M	Ielee		User	3	Rendi				
1	rphase Sword	_	-		Ielee		User		Rendi				
Voidb		X pt	-									+), Rending $(6+)$	
	cythe	X pt										ee), Two-Handed	
	Gauss Blaster .		30"	R	apid Fi	re 2	Э	4	Gauss	(0+)	, Mast	er-Crafted	
Abilit		1 Common	ad/Dna	, nao)	T insign or	Motol	Dage	- i d	tion Du	o+ o o o l			
Comr	mand Protocols, Node	ai Commai	na(Bro	onze),	Living .	wietai,	Real	nımat	tion Pro	otocol	S		

Nemesor Lord

No	Name		Μ		BS	S T		I	A	LD		Гуре	
1	Nemesor	65 pts	7"	5	4	5 5	3	2	3	10	3+ I	nfantry (Character	, Noble)
Dec	dicated Transport: May	y use a Cat	acomb	o Com	mand	Barge	as a c	ledica	ated tr	anspor	t.		
	rgear: Staff of Light												
11	rgear Options:												
Wa	rgear Options:			~ ~									
	• A Nemesor Lord ma									_			
	- Hyperphase Sw	ord											X pt
	- Warscythe	th built in	Polio 4	Conga	Pleate	r						1987	X pt
	• A Nemesor Lord wit				_	may ta	ike a	Dispe	ersion S	Shield			X pt
	• A Nemesor Lord can				_								
	- Mindshackle Sc	earabs											X pt
	- A Resurrection	Orb									-		X pt
	• A Nemesor Lord can												
	11 110mesor Lord car	r cano equi	J1110110	11 0111	0110 111	O TOO U.	. 51 011	.0 1100	2110 1210				
Naı	me		Rang	e T	уре		S	AP	Abili	ties			
	ff of Light (Shooting)		18"		ssault	3	5	3	_				
	ff of Light (Melee)		_		Ielee		User		Rend	ing (6	+)		
	perphase Sword	X pt	_		/Ielee		User			ing (5)	,		
	dblade				Ielee		User	-		~ (,	Rending(6+)	
	rscythe	X pt	_							-	, ,), Two-Handed	
11	ic Gauss Blaster	1	30"		Rapid F						, Master-		
	ilities				1					(-,)	-		
	mmand Protocols, Nod	al Comma	nd(Silv	ver). I	Jiving 1	Metal.	Reani	imati	on Pro	tocols			
	Nemesor Lord can take		,	, ,	_								
	= 11 d Carr Julio					0.10	P-01	1					

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, N	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	
- Voidscythe	
- Warscythe	_X pt
- Warscythe wuith built-in Relic Gauss Blaster	
• 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	
- A Tachyon Arrow	
- Mindshackle Scarabs	
- A Phase Shifter	
- A Phylactery	
 A Sempiternal Weave A Resurrection Orb 	_X pt
- A Tesseract Labyrinth	_X pt
• A Nemesor Overlord can take equipment from the Artefacts of the Aeons List	P0
• A Nemesor Overlord can take equipment from the Arteracts 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+)	
Entropic Strike (5+) Brutal (2) Unwields	, Two-
Voidscythe X pt — Melee x2 1 Handed (2), Olivicia;	
Warscythe X pt — Melee +2 2 Armourbane (Melee), Two-Handed	
Relic Gauss Blaster 30" Rapid Fire 2 5 4 Gauss (6+), Master-Crafted	
Relic Gauss Blaster 30" Rapid Fire 2 5 4 Gauss (6+), Master-Crafted Abilities	
•	

Phaeron

No	Name		M	WS	BS S	Τ	W	I	A	LD	Sv	Type	
1	Phaeron	65 pts	7"	5	5 5	5	4	2	3	10	3+	Infantry (Character	, Noble)
Ded	icated Transport: May	y use a Cat	acomb	Com	mand Ba	rge as	a d	edica	ted tra	nspor	t.		
	gear: Staff of Light												
	gear Options:												
	A Phaeron may exch												
	- Warscythe	th built in	Dolia (701100	Dlagton								X pt
	A Phaeron without			_	may take	a Dis	pers	sion	Shield				X pt
	A Phaeron can take			_									
	- A Tachyon Arr	ow											X pt
	- A Resurrection	Orb											X pt
	- A Tesseract La	byrinth											X pt
	A Phaeron can take	equipment	from	the A	rtefacts o	f the A	leor.	s Lis	st				
Nan	20		Range		ype	S		AP	Abilit	ios			
	f of Light (Shooting)		18"		ssault 3	5		3	Abilit	ies			
	f of Light (Melee)		_		Issaur 5 Ielee		ser	_	Rendi	ng (6-	+)		
	erphase Sword	X pt			Telee Telee		ser		Rendi				
0 1	lblade	X pt			Ielee	_	ser	_		- (,	(+), Rending $(6+)$	
								-1		-	,	+), Rending $(0+)+$), Brutal (2) , Unwie	ldy Two-
Void	lscythe	X pt		N	Ielee	x.	2	1	Hand	-	rine (2), Di doar (2), Onwic	iciy, iwo-
War	scythe	X pt		N	Ielee	+	2	2	Armo	urban	e (Mel	ee), Two-Handed	
	c Gauss Blaster		30"	R	apid Fire	2 5		4			,	er-Crafted	
Abil	ities												
Con	mand Protocols, Nod	al Comma	nd(Pla	tinum), Living	Metal	, Re	anin	nation	Protoc	cols		
	haeron can take the T												

Royal Warden

No Name	M	WS	BS	S	$\overline{\mathrm{T}}$	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	e '	Type		S	A	AΡ	Abiliti	ies			
Relic Gauss Blaster	30"		Rapid	Fire 2	5	4		Gauss	(6+)	, Mast	ter-Crafted	
Abilities												
Awakening Protocols(Silver), Living	g Metal,	Rea	nimat	ion Pro	otoco	ls						
Something about being dedicated li	eutenar	ıt										

Vargard

I	M W	S BS	S	Τ	W	I	A	LD	Sv	Type
X pts 7	7" 5	4	5	5	2	2	3	10	3+	Infantry (Character)
										119
ange their Wa	arscyth	e for a	ny of	the fo	ollowi	ng:				
ord and Dispe	ersion S	Shield_								X pt
aster										X pt
th built-in Rel	ic Gau	ss Blas	ster _							X pt
any of the foll	owing:									
,										X pt
										X pt
										X pt
										The state of the s
Ra	ange	Type		S	A	\ P	Abilit	ies		
X pt —		Melee		U	ser 3	3	Rendi	ng (5-	+)	
	X pts 7 nange their Wa ord and Dispenser th built-in Rel any of the foll weave	X pts 7" 5 ange their Warscyth ord and Dispersion S aster th built-in Relic Gau any of the following: Weave Range	X pts 7" 5 4 nange their Warscythe for a cord and Dispersion Shield_aster	X pts 7" 5 4 5 ange their Warscythe for any of ord and Dispersion Shield aster	X pts 7" 5 4 5 5 nange their Warscythe for any of the form of and Dispersion Shield naster the built-in Relic Gauss Blaster any of the following: Weave Range Type S	X pts 7" 5 4 5 5 2 The same their Warscythe for any of the following ord and Dispersion Shield The built-in Relic Gauss Blaster The any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following:	X pts 7" 5 4 5 5 2 2 nange their Warscythe for any of the following: ord and Dispersion Shield aster the built-in Relic Gauss Blaster any of the following: Weave Range Type S AP	X pts 7" 5 4 5 5 2 2 3 The same their Warscythe for any of the following: The ord and Dispersion Shield The built-in Relic Gauss Blaster The any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following: The same their Warscythe for any of the following:	X pts 7" 5 4 5 5 2 2 3 10 The same of their Warscythe for any of the following: The same of the following:	X pts 7" 5 4 5 5 2 2 3 10 3+ ange their Warscythe for any of the following: ord and Dispersion Shield aster the built-in Relic Gauss Blaster any of the following: The weave Range Type S AP Abilities

Abilities

Warscythe

Relic Gauss Blaster

Awakening Protocols(Gold), Living Metal, Reanimation Protocols

X pt

30"

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.

Melee

Rapid Fire 2

+2 2

4

Armourbane (Melee), Two-Handed

Gauss (6+), Master-Crafted

Troops

Dynastic Warrior

No	Name	M	WS E	S S	Т	W	I	A	LD	Sv	Type
10	Dynastic Warriors	X pts 5"	4 4	4	4	1	2	1	10	4+	Infantry (Line)
Mor	May include up to 10 additional Dynastic Waynians for Y pts (model										

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
TTT	· · ·	

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+)	The state of the s
Gauss Flayer 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	Т	W	I	A LD	Sv	Type		
5 Immortals X pt	s 6" 4	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										
Name	Range	Type	,	S A	AP A	bilities				
Gauss Blaster	24"	Rapid F	re 1	5 4	G	auss (6+)				
Tesla Carbine	24"	Assault	L	5 –	– T	esla (6+)				
Abilities										
Awakening Protocols (Bronze), Liv	ving Metal	, Reanimat	ion Pro	tocols,	Soull	less Horde	s (Silv	er)		

Elites

Pariah Lychguard

No Name		M	WS I	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 (Anathen	na)
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	y upgrade t	their Wa	arscyth	e to inclu	ide a bu	ilt-in	Gauss	Blaste	er		5 pts
TT1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1 1	1 41	· TT7	+ 1	1/1 TT		C	1	1 D:		C1 · 1 1	10
• The entire unit may	y replace tr	neir Wai	rscythe	with a H	lyperph	ase S	word a	na Dis	persic	on Snield	10 pts
• The entire unit may	y replace tr	neir Wai	rscythe	with a H	lyperph	ase S	word a	na Dis	persic	on Shield	10 pts
Name	y replace tr	Range			S	AP	word a		persic	on Shield	10 pts
	X pt			oe		AP	Abilit			on Shield	10 pts
Name			e Tyj	oe lee	S	AP 3	Abilit Rend	ies ing (5-	+)	lee), Two-Handed	10 pts
Name Hyperphase Sword	X pt	Range	e Tyj Me Me	oe lee	S User +2	AP 3 2	Abilit Rend	ies ing (5- urban	+)		10 pts
Name Hyperphase Sword Warscythe	X pt x pts	Range	e Tyj Me Me	pe lee	S User +2	AP 3 2	Abilit Rendi Armo	ies ing (5- urban	+)		10 pts
Name Hyperphase Sword Warscythe Gauss Blaster	X pt x pts x pts	Range — — — 24"	e Typ Me Me Raj	oe lee lee oid Fire 1	S User +2 5	AP 3 2 4	Abilit Rendi Armo Gauss	ies ing (5- urban	+)		10 pts

Royal Lychguard

No	Name												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 _____
- 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.