

# Horus Heresy 2.0 Necrons

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## The Necron Tombworlds

### Building a Necron Army

In games of the Horus Heresy: Age of Darkness, the models under a given player's control are referred to as that player's army. Each army is composed of a single Force Organisation chart (most commonly using the Crusade Force Organisation chart), which will include one or more Detachments. An army whose Primary Detachment is selected from any Army List is considered to have the Faction of that Primary Detachment (for example, an army whose Primary Detachment was selected from the Necrons List would be considered an Necron army). Units from various Sub-factions cannot be mixed in the same Detachment, unless a Special Rule or other ability permits this.

Other, non-Primary, Detachments in the same army may be selected from any other Army List - following any additional restrictions applied, such as the ones on the next page - but each Detachment may only include units from a single Army List, unless another Special Rule states otherwise.

When selecting a Primary Detachment, you must also choose a Sub-Faction for that detachment, in the form of a Necron Dynasty. Each Dynasty provides special bonuses and options for their units and determines the Alliance Levels between other Sub-Factions.

In addition, each Dynasty has a number of allied units that are usually attached to its Tomb Worlds, whether that be Triarch Praetorians watching over the slumbering necrons, a Destroyer Cult filling part of their ranks, or Flayed Ones lurking at the fringes. As such, a Primary Detachment is also allowed to incorporate a number of Allied Units without requiring an entire Allied Detachment be taken, so long as the number of points spent on Triarch, Destroyer, and Flayed models does not exceed 25% of the army's total points.

## Force Organisation Charts and Detachments

The maximum and minimum number of units that may be included in a given army is defined by a Force Organisation chart, of which there is one basic chart available, the Crusade Force Organisation chart.

Any Force Organisation chart is made up of one or more Detachments. A Force Organisation chart will always include one Primary Detachment, which must be selected, and may also include a number of optional Detachments which a player may choose to use or ignore. Each Detachment that a player chooses to use as part of their army must use a single Army List, which determines the Faction of that Detachment. Most optional Detachments are not required to be the same Faction as the Primary Detachment, but some Detachments may have special rules which require them to be of a certain Faction (and thus use a specific Army List). Detachments of different Factions in the same army will have additional special rules that determine how they interact (see the Allied Section).

Each Detachment is composed of a number of boxes, each linked to one of the Battlefield Roles. Each of these boxes allows the player to make one selection from the section of their Army List that includes units of the same Battlefield Role. Dark boxes indicate Compulsory selections, which must be included as part of the Detachment, while the lighter boxes indicate optional choices, which are only included as part of the Detachment if the player in question chooses to do so.

Sometimes, a single choice in a Detachment may allow you to select more than one unit, or to vary the Battlefield Role of the unit selected. In all cases, such deviations from the normal procedure will be fully explained in the Force Organisation chart that the Detachment is part of.

Each unit selected to fill a box in any single Detachment must be chosen from the same Army List, and must be of the same Battlefield Role as that of the box. The unit profile in the Army List will dictate the number of points from the points limit that must be spent to add the unit to the player's army. Players continue to spend points to fill boxes in Detachments within the chosen Force Organisation chart until either they run out of points, fill all boxes in all available Detachments or the player chooses to stop.

## Nodal Command Force

The Tomb World's Nodal Command Force exemplifies the adaptable hierarchy of Necron military organization. Unlike traditional Terran militaries, there exists no static command structure within each Tomb World or sector. Instead, the organization adapts fluidly in response to each battle, campaign, or Harvest through the Nodal Command System.

This system dynamically allocates hierarchy and command authority based on operational needs, ensuring both centralized control and decentralized tactical responsiveness, while threading many of the complex political natures of a Necron Tomb World at the same time.

### Nodal Command System

The Nodal Command System assigns hierarchical values to nodes within the Necron force. These nodes, primarily

Necron Lords, control various units and can shift their hierarchical roles as the situation demands. Hierarchical Command Levels within this system include Bronze, Silver, Gold, and Platinum nodes in extraordinary cases.

When selecting the Nodal Command Force as your Primary Detachment, you must also determine the Command Level at which the Tomb World is operating at, with higher levels representing higher levels of escalation by the awakening Tomb World. This level determines what Force Organisation slots are available to you alongside what units are considered Compulsory. When selecting a higher level, you must take all of the Compulsory options for that level and all levels below it. For example, selecting a Decurion Formation has a Compulsory list of: 1 HQ (Silver), 1 HQ (Bronze), 2 Troops. Compulsory units for levels above yours are *not* Compulsory, you may not include any Force Organization slots above your level at all — the Tomb World has not woken up to that degree.

## Command Levels and Battlefield Roles

### Bronze-Level Command: Necron Line Formation

Bronze-Level Command forms the primary response force against threats and curiosities identified by the Tomb World. These formations are usually summoned when a Primary Awakener Force encounters threats too potent or complex for them to handle, necessitating a more potent force.

However, when such a response fails the Tomb World may seek to awaken a Silver-Level Command and subsume multiple Line Formations into a Decurion. When part of a Decurion Formation, each Line Formation is often referred to as a Cohort, with multiple Cohorts — traditionally two — forming a Legion.

The exact composition of a Line Formation varies by Tomb World and Dynasty, but a consistent feature is its overseeing Bronze-Level Necron Lord, possibly accompanied by their Lychguard retinue. General features include a number of Dynastic Warriors or Immortals that are supported by specialized units such as Cryptek Conclaves, Destroyer Cults, Flayed Ones, Canoptek constructs, and Triarch Praetorians.

The Compulsory Headquarters unit for Necron Line Formations *must* have the **Nodal Command** (Bronze) special rule.

### Primary Detachment: Necron Line Formation (Required)

- **Compulsory:** 1 HQ (Bronze), 1 Troop
- **Optional:** +2 Troops, +1 Elite, +2 Fast Attack, +1 Heavy Support, +4 Fortification

### Silver-Level Command: Necron Decurion Formation

Silver-Level Commands are awakened by the Tomb World to address more strategically significant or politically worthy threats, creating what is termed a Decurion. This is a slow and dangerous process for any Tomb World during the 30th Millennium, and as such is never done lightly.

Upon activation, a high-ranking or highly skilled Lord is traditionally anointed as Nemesor to lead the Decurion. This formation includes several Legions, each comprising multiple Line Formations with their own supporting elements and Bronze-Level Lords. The Decurion functions as a more traditional battlefield element, bringing specialized and advanced resources into play while coordinating multiple Line Formations for cohesive and effective responses to larger threats.

Should even this force prove insufficient, the Tomb World may escalate further by awakening a Gold-Level Command, subsuming multiple Decurions into a Tesserarion. In such cases, the title of Nemesor passes to the Overlord, with the Decurion acting as a medium force organization that coordinates individual Line Formations and relays data engrams to the Tesserarion's leadership for efficient processing.

The Compulsory Headquarters unit for Necron Decurion Formations *must* have the **Nodal Command** (Silver) special rule.

**Extended Primary Detachment: Necron Decurion Formation (Optional)**

- **Compulsory:** 1 HQ (Silver), 1 Troop
- **Optional:** +1 HQ, +2 Troops, +2 Elites, +1 Fast Attack, +1 Heavy Support

Gold-Level Overlord — or in extreme cases a Platinum-Level Phaeron. This command structure is activated only when events pose a significant threat to the Tomb World itself, as the risks associated with awakening so early from the Great Slumber to the Tomb World's Overlord and many of its extremely complex war machines are considerable.

Each Tesserarion encompasses several Decurions, each retaining their traditional elements. The number of Tesserarions can vary greatly depending on the campaign's scale, forming the might of the Tomb World's military forces. While there is only one Overlord for each Tomb World, members of the Overlord's court may be given command of individual Gold-Level Command of Tesserarions, all under the Overlord's overarching command. If a Phaeron leads the campaign, each Tesserarion is often commanded by Overlords from his realms, although this is rare during the 30th Millennium, with a more likely situation leading the Phaeron to draw solely from the awakening Tomb World. Tesserarions deploy immensely powerful Necron war machines, including Monoliths, C'Tan shards, Seraptek Constructs, and more.

**Gold-Level Command: Necron Tesserarion Formation**

Gold-Level Command represents the highest echelon of the Necron battlefield hierarchy, led by the Tomb World's

The Compulsory Headquarters unit for Necron Tesserarion Formations *must* have the **Nodal Command** (Gold) special rule.

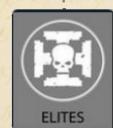
**Extended Primary Detachment: Necron Tesserarion Formation (Optional)**

- **Compulsory:** 1 HQ (Gold)
- **Optional:** +1 HQ, +1 Phaeron, +1 Troops, +1 Elite, +1 Fast Attack, +2 Heavy Supports

## Nodal Command Force Detachment



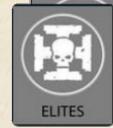
PRIORITY COMMAND  
NECRON TESSERARION FORMATION  
(OPTIONAL)



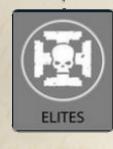
LORDS OF WAR  
DETACHMENT  
(OPTIONAL)



RESERVE COMMAND  
NECRON DECURION FORMATION  
(OPTIONAL)



PRIMARY DETACHMENT  
NECRON LINE FORMATION  
(REQUIRED)



ALLIED DETACHMENT  
(OPTIONAL)



**Primary Awakeners.** The first elements activated by the Tomb World are the Tomb Spiders. These hulking custodians see to the initial tasks of ministrating to the stasis tombs. Embued with the powers of resurrection, the Tomb Spiders activate the Raider forces. Meanwhile the second element of the Primary Awakeners, the Scarabs, hasten to secure the interior of the Tomb. In swarms a thousand strong, Scarabs swiftly seek out intruders and carry out any essential maintenance to the Tombs defences.

**Reserve Command.** After initial data has been retrieved, the command of all raider forces is subsumed into the Nodal Command of a Necron Lord, usually of Silver-level priority. When required, the Reserve Command will enter battle led by their Necron Lord, who also fulfils the role of being a redundant command unit who can take control of any existing forces should their Necron Lords be destroyed.

**Raider Force.** Consisting of a small number of Necron Warriors and Scarabs, the Raider force emerges into the outside environment and initially has complete autonomy (within its programming). Its purpose is to scout the surface of the Tomb World and nearby systems, seeking data on the position and status of other races. Destroying a Raider force will result in one of two outcomes: the Tomb World may despatch a second Raider force on a follow-up mission; the Tomb World may proceed to the second stage of activation.

**Necron Line Formations.** The bulk of Necron armies are gathered into this region of the Nodal Command. Led by up to four Bronze-level Necron Lords, the Line Formations consist of a variety of different fighting formations. Ground forces are organised into phalanxes made up of a core of Necron Warriors transported by Monoliths, and supported by secondary units such as Destroyers, Immortals, and so forth. These phalanxes are often accompanied by more specialist formations dubbed 'cohorts'. The Necron Lords of the Line Formations act as a battlefield command circuit, able to pass information between themselves, upload data to the Platinum-level command, or call upon the Reserve Command for physical support or additional data analysis. Each Tomb World might have dozens of such formations, which are activated by the Tomb Spiders and inserted into or removed from the Nodal Command as required.

**Nodal Command – Bronze Network.**  
All communication between the Line Commanders is routed through both the Platinum-level Nodal Command and the Reserve Command Necron Lord. This redundancy ensures that should any one element of the network be somehow neutralised, communication and command is still possible.

**Priority Command.** Three Gold-level Necron Lords form the highest command structure yet encountered on the battlefield. These are responsible for strategic decision making, and are capable of over-riding the communication and control of any Silver or Bronze-level Lords present. They are also capable of committing the most potent forces available to the Tomb World, include specialist troops such as Pariah, as well as larger war machines, aerial forces and starships.

**Nodal Command – Gold Network.** All data and decisions made at Gold-level are directed through all three Gold-level necron lords, for triple-redundancy. Should a Gold-level Lord be removed in some fashion, one of the Line Commanders will be elevated to Gold-level status to replace the missing Necron Lord.

**Platinum Commander.** No Platinum-level commander has yet been encountered, and its existence is only hypothesised from observing the actions of Gold-level Necron Lords. It is a subject of much speculation whether the Platinum Nodal Command is some creation hidden on a Tomb World, or might perhaps be the Tomb World Itself. Techpriests are confident that the Platinum-level Command is not representative of the C'Tan, who do not directly interact in the Nodal Command structure in any discernable way.

## Warlords of the Necron Dynasties

### Core Warlord Traits

These Traits are available to any Character model selected as an army's Warlord, regardless of Faction or Allegiance.

#### Blood Handed

Some warlords are only satisfied by the clash of blades and the screams of the enemy as they fall before them. For such warriors, strategy is but a means to an end, a tool by which they can bring their forces into the brutal crucible of the melee as soon as possible. There, in the heart of the battlefield, they seek victory at any cost.

Any combat with at least one friendly model within 12" of this Warlord, or a combat which includes this Warlord, gains a bonus of +1 to the number of Wounds caused for the purposes of combat resolution. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Assault phase as long as the Warlord has not been removed as a casualty.

#### Stoic Defender

This warlord is a rock, the hard place against which their foes are dashed and broken. When the enemy surges forth, they do not foolishly go to meet them, but dig in so that the foe may exhaust themselves against the defences prepared for them. In the end, victory comes to those willing to endure the fires of battle and emerge unscathed from its fury.

Any friendly unit joined by a Warlord with this Trait that

makes a Shooting Attack will force the target unit to make a Pinning test if it suffers any unsaved Wounds. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Shooting phase as long as the Warlord has not been removed as a casualty.

#### Ever-vigilant

Always ready to take advantage of the foe's weakness, this warlord is a master of predicting and exploiting the flow of battle. Where the foe advances, this warlord falls back to better ground, where the foe retreats, this warlord advances, for victory is fickle and only falls into the grasp of those prepared for any eventuality.

When this Warlord, and any unit it has joined, Runs during the Movement phase, it adds the value of the Warlord's Initiative Characteristic, increased by 1, to the distance moved, rather than the lowest Initiative Characteristic in the unit. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty.

## Necron Warlord Traits

These Traits are available to any Character model selected as an army's Warlord, regardless of Faction or Allegiance.

### Implacable Conqueror

*The tide of battle cannot stall the march of this warlord and his legions. His command is absolute, and his will unyielding. In the face of adversity, where others falter, his relentless determination drives his forces forward. Under his leadership, even the pinned and the beleaguered become a spearhead of conquest, pushing through the fog of war with cold, mechanical precision. This warlord's presence turns the tides, transforming the chaos of battle into a calculated advance, unbroken and unyielding, leading to inevitable victory.*

A Warlord with this Trait and any friendly unit with at least one model within 6" that is Pinned may still move and declare Charges, but is limited to only firing Snap Shots until it is no longer Pinned. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Movement phase as long as the Warlord has not been removed as a casualty.

### Ceremonial Duelist

*This Warlord, ancient and inexorable, thrives on the honor and brutality of single combat, shattering foes in personal duels with unmatched power and skill. Necron warlords take pride in demonstrating their supremacy in challenges, and this one is particularly lethal when engaged in single combat.*

Any combat which includes a Warlord with this Trait gains a bonus of +1 to the number of Wounds caused for the purposes of deciding which side has won a combat during the Assault phase. While Engaged in a Challenge a Warlord with this Trait adds a bonus of +1 to their Attacks Characteristics. Once per battle, when starting a Challenge, you may declare

it to be a Ceremonial Challenge. During a Ceremonial Challenge, all combatants make their attacks at Initiative Step 1, regardless of their actual Initiative, and the Warlord gains a +1 to their WS. In addition, an army whose Warlord has this Trait may make an additional Reaction in the opposing player's Assault phase so long as the Warlord has not been removed as a casualty.

### Tyrant of the Aeons

*As time itself crumbles before the ceaseless reign of this ancient warlord, he commands the ebb and flow of epochs. The Tyrant of the Aeons stands as a master of warfare, wielding arcane knowledge of forgotten eons. His will bends the tides of the Necrons to his favor. In his presence, the battlefield becomes a testament to the unyielding dominion of the Necron dynasty, where past, present, and future converge under his imperious gaze.*

When selecting Command Protocols for this Warlord, you may choose an additional protocol. A Warlord with this special rule may use multiple options from differing Command Protocols by making a Command Protocol Test as normal, however they may only use up to two options in a given player turn — even if those options are activated in different phase. Roll a Command Protocol Test when using the second option, if it takes place in a different phase than the first. In addition, an army whose Warlord has this Trait may make an additional Reaction during their opponent's Shooting phase as long as the Warlord has not been removed as a casualty.

## Necron Rules

### Special Rules

#### Annihilation Protocols

Only a single unit with Annihilation Protocol may be taken in armies using the Nodal Command Force Organisation Chart that contains any Fortifications.

#### 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 **Nodal Command** tier or higher. Some units have both of these special rules, in which case they cannot satisfy this rules requirements with their own **Nodal Command** special rule.

#### 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 model 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 improves its Cover Save by +1, or gains a 6+ Cover Save if it has none, but it may not Run this turn.
- The chosen unit can re-roll failed Cover Saves.
- When the chosen unit is targeted by a Shooting Attack, treat the distance between the attacking unit and the target as 3" longer than the actual distance for Shooting Attacks as long as it is in cover.

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 all Armour Saves until your next turn.

##### Protocol of Sudden Storm

This model 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 its unmodified Initiative Characteristic. If the chosen unit has mixed Initiative Characteristics, use the highest unmodified Characteristics.
- The chosen unit gains the Move Through Cover special rule and must re-roll failed Dangerous Terrain Tests until your next turn.

- The chosen unit's movement does not trigger enemy reactions until the end of your Movement Phase.

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 model 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 model 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 Counter Charge (1) special rule 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.
- The chosen unit gains the Furious Charge (1) special rule 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 model 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. Dynamic Warriors can re-rolls results of 1 higher than normal.
- The chosen unit's **Living Metal** ability has its It Will Not Die level increased by 2 levels (e.g. 5+ > 3+) until your next turn.
- The chosen unit ignores the first unsaved Wound it would take before 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 to *Reanimation Protocol* rolls until next turn.

#### Protocol of the Conquering Tyrant

This model 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 counts as being in **Nodal Range** of all units with the **Command Protocols** special ability until your next turn.
- The chosen unit gains the Hit & Run ability until your next turn.
- The chosen unit gains a +2 bonus to Initiative Tests 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.

#### Curse of Llandu'gor

A model with this special rule does not suffer the penalties for low Levels of Alliance (e.g. the Leadership penalty for *By the Phaeron's*), although its allied units still do.

#### Drawn to Blood

A model with this special rule must start the game in Reserve or Infiltrate. Each time an enemy unit is completely destroyed the Necron player may move one unit with the Flayer sub-type from Reserve into Ongoing Reserve, even if this means that a unit will appear turn One. Independent Characters may be attached to their units when entering.

#### 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. Any unit within Nodal Range of this unit may use its Leadership in place of its own and units with the **Soulless Hordes** sub-type may ignore the Engrammatic Attack Patterns provision. The highest tier unit in your army *must* be your Warlord.

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

#### Mark of the Flayer

If this model or its attached unit destroys an enemy unit during the Assault Phase or fails a Morale check, immediately

roll a D6 and apply the result as determined below:

#### D6 Result

**Berserk:** The model is seized by murderous fury and unable to tell friend from foe. If part of an infantry unit, resolve D3 automatic hits on that unit using the model's weapons. If alone, the model suffers an immediate Wound, with no save allowed.

**In Control:** The model is able to control their madness by sheer force of will, giving no effect.

**Transfiguration:** The model is transfigured by madness, their auto-repair system distorting their form to express the malignance that consumes them. They gains the Fearless and Rage (1) trait until the end of combat.

#### Entropic Strike (X)

When allocating wounds from a Wound Pool from a weapon with this special rule, lower the target model's Armour Save by 1 (e.g. 3+ → 4+) permanently before making its save. Against Vehicles, an Armour Penetration roll equal to or greater than the listed value lowers the AV of all facings by 1 permanently before resolving the effects. Vehicles with lowered to an AV of 0 are destroyed and removed from the battlefield.

#### Ethereal Interceptors

This unit is may perform a separate Deep Strike Assault. Additionally, it may make use of the **Ethereal Interception** Advanced Reaction.

#### Exile Ray (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, has the Instant Death special rule, and the victim must re-roll successful Invulnerable saves. Against Vehicles and Buildings, an Armour Penetration roll equal to or higher than the listed value inflicts a Penetrating 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.

#### Ground Lash

When the weapon with this special rule is used to make a Shooting Attack, draw a line 1" inche wide from the model up to the listed range of the weapon — this is the projectile's path.

- Each model (friend and enemy) caught in the path (except the firing model) suffers a hit. Models with the Flyer or Skimmer Sub-Type are not affected.

- Units suffer a hit equal to the number of models caught under the line.

### Hyperspace Hunters

A unit with this rule specializes in combat that makes use of movement through hyperspace pocket dimensions. In your Movement Phase, this unit may slip back into hyperspace instead of moving, as long as it did not arrive from Reserves this turn and is not locked in combat or Falling Back. If it does so, remove it from the board and place it into Ongoing Reserves. It can be assigned to a Deep Strike Assault as normal on your Next Player Turn. Models with this rule still make It Will Not Die rolls while placed back into reserves.

### 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.

### Path of Annihilation (X)

When the weapon with this special rule is used to make a Shooting Attack, draw a line a number of inches wide equal to the Level in the brackets from the model up to the listed range of the weapon — this is the projectile's path.

- For each model (friend and enemy) caught in the path (except the firing model), roll to hit as usual for a Shooting Attack, with each model suffering a hit if successful. Models with the Flyer sub-type are not affected unless the controlling player decides to affect only models with the Flyer sub-type.
- If a Terrain piece, Building, or model with the Vehicle Unit Type or any model with 6 or more Wounds is successfully hit and does not suffer a Penetrating Hit or unsaved Wound the attack is blocked and its path will go no further than that model. The blocking model will however, suffer D3 additional hits.
- If a model with the Vehicle Unit Type and the Transport Sub-Type suffers a Penetrating Hit from a weapon with this special rule, each unit Embarked on it suffers D6 hits from the weapon, in addition to any other effects.

Any Wounds caused are allocated by the controller of the target unit.

- If a model with the Void Shields special rule is successfully hit by this attack and the Void Shield suffers a Penetrating Hit, immediately resolve another hit against the next Void Shield or the model itself if no Void Shields remain until an Armour Penetration roll is failed. If an Armour Penetration roll is failed against a Void shield the attack is blocked and its path will go no further than that model and it suffers no additional hits.
- Successful Invulnerable Saves and Feel No Pain Damage Mitigation rolls must be re-rolled. Successful Shrouded Damage Mitigation rolls are considered to have not hit the model.

### Quake

All units hit by a weapon with the Quake type treat open ground as difficult terrain until the end of their controlling player's next turn.

### Reanimation Protocols

Whenever a friendly unit with Reanimation Protocols suffers unsaved wounds or resolves an effect causing wounds, and casualties have been removed, total the number of wounds that have been lost among models that were destroyed and put them into a **Reassembling Pool** and a second **Reassembling Pool** for wounds that have the Instant Death special rule.

For each wound in the **Reassembling Pool**, roll a D6, subtracting 1 for wounds in the Instant Death **Reassembling Pool**. This unit is **Reanimating** a wound for every 5+ roll. Each time such a unit **Reanimates** a wound, perform the following steps:

- 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, select a model with the lowest remaining wounds; it regains one lost wound.

If this unit would be destroyed by the attack or effect, Reanimation Protocols still triggers; perform the process as normal, however after models have been returned from successful **Reanimation** rolls, if there are remaining wounds in the Wound Pool, continue allocating those to the newly **Reanimated** models until the Wound Pool is empty or all **Reanimation** rolls have failed; these remaining wounds can cause further Reanimation Protocols triggers. Do note that effects that simply destroy the unit (e.g. Sweeping Advance) do not trigger Reanimation Protocols.

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

Certain effects can cause models to immediately begin **Reassembling** or **Reanimating**; **Reassembling** models create

a **Reassembling Pool** equal to the lost wounds of those model and then roll for them as normal. **Reanimating** models immediately follow the steps for **reanimating** a number of times equal to the wounds of the destroyed model.

### 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, this unit cannot choose to fail a Morale check due to the Our Weapons Are Useless special rule. Additionally, they 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.

### Teleportation Reserves

If a unit in your army has equipment that allows them to interact with Teleportation Reserves — such as the **Eternity Gate** — you may have any units from your army start out in Teleportation Reserves. Certain abilities and wargear

### Unit Subtypes

#### Living Metal

Models with the Living Metal subtypes gain a number of effects:

- Models with the Living Metal subtype have the It Will Not Die (5+) Special rule.
- Successful Wounds inflicted by attacks with the Poisoned or Fleshbane special rules must be re-rolled against models with the Living Metal subtype.
- The Shock Pulse and Disruption special rules affect models with the Living Metal subtype.
- Models with the Living Metal subtype ignore Leadership penalties caused by the Anethema sub-type.
- Models with the Living Metal subtype may not make Sweeping Advances, unless a rule specifies otherwise.
- Vehicles with the Living Metal subtype ignore the effects of Crew Shaken (but still lose a Hull Point).
- Heavy or Super-Heavy Vehicles with the Living metal subtype are not subject to the particular effects of the Lance and Melta special rules by attacks made against it and reduce the effects of all rolls on the Vehicle Damage chart caused by Penetrating hits (other than by Destroyer type weaponry) by -1.

allow you to bring units from Teleportation Reserves onto the Battlefield, move units into Teleportation Reserves, or otherwise interact with them and will be detailed in their respective sections. While in Teleportation Reserves a unit cannot use any Deep-Strike or other Reserve abilities and may only enter play through another unit or effect that would allow it.

In addition, while in Teleportation Reserves a unit is actively repaired by the Tomb World's vast resources and expertise: At the start of your Player Turn a unit in Teleportation Reserves reassembles a number of wounds equal to the amount of lost wounds from any models plus the amount of wounds among destroyed models in the unit.

#### 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.

#### Their Number is Legion

When a model with this special rule rolls for **Reanimation Protocols**, re-roll unmodified results of 1. If a unit with this special rules has at least half of hits models within 6" of an Objective, they instead re-roll unmodified results of 1 or 2. Dynastic Warrior models increase this range by 1.

#### Their Name is Death

If a model with this special rule has not moved or Run during the Movement phase of its controlling player's turn then that model may re-roll failed To Wound rolls or unmodified Armour Penetration rolls of 1 or 2 with Gauss Weapons and failed To Hit rolls with Tesla Weapons.

#### Tomb Guardians

Only a single unit with the Tomb Guardians rule may be used in any army which is built using the Nodal Command Force Organisation Chart and does not contain any Fortifications, should the army contain Fortifications there is no limit.

## **Canoptek**

Models with the Canoptek subtype gain the Fearless special rule.

## **Destroyer**

Models with the Destroyer subtype gain a number of effects:

- All models gain the Preferred Enemy (Non-Necrons) special rule.

- All models gain the Hardwired for Destruction special rule, which grants: Units with the Destroyer sub-type ignore the Living Metal sub-type's restriction on performing Sweeping Advances.

## **Flayer**

Models with the Flayer subtype gain a number of effects:

- All models gain the Hatred (Non-Necrons) special rule.

- All models gain the Fear (2) special rule.

- All models gain the Deep-Strike and Infiltrate special rule,

- All models gains the Flesh Hunters special rule, which grants: Units with the Flayer sub-type ignore the Living Metal sub-type's restriction on performing Sweeping Advances.

## **Floating**

A unit that includes only models with the Floating sub-type may ignore the effects of any and all terrain it passes over during movement, including passing over vertical terrain and Impassable Terrain without penalty or restriction. However, such units may not begin or end their movement in Impassable Terrain, and if beginning or ending their movement in Dangerous Terrain must take Dangerous Terrain tests as normal.

## **Noble**

A model with the Noble sub-type gains the Independent Character special rule.

## **Phaeron**

The following rules apply to all Phaerons:

- All Phaerons have the following Special Rules: Eternal Warrior, Fearless, It Will Not Die (3+), Relentless
- Phaerons are not affected by special rules that negatively modify their Characteristics (other than Wounds) and, in addition, Phaerons always resolves Snap Shots at their normal BS.
- Any Hits inflicted by a Phaeron, as part of either Shooting Attacks or in close combat, are allocated by the Phaeron's controlling player and not the controlling player of the target unit. These Hits should form a separate Wound Pool.

## Necron Factions

### Charnovokh

**Advanced Reaction:**

**Dynasty Effect:**

## Maynarkh

Maynarkh Dynasty Necron units gain the Necron Dynasty (Maynarkh) special rule, which grants the TODO: This advanced reaction and Cursed Awakening special rule.

Any unit with the Necron Dynasty (Maynarkh) special rule and Character sub-type may take any of the following:

- **Mark of the Flayer** special rule ..... 0 points.
- **Bloodswarm Scarabs** ..... 5 points.

Any unit with the Necron Dynasty (Maynarkh) special rule may take any of the following:

- **Flensing Scarabs** ..... +10 points.

A Charnel Lychguard Phalanx with the Necron Dynasty (Maynarkh) special rule may take the following option:

One Charnel Lychguard may take:

- **Dynastic Ankh** ..... +10 points

### Advanced Reaction:

#### Necron Dynasty (Maynarkh) (Cursed Awakening):

When a unit made up of entirely models with the Necron Dynasty (Maynarkh) special rule attacks during the Fight phase against an enemy unit that is Pinned, Falling Back, or outnumbed by the attack unit it gets a +1 to all To Wound or Armour Penetration rolls made during the Assault. Furthermore if one or more models with this special rule are part of a combat that results in a draw, then the side that includes one or more models at the end of the fight sub-phase with this special rule is counted as having won the combat by 1 point. If both sides include models with this special rule then the combat remains a draw. Units with this special rule and the **Decurion Nemesor** or **Tesserarion Nemesor** special rule may also take a **Triarch Praetorian Vanguard** unit as an option for that special rule.

### Maynarkh:



## Mephrit

Mephrit Dynasty Necron units gain the Necron Dynasty (Mephrit) special rule, which grants the Solar Fury advanced reaction, Stellar Destruction special rule, and access to the Merciless Tyrant Fury Warlord trait.

Any unit with the Necron Dynasty (Mephrit) special rule may take any of the following:

- **Stellar Energetic Reactors** .....+10 points per model.

**Advanced Reaction (Solar Fury):** This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy unit declares a Shooting Attack targeting a friendly unit under the Reactive player's control composed entirely of models with the Necron Dynasty (Mephrit) special rule. Once the Active player has resolved all To Hit and To Wound rolls, and Armour Saves are made, but before any Damage Mitigation rolls are made or casualties removed, the Reactive player may make a Shooting Attack, targeting the unit that triggered this Reaction, with all weapons increasing their AP by 1 but gaining the Gets Hot special rule. To Hit rolls for weapons that already possess the Gets Hot special rule trigger that special rule on a roll of 1 or 2 during this Shooting Attack, instead of only on a 1. A unit that makes a Solar Fury as part of a Solar Fury Reaction may not make any attacks indirectly (without line of sight) including weapons with the Barrage special rule or other weapon or special rule that otherwise ignore line of sight, and Vehicles may only fire Defensive weapons. Template weapons used as part of a Solar Fury Reaction use the Wall of Death rule instead of firing normally.

**Necron Dynasty (Mephrit) (Stellar Constructors):** When a unit made up of entirely models with the Necron Dynasty (Mephrit) special rule rolls for scatter with a Blast Weapon they roll a D6 instead of 2D6.

### Warlord Trait (Merciless Tyrant):

*Embodyed by a merciless overlord whose heart is as relentless as the sun's fury, this warlord personifies the Mephrit Dynasty's doctrine of overwhelming firepower and absolute ruthlessness. The Merciless Tyrant harnesses the destructive potential of Necron weaponry to its fullest extent, pushing the limits of their arsenal to unleash a storm of energy blasts upon their foes. Under his command, even the disciplined Necron legions become instruments of searing annihilation, their attacks intensified to a perilous edge, ready to burn through any opposition with a scorching, unyielding wrath.*

A Warlord with this Trait, and every model with the Infantry Unit Type in a unit it has joined with the Necron Dynasty (Mephriy) special rule may choose to roll an additional dice when making a Shooting Attack with any Rapid Fire, Assault or Heavy weapon that does not have the Blast or Template special rules, but these weapons gain the Gets Hot special rule for that Shooting Attack. If a Warlord and/or unit under the effect of this Trait makes the Solar Fury Reaction, then a single additional dice is added to the number of attacks made by each model after the effects of Solar Fury have been applied. In addition, whenever a Warlord with this Trait, and any unit it has joined, is the target of an enemy Shooting Attack it must make either the Return Fire or Solar Fury Reactions if possible – this Reaction does not cost a point

of the Reactive player's Reaction Allotment, but does not allow that unit to make any further Reactions in that Phase and does not allow the Solar Fury Reaction to be made more than once per battle. However, a Warlord with this Trait and any unit it has joined may make no other Reaction in any Phase, excepting only the Interceptor Advanced Reaction.

## Nephrekhs

Nephrekhs Necron units gain the Necron Dynasty (Nephrekhs) special rule, which grants the Beings of Light advanced reaction and Translocation Beamers special rule.

**Advanced Reaction (Beings of Light):** This Advanced Reaction may be made once per battle during the opposing player's Shooting phase when any enemy unit declares a Shooting Attack targeting a friendly unit with the Infantry Unit Type under the Reactive player's control with the Necron Dynasty (Nephrekhs) special rule. All models in the Reacting unit gain the Feel No Pain (5+) special rule against all Wounds inflicted as part of the Shooting Attack that triggered this Reaction. If the Reacting unit already has a version of the Feel No Pain (X) special rule, then this does not stack or increase that rule, and the Reacting player may choose to use any one of the Feel No Pain (X) special rules available to them. Once the Shooting Attack has been completely resolved, the Reactive player may make a Shooting Attack, targeting the unit that triggered this Reaction.

**Necron Dynasty (Nephrekhs) (Translocation Beamers):** A unit made up of entirely models with the Necron Dynasty (Nephrekhs) special rule has a 6+ Invulnerability Save and the Moves Through Cover special rule.

### Nephrekhs:



## Nihilakh

**Advanced Reaction:**

**Dynasty Effect:**

**Nihilakh:**

## Novokh

Novokh Dynasty Necron units gain the Necron Dynasty (Novokh) special rule, which grants the Blood Engrams advanced reaction, Awakened By Murder special rule, and access to the Blood-Fueled Fury Warlord trait.

Any unit with the Necron Dynasty (Novokh) special rule may take any of the following:

**Advanced Reaction (Blood Engrams):** This Advanced Reaction may be made once per battle in the opposing player's turn, when any enemy unit with one or more models within 12" of a friendly unit made up entirely of models with the Necron Dynasty (Novokh) special rule is moved during the Movement phase. Once the enemy unit that triggered this Reaction has been moved, but before any other units are moved, a single friendly unit made up entirely of models with the Necron Dynasty (Novokh) special rule that can draw a line of sight to the enemy unit that moved may immediately move up to a number of inches equal to twice the highest Initiative Characteristic in the unit and then declare a Charge targeting the enemy unit that moved if it is within 12". A Charge declared as part of this Reaction is resolved immediately (the enemy unit may not declare any Reaction against this Charge), and if successful the combat will be fought as normal in the following Assault phase, with a Charging unit with the Necron Dynasty (Novokh) special rule gaining all the normal benefits of Charging.

**Necron Dynasty (Novokh) (Awakened By Murder):** In the Fight sub-phase, after casualties have been removed but before determining which side has won, if this unit has caused unsaved wounds to the enemy unit it enters *Engrammatic Blood Rage* until the end of the game. When in *Engrammatic Blood Rage*, this unit gains the Fearless, Furious Charge (1), and Rage (1) special rules.

### Warlord Trait (Blood-Fueled Fury):

Emanating an aura of unquenchable rage and savage vigor, this warlord channels the ferocity of the Novokh Dynasty, thriving in the blood-soaked maelstrom of close combat. The Blood-Fueled Fury embodies a primal energy, drawing strength from the violence of battle. With each victorious strike, he absorbs the essence of the fight, becoming an even more formidable force on the battlefield. As he rends and tears through his enemies, his growing momentum turns him into an unstoppable engine of destruction, embodying the Novokh creed that power is drawn from the lifeblood of the foe.

A Warlord with this Trait gains an additional Wound at the end of any Assault phase in which he inflicts at least one unsaved Wound on an enemy model. This can not increase the Warlord's Wounds Characteristic above his starting value, but if this effect is triggered while the Warlord has his maximum possible number of Wounds then he instead gains +1 Attacks and Strength until the end of the controlling player's next turn. In addition, an army whose Warlord has this Trait may make an additional Reaction in the opposing player's Assault phase so long as the Warlord has not been removed as a casualty.



## Sautekh

**Advanced Reaction:**

**Dynasty Effect:** Warlord has not been removed as a casualty.

**Sautekh: Hyperlogical Strategist**

One of those ones that gives a reaction in each phase, versatile commander type

## Szarekhan

Szarekhan Dynasty Necron units gain the Necron Dynasty (Szarekhan) special rule, which grants the TODO advanced reaction and Uncanny Artifice special rule.

Any unit with the Necron Dynasty (Szarekhan) special rule may take any of the following:

- Master-Work special rule on one of their weapons +10 points.

**Advanced Reaction (Undying Empire):** This Advanced Reaction may be made once per battle in the opposing player's turn, when any enemy unit declares a Shooting Attack targeting a friendly unit under the Reactive player's control composed entirely of models with the Necron Dynasty (Szarekhan) special rule. Once the Active player has completed their attack and casualties are removed, during the resulting **Reanimation Protocols** rolls: after you have created a Reassembling Pool, double its size. After you have finished your **Reanimation Protocols** rolls, the reacting unit may immediately move a number of inches equal to twice the lowest initiative in the unit.

**Necron Dynasty (Szarekhan) (Uncanny Artifice):** Units with this special rule may give any of their weapons Master-Crafted for 10 pts/weapon. Additionally, units with this special rule gain the Stubborn special rule.

## Szarekhan:



## **Thokt**

Any unit with the Necron Dynasty (Thokt) special rule may take any of the following:

- **Radioactive Energetics** ..... +10 points.
- **Rad-Receptors** ..... +2 points.

### **Advanced Reaction:**

#### **Dynasty Effect:**

#### **Thokt**

## Triarch

Triarch Necron units gain the Triarch special rule, which grants the TODO advanced reaction and TODO special rule.

### Advanced Reaction:

**Triarch:** TODO: More. Units with this special rule and the Decurion Nemesis or Tesserarion Nemesis special rule may also take a **Triarch Praetorian Vanguard** or **Triarch Judicator Vanguard** unit as an option for that special rule.

### Triarch:



## Destroyer Cult

Madness effect? High loss effect?

Advanced Reaction:

Dynasty Effect:

Destroyer Cult:

## Flayed Ones

Anti-infantry stuff?

A Charnel Lychguard Phalanx with the Flayer Cult special rule may take the following option:

One Charnel Lychguard may take:

- **Dynastic Ankh** ..... +10 points

## Advanced Reaction:

**Dynasty Effect:**

**Flayed Ones:** TODO: More Units with this special rule and the **Decurion Nemesor** or **Tesserarion Nemesor** special rule may also take a **Triarch Praetorian Vanguard** unit as an option for that special rule.



## Wargear

### Melee Weapons

### Hyperphase Weapons

Name	Range	Type	S	AP	Abilities
Hyperphase Harvester	—	Melee	+2	2	Murderous Strike (4+), Two-Handed, Unwieldy
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Hyperphase Reap-Blade	—	Melee	+2	2	Murderous Strike (5+), Two-Handed
Hyperphase Thresher	—	Melee	User	3	Reaping Blow (1), Specialist Weapon

### Rod of Covenant

#### Rod of Covenant

— Shooting	12"	Assault 1	5	2	—
— Melee	—	Melee	User	2	Breaching(6+), Two-Handed

### Rod of Night

Name	Range	Type	S	AP	Abilities
Rod of Night	—	—	—	—	—
— Shooting	24"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, Haywire

**Energy Siphon:** At the end of the Fight sub-phase, if the bearer successfully hit with one or more attacks using the Rod of Night, they may roll a D6. On a roll of 4+, they may do one of the following to a friendly model within 3":

- Restore a lost Wound
- Restore a lost Hull Point

### Staff of Light

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

### Void Weapons

Name	Range	Type	S	AP	Abilities
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending (6+)
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed

### Warscythe

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

### Whip Coils

Name	Range	Type	S	AP	Abilities
Whip Coils	—	Melee	User	—	Reach (3)

### Ranged Weapons

#### Atomiser Weapons

Name	Range	Type	S	AP	Abilities
Atomiser Beam Lance	12"	Heavy 3	6	4	Murderous Strike (6+)

### Doomsday Weapons

Name	Range	Type	S	AP	Abilities
Doomsday Blaster	24"	Heavy 1	8	3	Blast
	48"	Heavy 1	10	1	Large Blast, Divert Power
Doomsday Cannon	36"	Heavy 1	8	3	Blast
	72"	Heavy 1	10	1	Large Blast, Divert Power

**Divert Power:** A vehicle can only fire a weapon with this rule if it remained stationary in its preceding Movement phase.

### Enmitic Weapons

Name	Range	Type	S	AP	Abilities
Enmitic Annihilator	18"	Assault 1	6	4	Blast, Molecular Dissonance
Enmitic Disintegrator Pistol	18"	Pistol 1	6	4	Molecular Dissonance
Enmitic Exterminator	36"	Heavy 1	7	4	Large Blast, Molecular Dissonance

### Gauntlet Weapons

Name	Range	Type	S	AP	Abilities
Gauntlet of Fire	Template	Assault 1	4	5	—
Tachyon Arrow	$\infty$	Assault 1	10	1	Destructor, One use, Path of Annihilation (1)

### Gauss Weapons

Name	Range	Type	S	AP	Abilities
Gauss Cannon	24"	Heavy 3	6	3	Gauss (6+)
Gauss Destructor	36"	Heavy 1	10	1	Gauss (6+)
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (6+)
Gauss Flux Arcs	24"	Heavy 3	4	5	Gauss (6+)
Gauss Reaper	12"	Assault 2	5	4	Gauss (6+)
Gauss Blaster	24"	Rapid Fire	5	4	Gauss (6+)
Heavy Gauss Cannon	36"	Heavy 1	9	2	Gauss (6+)
Relic Gauss Blaster	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked

### Gravity Weapons

Weapon	Range	Type	S	AP	Abilities
Singularity Cannon	36"	Heavy 1	8	2	Large Blast, Haywire, Concussive (1), Perfect Singularity

**Perfect Singularity:** Before firing a weapon with this special rule, roll a D6. On a 1-5, the weapon fires normally. On a result of 6, the attack is carried out with the vortex special rule.

### Particle Weapons

Name	Range	Type	S	AP	Abilities
Particle Caster	12"	Pistol 1	6	5	
Particle Beamer	24"	Heavy 1	6	5	Blast
Particle Shredder	24"	Heavy 1	7	4	Large Blast
Particle Whip	24"	Ordnance 1	8	3	Discriminatory, Large Blast

**Discriminatory:** Friendly Necron units that have models under this weapon's Blast template are never hit.

### Synaptic Weapons

Name	Range	Type	S	AP	Abilities
Synaptic Disintegrator	36"	Rapid Fire	5	5	Rending (5+), Pinning, Sniper
Synaptic Obliterator	72"	Destroyer 2	10	1	Blast

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## Tesla Weapons

Name	Range	Type	S	AP	Abilities
Tesla Cannon	30"	Heavy 3	6	—	Tesla (6+)
Tesla Carbine	24"	Assault 2	5	—	Tesla (6+)
Tesla Destructor	36"	Heavy 4	7	—	Tesla (6+)

## Transdimensional Weapons

Name	Range	Type	S	AP	Abilities
Transdimensional Beamer	12"	Heavy 1	4	5	Exile Ray (6+)
Transdimensional Projector	30"	Heavy 1	6	4	Large Blast, Exile Ray (6+)

## Technoarkana

### Bloodswarm Scarabs

Friendly units with the Flayer sub-type can re-roll the scatter dice when arriving from Deep Strike Reserve.

### Dispersion Shield

Grants a 3+ Invulnerable Save, but the wielder never receives +1 Attack for fighting with two Melee weapons. In addition, if this save is made against a shooting attack, the bearer may take a -1 penalty to the Invulnerable Save to attempt to reflect the weapon into a nearby enemy. If the save is successful, choose an unengaged enemy unit within 6": that unit then suffers a single hit equivalent to the attack that was saved. This option may not be used on Blast or Template weapons. For the purpose of cover and other effects, treat the reflected shots as having come from the bearer's unit.

### Dynastic Ankh

A unit that includes at least one model with a Dynastic Ankh adds +1 to the Wounds score used to determine if they win a Combat in the Assault phase. In addition, a unit that includes at least one model with a Dynastic Ankh may, before any dice are rolled to determine Fall Back distance, choose to Fall Back only a distance equal to the roll of a D6 instead of 2D6 (or 3D6 if a Cavalry unit), and if forced to move off the edge of the battlefield will instead stop with each model 1" away from the edge of the battlefield.

### Eternity Gate

For each Eternity gate, at the start of each friendly turn you may choose one mode of operation:

- Choose one friendly unengaged Necron unit without the Vehicle Unit-Type that is on the battlefield or in Teleportation Reserves. If the unit is in Teleportation Reserves it immediately arrives this turn (no dice roll is required) and is placed as if it were disembarking from the Monolith. If the chosen unit is currently on the battlefield it is first removed from the table and place into Teleportation Reserves, after which you may also place the unit as if it were disembarking from the Monolith.
- All enemy models without the Vehicle Unit-Type within D6" of the Monolith's portal and in line of sight to it must make a Strength Check. Failure causes the model to suffer an immediate Instant Death wound with no saves or Damage Mitigation rolls allowed.

Models with an Eternity Gate can be boarded following the normal rules for Transport, however place the unit into Teleportation Reserves instead.

### Flensing Scarabs

During the first round of each close combat, this unit's weapons count as having the Shred special rule. Units with the Necron Dynasty (Maynarkh) special rule may also take this wargear.

### Gloom Prism

This model gains the Anathema sub-type. Additionally, any psychic power targeting a unit within 3" of this model is nullified on a 4+.

## Gravity Displacement Pack

At the start of the controlling player's Movement phase, a model with a Gravity Displacement Pack may set its Move Characteristic to a value of 12 for the duration of the controlling player's turn (sometimes referred to as 'activating' the jump pack). This allows a model with a Gravity Displacement Pack to move up to 12", regardless of the Movement Characteristic shown on its profile and gain any other benefits of a Movement Characteristic of 12 (including the bonus to Charge distance). In addition, all models with a Gravity Displacement Pack that have been activated ignore terrain while Moving and Charging, but must take Dangerous Terrain tests as normal when beginning or ending their Movement in Dangerous Terrain. A model with an activated Gravity Displacement Pack may move over both friendly and enemy models or units without penalty – but must end its Movement at least 1" away from any model from another unit.

A model with a Gravity Displacement Pack may still Run if it would normally be able to Run (this does not allow units that include any models with the Heavy Sub-type to Run). When making a Run move for a model with an activated Gravity Displacement Pack, add the Initiative Characteristic of that model to 12 to determine how far it may move – the model ignores terrain and models from other units while making a Run move with a Gravity Displacement Pack as previously noted, but may not make Shooting Attacks or declare a Charge in the same turn in which it has Run as per the normal rules for Running.

During a Reaction made in any Phase, a player may not choose to activate a model's Gravity Displacement Pack to gain any bonus to its Movement Characteristic.

## Hyper-Oubliette Navigator

The **Ethereal Interception** Advanced Reaction can be performed by this unit for 0 Reaction Allotment. Additionally, the may opt to re-roll Deep-Strike scatter rolls.

## Mindshackle Scarbs

At the start of the Fight sub-phase, select a model in base contact with the bearer. The target must take a Leadership Check on 3D6. If the Check is failed, the victim strikes at his allies instead of attacking normally. During the Fight sub-phase, the target makes his attacks against his own unit (automatically hitting if they are the only model in the unit), resolved as normal with any abilities and penalties from his weapons (the controller of the Mindshackle Scarbs chooses which, if there is a choice). If the target is still alive, the victim returns to normal once all blows in that round of combat have been struck. Dreadnoughts and Automata may re-roll failed Leadership tests for this effect.

## Nyctotheric Optic Suite

The bearer gains the Night Vision special rule. In addition, in lieu of the model with the Nyctotheric Optic Suite making a Shooting Attack in the Shooting phase, all other models in the same unit gain a bonus of +1 to their BS for that Shooting phase. This benefit is not cumulative, and no unit can benefit from more than one bonus to their BS from Nyctotheric Optic Suite.

## Phylactery

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

## Phase Shifter

Grants a 4+ Invulnerable Save.

## Stellar Energetic Reactors

This wargear may only be taken by units with the Necron Dynasty (Mephrit) special rule. When making Shooting attacks, this unit's weapons count as having the Shred special rule.

## Shadow Ankh

The bearer gains the Anathema sub-type.

## Radioactive Energetics

Any melee Hits allocated to models locked in combat with one or more units that include a model with Radioactive Energetics require one lower result To Wound than they would normally, to a minimum of 2+. This effect is not cumulative with itself if more than one model in a combat has Radioactive Energetics. Models with Radioactive Energetics are immune to the effects of rad grenades, the Rad-phage special rule and the rad furnaces or Radioactive Energetics of models they are locked in combat with. In addition, Hits from weapons with the Rad-phage special rule that are allocated to a model with Radioactive Energetics only successfully wound on a To Wound roll of a 6+.

## Rad-Receptors

This wargear may only be taken by units with the Necron Dynasty (Thokt) special rule. When making Shooting attacks, this unit's weapons count as having the Rad-Phage special rule.

## 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.

## Semipteral Weave

Increase the model's save to 2+.

## Sepulchral Scars

Increase this model's It Will Not Die level to 3+.

## Tesseract Labyrinth

One use only.

The bearer can use the Tesseract Labyrinth in lieu of making a Shooting or Close Combat attack this round. Target a unit within 6": the target unit must immediately roll a Wounds Check for each model based on their current remaining wounds or be trapped within the Labyrinth.

This can also be used to carry a unit alongside the bearer. If you do so, 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 the bearer dies, the embarked unit is lost and considered destroyed for the purposes of objectives.

If paired with the **Mindshackle Scarabs** wargear, an embarked unit can also be chosen from an enemy faction. The unit is treated as a Distrusted Ally and must 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 to your opponents as to whether it includes a Force Org Slot or points.

## Translocation Shroud

The bearer and its attached unit gains the Fleet (2) special rule. When moving, the bearer and its attached unit can move over all other models and terrain as if they were open ground. However, they cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

## Quantum Shielding

A vehicle equipped with active quantum shielding reduces the strength of attacks to its Front and Side Armour by -2. A vehicle's quantum shielding is active until it suffers a penetrating hit, at which point it immediately deactivates. For the remainder of the battle after a vehicle's quantum shielding deactivates, all subsequent hits against that vehicle (including hits made from subsequent shooting attacks in the same phase – either from a different weapon or a different unit – or hits made at a lower Initiative step in close combat) are treated as though the vehicle was not equipped with quantum shielding.

## Quantum Shielding

A vehicle equipped with a Quantum Shielding Matrix and **Quantum Shielding** whose **Quantum Shielding** has been deactivated in a previous round may attempt to reactivate it. At the start of your turn, roll a D6: on a 5+ the vehicle **Quantum Shielding** reactivates and functions as normal.

## Artefacts of the Aeons

### Blood Scythe ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Novokh) special rule and equipped with a Warscythe or Voidscythe.

Name	Range	Type	S	AP	Abilities
Blood Scythe	—	Melee	+2	1	Armourbane (Melee), Master-Crafted, Reaping Blows (2), Two-Handed

### Conduit of Stars ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Mephrit) special rule and equipped with a Relic Gauss Blaster.

Name	Range	Type	S	AP	Abilities
Conduit of Stars	36"	Rapid Fire	6	4	Gauss (6+), Master-Crafted, Twin-Linked

### Gauntlet of the Conflagrator ..... X points

Name	Range	Type	S	AP	Abilities
Conduit of Stars	Template	Pistol 1	4	5	Murderous Strike (5+), Rending (5+)

### Infinity Mantle ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Nihilakh) special rule.

### Nanoscarab Casket ..... X points

Every time this model regains a lost wound from its It Will Not Die special rule, it regains an additional lost wound.

### Solar Staff ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Nepherekh) special rule and equipped with a Staff of Light.

Solar Staff	— Shooting	18"	Assault 3	5	3	Blind, Solar Pulse
	— Melee	—	Melee	User	3	Blind, Rending (6+), Solar Pulse

**Solar Pulse:** 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.

### The Arrow of Infinity ..... X points

Name	Range	Type	S	AP	Abilities
The Arrow of Infinity Arrow	∞	Assault 1	16	1	Destructor, Master-Crafted, One use, Path of Annihilation (1)

### The Orb of Eternity ..... X points

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 and receive a +1 bonus to all **Reanimation Protocols** rolls until the end of the phase.

### The Sovereign Coronal ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Szarekhan) special rule and Noble Sub-Type.

### Vanquisher's Mask ..... X points

This wargear may only be taken by a model with the Necron Dynasty (Sautekh) special rule.

## **Voidreaper .....X points**

Name	Range	Type	S	AP	Abilities
<b>Voidreaper</b>	—	Melee	+2	2	Armourbane (Melee), Fleshbane, Master-Crafted, Two-Handed

## Cryptek Conclave Disciplines

When taking a Cryptek or Cryptek Lord, 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 (modified by Fear) 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: Target an enemy unit that does not have the Vehicle Unit Type within 18". The targeted unit must make a Leadership Check on 3D6. 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. The bearer also has the **Transpositional Defence** Advanced Reaction.

### 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 X pts

Any Plasmancer may exchange their Eldritch Lance for a Plasmic Lance.

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
<b>Aeonstave</b>	—	Melee	User	—	<b>Entropic Strike</b> (4+), 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 alongside granting a 6+ Invulnerable Save. If the bearer is in a unit, this ability can be used to instead re-roll one of the units D6 rolls each phase and provides the 6+ Invulnerable Save to the attached unit as well. In addition, the bearer may make use of the **Strategical Timeweaver** Advanced Reaction.

## Chronotendrils \_\_\_\_\_ X pts

The bearer's movement speed increases to 9" and they gain the Hammer of Wrath (3) ability.

## Countertemporal Nanomines \_\_\_\_\_ X pts

Charges made against the bearer or their attached unit are always considered Disordered Charges. In addition, when measuring range between the target unit and the charging unit, consider the range as 3" longer than the actual distance during the Charge Sub-Phase.

## Entropic Lance \_\_\_\_\_ X pts

Any Chronomancer may upgrade their Aeonstave to an Entropic Lance.

Name	Range	Type	S	AP	Abilities
<b>Entropic Lance</b> (Shooting)	Assault 1	18"	7	3	Brutal (2), <b>Entropic Strike</b> (2+)
<b>Entropic Lance</b> (Melee)	—	Melee	User	3	Brutal (2), <b>Entropic Strike</b> (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
<b>Voltaic Staff</b> (Shooting)	18"	Assault 4	6	—	Haywire, Tesla (6+)
<b>Voltaic Staff</b> (Melee)	—	Melee	User	—	Haywire, Tesla (6+)

**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. TODO: Reaction?

**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** \_\_\_\_\_ +25 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** \_\_\_\_\_ +5 pts

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

**Canoptek Control Node** \_\_\_\_\_ +12 pts

Double your **Nodal Range** when determining whether a friendly Necron unit with the Canoptek Sub-Type is within it. TODO: Reaction to shoot back better?

**Fail-Safe Overcharger** \_\_\_\_\_ +10 pts

At the start of the Movement Phase, this model may give up its Shooting attacks for this turn to use this power. If you do so, make a Leadership Check. Failure causes an immediate wound to the selected unit that only Invulnerability and Damage Mitigation rolls can prevent. Success allows you to select a single friendly Necron unit with the Canoptek Sub-Type with **Nodal Range** and apply one of the following effects to that unit.

- The chosen unit gains +1 BS until the end of the next turn.
- The chosen unit gains +1 WS until the end of the next turn.
- The chosen unit gains +1 A until the end of the next turn.
- The chosen unit gains a 6+ Invulnerability Save until the end of the next turn.
- The chosen unit gains +3 M until the end of the next turn.

You may attempt to apply multiple options at once to the same unit or to multiple units within **Nodal Range** by taking a cumulative -1 penalty to your Leadership Check for each option after the first. The same option may be taken multiple times if selecting different units and still counts as taking multiple options. If applying options to multiple units, a failed check causes an immediate wound to each unit as described above.

**Phylacterine Hive** \_\_\_\_\_ +5 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 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 lost wounds plus the number of wounds from all destroyed models, but roll with a -1 modifier if the unit is not a Dynastic Warriors Phalanx.

**Harbingers of Transmogrification** \_\_\_\_\_ X pts

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

## Tremorstave X pts

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

## Harp of Dissonance X pts

Name	Range	Type	S	AP	Abilities
Harp of Dissonance	∞	Assault 1	6	—	Entropic Strike (4+)

## Cryptogeometric Adjuster X pts

At the start of your Shooting Phase, select an enemy unit within 18". Until the end of your next turn, whenever that unit measures distance for Shooting attacks or Charges, treat the distance between the attacking unit and the target as 6" longer than the actual distance for Shooting Attacks and 3" longer than the actual distance for Charges.

## Seismic Crucible X pts

At the start of your Shooting Phase, select an enemy unit within 18". Until the start of your next turn, if that unit has the Vehicle Unit-Type it treats all terrain as Difficult terrain, otherwise it treats all terrain as Difficult and Dangerous terrain.

# 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

Name	Range	Type	S	AP	Abilities
Cosmic Fire (Shard)	Template	Assault 1	6	4	Torrent (24")
Cosmic Fire (Transcendent)	Template	Assault 2	6	4	Torrent (36")

### Entropic Touch

The C'Tan's weapons and powers gain the **Entropic Strike** trait at a level dependent on the C'Tan's level.

**Shard:** Entropic Strike (4+)

**Transcendent:** Entropic Strike (1+)

### Moulder of Worlds

Name	Range	Type	S	AP	Abilities
Moulder of Worlds (Shard)	24"	Assault 3	4	5	Massive Blast, Pinning, Shell Shock (1)
Moulder of Worlds (Transcendent)	48"	Assault 6	4	5	Apocalyptic Blast, Pinning, Shell Shock (1)

### Pyreshards

Name	Range	Type	S	AP	Abilities
Pyreshards (Shard)	18"	Assault 8	5	—	Armourbane (Melta)
Pyreshards (Transcendent)	36"	Assault 16	5	—	Armourbane (Melta)

### Sentient Singularity

All terrain within the listed range of the C'Tan is treated as Difficult and Dangerous Terrain for enemy units. Additionally, Deep Striking enemy units arriving within range are automatically considered Disordered.

**Shard:** 6"

**Transcendent:** 12"

### Seismic Assault

Name	Range	Type	S	AP	Abilities
Seismic Assault (Shard)	24"	Assault 10	6	4	Pinning
Seismic Assault (Transcendent)	48"	Assault 20	6	4	Pinning

### Sky of Falling Stars

Name	Range	Type	S	AP	Abilities
Sky of Falling Stars (Shard)	24"	Assault 3	7	4	Barrage, Large Blast
Sky of Falling Stars (Transcendent)	48"	Assault 6	7	4	Apocalyptic Barrage

### Swarm of Spirit Dust

The C'Tan gains Shrouded at a level dependent on its own level. Additionally, when targeted by a Shooting Attack, the range between an attacking unit and this model is considered to be a number of inches longer than actual, dependent on its level. In addition, when attacked by a weapon with the Barrage special rule a unit including one or more models with a distort field is always treated as though it was out of line of sight when scattering any attacks.

**Shard:** Shrouded (6+), +6"

**Transcendent:** Shrouded (5+), +9"

### Time's Arrow

Name	Range	Type	S	AP	Abilities
Time's Arrow (Shard)	24"	Destroyer 1	10	1	Precision Shot (6+)
Time's Arrow (Transcendent)	48"	Destroyer 2	10	1	Precision Shot (5+)

### Transdimensional Thunderbolt

Name	Range	Type	S	AP	Abilities
Transdimensional Thunderbolt (Shard)	24"	Assault 1	9	1	Tesla (6+)
Transdimensional Thunderbolt (Transcendent)	48"	Assault 2	9	1	Tesla (5+)

### Withering Worldscape

Whilst the C'tan Shard is on the battlefield, all Difficult terrain is Dangerous for the enemy. If the terrain is already Dangerous, the Dangerous Terrain test is failed on a 1 or a 2.

### Transcendent Powers

#### Seismic Shockwave

The C'Tan's weapons gain the Reaping Blows (4) special rule.

#### Storm of Heavenly Fire

At the end of the C'tan's Movement phase, place a Large Blast marker centered over the model. All models under the marker (friend and foe, other than the C'tan) immediately suffer a single Strength 6 AP 3 hit with the Ignores Cover special rule.

## Transdimensional Maelstrom

Name		Range	Type	S	AP	Abilities
Transdimensional (Transcendent)	Maelstrom	36"	Heavy 1	—	—	Large Blast, Vortex

## Transliminal Slide

Instead of moving normally, the C'Tan can choose to move 18" in a straight line, ignoring intervening models and terrain. Any models passed over (fried or foe) suffer a Strength 6 AP — Destroyer hit. The C'tan cannot charge in the same turn it uses this ability.

## Wave of Withering

Name		Range	Type	S	AP	Abilities
Wave of Withering (Transcendent)	Hellstorm Destroyer 1	9	1	—	—	—

## Specialist Powers

### Gaze of Death

In its Shooting phase this model can target one non-vehicle enemy unit within 12" to which it has line of sight. Roll a number of dice determined by the C'Tan's level: a Shard rolls 3D6 and a Transcendent rolls 4D6. The enemy unit suffers a number of wounds equal to the rolled total minus their Leadership. These are resolved at AP2 and with the Ignores Cover special rule. If at least one unsaved Wound is inflicted, the C'tan immediately regains one Wound lost earlier in the battle.

### 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 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 immediately suffers a single Wound with an AP value equal to that of the weapon that was used to attack (Armour Saves, Invulnerable Saves and Feel No Pain rolls can be taken, but not Cover Saves or Shrouded rolls) – this Wound cannot be allocated to any other model in the unit. A Vehicle instead rolls an additional D6. If this roll results in a 1 or 2, the Vehicle suffers a Glancing Hit.

**Shard:** Lord of Fire (6+)

**Transcendent:** Lord of Fire (5+)

### Gaze of the Abyss

If this model would be targeted by a Shooting Attack or Charge, the attacking unit must immediately make a Morale Test. Additionally, the C'Tan has the Fear ability at a level dependent on its level.

**Shard:** Fear (2)

**Transcendent:** Fear (3)

### Grand Illusion

After all forces have been deployed and all Scout moves have been made, roll a dice dependent on the C'Tan's level: a D3 for Shard and D6 for Transcendent. You can immediately redeploy this many units, subject to the normal deployment rules for the mission. This power can be used to move units into or out of reserve.

### Voltaic Storm

After this model has completed its movement, target an enemy Vehicle, Dreadnought, or Automata unit within 18" with this power. Roll a D6 to determine the effect, dependent on the C'Tan's level.

D6	Result
1	No Effect
2-3	A Vehicle Unit Type that is part of the target unit suffers 1 Glancing Hit if Shard Level, or 2 if Transcendent level. Any other model suffers 1 or 2 Wounds respectively. Only Invulnerable Saves or Damage Mitigation rolls may be taken against these.
4-5	A Vehicle Unit Type that is part of the target unit suffers 1 Penetrating Hit if Shard Level, or 2 if Transcendent level. Any other model suffers 1 or 2 Wounds respectively. Only Invulnerable Saves or Damage Mitigation rolls may be taken against these. Re-roll results of Crew Stunned and Explodes.
6	A Vehicle Unit Type that is part of the target unit suffers 1 Penetrating Hit, or 2 if Transcendent level. Any other model suffers 1 or 2 Wounds respectively. Only Invulnerable Saves or Damage Mitigation rolls may be taken against these.

## C'Tan Special Rules

### Drain Life

Damage Mitigation rolls cannot be taken for wounds caused by this model.

### Flaming Vessel

At the start of the Fight sub-phase, center a 5" Large Blast Template on this model. Each unit, except for the C'Tan, suffers a S6 AP 5 Armourbane (Melta) hit for each model underneath the template.

### 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, the Void Dragon immediately make a check against this model's It Will Not Die ability for each model destroyed. If successful, it regains a lost Wound and remove any wrecks for the respective vehicle from play.

### Misdirection

Attacks made against this model suffer a -1 penalty to BS and WS. When targeted by a Shooting Attack, the range between an attacking unit and this unit is considered to be 6" further than the actual range between the two units. In addition, when attacked by a weapon with the Barrage special rule, this model is always treated as thought it was out of light of sight when scattering any attacks.

### Unfathomable Horror

When an enemy unit is called to take a Morale test caused by this model, enemy models with the Fearless special rule are treated as instead having the Stubborn special rule, and enemy models with the Stubborn special rule are treated as not having that special rule.

## Reactions

### Ethereal Interception

If this unit is in Deep-Strike reserves, this reaction may be made after an enemy units arrives from Reserves and has finished all of their movement. The reacting unit immediately arrives from Reserves, following the rules for Deep Strike Assaults. Then, if it within Line of Sight of the triggering unit, it may make a Shooting attack against the triggering unit. This reaction may only be used once per turn for each unit with it.

### Strategical Timeweaver

When an opponent declares a Shooting Attack or Fights this unit or a unit it is attached to, this reaction may be declared. The triggering unit must re-roll all successful To Hit and To Wound rolls against the reacting unit until the end of the attack, keeping the second result. This re-roll occurs even if the triggering unit's rules (e.g. Shred, Hatred, etc.) have already re-rolled these dice. This reaction may only be used once per game for each unit that is able to make use of this reaction.

# Units



## HQ

'You stupid bastard, you got us box seats to a coup.'  
'Well, the reviews were very good.'

Orikan the Diviner to Trazyn the Infinite

**HQ****Lord ..... 75 Points**

Lord

Unit Composition

- 1 Lord

Wargear

- Staff of Light

Weapons

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

Options

- The Lord may exchange their Staff of Light for one of the following options:

— Hyperphase Sword	-2 points
— Voidblade	+0 points
— Warscythe	+20 points
— Warscythe with in-built Relic Gauss Blaster	+30 points

- The Lord may take any of the following options:

— Nyctotheric Optic Suite	+15 points
— Gauntlet of Fire	+10 points
— Tachyon Arrow	+150 points
— Mindshackle Scarabs	+20 points
— Phase Shifter	+25 points
— Phylactery	+10 points
— Resurrection Orb	+25 points
— Translocation Shroud	+10 points

- The Lord may take equipment from the Artefacts of the Aeons list.

## Nemesor Lord ..... 85 points

	M	WS	BS	S	T	W	I	A	Ld	Sv	
Nemesor Lord	7	5	4	5	5	3	2	3	10	3+	HQ

### Unit Composition

- 1 Nemesor Lord

### Wargear

- Staff of Light

### Unit Type

- Infantry (Character, Living Metal, Noble)

### Special Rules

- Command Protocols
- Decurion Nemesor
- Nodal Command (Silver)
- Reanimation Protocols
- Relentless

### Weapons

	Range	Type	S	AP	Abilities
<b>Staff of Light</b>					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
<b>Hyperphase Sword</b>	—	Melee	User	3	Rending (5+)
<b>Voidblade</b>	—	Melee	User	4	<b>Entropic Strike</b> (4+), Rending(6+)
<b>Warscythe</b>	—	Melee	+2	2	Armourbane (Melee), Two-Handed
<b>Relic Gauss Blaster</b>	30"	Rapid Fire	5	4	<b>Gauss</b> (6+), Twin-Linked
<b>Rod of Night</b>					
— Shooting	18"	Assault 2	5	—	Haywire, <b>Tesla</b> (6+)
— Melee	—	Melee	User	—	<b>Energy Siphon</b> , Haywire

**Dedicated Transport** A Nemesor Lord may take a Catacomb Command Barge as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Nemesor Lord may exchange their Staff of Light for one of the following options:

— Hyperphase Sword	.....	-2 points
— Rod of Night	.....	+5 points
— Voidblade	.....	+0 points
— Warscythe	.....	+20 points
— Warscythe with in-built Relic Gauss Blaster	.....	+30 points

- A Nemesor Lord without a Two-Handed weapon may take the following:

— Dispersion Shield	.....	+30 points
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- The Nemesor Lord may take any of the following options:

— Nyctotheric Optic Suite	.....	+15 points
— Gauntlet of Fire	.....	+10 points
— Tachyon Arrow	.....	+150 points
— Mindshackle Scarabs	.....	+20 points
— Phase Shifter	.....	+25 points
— Phylactery	.....	+10 points
— Resurrection Orb	.....	+25 points
— Sempiternal Weave	.....	+10 points
— Tesseract Labyrinth	.....	+100 points
— Translocation Shroud	.....	+10 points

- The Nemesor Lord may take equipment from the Artefacts of the Aeons list.

HQ

**Nemesor Overlord ..... 100 points****Nemesor Overlord**

M	WS	BS	S	T	W	I	A	Ld	Sv
7	5	5	5	5	4	2	3	10	3+

**Unit Composition**

- 1 Nemesor Overlord

**Wargear**

- Staff of Light

**Unit Type**

- Infantry (Character, Living Metal, Noble)

**Special Rules**

- Command Protocols
- My Will Be Done
- Nodal Command (Gold)
- Overlord's Court
- Reanimation Protocols
- Relentless
- Tesseraction Nemesor

**Weapons**

	Range	Type	S	AP	Abilities
<b>Staff of Light</b>					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
<b>Hyperphase Sword</b>					
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
<b>Voidscythe</b>					
—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed	
<b>Warscythe</b>					
—	Melee	+2	2	Armourbane (Melee), Two-Handed	
<b>Relic Gauss Blaster</b>	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked
<b>Rod of Night</b>					
— Shooting	18"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, Haywire

**Unit Rules**

**My Will Be Done:** A Nemesor Overlord automatically passes all Command Protocol checks.

**Overlord's Court:** When taking a Nemesor Overlord, you may also take one additional Lord or Nemesor Lord without using up an additional Force Organisation Slot.

**Dedicated Transport** A Nemesor Overlord may take a Catacomb Command Barge as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

**Options**

- The Nemesor Overlord may exchange their **Staff of Light** for one of the following options:
  - **Hyperphase Sword** ..... -2 points
  - **Rod of Night** ..... +5 points
  - **Voidblade** ..... +0 points
  - **Warscythe** ..... +20 points
  - **Warscythe with in-built Relic Gauss Blaster** ..... +30 points
- A Nemesor Overlord without a Two-Handed weapon may take the following:
  - **Dispersion Shield** ..... +30 points
- The Nemesor Overlord may take any of the following options:
  - **Nyctotheric Optic Suite** ..... +15 points
  - **Gauntlet of Fire** ..... +10 points
  - **Tachyon Arrow** ..... +1+0 points
  - **Mindshackle Scarabs** ..... +20 points
  - **Phase Shifter** ..... +25 points
  - **Phylactery** ..... +10 points
  - **Resurrection Orb** ..... +25 points
  - **Sempiternal Weave** ..... +10 points
  - **Shadow Ankh** ..... +10 points
  - **Tesseract Labyrinth** ..... +100 points
  - **Translocation Shroud** ..... +10 points
- The Nemesor Overlord may take equipment from the **Artefacts of the Aeons** list.

## Phaeron ..... X points

Phaeron	M	WS	BS	S	T	W	I	A	Ld	Sv
Phaeron	7	6	6	5	5	4	2	4	10	3+

PHAERON

### Unit Composition

- 1 Phaeron

### Wargear

- Staff of Light

### Unit Type

- Infantry (Character, Living Metal, Noble, Phaeron, Unique)

### Special Rules

- Command Protocols
- My Will Be Done
- Nodal Command (Platinum)
- Phaeron's Court
- Reanimation Protocols
- Tesseraction Nemesis

### Weapons

	Range	Type	S	AP	Abilities
<b>Staff of Light</b>					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
<b>Hyperphase Sword</b>	—	Melee	User	3	Rending (5+)
<b>Voidblade</b>	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
<b>Voidscythe</b>	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
<b>Warscythe</b>	—	Melee	+2	2	Armourbane (Melee), Two-Handed
<b>Relic Gauss Blaster</b>	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked
<b>Rod of Night</b>					
— Shooting	18"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, Haywire

### Unit Rules

**My Will Be Done:** A Phaeron automatically passes all Command Protocol checks.

**Phaeron's Court:** When taking a Phaeron, you may also take up to 2 Nemesis Overlords without using up an additional Force Organisation Slot.

**Dedicated Transport** A Phaeron may take a Catacomb Command Barge as a Dedicated Transport.

As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Phaeron may exchange their Staff of Light for one of the following options:
  - Hyperphase Sword ..... -2 points
  - Rod of Night ..... +5 points
  - Voidblade ..... +0 points
  - Warscythe ..... +20 points
  - Warscythe with in-built Relic Gauss Blaster ..... +30 points
- A Phaeron without a Two-Handed weapon may take the following:
  - Dispersion Shield ..... +30 points
- The Phaeron may take any of the following options:
  - Nyctotheric Optic Suite ..... +15 points
  - Gauntlet of Fire ..... +10 points
  - Tachyon Arrow ..... +190 points
  - Mindshackle Scarabs ..... +20 points
  - Phase Shifter ..... +25 points
  - Phylactery ..... +10 points
  - Resurrection Orb ..... +25 points
  - Sempiternal Weave ..... +10 points
  - Shadow Ankh ..... +10 points
  - Tesseract Labyrinth ..... +100 points
  - Translocation Shroud ..... +10 points
- The Phaeron may take equipment from the Artefacts of the Age list.

HQ

**Catacomb Command Barge ..... X Points****Catacomb Command Barge**

M	BS	Front	Side	Rear	HP	Transport Capacity
12	4	11	11	11	3	1

**Unit Composition**

- 1 Catacomb Command Barge

**Wargear**

- Hull (Front) Mounted **Gauss Cannon**
- **Quantum Shielding**

**Access Points**

The Catacomb Command Barge has one Access Point on each side of the hull.

**Weapons**

	Range	Type	S	AP	Abilities
<b>Gauss Cannon</b>	24"	Heavy 3	6	3	<b>Gauss</b> (6+)
<b>Tesla Cannon</b>	30"	Heavy 3	6	—	<b>Tesla</b> (6+)

**Unit Rules**

**Command Wave:** All friendly units with the Necrons Faction within **Nodal Range** of a Catacomb Command Barge re-roll all failed Morale, Pinning and Fear tests.

**Options**

- The Catacomb Command Barge may exchange its **Gauss Cannon** for a:
  - **Tesla Cannon** ..... +X points
- A Catacomb Command Barge may take:
  - **Quantum Shielding Matrix** ..... X points



## Cryptek Conclave ..... 23 Points

HQ

	M	WS	BS	S	T	W	I	A	Ld	Sv
Cryptek	6	4	4	4	4	2	2	1	10	4+
Cryptek Lord	7	4	4	5	5	2	2	1	10	3+

### Unit Composition

- 1 Cryptek

### Wargear

- Dependent on Conclave

### Unit Type

- Infantry (Character, Living Metal)

### Special Rules

- Arkane Command
- **Awakening Protocols** (Bronze)
- Conclave Discipline
- Dynastic Advisors
- Independent Character
- **Reanimation Protocols**

### Unit Rules

**Arkane Command:** Cryptek models have the **Nodal Command** (Bronze) special rule, while Cryptek Lord models have the **Nodal Command** (Silver) special rule. This rule does not satisfy the pre-requisites for their own unit's **Awakening Protocols**.

**Conclave Discipline:** When taking a Cryptek Conclave, you must select a **Cryptek Conclave Discipline** for the unit. When selecting wargear from Disciplines, each piece of *optional* wargear may only be taken once per unit. Models with differing Disciplines may never be part of the same unit. Before the battle, each model may be split off from his unit and be assigned to lead a different unit.

**Dynastic Advisors:** A Cryptek Conclave may be taken with a Lord, Nemesor Lord, Nemesor Overlord, or Phaeron unit as part of its Royal Court without using up an additional Force Organisation slot. If you do so, the number of models in this unit cannot exceed 1 for Lords, 2 for Nemesor Lords, 4 for Nemesor Overlords, and 5 for Phaerons.

### Options

- The Cryptek Conclave may include:
  - Up to an additional 4 Crypteks ..... +23 points each
- Up to one Cryptek may be upgraded to a:
  - Cryptek Lord ..... +10 Points
- A Cryptek or Cryptek Lord may take any of the following options:
  - Nyctotheric Optic Suite ..... +15 points
  - Mindshackle Scarabs ..... +20 points
  - Phase Shifter ..... +25 points
  - Phylactery ..... +10 points
- A Cryptek Lord may take any of the following options:
  - Sempiternal Weave ..... +10 points
  - Tesseract Labyrinth ..... +100 points
  - Translocation Shroud ..... +10 points

**Royal Warden .....X Points**

HQ

**Royal Warden**

M	WS	BS	S	T	W	I	A	Ld	Sv
7	4	4	5	5	2	2	2	10	3+

**Unit Type**

- Infantry (Character, *Living Metal*)

**Special Rules**

- Adaptive Tactics
- **Awakening Protocols** (Silver)
- Independent Character
- **Reanimation Protocols**
- **Expulsion Protocols**

**Unit Composition**

- 1 Royal Warden

**Wargear**

- Bayonet
- **Relic Gauss Blaster**

**Weapons**

	Range	Type	S	AP	Abilities
Bayonet	—	Melee	+1	—	Two-Handed
Relic Gauss Blaster	30"	Rapid Fire	5	4	<b>Gauss</b> (6+), Twin-Linked

**Unit Rules**

**Adaptive Tactics:** When making Initiative tests, this model and the unit it is attached to add +2 to their Initiative.

**Expulsion Protocols:** Friendly units with the same Necron Dynasty rule as this model within 6" may Overwatch against enemy units when they would be able to perform a Sweeping Advance, even if they are not normally permitted to conduct a Sweeping Advance.



**HQ****Vargard****X Points****Vargard**

M WS BS S T W I A Ld Sv

7 5 4 5 5 2 2 3 10 3+

**Unit Composition**

- 1 Vargard

**Wargear**

- Warscythe

**Weapons**

	Range	Type	S	AP	Abilities
Bayonet	—	Melee	+1	—	Two-Handed
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked

**Unit Rules**

**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.

**Options**

- The Vargard may exchange their Warscythe for one of the following options:
  - Hyperphase Sword and Dispersion Shield ..... 10 points
  - Relic Gauss Blaster and Bayonet ..... -9 points
  - Warscythe with in-built Relic Gauss Blaster ..... 10 points
- The Vargard may take any of the following options:
  - Nyctotheric Optic Suite ..... +15 points
  - Phase Shifter ..... +25 points
  - Phylactery ..... +10 points
  - Sempiternal Weave ..... +10 points

**Unit Type**

- Infantry (Character, Living Metal)

**Special Rules**

- Awakening Protocols (Silver)
- Independent Character
- Lord's Retainer
- Reanimation Protocols

## Dramatis Personae

## Anrakyr the Traveller



## Trazyn the Infinite

praedari devictionem mundi barbarus gladiorum postfas terra regum venos exterminatus liberat  
as-astates praedari devictionem mundi barbarus gladiorum postfas terra rednum venos exterminata  
Trazyn the Infinite

## Orikan the Diviner



## Szarekh, the Silent King



## Troops

You have ruled this galaxy for ten thousand of your years, and yet have so little to account to show for your efforts. Such failure must be as depressing to bear as it is shameful to behold!"

Imotekh the Stormlord

## TROOPS

The rank and file of the Necron armies are the Dynastic Warriors. Silent as the grave, Warriors move with slow, erratic, yet exacting movements. Despite this sluggishness, Warriors are capable of great accuracy at range and devastating blows up close. Like all Necrons, a Warrior's living metal necrodermis body is incredibly durable, capable of absorbing truly horrendous amounts of fire with hardly a scratch to show for it. When enough punishment is heaped on a Warrior to actually damage it, advanced self-repair protocols undo all but the most severe damage in moments. These seemingly indestructible machines carry Gauss Flayers which utilise theoretically impossible science to strip their target apart on a molecular level. These potent weapons can strip the adamantium from a battle tank's hull as surely as they strip the flesh from a man. Even Power Armour and the enhanced constitution of an Astartes provide limited defence. While the Necron nobility retained their personalities and intellects intact, their Warriors did not come through bio-transference so fortunate. Warriors possess but a dim spark of life, relying in battle on orders given through the Nodal Command network and programmed attack patterns rather than any self-direction or intellect.

## Dynastic Warrior Phalanx ..... 60 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Dynastic Warrior	5	4	4	4	4	1	2	1	10	4+
<b>Unit Composition</b>										
• 10 Dynastic Warriors										
<b>Wargear</b>										
• Bayonet										
• Gauss Flayer										
<b>Unit Type</b>										
• Infantry (Line, Living Metal)										
<b>Special Rules</b>										
• Reanimation Protocols										
• Soulless Hordes (Bronze)										
• Their Number is Legion										
• Their Name is Death										
<b>Weapons</b>										
	Range		Type	S	AP	Abilities				
Bayonet	—		Melee	+1	—	Two-Handed				
Gauss Flayer	24"		Rapid Fire	4	5	Gauss (6+)				
Gauss Reaper	12"		Assault 2	5	4	Gauss (6+)				

**Dedicated Transport** A Dynastic Warrior Phalanx may take a Night Scythe as a Dedicated Transport, or a Ghost Ark as a Dedicated Transport if it numbers no more than 10 models. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Dynastic Warrior Phalanx may include:
  - Up to an additional 10 Dynastic Warriors ..... +7 points each
- The entire unit may exchange their Gauss Flayer for a:
  - Gauss Reaper ..... 0 points each
- One Dynastic Warrior may take:
  - Dynastic Ankh ..... +10 points

## Immortal Phalanx ..... 75 Points

### Immortals

M	WS	BS	S	T	W	I	A	Ld	Sv
6	4	4	4	5	1	2	1	10	3+

### Unit Composition

- 5 Immortals

### Wargear

- Bayonet
- Gauss Blaster

### Weapons

	Range	Type	S	AP	Abilities
Bayonet	—	Melee	+1	—	Two-Handed
Gauss Blaster	24"	Rapid Fire	5	4	Gauss (6+)
Tesla Carbine	24"	Assault 2	5	—	Tesla (6+)

**Dedicated Transport** An Immortal Phalanx may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Immortal Phalanx may include:
  - Up to an additional 5 Immortals ..... +15 points each
- The entire unit may exchange their Gauss Blaster and Bayonet for a:
  - Tesla Carbine and Close Combat Weapon ..... -1 points each
- One Immortal may take:
  - Dynastic Ankh ..... +10 points

## TROOPS

As the shock troops of a Tomb World's armies, Immortals have a far wider

range and depth of reaction than Warriors, for they have retained much of their tactical and strategic experience from eons ago. Indeed, in many ways, the biotransference to machine bodies and minds only sharpened the Immortals' ability to prosecute war in an efficient fashion. This is not to say that Immortals do not have shortcomings. Like all Dynastic Legions, they are still inescapably tied to the Nodal Command matrix and are reliant upon it for more advanced order. In life, Immortals were the professional soldiery of the Necrontryr empire. In death, they surpass the Warriors in nearly every way. Possessed of even more resilient frames,

Necron Immortals prove almost impervious to small arms. Their training and experience in combat survived the process of biotransference undiminished, and Immortals seem to have retained a brighter spark of intellect than their less favoured brethren, although only in regard to the practice of war. Outside of combat, Immortals display about as much personality as a monotask Servitor. Immortals are typically armed with Gauss Blasters, weapons even deadlier than the Gauss Flayers used by Warriors.



## Elite

I am not capricious, nor am I given to cruel acts for their own sakes. It is simply a fact that you and your kind have trespassed, and thus invited extermination. Curse you for putting me to this inconvenience.

Anrakyr the Traveller

## ELITES

### Pariah Lychguard Phalanx ..... 175 Points

#### Pariah Lychguard

M	WS	BS	S	T	W	I	A	Ld	Sv
7	4	4	5	5	2	2	1	10	3+

#### Unit Composition

- 5 Pariah Lychguard

#### Wargear

- Warscythe

#### Unit Type

- Infantry (Anathema, Living Metal)

#### Special Rules

- Awakening Protocols (Bronze)
- Chosen Warriors
- Fearless
- Reanimation Protocols
- Shock and Awe

#### Weapons

	Range	Type	S	AP	Abilities
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Gauss Blaster	24"	Rapid Fire 1	5	4	Gauss (6+)

#### Unit Rules

**Shock and Awe:** Pariah Lychguard ignore the Living Metal sub-type's restriction on performing Sweeping Advances.

**Dedicated Transport** A Pariah Lychguard Phalanx may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

#### Options

- The Pariah Lychguard Phalanx may include:
  - Up to an additional 5 Pariah Lychguards ..... +35 points each
- The entire unit may exchange their Warscythe for one of the following options:
  - Warscythe with in-built Gauss Blaster ..... +5 points each
  - Hyperphase Sword and Dispersion Shield ..... +8 points each



## Royal Lychguard Phalanx ..... 175 Points

ELITES

Royal Lychguard	M	WS	BS	S	T	W	I	A	Ld	Sv
	7	4	4	5	5	2	2	2	10	3+

### Unit Composition

- 5 Royal Lychguard

### Wargear

- Warscythe

### Unit Type

- Infantry (Line, Living Metal)

### Special Rules

- Awakening Protocols (Bronze)
- Chosen Warriors
- Reanimation Protocols
- Royal Guard

### Weapons

	Range	Type	S	AP	Abilities
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Gauss Blaster	24"	Rapid Fire 1	5	4	Gauss (6+)

### Unit Rules

**Royal Guard:** Only a single Royal or Charnel Lychguard Phalanx unit may be purchased for each Lord, Nemesor Lord, Nemesor Overlord, and/or Phaeron in your army list and are treated as their personal retinue. This does not use up an additional Force Organisation slot and they do not have to be deployed with them. They count as within Nodal Command Range of their respective HQ while they are both on the table. Additionally, if there are no models with the Noble sub-type attached to the Royal Lychguard Phalanx unit, the Royal Lychguard ignore the Living Metal sub-type's restriction on performing Sweeping Advances.

**Dedicated Transport** A Royal Lychguard Phalanx may take a Night Scythe as a Dedicated Transport.

As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Royal Lychguard Phalanx may include:
  - Up to an additional 5 Royal Lychguards ..... +35 points each
- The entire unit may exchange their Warscythe for one of the following options:
  - Warscythe with in-built Gauss Blaster ..... +5 points each
  - Hyperphase Sword and Dispersion Shield ..... +8 points each
- One Royal Lychguard may take:
  - Dynastic Ankh ..... +10 points

## Apprentek

## Canoptek Cryptothrall Cohort ..... 40 Points

ELITES

Canoptek Cryptothrall	M	WS	BS	S	T	W	I	A	Ld	Sv
	6	3	3	5	5	1	2	2	10	3+

### Unit Composition

- 2 Canoptek Cryptothralls

### Wargear

- Close Combat Weapon
- Scouring Eye

### Weapons

	Range	Type	S	AP	Abilities
Scouring Eye	12"	Pistol	2	5	—

### Unit Type

- Infantry (Canoptek, Living Metal)

### Special Rules

- Awakening Protocols (Bronze)
- Bound Creation
- Entralled Protector
- Reanimation Protocols
- Soulless Hordes (Bronze)
- Systematic Vigor

### Unit Rules

**Bound Creation:** For each Cryptek or Cryptek Lord in your army, a Canoptek Cryptothrall Cohort unit can be taken without taking up a Force Org slot. This unit starts the game attached to those units.

**Entralled Protector:** If a unit contains a Canoptek Cryptothrall model as well as one or more Crypteks or Cryptek Lords, any Wounds which would be allocated to the Crypteks or Cryptek Lords (even those caused by the Precision Strikes (X) or Sniper special rules) may instead be allocated to a Canoptek Cryptothrall first.

**Systematic Vigor:** If a Canoptek Cryptothrall is in a unit with a Cryptek or Cryptek Lord, increase its BS, WS, and A to 4.

## Canoptek Plasmacyte ..... 15 Points

ELITES

### Canoptek Plasmacyte

M	WS	BS	S	T	W	I	A	Ld	Sv
9	3	3	4	5	1	2	1	10	4+

#### Unit Composition

- 1 Canoptek Plasmacyte

#### Wargear

- Close Combat Weapon

#### Unit Type

- Infantry (Canoptek, Floating, Living Metal)

#### Special Rules

- Awakening Protocols (Bronze)
- Engram Specialization
- Reanimation Protocols
- Metasentient Energization
- Viral Construct

#### Unit Rules

**Engram Specialization:** When taking a Canoptek Plasmacyte model, you must select a specialization: Destructor, Accelerator, or Reanimator. This determines the effects of the model's Metasentient Energization special rule.

**Metasentient Energization (Destructor):** Once per turn at the start of the Assault Phase, all other models with the Destroyer sub-type in the Plasmacyte's attached unit gains +1 S and +1 A until the end of the turn. If you do so, roll a D6: on a 5+, the unit suffers an immediate Wound, which only Invulnerable Saves and Damage Mitigation rolls can prevent.

**Metasentient Energization (Accelerator):** Once per turn, after the Plasmacyte or its attached unit fails a Leadership test, you may have the unit re-roll the check. If you do so, roll a D6: on a 5+, the unit suffers an immediate Wound, which only Invulnerable Saves and Damage Mitigation rolls can prevent.

**Metasentient Energization (Reanimator):** Once per turn, when the Plasmacyte or its attached unit's Reanimation Protocols is triggered, you may add a +1 to all the reanimate rolls. If you do so, roll a D6: on a 4+, the unit suffers an immediate Wound, which only Invulnerable Saves and Damage Mitigation rolls can prevent. Each unit can only ever be affected by one Plasmacyte Reanimator each turn.

**Viral Construct:** For each unit with the Destroyer sub-type in your army, a Canoptek Plasmacyte Destructor may be taken without taking up a Force Organization slot. For each Cryptek or Cryptek Lord in your army, a Canoptek Plasmacyte Accelerator or Canoptek Plasmacyte Reanimator can be taken without taking up a Force Organization slot. This unit starts the game attached to those units.

**ELITES****Canoptek Reanimator ..... 70 Points**

Canoptek Reanimator	M	WS	BS	S	T	W	I	A	Ld	Sv
	8	3	3	5	5	4	2	4	10	3+

**Unit Composition**

- 1 Canoptek Reanimator

**Wargear**

- Atomiser Beam Lance
- Close Combat Weapon

**Unit Type**

- Dreadnought (**Canoptek**, Floating, **Living Metal**)

**Special Rules**

- **Awakening Protocols** (Bronze)
- **Reanimation Protocols**
- Nanoscarab Reanimation Beam

**Weapons**

	Range	Type	S	AP	Abilities
Atomiser Beam Lance	12"	Heavy 3	6	4	Murderous Strike (6+)

**Unit Rules**

**Nanoscarab Reanimation Beam:** At the start of your Movement phase you may select one friendly unit with the **Reanimation Protocols** special rule. Until your next turn, while that unit is within 6" of this model and visible to it, add a +1 to all **Reanimation Protocols** rolls. Each unit can only ever be targeted by one Reanimation Beam at a time.

**Deathmark Squadron ..... 70 Points**

ELITES

Deathmark	M	WS	BS	S	T	W	I	A	Ld	Sv
	6	4	4	5	5	1	2	2	10	3+

**Unit Composition**

- 5 Deathmarks

**Wargear**

- Synaptic Disintegrator

**Unit Type**

- Infantry (*Living Metal*)

**Special Rules**

- Awakening Protocols (Bronze)
- Deep-Strike
- Ethereal Interceptors
- Reanimation Protocols
- Hyperspace Ambush
- Hyperspace Hunters
- Marked for Death

**Weapons**

	Range	Type	S	AP	Abilities
Synaptic Disintegrator	36"	Rapid Fire	5	5	Rending (5+), Pinning, Sniper

**Unit Rules**

**Hyperspace Ambush:** During the player turn in which this unit arrives from Deep Strike Reserve, all shooting attacks made by the Deathmarks in this unit will wound on To Wound rolls of 2+, regardless of the victim's Toughness.

**Dedicated Transport** A Deathmark Squadron may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

**Options**

- The Deathmark Squadron may include:
  - Up to an additional 5 Deathmarks ..... +14 points each
- The entire unit may take any of the following options:
  - Hyper-Oubliette Navigator ..... +5 points each

**ELITES****C'Tan Shard of Aza'gorod, the Nightbringer ..... X Points**

	M	WS	BS	S	T	W	I	A	Ld	Sv
Nightbringer	9	6	4	7	7	5	4	4	10	4+

**Unit Composition**

- 1 Nightbringer

**Wargear**

- Scythe of the Nightbringer

**Unit Type**

- Infantry (Character, Living Metal, Monstrous)

**Special Rules**

- Awakening Protocols (Silver)
- Drain Life
- Enslaved Star God
- Eternal Warrior
- Fearless
- Immune to Natural Laws
- Necrodermis Vessel
- Powers of the C'Tan
- Reanimation Protocols

**Weapons**

	Range	Type	S	AP	Abilities
Scythe of the Nightbringer	—	Melee	User	3	Murderous Strike (6+), Reaping Blow (4)
— Reaping Sweep	—	Melee	x2	2	Brutal (3), Murderous Strike (5+), Two-Handed
— Entropic Blow	—	Melee			

**Unit Rules**

**Enslaved Star God:** If this model would be removed (after Reanimation Protocols roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now *rampaging*. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Necrodermis Vessel:** The C'Tan has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances.

**Powers of the C'Tan:** The Nightbringer has two C'Tan Powers at the Shard Level. One is the **Gaze of Death** specialty power, and the other must be chosen below.

**Options**

- The Nightbringer chooses a second power from the following options:
  - 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 ..... X Points

ELITES

Deceiver	M	WS	BS	S	T	W	I	A	Ld	Sv
	9	5	5	7	7	5	4	4	10	4+

### Unit Composition

- 1 Deceiver

### Wargear

- Golden Fists

### Unit Type

- Infantry (Character, Living Metal, Monstrous)

### Special Rules

- Awakening Protocols (Silver)
- Enslaved Star God
- Eternal Warrior
- Fearless
- Immune to Natural Laws
- Misdirection
- Necrodermis Vessel
- Powers of the C'Tan
- Reanimation Protocols

### Weapons

	Range	Type	S	AP	Abilities
Golden Fists	—	Melee	User	3	Brutal (2)

### Unit Rules

**Enslaved Star God:** If this model would be removed (after Reanimation Protocols roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now *rampaging*. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Necrodermis Vessel:** The Deceiver has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances.

**Powers of the C'Tan:** The Deceiver has two C'Tan Powers at the Shard Level. One is the **Grand Illusion** specialty power, and the other must be chosen below.

### Options

- The Deceiver chooses a second power from the following options:

— 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

## ELITES

### C'Tan Shard of Mag'ladroth, the Void Dragon ..... X Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Void Dragon	9	5	5	7	7	5	4	4	10	4+

#### Unit Composition

- 1 Void Dragon

#### Wargear

- Spear of the Void Dragon

#### Unit Type

- Infantry (Character, Living Metal, Monstrous)

#### Special Rules

- Awakening Protocols (Silver)
- Enslaved Star God
- Eternal Warrior
- Fearless
- Hammer of Wrath (2)
- Immune to Natural Laws
- Matter Absorption
- Necrodermis Vessel
- Powers of the C'Tan
- Preferred Enemy (Vehicles and Dreadnoughts)
- Reanimation Protocols

#### Weapons

	Range	Type	S	AP	Abilities
Spear of the Void Dragon					
— Shooting	12"	Heavy 1	9	1	Exoshock (5+), Lance, Line, Torsion Crusher
— Melee	—	Melee	+3	1	Exoshock (4+), Lance, Torsion Crusher, Two-Handed

#### Unit Rules

**Enslaved Star God:** If this model would be removed (after Reanimation Protocols roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now *rampaging*. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Necrodermis Vessel:** The Void Dragon has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances.

**Powers of the C'Tan:** The Void Dragon has two C'Tan Powers at the Shard Level. One is the **Voltaic Storm** specialty power, and the other must be chosen below.

#### Options

- The Void Dragon chooses a second power from the following options:

— 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 .....X Points

ELITES

Burning One	M	WS	BS	S	T	W	I	A	Ld	Sv
	9	4	6	7	7	5	4	4	10	4+

### Unit Composition

- 1 Burning One

### Wargear

- Voidflame Fists

### Unit Type

- Infantry (Character, Living Metal, Monstrous)

### Special Rules

- Awakening Protocols (Silver)
- Enslaved Star God
- Eternal Warrior
- Fearless
- Flaming Vessel
- Immune to Natural Laws
- Necrodermis Vessel
- Powers of the C'Tan
- Preferred Enemy (Vehicles and Dreadnoughts)
- Reanimation Protocols

### Weapons

	Range	Type	S	AP	Abilities
Voidflame Fists	—	Melee	User	3	Armourbane (Melee)

### Unit Rules

**Enslaved Star God:** If this model would be removed (after Reanimation Protocols roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now *rampaging*. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Necrodermis Vessel:** The Burning One has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances.

**Powers of the C'Tan:** The Burning One has two C'Tan Powers at the Shard Level. One is the **Lord of Fire** specialty power, and the other must be chosen below.

### Options

- The Void Dragon chooses a second power from the following options:

—	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

## ELITES

### C'Tan Shard of Tsara'noga, the Outsider ..... X Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Outsider	9	4	6	7	7	5	4	4	10	4+

#### Unit Composition

- 1 Outsider

#### Wargear

- Touch of Eternity

#### Unit Type

- Infantry (Character, Living Metal, Monstrous)

#### Special Rules

- Awakening Protocols (Silver)
- Enslaved Star God
- Eternal Warrior
- Fearless
- Immune to Natural Laws
- Necrodermis Vessel
- Powers of the C'Tan
- Preferred Enemy (Vehicles and Dreadnoughts)
- Reanimation Protocols
- Unfathomable Horror

#### Weapons

	Range	Type	S	AP	Abilities
Touch of Eternity	—	Melee	10	1	Shroud of Despair

#### Unit Rules

**Enslaved Star God:** If this model would be removed (after **Reanimation Protocols** roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now **rampaging**. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Necrodermis Vessel:** The Outsider has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances.

**Powers of the C'Tan:** The Outsider has two C'Tan Powers at the Shard Level. One is the **Gaze of the Abyss** specialty power, and the other must be chosen below.

#### Options

- The Void Dragon chooses a second power from the following options:

— 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



## Fast Attack

See, Obyron, the separatists come – attempting to outflank me just as they did at the Fourth Battle of Vyndakh. How they calculate that daubing themselves green and roaring like savages will produce a different outcome, I cannot fathom; but it is of no account. Ready my legions – another glorious victory shall soon be ours.

Nemesor Zandrekh

**FAST ATTACK****Canoptek Acanthrite Vanguard .....X Points**

Canoptek Acanthrite	M	WS	BS	S	T	W	I	A	Ld	Sv
	12	4	4	4	5	3	2	2	10	3+

**Unit Composition**

- 3 Canoptek Acanthrites

**Wargear**

- Cutting Beam
- Voidblade

**Weapons**

	Range	Type	S	AP	Abilities
Cutting Beam	12"	Assault 1	6	2	Armourbane (Melta)
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending (6+)

**Unit Rules**

**Shadowed Wings:** Canoptek Acanthrites increase Shrouded saves by +1. If the model does not already have one, it instead gains Shrouded (6+).

**Options**

- The Canoptek Acanthrites Vanguard may include:
  - Up to an additional 6 Canoptek Acanthrites .....X points each

**Unit Type**

- Infantry (Canoptek, Floating, Light, Living Metal)

**Special Rules**

- Annihilation Protocols
- Awakening Protocols (Silver)
- Bulky (2)
- Reanimation Protocols
- Shadowed Wings
- Soulless Hordes (Bronze)

**Canoptek Scarab Swarms .....** **12 Points****FAST ATTACK****Canoptek Scarab Swarm**

M	WS	BS	S	T	W	I	A	Ld	Sv
10	2	2	3	3	3	2	4	10	6+

**Unit Composition**

- 3 Canoptek Scarab Swarms

**Wargear**

- Feeder Mandibles

**Weapons**

Range	Type	S	AP	Abilities
—	Melee	User	—	Entropic Strike (4+)

**Unit Type**

- Infantry (Canoptek, Floating, Light, Living Metal)

**Special Rules**

- Reanimation Protocols
- Skittering Hordes
- Soulless Hordes (Bronze)
- Swarms

**Unit Rules**

**Skittering Hordes:** Models with this special rule that suffer an unsaved Wound with the Instant Death special rule and not the Blast or Template special rule are not immediately removed as a casualty, but instead lose D3 wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it.

**Options**

- The Canoptek Scarab Swarms may include:

- Up to an additional 6 Canoptek Scarab Swarm models ..... +4 points each



**FAST ATTACK****Canoptek Spyder Cohort ..... 40 Points**

## Canoptek Spyder

M	WS	BS	S	T	W	I	A	Ld	Sv
7	3	3	6	6	3	2	1	10	3+

**Unit Composition**

- 1 Canoptek Spyder

**Wargear**

- Close Combat Weapon

**Weapons**

	Range	Type	S	AP	Abilities
Fabricator Claw Array	—	Melee	User	5	—
Particle Beamer	24"	Heavy 1	6	5	Blast, Twin-Linked

**Unit Type**

- Infantry (Canoptek, Floating, Living Metal)

**Special Rules**

- Bulky (3)
- Reanimation Protocols
- Nodal Relay
- Relentless
- Scarab Hive
- Soulless Hordes (Silver)

**Unit Rules**

**Fabricator Claw Array:** Each model with a Fabricator Claw Array gains the Battlesmith (4+) special rule.

**Nodal Relay:** If a Canoptek Spyder is within Nodal Range of a model it will extend that range an additional 6" from the Spyder model, acting as a relay point.

**Scarab Hive:** Once per friendly Movement phase, each Canoptek Spyder model can use this special rule to create Canoptek Scarab Swarms. To do so, nominate a friendly unit of Canoptek Scarab Swarms that is within 6" of the Canoptek Spyder. Add a single Canoptek Scarab Swarm base to the unit – this can take the unit beyond its starting size, but must be placed within 6" of the Canoptek Spyder. If a model cannot be placed for any reason, it is destroyed. Canoptek Scarab Swarms created in this manner can move and act normally this turn. Roll a D6 each time a Canoptek Spyder uses its Scarab Hive special rule, immediately after placing any Canoptek Scarab Swarms that were created – on a roll of a 1 the Canoptek Spyder suffers a single Wound with no saves of any kind allowed. In addition, for each Canoptek Spyder Cohort in the army, a unit of Canoptek Scarab Swarms may be taken which do count towards the maximum number of units in their respective Force Organisation slot.

**Options**

- The Canoptek Spyder Cohort may include:
  - Up to an additional 2 Canoptek Spyders ..... +40 points each
  - Each model may take replace their Close Combat Weapon with a:
    - Fabricator Claw Array ..... +5 points each
  - Each model may take any of the following options:
    - Gloom Prism ..... +10 points each
    - Twin-Linked Particle Beamer ..... +5 points each

## Canoptek Tomb Sentinel ..... 100 Points

FAST ATTACK

### Canoptek Tomb Sentinel

M	WS	BS	S	T	W	I	A	Ld	Sv
10	3	3	6	7	4	2	2	10	3+

### Canoptek Tomb Sentinel

#### Unit Composition

- 1 Canoptek Tomb Sentinel

#### Wargear

- Close Combat Weapon
- Exile Cannon

#### Unit Type

- Dreadnought (Canoptek, Living Metal)

#### Special Rules

- Bulky (3)
- Outflank
- Phase Generator
- Phase Tunneling
- Rampage (1)
- Reanimation Protocols
- Sense Clusters
- Soulless Hordes (Silver)
- Subterranean Assault
- Tomb Guardians

#### Weapons

	Range	Type	S	AP	Abilities
Exile Cannon	12"	Heavy 1	10	2	Blast, Exile Ray (5+), Ignores Cover

#### Unit Rules

**Phase Generator:** The Canoptek Tomb Sentinel has a 4+ invulnerable save.

**Phase Tunelling:** When moving, a Canoptek Tomb Sentinel can move over all other models and terrain as if they were open ground. However, it cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

**Sense Clusters:** A Canoptek Tomb Stalker is immune to Blind and has the Night Vision special rule.

#### Options

- The Canoptek Tomb Stalker may take any of the following options:

- Gloom Prism ..... +10 points each
- Sepulchral Scarabs ..... +10 points each

**FAST ATTACK****Canoptek Tomb Stalker ..... 85 Points**

Canoptek Tomb Stalker	M	WS	BS	S	T	W	I	A	Ld	Sv
	10	3	3	6	7	4	2	4	10	3+

**Unit Composition**

- 1 Canoptek Tomb Stalker

**Wargear**

- Two Close Combat Weapons
- Two **Gauss Flayers**

**Weapons**

	Range	Type	S	AP	Abilities
Gauss Flayer	24"	Rapid Fire	4	5	<b>Gauss</b> (6+)

**Unit Rules**

**Phase Generator:** The Canoptek Tomb Sentinel has a 4+ invulnerable save.

**Phase Tunelling:** When moving, a Canoptek Tomb Sentinel can move over all other models and terrain as if they were open ground. However, it cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

**Sense Clusters:** A Canoptek Tomb Stalker is immune to Blind and has the Night Vision special rule.

**Options**

- The Canoptek Tomb Stalker may take any of the following options:

- **Gloom Prism** ..... +10 points each
- **Sepulchral Scarabs** ..... +10 points each

**Unit Type**

- Dreadnaught (Canoptek, Light, **Living Metal**)

**Special Rules**

- Outflank
- Phase Generator
- Phase Tunneling
- Rampage (1)
- Reanimation Protocols
- Sense Clusters
- Soulless Hordes (Silver)
- Subterranean Assault
- **Tomb Guardians**

**FAST ATTACK****Canoptek Wraith Flight ..... X Points****Canoptek Wraith**

M	WS	BS	S	T	W	I	A	Ld	Sv
12	3	3	4	5	2	2	3	10	3+

**Unit Composition**

- 3 Canoptek Wraiths

**Wargear**

- Close Combat Weapon

**Weapons**

	Range	Type	S	AP	Abilities
Whip Coils	—	Melee	User	—	Reach (3)
Particle Caster	12"	Pistol 1	6	5	—
Transdimensional Beamer	12"	Heavy 1	4	5	Exile Ray (6+)

**Unit Rules**

**Wraithform:** Each Canoptek Wraith has a 3+ invulnerable save.

**Wraithflight:** When moving, a Canoptek Wraith can move over all other models and terrain as if they were open ground. However, it cannot end their move on top of other models and can only end their move on top of impassable terrain if it is possible to actually place the models on top of it.

**Options**

- The Canoptek Wraith Flight may include:
  - Up to an additional 3 Canoptek Wraiths ..... X points each
- Each model may take exchange their Close Combat Weapon for:
  - Whip Coils ..... X points each
- Each model may take one of the following options:
  - Particle Caster ..... X points each
  - Transdimensional Beamer ..... X points each

**Unit Type**

- Infantry (Canoptek, Light, Living Metal)

**Special Rules**

- Bulky (3)
- Reanimation Protocols
- Soulless Hordes (Silver)
- Wraithform
- Wraithflight



## Fast Attack

### **Ghost Ark ..... 100 Points**

Ghost Ark	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Ghost Ark	12	4	11	11	11	4	11

#### Unit Composition

- 1 Ghost Ark
- 5 Gauss Flayers
- 5 Gauss Flayers
- Quantum Shielding

#### Access Points

The Ghost Ark has three Access Points on the Front and Sides of the hull.

#### Weapons

	Range	Type	S	AP	Abilities
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (6+)

#### Unit Rules

**Repair Barge:** At the start of each friendly Movement phase, this model can repair fallen Dynastic Warriors. To do so, nominate a friendly unit of Dynastic Warriors that is either within 6" of this model or embarked upon it, and roll a D3: that unit reanimate that many times; if embarked, this cannot return models above the Transport Capacity. These Dynastic Warriors must be placed within 6" of the Ghost Ark, or if the unit is currently embarked in the Ghost Ark, within it. If a model cannot be placed for any reason, it is destroyed. Dynastic Warriors repaired in this manner can move and act normally this turn.

#### Options

- A Ghost Ark may take:
  - Quantum Shielding Matrix ..... +5 points

**Fast Attack****Night Scythe ..... 105 Points****Night Scythe**

M	BS	Front	Side	Rear	HP	Transport Capacity
24	4	11	11	11	4	—

**Unit Composition**

- 1 Night Scythe

**Wargear**

- Hull (Front) Mounted Twin-Linked **Tesla Destructor**
- Captive Wormhole

**Access Points**

The Night Scythe has one Access Point on each side of the hull.

**Weapons**

	Range	Type	S	AP	Abilities
Tesla Destructor	36"	Heavy 4	7	—	Tesla (6+), Twin-Linked

**Unit Rules**

**Captive Wormhole:** A Night Scythe does not have a traditional Transport Capacity. Instead, units embarked on the it are **stationed** at its Captive Wormhole. The stationed unit may exit the Night Scythe using any of the normal Transport rules, however they are never affected by anything that affects Passengers and do not count as being embarked for the purposes of special rules or effects. While the unit is stationed at the Captive Wormhole, they also count as being in **Teleportation Reserves**; should the Night Scythe be destroyed, the stationed unit is not affected and goes into **Teleportation Reserves**. A unit that embarks the Night Scythe are sent to the Captive Wormhole and count as being stationed at the Captive Wormhole. A Night Scythe can only have a single unit stationed at its Captive Wormhole at any given time.

**Invasion Beams:** A unit that begins its Movement phase embarked upon a Night Scythe can disembark either before or after it has moved (including pivoting on the spot), even though it is Zooming, so long it has not moved more than 36" in that Movement phase. If a unit disembarks from a Night Scythe after it has moved 24" or more, models in the unit can only fire Snap Shots until the start of their next turn.

**Unit Type**

- Vehicle (Hover, Flyer, **Living Metal**, Transport)

**Special Rules**

- **Awakening Protocols (Bronze)**
- Invasion Beams



**FAST ATTACK****Tomb Blade Wing ..... X Points****Tomb Blade**

M	WS	BS	S	T	W	I	A	Ld	Sv
16	4	4	4	5	2	2	1	10	4+

**Unit Composition**

- 3 Tomb Blades

**Wargear**

- Twin-Linked Gauss Blaster

**Weapons**

	Range	Type	S	AP	Abilities
Gauss Blaster	24"	Rapid Fire	5	4	Gauss (6+), Twin-Linked
Tesla Carbine	24"	Assault 2	5	—	Tesla (6+), Twin-Linked
Particle Beamer	24"	Heavy 1	6	5	Blast

**Unit Rules**

**Nebuloscope:** A model with a Nebuloscope gains the Night Vision special rule and their weapons gain the Ignores Cover special rule.

**Shadowloom:** A model with a Shadowloom increases Shrouded saves by +1. If it does not already have one, it instead gains Shrouded (6+).

**Shieldvane:** A model with a Shieldvane increases their save to 3+.

**Options**

- The Tomb Blade Wing may include:
  - Up to an additional 7 Tomb Blades ..... X points each
  - Each Tomb Blade make take any of the following options:
    - Nebuloscope ..... X points each
    - Shadowloom ..... X points each
    - Shieldvane ..... X points each
  - Each Tomb Blade may exchange their Twin-Linked Gauss Blaster for one of the following:
    - Twin-Linked Tesla Carbine ..... X points each
    - Particle Beamer ..... X points each



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## Heavy Support

"We thought in terms of wars. Of destruction. Of conquest. But eternity also requires what you would call...entertainment."

Djoseras

**HEAVY SUPPORT****Canoptek Doomstalker Patrol .....X Points**

Canoptek Doomstalker	M	WS	BS	S	T	W	I	A	Ld	Sv
	10	3	3	6	6	6	2	3	10	3+

**Unit Composition**

- 1 Canoptek Doomstalker

**Wargear**

- Close Combat Weapon
- Doomsday Blaster
- Two Gauss Flayers

**Weapons**

	Range	Type	S	AP	Abilities
Doomsday Blaster					
— Low Power	24"	Heavy 1	8	3	Blast
— High Power	48"	Heavy 1	10	1	Large Blast, Divert Power
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (6+)

**Unit Rules**

**Containment Field:** Canoptek Doomstalker models have a 4+ Invulnerable Save and any model with an containment field and a Wounds Characteristic that suffers an unsaved Wound with the Instant Death special rule is not immediately removed as a casualty, but instead loses D3 Wounds instead of one for each unsaved Wound with the Instant Death special rule inflicted on it. In addition, when a model with an containment field loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at S 8, AP —.

**Sentinel Protocols:**

**Options**

- The Canoptek Doomstalker Patrol may include:
  - Up to an additional 1 Canoptek Doomstalker .....X points each

## HEAVY SUPPORT

### Doomsday Ark ..... X Points

	M	BS	Front	Side	Rear	HP	Transport Capacity
Doomsday Ark	12	4	11	11	11	4	—

#### Unit Composition

- 1 Doomsday Ark

#### Wargear

- Hull (Front) Mounted **Doomsday Cannon**
- Five Sponson (Left) Mounted **Gauss Flayers**
- Five Sponson (Right) Mounted **Gauss Flayers**
- Quantum Shielding

#### Weapons

	Range	Type	S	AP	Abilities
Doomsday Cannon					
— Low Power	36"	Heavy 1	8	3	Blast
— High Power	72"	Heavy 1	10	1	Large Blast, Divert Power
Gauss Flayer	24"	Rapid Fire	4	5	<b>Gauss</b> (6+)

#### Options

- A Doomsday Ark may take:

##### — **Quantum Shielding Matrix** ..... X points

#### Unit Type

- Vehicle (**Living Metal**, Open-Topped Skimmer)

#### Special Rules

- **Awakening Protocols** (Silver)
- Power of the Machine Spirit



## HEAVY SUPPORT

### Doom Scythe ..... X Points

	M	BS	Front	Side	Rear	HP	Transport Capacity
Doom Scythe	24	4	11	11	11	4	—

#### Unit Composition

- 1 Doom Scythe

#### Wargear

- Hull (Front) Mounted Heavy Death Ray
- Hull (Front) Mounted Twink-Linked Tesla Destructor

#### Unit Type

- Vehicle (Hover, Flyer, Living Metal)

#### Special Rules

- Awakening Protocols (Silver)

#### Weapons

	Range	Type	S	AP	Abilities
Heavy Death Ray	36"	Heavy 1	12	1	Blast, Lance
Tesla Destructor	36"	Heavy 4	7	—	Tesla (6+), Twin-Linked

## HEAVY SUPPORT

### Monolith

**X Points**

M	BS	Armour			HP	X Points Transport Capacity
		Front	Side	Rear		
12	4	14	14	14	6	—

#### Unit Composition

- 1 Monolith
- Wargear
- Eternity Gate
- Four Hull Mounted Gauss Flux Arcs
- Turret Mounted Particle Whip

#### Access Points

The Monolith has one Access Point on the Front of its hull.

#### Weapons

	Range	Type	S	AP	Abilities
Gauss Flux Arcs	24"	Heavy 3	4	5	Gauss (6+)
Particle Whip	24"	Ordnance 1	8	3	Discriminatory, Large Blast
Death Ray	24"	Heavy 1	9	2	Lance

#### Options

- The Monolith may replace any Gauss Flux Arc with the following:
  - Death Ray +5 points each



## HEAVY SUPPORT

Tesseract Ark .....	X Points					
	Armour	Front	Side	Rear	HP	Transport Capacity
Tesseract Ark	12	4	12	12	12	4

### Unit Composition

- 1 Tesseract Ark
- Wargear**
- Containment Field
  - Quantum Shielding
  - Two Hull (Front) Mounted Tesla Cannons
  - Tesseract Singularity Chamber

### Weapons

Tesseract	Singularity	Range	Type	S	AP	Abilities
— Particle Hurricane	Template	Assault 1	4	3		Fleshbane
— Seismic Lash	24"	Assault 1	5	4		Armourbane (Ranged), Ground Lash, Quake
— Solar Fire	Heavy 3	36"	8	2		Blast, Blind
Tesla Cannon	30"	Heavy 3	6	—		Tesla (6+)
Gauss Cannon	24"	Heavy 3	6	3		Gauss (6+)
Particle Beamer	24"	Heavy 1	6	5		Blast

### Unit Rules

**Containment Field:** The Tesseract Ark has a 4+ Invulnerability Save while the Tesseract Singularity Chamber has not suffered a Weapon Destroyed result. In addition, when a model with a still functioning containment field loses its last Wound or Hull Point, but before it is removed as a casualty or replaced with a Wreck, all models both friendly and enemy within D6" suffer an automatic Hit at S 8, AP —.

**Tesseract Implosion:** Should the Tesseract Ark suffer a Weapon Destroyed result against its Tesseract Singularity Chamber, roll a D6. On a 4+, an implosion occurs. Center a Large Blast template over the Singularity Chamber of the Tesseract Ark's model. All units under the template (Including the Tesseract Ark) immediately suffer one S 10, Ap 1 Hit and the Ignores Cover, Instant Death, and Armourbane (Melee) special rules. If the model has the Vehicle Unit Type and suffers a Penetrating Hit due to this effect, then it adds a modifier of +3 to that roll on the Vehicle Damage chart. This effect ignores the Tesseract Ark's **Quantum Shielding**.

### Options

- A Tesseract Ark may take:
  - Quantum Shielding Matrix ..... X points
- A Tesseract Ark may replace any **Tesla Cannon** with one of the following:
  - Particle Beamer ..... X points
  - Gauss Cannon ..... X points



## Lords of War

The silver prince nodded, and continued. 'So, here is the lesson.' He extended his arm towards the far dust cloud, as if he were about to implore the oncoming Titans, still ten leagues or more away, with rhetoric. And he said one word: 'Patience.' There was the tiniest, most insignificant little click. And in the same instant, the largest of the three walkers detonated, its central reactors struck dead-on by a sliver of metal moving faster than light itself.

Djoseras

## LORDS OF WAR

### Aëonic Orb ..... X Points

	M	BS	Armour			HP	Transport Capacity
			Front	Side	Rear		
Aëonic Orb	12	5	14	14	14	18	—

#### Unit Composition

- 1 Aëonic Orb

#### Wargear

- Quantum Shielding
- Quantum Shielding Matrix
- Star Cage

#### Unit Rules

**Advanced Living Metal:** This model's It Will Not Die level is increased to (1+).

#### Weapons

	Range	Type	S	AP	Abilities
Star Cage					
— Solar Burst	72"	Destroyer 1	10	1	Apocalyptic Blast, Blind, Ignores Cover, Lingering Death
— Solar Flare	180"	Destroyer 1	14	1	Blind, Ignores Cover, Path of Annihilation (4)

#### Unit Type

- Super-Heavy Vehicle (Living Metal, Skimmer)

#### Special Rules

- Advanced Living Metal
- Awakening Protocols (Platinum)
- Catastrophic Destruction
- Power of the Machine Spirit











## Lords of War

At the heart of many Necron tomb complexes, sleeping Seraptek Heavy Constructs await the footfall of intruders. These brutal war engines were designed by ancient Cryptek conclaves to protect each world's master program, and this they do with merciless efficiency. Generators thrumming, the huge constructs advance with frightening speed, their optic lenses glowing as they pick out their targets. Massive cannons swivel in gimbal housings, crackling with destructive energies before unleashing pinpoint salvos to annihilate the interlopers. Should foes stray too close, the tomb guardians lash out with impaling forelimbs, their energy-sheathed tips rending metal, flesh and bone alike at a molecular level. As the legions of the Necron dynasties march out into the stars in ever-greater numbers, many Necron Overlords have summoned their Seraptek constructs to join their ranks, replacing their timeless vigils with front-line battlefield duties. In this capacity, Seraptek Heavy Constructs have proven mighty engines of conquest, more than capable of meeting an Imperial Knight or Ork Stompa head-on and emerging victorious.

## Seraptek Heavy Construct ..... X Points

	M	WS	BS	S	Armour			I	A	HP
					Front	Side	Rear			
Seraptek Heavy Construct	12	4	4	8	12	12	12	2	6	8

### Unit Composition

- 1 Seraptek Heavy Construct

### Wargear

- Two Sponson Mounted Singularity Cannons

### Unit Type

- Vehicle (Living Metal, Knight)

### Special Rules

- Awakening Protocols (Gold)
- Catastrophic Explosion
- Containment Field
- Night Vision
- Quantum Shielding
- Tomb Guardians

### Weapons

	Range	Type	S	AP	Abilities
Singularity Cannon	36"	Heavy 1	8	2	Large Blast, Haywire, Concussive (1), Perfect Singularity
Synaptic Obliterator	72"	Destroyer 2	10	1	Blast
Transdimensional Projector	30"	Heavy 1	6	4	Large Blast, Exile Ray (6+)

### Unit Rules

**Containment Field:** The Seraptek Heavy Construct has a 5+ Invulnerable Save.

### Options

- The Seraptek Heavy Construct may exchange any Singularity Cannon for:
  - Synaptic Obliterator and a Transdimensional Projector ..... +X points
- The Seraptek Heavy Construct may take:
  - Quantum Shielding Matrix ..... +5 points

## LORDS OF WAR

### Tesseract Vault

X Points

	M	BS	Front	Side	Rear	HP	Transport Capacity
Tesseract Vault	8	5	14	14	14	9	—

#### Unit Composition

- 1 Tesseract Vault

#### Wargear

- Four Hull Mounted Tesla Spheres

#### Weapons

	Range	Type	S	AP	Abilities
Tesla Sphere	24"	Heavy	5	7	Tesla (6+)

**Powers of the C'Tan:** The Tesseract Vault has three C'Tan Powers at the Transcendent Level, which must be selected from the options below:

#### Options

- The Tesseract Vault chooses two powers from the following options:

– Antimatter Meteor	X pt
– Cosmic Fire	X pt
– Entropic Touch	X pt
– Gaze of Death	X pt
– Gaze of the Abyss	X pt
– Grand Illusion	X pt
– Lord of Fire	X pt
– Moulder of Worlds	X pt
– Pyreshards	X pt
– Sentient Singularity	X pt
– Seismic Assault	X pt
– Seismic Shockwave	X pt
– Sky of Falling Stars	X pt
– Storm of Heavenly Fire	X pt
– Swarm of Spirit Dust	X pt
– Time's Arrow	X pt
– Transdimensional Thunderbolt	X pt
– Transdimensional Maelstrom	X pt
– Transliminal Slide	X pt
– Wave of Withering	X pt
– Withering Worldscape	X pt
– Voltaic Storm	X pt

- The Tesseract Vault may choose up to two from the following options:

– Drain Life	X pt
– Flaming Vessel	X pt
– Matter Absorption	X pt
– Misdirection	X pt
– Unfathomable Horror	X pt



## LORDS OF WAR

### Transcendent C'Tan ..... X Points

#### Transcendent C'Tan

M	WS	BS	S	T	W	I	A	Ld	Sv
9	6	6	9	9	5	5	8	10	3+

#### Unit Composition

- 1 Transcendent C'Tan

#### Wgear

- Crackling Tendrils

#### Unit Type

- Infantry (Character, Living Metal, Monstrous)

#### Special Rules

- Awakening Protocols (Platinum)
- Enslaved Star God
- Eternal Warrior
- Fearless
- Immune to Natural Laws
- Transcendent Necrodermis Vessel
- Powers of the C'Tan
- Reanimation Protocols

Range	Type	S	AP	Abilities
Crackling Tendrils	—	Melee	User	2 Brutal (3)

#### Unit Rules

**Enslaved Star God:** If this model would be removed (after Reanimation Protocols roll have been failed), roll a D6. On a 1, the shackles of the C'Tan Shard have been broken and it is now *rampaging*. The opposing player returns the model to a point within 3" of where it dies with 1 Wound remaining. While rampaging, the C'Tan Shard is considered an enemy unit to all players and takes its turns at the beginning of its owner's turns use the standard rules. It will attempt to attack the closest and highest number of units possible each turn, preferring its owner's units in case of a tie. If it would be removed while rampaging, this ability does not trigger again.

**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.

**Transcendent Necrodermis Vessel:** The C'Tan has a 4+ invulnerable save and ignores the Living Metal sub-type's restriction on performing Sweeping Advances. In addition, it has the It Will Not Die (3+) special rule.

**Powers of the C'Tan:** The C'Tan has two C'Tan Powers at the Transcendent Level, which must be selected from the options below:

#### Options

- The Transcendent C'Tan chooses two to three powers from the following options:

- Antimatter Meteor ..... X pt
- Cosmic Fire ..... X pt
- Entropic Touch ..... X pt
- Gaze of Death ..... X pt
- Gaze of the Abyss ..... X pt
- Grand Illusion ..... X pt
- Lord of Fire ..... X pt
- Moulder of Worlds ..... X pt
- Pyreshards ..... X pt
- Sentient Singularity ..... X pt
- Seismic Assault ..... X pt
- Seismic Shockwave ..... X pt
- Sky of Falling Stars ..... X pt
- Storm of Heavenly Fire ..... X pt
- Swarm of Spirit Dust ..... X pt
- Time's Arrow ..... X pt
- Transdimensional Thunderbolt ..... X pt
- Transdimensional Maelstrom ..... X pt
- Transliminal Slide ..... X pt
- Wave of Withering ..... X pt
- Withering Worldscape ..... X pt
- Voltaic Storm ..... X pt

- The Transcendent C'Tan may choose up to two from the following options:

- Drain Life ..... X pt
- Flaming Vessel ..... X pt
- Matter Absorption ..... X pt
- Misdirection ..... X pt
- Unfathomable Horror ..... X pt



## Fortifications

Something

Person

















## Allied Units

## Primary Detachment

	Charnovokh	Maynarkh	Mephrit	Nephrehk	Nihilakh	Novokh	Sautekh	Szarekhan	Thokt	Triarch	Destroyer Cult	Flayed Ones	Non-Necrons
Allied Detachment	Charnovokh	Maynarkh	Mephrit	Nephrehk	Nihilakh	Novokh	Sautekh	Szarekhan	Thokt	Triarch	Destroyer Cult	Flayed Ones	Non-Necrons
	Maynarkh												
	Mephrit												
	Nephrehk												
	Nihilakh												
	Novokh												
	Sautekh												
	Szarekhan												
	Thokt												
	Triarch												
	Destroyer Cult												
	Flayed Ones												
	Non-Necrons												

## Level of Alliance

### Dynastic Allies

The closest of allies who have fought beside each other many times. The two forces are considered 'friendly units' in all regards. This means, for example, that Dynastic Allies may be joined by allied Independent Characters, are treated as friendly units for the targeting of special abilities, Warlord Traits and so on.

Note: Not even Dynastic Allies can embark in allied Transport Vehicles, and rules that affect a particular force owing to its Dynasty special rule do not carry over to Dynastic Allies allied units.

### Fellow Warriors

The two forces are willing to fight together for common cause against their foes. Units in your army treat other units at the Fellow Warriors level of Alliance as not being part of the army with the exception that they may not be deliberately targeted, attacked, targeted with special abilities, etc, (note that Blasts and the like may still scatter over allied forces and adversely affect them).

Fellow Warriors cannot benefit from the effects of allied Warlord Traits or be joined by allied Independent Characters, and are not counted as friendly units for the purposes of special abilities. In essence, the two forces fight alongside each other without any additional positive or negative effect.

### Distrusted Allies

The two forces can make common cause against an enemy, but never fully trust each other due to a long-standing feud or inherent antipathy. Models in the allied detachment are treated exactly like Fellow Warriors except that units in this allied detachment are never counted as Scoring units and may not hold Objectives.

### By the Phaeron's

The two forces will only ever fight beside each other in the direst of circumstances or by the direct command of their royal lord. The two forces are dealt with as Distrusted Allies but, in addition, whenever a unit is within 6" of a unit that is part of a Faction that falls under this level of alliance then both units reduce their Leadership by -1 until they are no longer within 6" of any unit from that Faction that is part of the same army.

## Headquarters

(Destroyer Cult)  
HQ

**Destroyer Lord ..... X points**

Destroyer Lord

M	WS	BS	S	T	W	I	A	Ld	Sv
9	4	4	5	6	4	2	4	10	3+

**Unit Composition**

- 1 Destroyer Lord

**Wargear**

- Staff of Light

**Unit Type**

- Infantry (Character, Destroyer, Floating, Living Metal, Noble)

**Special Rules**

- Annihilation Protocols
- Bulky (2)
- Command Protocols
- Nodal Command (Silver)
- Reanimation Protocols
- Decurion Nemesis

**Weapons**

	Range	Type	S	AP	Abilities
<b>Staff of Light</b>					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
<b>Hyperphase Sword</b>	—	Melee	User	3	Rending (5+)
<b>Relic Gauss Blaster</b>	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked
<b>Rod of Night</b>					
— Shooting	18"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, Haywire
<b>Voidblade</b>	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
<b>Warscythe</b>	—	Melee	+2	2	Armourbane (Melee), Two-Handed

**Options**

- The Destroyer Lord may exchange their Staff of Light for one of the following options:

- Hyperphase Sword ..... -2 points
- Rod of Night ..... +5 points
- Voidblade ..... +0 points
- Warscythe ..... +20 points
- Warscythe with in-built Relic Gauss Blaster ..... +30 points

- The Destroyer Lord may take any of the following options:

- Gauntlet of Fire ..... +10 points
- Tachyon Arrow ..... +50 points
- Mindshackle Scarabs ..... +20 points
- Phase Shifter ..... +25 points
- Phylactery ..... +10 points
- Resurrection Orb ..... +25 points
- Sempiternal Weave ..... +10 points
- Tesseract Labyrinth ..... +100 points

- The Nemesis Lord may take equipment from the Artefacts of the Aeons list.

## Flayer King .....X points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Flayer King	7	5	4	5	5	4	2	3	10	3+

(Flayer Cult)  
HQ

### Unit Composition

- 1 Flayer King

### Wargear

- Staff of Light

### Unit Type

- Infantry (Character, Flayer, Living Metal, Noble)

### Special Rules

- Command Protocols
- Curse of Llandu'gor
- Drawn to Blood
- Hyperspace Hunters
- Mark of the Flayer
- Nodal Command (Gold)
- Reanimation Protocols
- Tesseraction Nemesis

### Weapons

	Range	Type	S	AP	Abilities
<b>Staff of Light</b>					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
<b>Hyperphase Sword</b>	—	Melee	User	3	Rending (5+)
<b>Relic Gauss Blaster</b>	30"	Rapid Fire	5	4	Gauss (6+), Twin-Linked
<b>Rod of Night</b>					
— Shooting	18"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, Haywire
<b>Voidblade</b>	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
<b>Voidscythe</b>	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
<b>Warscythe</b>	—	Melee	+2	2	Armourbane (Melee), Two-Handed

### Options

- The Flayer King may exchange their Staff of Light for one of the following options:

— Hyperphase Sword .....	-2 points
— Rod of Night .....	+5 points
— Voidblade .....	+0 points
— Warscythe .....	+20 points
— Warscythe with in-built Relic Gauss Blaster .....	+30 points

- The Flayer King may take any of the following options:

— Gauntlet of Fire .....	+10 points
— Tachyon Arrow .....	+150 points
— Flensing Scarabs .....	+10 points
— Mindshackle Scarabs .....	+20 points
— Phase Shifter .....	+25 points
— Phylactery .....	+10 points
— Resurrection Orb .....	+25 points
— Sempiternal Weave .....	+10 points
— Shadow Ankh .....	+10 points
— Tesseract Labyrinth .....	+100 points
— Translocation Shroud .....	+10 points

- The Flayer King may take equipment from the Artefacts of the Aeons list.

(Triarch)  
HQ

**High Judicator .....X points**

High Judicator	M	WS	BS	S	T	W	I	A	Ld	Sv
	7	5	5	5	5	4	2	3	10	3+

**Unit Composition**

- 1 High Judicator

**Wargear**

- Rod of Covenant

**Weapons**

	Range	Type	S	AP	Abilities
Rod of Covenant					
— Shooting	12"	Assault 1	5	2	—
— Melee	—	Melee	User	2	Breaching (6+), Two-Handed
Particle Caster	12"	Pistol 1	6	5	
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed

**Unit Rules**

*My Will Be Done:* A High Judicator automatically passes all Command Protocol checks.

*Triarchial Duties:* When selecting a High Judicator, an option from the Triarchial Duties options below must also be selected.

**Dedicated Transport** A High Judicator may take a Catacomb Command Barge as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

**Options**

- The High Judicator must select one of the following Triarchial Duties options:
  - Adjudicator: .....+X points
  - Executioner: +1 WS, BS, A .....+X points
  - Phaeron: **Nodal Command** (Platinum), Phaeron Sub-Type and Force Org slot +X points
- The High Judicator may exchange their **Rod of Covenant** for one of the following options:
  - Voidscythe .....+X points
  - Voidblade and Particle Caster .....+X points
- The High Judicator may take any of the following options:
  - Nyctotheric Optic Suite .....+15 points
  - Gauntlet of Fire .....+10 points
  - Tachyon Arrow .....+150 points
  - Mindshackle Scarabs .....+20 points
  - Phase Shifter .....+25 points
  - Phylactery .....+10 points
  - Resurrection Orb .....+25 points
  - Sempiternal Weave .....+10 points
  - Shadow Ankh .....+10 points
  - Tesseract Labyrinth .....+100 points

The High Judicator may take equipment from the **Artefacts of the Aeons** list.

## **Skorpekh Lord .....** 163 points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Skorpekh Lord	9	5	5	6	6	4	2	4	10	3+

(Destroyer Cult)  
HQ

### Unit Composition

- 1 Skorpekh Lord

### Wargear

- Close Combat Weapon
- Enmitic Annihilator
- Hyperphase Harvester

### Unit Type

- Infantry (Character, Destroyer, Living Metal, Noble)

### Special Rules

- Annihilation Protocols
- Bulky (3)
- Command Protocols
- Hammer of Wrath (1)
- Nodal Command (Gold)
- Reanimation Protocols
- Relentless
- Tesseraction Nemesis

### Weapons

	Range	Type	S	AP	Abilities
Enmitic Annihilator	18"	Assault 1	6	4	Blast, Molecular Dissonance
Hyperphase Harvester	—	Melee	+2	2	Murderous Strike (4+), Two-Handed, Unwieldy

### Options

- The Skorpekh Lord may take any of the following options:

– Mindshackle Scarabs .....	+20 points
– Phase Shifter .....	+25 points
– Phylactery .....	+10 points
– Sempiternal Weave .....	+10 points
– Shadow Ankh .....	+10 points
– Tesseract Labyrinth .....	+100 points

- The Skorpekh Lord may take equipment from the [Artefacts of the Aeons](#) list.

## Elites



## Charnel Lychguard Phalanx ..... X Points

Charnel Lychguard	M	WS	BS	S	T	W	I	A	Ld	Sv
Charnel Lychguard	7	4	4	5	5	1	2	2	10	3+

(Flayer Cult)  
ELITES

### Unit Composition

- 5 Charnel Lychguard

### Wargear

- Warscythe

### Unit Type

- Infantry (Flayer, Line, Living Metal)

### Special Rules

- Awakening Protocols (Bronze)
- Chosen Warriors
- Curse of Llandu'gor
- Rage (1)
- Reanimation Protocols
- Soldier of the Bloody Court

### Weapons

	Range	Type	S	AP	Abilities
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Gauss Blaster	24"	Rapid Fire 1	5	4	Gauss (6+)

### Unit Rules

**Soldier of the Bloody Court:** Only a single Royal or Charnel Lychguard Phalanx unit may be purchased for each Lord, Nemesor Lord, Nemesor Overlord, and/or Phaeron and are treated as their personal retinue. This does not use up an additional Force Organisation slot and they do not have to be deployed with them. They count as within Nodal Command Range of their respective HQ while they are both on the table.

**Dedicated Transport** A Charnel Lychguard Phalanx may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Charnel Lychguard Phalanx may include:
  - Up to an additional 5 Charnel Lychguards ..... X points each
- The entire unit may exchange their Warscythe for one of the following options:
  - Warscythe with in-built Gauss Blaster ..... +5 points each
  - Hyperphase Sword and Dispension Shield ..... +10 points each
- The entire unit may take the following option:
  - Flensing Scarabs ..... +10 points each

**Flayed Ones Pack .....X Points**

Flayed One	M	WS	BS	S	T	W	I	A	Ld	Sv
	6	4	1	4	4	1	2	3	10	4+

(Flayer Cult)  
ELITES**Unit Composition**

- 5 Flayed Ones

**Wargear**

- Two Close Combat Weapons

**Unit Type**

- Infantry (Flayer, Living Metal)

**Special Rules**

- Curse of Llandu'gor
- Drawn to Blood
- Hyperspace Hunters
- Reanimation Protocols

**Options**

- The Flayed Ones Pack may include:
  - Up to an additional 15 Flayed Ones .....X points each
  - The entire unit may take the following option:

- **Flensing Scarabs** .....+10 points each

**Hexmark Destroyer** ..... X Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Hexmark Destroyer	9	4	6	5	5	3	2	3	10	3+

(Destroyer Cult)  
ELITES**Unit Composition**

- 1 Hexmark Destroyer

**Wargear**

- Six Enmitic Disintegrator Pistols

**Unit Type**

- Infantry (Character, Destroyer, Living Metal)

**Special Rules**

- Annihilation Protocols
- Awakening Protocols (Silver)
- Bulky (3)
- Deep-Strike
- Ethereal Interceptors
- Firing Protocols (6)
- Inescapable Death
- Multi-Threat Eliminator
- Reanimation Protocols
- Hyperspace Hunters

**Weapons**

	Range	Type	S	AP	Abilities
Enmitic Pistol	Disintegrator	18"	Pistol 1	6	4 Molecular Dissonance

**Unit Rules**

**Inescapable Death:** The Hexmark Destroyer has full BS when firing Snap Shots. In addition all of its Weapons gain the Precision Shot (4+) and Ignores cover special rules and it cannot have its BS reduced.

**Multi-Threat Eliminator:** This model may target different units with each of its weapons. In addition, each time an enemy model is destroyed by a ranged attack made by this model's enmitic disintegrator pistols, after this model makes the rest of its attacks, it can shoot with one of its enmitic disintegrator pistols one additional time. These attacks cannot generate additional attacks.

**Options**

- The Hexmark Destroyer may take any of the following options:
  - Hyper-Oubliette Navigator ..... +5 points each

## **Skorpekh Destroyer Vanguard ..... 114 points**

(Destroyer Cult)  
ELITES

### Skorpekh Destroyer

M	WS	BS	S	T	W	I	A	Ld	Sv
9	4	4	5	5	3	2	3	10	3+

#### Unit Composition

- 3 Skorpekh Destroyers

#### Wargear

- Two Hyperphase Threshers

#### Unit Type

- Infantry (Destroyer, Living Metal)

#### Special Rules

- Annihilation Protocols
- Awakening Protocols (Silver)
- Bulky (3)
- Hammer of Wrath (1)
- Reanimation Protocols

#### Weapons

	Range	Type	S	AP	Abilities
Hyperphase Reap-Blade	—	Melee	+2	2	Murderous Strike (5+), Two-Handed
Hyperphase Thresher	—	Melee	User	3	Reaping Blow (1), Specialist Weapon

#### Options

- The Skorpekh Destroyer Vanguard may include:
  - Up to an additional 3 Skorpekh Destroyers ..... +38 points each
  - Any model may exchange two Hyperphase Threshers for a:
    - Hyperphase Reap-Blade ..... +15 points



## Triarch Judicator Vanguard .....X points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Triarch Judicator	7	5	5	5	5	2	2	3	10	3+

(Triarch)  
FAST ATTACK

### Unit Composition

- 3 Triarch Judges

### Wargear

- Rod of Covenant

### Unit Type

- Infantry (*Living Metal*)

### Special Rules

- Bulky (2)
- Deep-Strike
- Fearless
- Gravity Displacement Pack
- Hammer of Wrath (1)
- Reanimation Protocols

### Weapons

	Range	Type	S	AP	Abilities
Rod of Covenant					
— Shooting	12"	Assault 1	5	2	—
— Melee	—	Melee	User	2	Breaching (6+), Two-Handed
Particle Caster	12"	Pistol 1	6	5	
Voidblade	—	Melee	User	4	<b>Entropic Strike</b> (4+), Rending(6+)

**Dedicated Transport** A Triarch Praetorian Vanguard may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Triarch Judicator Vanguard may include:
  - Up to an additional 7 Triarch Judicators .....+X points each
- Each model may exchange its Rod of Covenant for:
  - Voidblade and Particle Caster .....+X points each
- Each model may take any of the following options:
  - Phase Shifter .....+25 points each
  - Phylactery .....+10 points each
  - Sempiternal Weave .....+10 points each

# Fast Attack



(Flayer Cult)  
FAST ATTACK

## Charnel Scarab Swarms ..... X Points

Charnel Scarab Swarm	M	WS	BS	S	T	W	I	A	Ld	Sv	
	10	3	2	3	3	3	3	2	4	10	6+

### Unit Composition

- 3 Charnel Scarab Swarms

### Wgear

- Charnel Maws

### Weapons

Charnel Maws	Range	Type	S	AP	Abilities
	—	Melee	User	—	Shred, Rending (6+)

### Options

- The Charnel Scarab Swarms may include:
  - Up to an additional 6 Charnel Scarab Swarm models ..... X points each

### Unit Type

- Infantry (Canoptek, Floating, Light, Living Metal, Monstrous)

### Special Rules

- Reanimation Protocols
- Soulless Hordes (Bronze)
- Swarms

## Triarch Praetorian Vanguard .....X points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Triarch Praetorian	7	4	4	5	5	1	2	2	10	3+
Triarch Judicator	7	5	5	5	5	2	2	3	10	3+

(Triarch)  
FAST ATTACK

### Unit Composition

- 3 Triarch Praetorians
- Wargear
- Rod of Covenant

### Unit Type

- Infantry (**Living Metal**)

### Special Rules

- Bulky (2)
- Deep-Strike
- Fearless
- Gravity Displacement Pack
- Hammer of Wrath (1)
- Reanimation Protocols

### Weapons

	Range	Type	S	AP	Abilities
Rod of Covenant					
— Shooting	12"	Assault 1	5	2	—
— Melee	—	Melee	User	2	Breaching (6+), Two-Handed
Particle Caster	12"	Pistol 1	6	5	
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)

**Dedicated Transport** A Triarch Praetorian Vanguard may take a Night Scythe as a Dedicated Transport. As a Dedicated Transport this does not use up an additional Force Organisation slot, but its points cost must still be paid for as part of the army.

### Options

- The Triarch Praetorian Vanguard may include:
  - Up to an additional 7 Triarch Praetorians .....+X points each
- Up to one Triarch Praetorian may be upgraded to a:
  - Triarch Judicator .....+X points each
- Each model may exchange its Rod of Covenant for:
  - Voidblade and Particle Caster .....+X points each
- Each model may take any of the following options:
  - Phase Shifter .....+25 points each
  - Phylactery .....+10 points each
  - Sempiternal Weave .....+10 points each



(Destroyer Cult)  
FAST ATTACK

**Ophydian Destroyer Vanguard .....X points**

Ophydian Destroyer	M	WS	BS	S	T	W	I	A	Ld	Sv
	10	4	4	4	4	2	2	3	10	4+

**Unit Composition**

- 3 Ophydian Destroyers

**Wargear**

- Two Hyperphase Threshers
- Whip Coils

**Weapons**

	Range	Type	S	AP	Abilities
Hyperphase Reap-Blade	—	Melee	+2	2	Murderous Strike (5+), Two-Handed
Hyperphase Thresher	—	Melee	User	3	Reaping Blow (1), Specialist Weapon
Whip Coils	—	Melee	User	—	Reach (3)

**Options**

- The Ophydian Destroyer Vanguard may include:
  - Up to an additional 3 Ophydian Destroyers .....X points each
  - Each model may exchange two Hyperphase Threshers for a:
    - Hyperphase Reap-Blade .....+X points

**Unit Type**

- Infantry (Destroyer, Living Metal)

**Special Rules**

- Annihilation Protocols
- Awakening Protocols (Silver)
- Bulky (3)
- Hammer of Wrath (2)
- Reanimation Protocols
- Subterranean Assault

## Heavy Support



## Lokhust Destroyer Clave .....X points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Lokhust Destroyer	9	4	4	4	5	2	2	3	10	3+
Lokhust Heavy Destroyer	9	4	4	4	5	3	2	3	10	3+

(Destroyer Cult)  
HEAVY SUPPORT

### Unit Composition

- 1 Lokhust Destroyer

### Wargear

- Gauss Cannon

### Unit Type

- Infantry (Destroyer, Floating, Living Metal)

### Special Rules

- Annihilation Protocols
- Awakening Protocols (Bronze)
- Bulky (2)
- Reanimation Protocols
- Relentless

### Weapons

	Range	Type	S	AP	Abilities
Enmitic Exterminator	36"	Heavy 1	7	4	Large Blast, Molecular Dissonance
Gauss Cannon	24"	Heavy 3	6	2	Gauss (6+)
Gauss Destructor	36"	Heavy 1	10	1	Gauss (6+)
Tesla Cannon	24"	Heavy 2	6	—	Tesla (6+)
Tesla Destructor	36"	Heavy 4	7	—	Tesla (6+)

### Options

- The Lokhust Destroyer Clade may include:
  - Up to an additional 5 Lokhust Destroyers .....X points each
- Up to one Lokhust Destroyer may be upgraded to a:
  - Lokhust Heavy Destroyer equipped with a Gauss Destructor .....X points
- Each Lokhust Destroyer may exchange its Gauss Cannon one of the following options:
  - Tesla Cannon .....+X points
- Each Lokhust Heavy Destroyer may exchange its Gauss Destructor one of the following options:
  - Enmitic Exterminator .....+X points
  - Tesla Destructor .....+X points

## Lokhust Heavy Destroyer Clave ..... 45 points

### Lokhust Heavy Destroyer

M	WS	BS	S	T	W	I	A	Ld	Sv
9	4	4	4	5	3	2	2	10	3+

(Destroyer Cult)  
HEAVY SUPPORT

#### Unit Composition

- 1 Lokhust Heavy Destroyer

#### Wargear

- Gauss Destructor

#### Unit Type

- Infantry (Destroyer, Floating, Living Metal)

#### Special Rules

- Annihilation Protocols
- Awakening Protocols (Silver)
- Bulky (2)
- Reanimation Protocols
- Relentless

#### Weapons

	Range	Type	S	AP	Abilities
Enmitic Exterminator	36"	Heavy 1	7	4	Large Blast, Molecular Dissonance
Gauss Destructor	36"	Heavy 1	10	1	Gauss (6+)
Tesla Destructor	36"	Heavy 4	7	—	Tesla (6+)

#### Options

- The Lokhust Heavy Destroyer Clade may include:
  - Up to an additional 2 Lokhust Heavy Destroyers ..... +45 points each
- Each Lokhust Heavy Destroyer may exchange its **Gauss Destructor** one of the following options:
  - Enmitic Exterminator ..... +X points
  - Tesla Destructor ..... +X points



(Triarch)  
HEAVY SUPPORT

**Triarch Stalker ..... X Points**

Triarch Stalker	M	WS	BS	S	T	W	I	A	Ld	Sv
	10	4	4	7	6	6	2	3	10	3+

**Unit Composition**

- 1 Triarch Stalker

**Wgear**

- Heat Ray
- Two Stalker Forelimbs

**Unit Type**

- Dreadnought (Living Metal, Open-topped)

**Special Rules**

- Awakening Protocols (Silver)
- Reanimation Protocols
- Quantum Shielding
- Targeting Relay

**Weapons**

	Range	Type	S	AP	Abilities
Heat Ray					
— Dispersed	Template	Heavy 1	5	4	—
— Focused	24"	Heavy 2	8	1	Armourbane (Melta)
Particle Shredder	24"	Heavy 1	7	4	Large Blast
Heavy Gauss Cannon	36"	Heavy 1	9	2	Gauss (6+)

**Unit Rules**

Targeting Relay: