# Horus Heresy 2.0 Necrons

# ingeanus

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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.

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

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

### Hyperphase Sword

Name	Range	Туре	S AP	Abilities
Hyperphase Sword	_	Melee	User 3	Rending (5+)

### Voidblade

Name	Range	Type	S	AP	Abilities
Voidblade		Melee	User	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	Templat	e 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+)

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### 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 reassemble 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 close combat attacks that round. Choose a Character or Monstrous Creature in base contact with the bearer. The victim must immediately roll equal to or under their current remaining Wounds on a D6 or be trapped within the Labyrinth while the Necron Character remains alive. Should the bearer be killed, the trapped model is immediately released from the Labyrinth and placed within 3" of where the bearer was.

### Artefacts of the Aeons

### 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

Nightmare Shroud \_\_\_

\_\_\_X pts

# 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	8	2	Lance

Quantum Orb

\_\_\_\_X pts

# 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	Use	r —	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.

$\mathbf{C}$	h	r	n	n	O	m	e	t.r	OI	n

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.

### Countertemporal Nanomines \_\_\_\_\_

Provide some sort of dangerous terrain / slowing / similar minefield effects

# 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

# Metalodermal Tesla Weave \_\_\_\_\_X pts

# Harbingers of Technomancy \_\_\_\_\_X pts

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

Canoptek Cloak X pts

Canoptek Control Node \_\_\_\_\_X pts

Fail-Safe Overcharger \_\_\_\_\_X pts

Phylacterine Hive \_\_\_\_\_X pts

Rites of Reanimation

# 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, Quake
Tremorstave (Melee)		Melee	User		Quake

# Cryptogeometric Adjuster \_\_\_\_\_

\_\_\_X pts

# Units

# Headquarters

# Lord

Lord	No Name		M WS	BS S	T W	I	A	LD	Sv	Type		
Wargear Options:  A Lord may exchange their Staff of Light for any of the following:  Hyperphase Sword  Voidblade  Varseythe  Warseythe with built-in Relic Gauss Blaster  A Lord can take any of the following:  A Gauntlet of Fire  A Tachyon Arrow  Mindshackle Scarabs  X pt  A Phase Shifter  A Phylactery  A Resurrection Orb  A Lord can take equipment from the Artefacts of the Aeons List  Name  Range  Range  Type  S AP Abilities  Staff of Light (Shooting)  18" Assault 3 5 3 —	1 Lord	65 pts	7" 4	4 5	5 2	2	2	10	3+	Infantry (Char	racter,	Noble)
- Voidblade	Wargear Options:	ge their Staff	of Light	for any of th	ne follow	ving:		N		N.		
A Lord can take any of the following:      A Gauntlet of Fire	<ul><li>Voidblade</li><li>Warscythe</li></ul>											0 pt 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 —	- A Gauntlet of I	Fire										X pt
- A Resurrection Orb - 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 —	<ul> <li>Mindshackle Sc</li> <li>A Phase Shifter</li> </ul>	arabs										X pt X pt
Staff of Light (Shooting) 18" Assault 3 5 3 —	- A Resurrection	Orb				-				7		X pt
Staff of Light (Shooting) 18" Assault 3 5 3 —	Name	R	lange [	Гуре	S	AP	Abiliti	es				
Staff of Light (Melee) — Melee User 3 Rending (6+)	Staff of Light (Shooting)	1			5	3						
0.000	Staff of Light (Melee)	_	_ 1	Melee	User	3	Rendin	ng (6-	+)			
Hyperphase Sword — Melee User 3 Rending (5+)	Hyperphase Sword	_	_ 1	Melee	User	3						
Voidblade — Melee User 4 Entropic Strike (5+), Rending(6+)	Voidblade		- I	Melee	User	4	Entrop	pic St	rike (5-	+), Rending(6+	-)	
Warscythe — Melee +2 2 Armourbane (Melee), Two-Handed	Warscythe	_	_ I	Melee	+2	2					ed	
Relic Gauss Blaster 30" Rapid Fire 2 5 4 Gauss (6+), Master-Crafted	Relic Gauss Blaster	3	0" I	Rapid Fire 2	5	4	Gauss	(6+)	Maste	er-Crafted		
Abilities												
Command Protocols, Nodal Command (Bronze), Living Metal, Reanimation Protocols	Abilities											

# Nemesor Lord

No	Name		M W	S BS	S	Γ W	T	A	LD	Sv	Type	
1	Nemesor		7" 5	4	5 F		2	3	10		Infantry (Character	Noblo)
		- I	-								Illiantity (Character	, Noble)
Ц	dicated Transport: May u	ise a Cataco	omb Co	mman	d Barge	as a c	ledica	ated tra	anspor	t.		
	rgear: Staff of Light											
	rgear Options:											777
Wa	rgear Options:		-: Ct-	с.ст:	-1-4 C	c	41 C	- 11				
	• A Nemesor Lord may				~				_			37
	<ul><li>Voidblade</li><li>Warscythe</li></ul>											
	- Warscythe wuith	built-in Re	lic Gan	ss Blas	ter							X pt
	• A Nemesor Lord without											
	• A Nemesor Lord can to			_	ii iiiay t	anc a.	Probe	191011 0	meid .			A pt
	- A Gauntlet of Fir			_								V nt
	- A Gauntiet of Fit - A Tachyon Arrow											
	- Mindshackle Scar											
	- A Phase Shifter _											
	– A Phylactery											X pt
	- A Sempiternal W											
	- A Resurrection O	rb								_		X pt
	- A Tesseract Laby											X pt
	• A Nemesor Lord can t	ake equipm	ent from	m the I	Artefact	s of th	e Aec	ons List	t			
NT.		D		T)		C	A D	A 1 ·1·4				
Nai	ff of Light (Shooting)	18	ange	Type Assau	1+ 9	S 5	AP 3	Abilit	ies			
	ff of Light (Melee)	18		Assau Melee	10 0	0 User	_	Rendi	ing (6			
	perphase Sword			Melee		User	_	Rendi				
	dblade			Melee		User			- (	,	-), Rending(6+)	
11	rscythe			Melee							e), Two-Handed	
	ic Gauss Blaster	30	)"		Fire 2						r-Crafted	
	lities								(-,)			
	nmand Protocols, Nodal	Command	Silver)	Living	g Metal.	Rean	mati	on Prot	tocols			
	Nemesor Lord can take th											
ш					,	-	1					

# Nemesor Overlord

No 1	Name		Μ	WS		S	T V	V .	Ι	A	LD	Sv	Type	
1 (	Overlord	65 pts	7"	5	5	5	5 4	:	2	3	10	3+	Infantry (Charact	er, Noble)
Dedic	cated Transport: May	use a Cata	acomb	o Com	man	d Bar	ge as a	dedi	cat	ed tra	nspor	t.		
Warge	ear: Staff of Light				TI									
	ear Options:													
•	A Nemesor Overlord	may excha	nge t	heir S	taff o	of Ligh	ht for an	y of	f th	e follo	wing:			
	- Hyperphase Swo	ord						-						X pt
	- Warscythe	1 1 11 T	2 11 (	α	DI									X pt
	A Nemesor Overlord					_	may tal	ke a	Dis	spersio	n Shi	ield		X pt
	A Nemesor Overlord	can take a	ny of	the fo	llowi	ng:								
	- A Gauntlet of F	ire												X pt
	- A Tachyon Arro	w												X pt
	- A Sempiternal V	Neave Orb			_									X p
	- A Resurrection - Δ Tesseract Lah	wrinth												X pt
	A Nemesor Overlord	*												A p
	A Nemesor Overlord	сап таке е	quipii	тепт п	om t	ne Ai	rteracts	01 11.	ne i	Aeons	LISU			
Name			Rang	е Т	ype		S	AF	)	Abiliti	es			
	of Light (Shooting)		18"		ssau	lt. 3	5	3			.00			
	of Light (Melee)		_		felee		User	-		Rendi	ng (6-	+)		
	rphase Sword				[elee		User	_		Rendi	~ (	,		
Voidb					felee		User						(6+), Rending $(6+)$	
													+), Brutal (2), Unw	ieldy, Two-
Voids	cythe			N	Ielee		x2	1		Hande			( ) )	
	cythe			N	Ielee		+2	2		Armo	ırban	e (Me	lee), Two-Handed	
Warso						ъ.	0 5	4						
Warso Relic	Gauss Blaster		30"	R	apid	Fire :	2 5	4		Gauss	(0+)	, Mast	er-Crafted	
	Gauss Blaster		30"	R	apıd	Fire	2 5	4		Gauss	(6+)	, Mast	ser-Crafted	
Relic Abilit	Gauss Blaster						-					, Mast	er-Crafted	

# 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)
Dec	licated Transport: May u	se a Catacomb	Comma	nd Barge	as a c	ledica	ted tra	nspor	t.	- 19	
Wa	rgear: Staff of Light										
Wa	rgear Options:										
	• A Phaeron may exchan	ge their Staff	of Light for	or any of	the fo	llowi	ng:				
	- Warscythe wuith l	built in Polic (	Course Blo	gtor							A pt
	• A Phaeron without a T		-	у таке а	Disper	sion	omeid .				A pt
	• A Phaeron can take an	•	0								
	- A Tesseract Labyr	rinth				-					X pt
	• A Phaeron can take eq	uipment from	the Artefa	acts of th	e Aeo	ns Lis	st				
Nai	ne	Range	e Type		S	AP	Abilit	ies			
Sta	ff of Light (Shooting)	18"	Assaı	ılt 3	5	3	-				
	ff of Light (Melee)	-	Melee		User	3	Rendi				
11 0 1	perphase Sword	_	Melee		User	_	Rendi	- '	,		
Voi	dblade	_	Melec	9	User	4				+), Rending $(6+)$	
Voi	dscythe		Melee	e	x2	1	Entro Hande	-	rike (2	+), Brutal (2), Unwiel	dy, Two-
	rscythe		Melee	е	+2	2	Armo	urbane	e (Mel	ee), Two-Handed	
Rel	ic Gauss Blaster	30"	Rapio	d Fire 2	5	4	Gauss	(6+),	, Mast	er-Crafted	
Abi	lities				7						
Cor	nmand Protocols, Nodal	Command(Pla	tinum), L	iving Me	tal, R	eanin	nation 1	Protoc	ols		
AF	haeron can take the Tess	erarion Nemes	or ability	if the pr	erequi	sites	are me	t.			

# Royal Warden

No Name		M W	S BS	S	· V	7 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 Bla	ster										
Wargear Options:											
Name	Ra	ange	Type		S	AP	Abilit	ies			
Relic Gauss Blaster	30	)"	Rapid	Fire 2	5	4	Gauss	(6+)	, Mast	er-Crafted	
Abilities											
Awakening Protocols(Silve	er), Living Me	etal, Re	eanimat	ion Pro	tocols						
Something about being de	edicated lieute	enant									

## 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 ShieldX	
- Relic Gauss BlasterX	
- Warscythe wuith built-in Relic Gauss BlasterX	pt
• A Vargard can take any of the following:	
A Phase ShifterX	pt
- A PhylacteryX	
- A Sempiternal WeaveX	pt
Name Range Type S AP Abilities	
Hyperphase Sword X pt — Melee User 3 Rending (5+)	

#### 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 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.

+2

4

5

Armourbane (Melee), Two-Handed

Gauss (6+), Master-Crafted

Melee

Rapid Fire 2

# Cryptek

No Name	M	WS BS S	T - W	I A	LD Sv	Type
1 Cryptek	X pts 7"	5 4 4	5 2	2 1	10 4+	Infantry (Character)
Must include a selection fr	om the Canopte	ek Conclave Dis	ciplines			11
May include a total Canop	tek Khephri Dı	one or Canopte	k Cryptoth	rall for X <sub>1</sub>	pts.	
Wargear: Discipline Depen		ving:				
<ul> <li>A Phase Shifter</li> <li>A Phylactery _</li> <li>A Sempiternal V</li> </ul>						X pt X pt X pt X pt X pt
Name	Rang	ge Type	S	AP Abilit	ies	
Staff of Light (Shooting)	18"	Assault 3	5 3	3 —		
Staff of Light (Melee)		Melee	User 3	Rendi	ing (6+)	The state of the s
Abilities						
Awakening Protocols(Bron	ze), Living Met	al, Reanimation	Protocols			

# Cryptek Lord

No Name		M V	VS BS	S	Τ .	W	I	A ]	LD	Sv	Туре
1 Cryptek Lord	X pts	7" 5	5	5	5	2	2	1 :	10	3+	Infantry (Character)
Must include a selection	from the Cano	optek C	Conclave	Disc	iplines						
May include a Canoptek	Khephri Dron	e or Ca	anoptek	Cryp	tothral	l for	X pt	s.			
Wargear: Discipline Dep • A Cryptek Lord ca		the foll	owing:								
<ul> <li>A Phase Shift</li> <li>A Phylactery</li> <li>A Sempiterna</li> </ul>						+					X pt X pt X pt X pt
Name	R	lange	Type		S	AI	P A	bilities	3		
Staff of Light (Shooting)	1	8"	Assaul	lt 3	5	3		-			100
Staff of Light (Melee)			Melee		Use	er 3	R	ending	(6+	-)	Page 1
Abilities											
Awakening Protocols(Sil	ver), Living M	etal, R	eanimat	ion P	rotocol	S					

# Troops

### **Dynastic Warrior**

No	Name	M	WS	BS	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)
Moz	include up to 10 additi	ional Dynastia	Worri	ora fo	r V	nta/m	odol					

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

Gauss Flayer	24"	Rapid Fire 1	4	5	Gauss (6+)	Marin Tolland
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	pts 6" 4	4 4 4	5	1 2	1	10	3+	Infantry (Line)	
May include up to 5 additional	Immortals for	r X pts/mod	el.						
Dedicated Transport: May use	a Night Scyth	ne with Telep	ortation	n Reser	ves, as	a dedi	cated	transport.	
Wargear: Gauss Blaster									
Wargear Options:									
• The entire unit may exch	ange their Ga	uss Blaster f	or a Tes	la Carl	oine				0 pts
Name	Range	Type	S	AP	Abilit	ies			
Gauss Blaster	24"	Rapid Fir	e 1 5	4	Gauss	(6+)			
		A 1. 4			TD1-	(0 1)			
Tesla Carbine	24"	Assault 1	5		Tesla	(0+)			
Tesla Carbine Abilities	24"	Assault 1	5		Testa	(0+)			

# Elites

# Pariah Lychguard

No Name		M	WS B	S S	Γ W	I	A	LD	Sv	Type	
5 Pariah Lychguard	X pts	7"	4 4	5 5	5 1	2	1	10	3+	Infantry (Anathem	na)
May include up to 5 addi	itional Pari	ah Lych	nguard f	or X pts/	model.						
Dedicated Transport: Ma	ay use a Nig	ght Scyt	the with	Teleport	ation I	Reser	ves, as	a dedi	cated	transport.	
Wargear: Warscythe											
Wargear Options:											
• The entire unit may	y upgrade t	their Wa	arscythe	to includ	le a bu	ilt-in	Gauss	Blaste	er		5 pts
CD1 (** *)	1 11	· TT7	4.7	1.1 TT		a	1	1 D		01 * 1 1	10
• The entire unit may	y replace th	neir Wai	rscythe	with a Hy	perph	ase S	word a	nd Dis	persic	on Shield	10 pts
• The entire unit may	y replace tr	neir Wai	rscythe	with a Hy	perph	ase S	word a	nd Dis	spersic	on Shield	10 pts
• The entire unit may	y replace tr	Range			yperph.	AP	word an		spersio	on Shield	10 pts
	X pt			e		AP	Abilit			on Shield	10 pts
Name			тур	e ee	S	AP 3	Abilit Rend	ies	+)	lee), Two-Handed	10 pts
Name Hyperphase Sword	X pt	Range	Typ Mele Mele	e ee	S User	AP 3	Abilit Rend	ies ing (5- urban	+)		10 pts
Name Hyperphase Sword Warscythe	X pt x pts	Range	Typ Mele Mele	e ee ee	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 Mele Mele Rap	e ee ee id Fire 1	S User +2 5	AP 3 2 4	Abilit Rendi Armo Gauss	ies ing (5- urban	+)		10 pts

### Royal Lychguard

	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 A	ΑP	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), 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.