Horus Heresy 2.0 Necrons

ingeanus

June 2024

Contents

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 gains a 5+ Cover Save, but may not Run, until your next turn

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You may choose to make a Command Protocol check before using this power, if the check is successful two different options may be applied. If the Check is failed,

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 twice its unmodified Initiative Characteristic. If the chosen unit has mixed Initiative Characteristics, use the highest unmodified Characteristics.

- The chosen unit ignores Difficult and Dangerous Terrain alongside negative modifiers to their movement until your next turn.

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

Protocol of Vengeful Stars

This 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. Dynastic Warriors can re-rolls results of 1-2.

- 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.

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

Protocol of the Conquering Tyrant

This 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.

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

Nodal Command (Tier)

This rule is accompanied by a tier of Bronze, Silver, Gold, and Platinum. Each tier provides a specified range known as Nodal Range, which many other abilities reference for their effects. 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"

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.

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.

Hyperspace Hunters

A unit with this rule specializes in combat make 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. 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.

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.

Teleporation Reserves

Tesla (X)

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

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.

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.

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.

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, alongside providing access to certain pieces of wargear.

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 outnubmered by the attack unit it gets a +1 to all To Wound or Armour Penetration rolls made during the Assault. Futhermore 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. Models with the Decurion/Tesserarion Nemesor special ability may also take Charnel Lychguard as a part of the same Force Organization slot.

Mephrit

Mephrit Dynasty Necron units gain the Necron Dynasty (Mephrit) special rule, which grants the Solar Fury advanced reaction and Stellar Destruction special rule, alongside providing access to certain pieces of wargear.

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 Destructors): 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.

Nephrekh

Advanced Reaction:
Dynasty Effect:

Nihilakh

Advanced Reaction:
Dynasty Effect:

Novokh

Novokh Dynasty Necron units gain the Necron Dynasty (Novokh) special rule, which grants the Blood Engrams advanced reaction and Awakened By Murder special rule, alongside providing access to certain pieces of wargear.

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 Legiones Astartes (Space Wolves) 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 Legiones Astartes (Space Wolves) 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 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 Legiones Astartes (Space Wolves) 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 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.

Sautekh

Advanced Reaction:
Dynasty Effect:

Szarekhan

Szarekhan Dynasty Necron units gain the Necron Dynasty (Szarekhan) special rule, which grants the TODO advanced reaction and Uncanny Artifice special rule, alongside providing access to certain pieces of wargear.

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 the 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.

Thokt

Advanced Reaction:
Dynasty Effect: Rad effect?

Triarch

Triarch buffs? Command buffs?
Advanced Reaction:
Dynasty Effect:

Destroyer Cult

Madness effect? High loss effect?
Advanced Reaction:
Dynasty Effect:

Flayed Ones

Anti-infantry stuff?
Advanced Reaction:
Dynasty Effect:

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

Doomsday Weapons

Name	Range	Type	S	AP	Abilities
Doomsday Blaster					
— Low Power	24"	Ordnance 1	8	3	Blast
— High Power	48"	Ordnance 1	10	1	Large Blast, Divert Power
Doomsday Cannon					
— Low Power	36"	Heavy 1	8	3	Blast
— High Power	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.

Rod of Night

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

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	—
Staff of Light (Melee)	—	Melee	User	3	Rending (6+)

Voidblade

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

Voidscythe

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

Warscythe

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

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+)

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	x pts	Template	Assault 1	4	5	—
Tachyon Arrow	x pts	∞	Assault 1	10	1	Armourbane, Destructor, One use

Gauss Weapons

Name	Range	Type	S	AP	Abilities
Gauss Cannon	24"	Heavy 3	6	3	Gauss (6+)
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (6+)
Gauss Flayer Array	24"	Heavy 5	4	5	Gauss (6+)
Gauss Reaper	12"	Assault 2	5	4	Gauss (6+)
Gauss Blaster	24"	Rapid Fire	5	4	Gauss (6+)
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Particle Weapons

Name	Range	Type	S	AP	Abilities
Particle Caster	12"	Pistol 1	6	5	
Particle Beamer	24"	Heavy 1	6	5	Blast

Synaptic Weapons

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

Tesla Weapons

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

Transdimensional Weapons

Name	Range	Type	S	AP	Abilities
Transdimensional Beamer	12"	Heavy 1	4	5	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.

Flensing Scarabs ———————————————————————————————X pts

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+.

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 Scarabs

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.

Phylactery

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

Phase Shifter

Grants a 4+ Invulnerable Save.

Stellar Energy Reactors ——————————————————————————X pts

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.

Resurrection Orb

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

Semipternal Weave

Increase the model's save to 2+.

Sepulchral Scarabs

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. Choose a unit within 6". The unit must immediately roll a Wounds Check for each model based on their current remaining wounds or be trapped within the Labyrinth while the Necron Character remains alive.

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

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

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 counts all of its Front and Side Armour Values as 13. 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.

Artefacts of the Aeons

Cryptek Conclaves

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

Harbingers of Despair ———————————————————————— X pts

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

Abyssal Staff

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

Shroud of Despair: To Wound rolls are made against the target's Leadership (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, selecting an enemy unit that is not a Vehicle within 18". The targeted unit must roll a Leadership Check with a -4 penalty. Failure causes each model in the unit to automatically hit itself with a S +1 AP — melee attack.

Nightmare Shroud ———————————————————————— X pts

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

Veil of Darkness ———————————————————————— X pts

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

Harbingers of Eternity _____ X pts

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

Aeonstave

Name	Range	Type	S	AP	Abilities
Aeonstave	—	Melee	User	—	Entropic Strike (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, this bearer is able to use 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

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

Entropic Lance _____ X pts

Any Chronomancer may upgrade their Aeonstave to an Entropic Lance.

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

Timesplinter Cloak _____ X pts

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

Harbingers of Storm _____ X pts

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

Voltaic Staff

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

Ether Crystal _____ X pts

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

Living Lightning _____ X pts

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

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

Canoptek Cloak ────────────────────────────────── X pts

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

Canoptek Control Node ───────────────────────────── X pts

Increase your Nodal Range to 12" for the purposes of suppressing the Soulless Hordes trait for units with the Canoptek sub-type. TODO: Reaction to shoot back better?

Fail-Safe Overcharger ───────────────────────────── X pts

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

Phylacterine Hive ──────────────────────────────── X pts

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

Rites of Reanimation

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

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

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

Harp of Dissonance ─────────────────────────────── X pts

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

Cryptogeometric Adjuster _____ **X pts**

Seismic Crucible _____ **X pts**

Powers of the C'Tan

General Powers

Antimatter Meteor

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

Cosmic Fire

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+)
Shard: 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"
Shard: 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.

Specialist Powers

Gaze of Death

In its Shooting phase, in addition to using Powers of the C'tan, this model can target one non-vehicle enemy unit within 12" to which it has line of sight. The unit suffers a number of Wounds, dependent on the level of the C'Tan. Shard level causes wounds equal to 3D6 minus the target's Leadership while Transcendent causes 4D6. These are resolved at AP2 and with the Ignores Cover special rule. If at least one unsaved Wound is inflicted, the C'tan Shard of the Nightbringer 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 Shard have a chance of exploding. Roll a D6 each time such a weapon is fired within range. On a roll equal or greater to this power's level, the weapon detonates. If carried by a non-vehicle model, the model is removed from play as a casualty with no saves. If mounted on a vehicle, it counts as Weapon Destroyed and causes the lose of a Hull Point. In either case, the shot(s) misfire and are lost.
Shard: Lord of Fire (6+)
Transcendent: Lord of Fire (5+)

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, being 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 Hi, 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.

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 Timewaeaver

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, per unit.

Transpositional Defence

Units

Headquarters

Lord ....30 Points

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

Unit Composition
- 1 Lord

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Noble, Living Metal)

Special Rules
- Command Protocols
- Nodal Command (Bronze)
- Reanimation Protocols

Weapons

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

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:
    - Gauntlet of Fire ....+10 points
    - Tachyon Arrow ....+50 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 ....50 points

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

Unit Composition
- 1 Nemesor Lord

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Noble, Living Metal)

Special Rules
- Command Protocols
- Nodal Command (Silver)
- Reanimation Protocols
- Decurion Nemesor

Weapons

	Range	Type	S	AP	Abilities
Staff of Light					
— Shooting	18"	Assault 3	5	3	—
— Melee	—	Melee	User	3	Rending (6+)
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted
Rod of Night					
— Shooting	18"	Assault 2	5	—	Haywire, Tesla (6+)
— Melee	—	Melee	User	—	Energy Siphon, 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
- The Nemesor 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
    - Translocation Shroud ....+10 points
- The Nemesor Lord may take equipment from the Artefacts of the Aeons list.

Nemesor Overlord ....65 points

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

Unit Composition
- 1 Nemesor Overlord

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Noble, Living Metal)

Special Rules
- Command Protocols
- Nodal Command (Gold)
- Reanimation Protocols
- Tesserarion Nemesor

Weapons

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

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:
  - 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
  - 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 ....65 points

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

Unit Composition
- 1 Phaeron

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Noble, Living Metal)

Special Rules
- Command Protocols
- Nodal Command (Platinum)
- Reanimation Protocols
- Tesserarion Nemesor

Weapons

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

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:
  - 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
  - Shadow Ankh ....+10 points
  - Tesseract Labyrinth ....+100 points
  - Translocation Shroud ....+10 points
- The Phaeron may take equipment from the Artefacts of the Aeons list.

Catacomb Command Barge ....X Points

	M	BS	Armour			HP	Transport
			Front	Side	Rear		Capacity
Catacomb Command Barge	12	4	11	11	11	3	1

Unit Composition
- 1 Catacomb Command Barge

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

Unit Type
- Vehicle (Chariot, Living Metal, Open-Topped, Skimmer, Transport)

Special Rules
- Command Wave

Access Points

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

Weapons

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

Royal Warden ....X Points

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

Unit Type
- Infantry (Character, Living Metal)

Special Rules
- Awakening Protocols (Silver)
- Reanimation Protocols
- TODO: Some buff for being a lieutenant

Unit Composition
- 1 Royal Warden

Wargear
- Close Combat Weapon
- Relic Gauss Blaster

Weapons

	Range	Type	S	AP	Abilities
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted

Vargard ....X Points

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

Unit Composition
- 1 Vargard

Wargear
- Warscythe

Unit Type
- Infantry (Character, Living Metal)

Special Rules
- Awakening Protocols (Gold)
- Reanimation Protocols
- Lord's Retainer

Weapons

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

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 .... -10 points
  - Warscythe with in-built Relic Gauss Blaster .... 10 points
- The Vargard may take any of the following options:
  - Phase Shifter .... +25 points
  - Phylactery .... +10 points
  - Sempiternal Weave .... +10 points

Cryptek ....X Points

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

Unit Composition
- 1 Cryptek

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Living Metal)

Special Rules
- Awakening Protocols (Bronze)
- Nodal Command (Bronze)
- Reanimation Protocols
- Conclave Discipline
- Dynastic Advisors

Weapons

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

Unit Rules

Conclave Disciple: When taking a Cryptek model, you must select a Cryptek Conclave for that model. **Dynastic Advisors:** For each Cryptek or Cryptek Lord unit included in a Detachment that also contains at least one unit with the Noble sub-type, another Cryptek unit can be included in that detachment without taking up an additional Force Org slot for each tier of Command Protocols (e.g. 2 additional Crypteks at Silver).

Options
- The Cryptek may take any of the following options:
    - Mindshackle Scarabs ....+20 points
    - Phase Shifter ....+25 points
    - Phylactery ....+10 points

Cryptek Lord ....X Points

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

Unit Composition
- 1 Cryptek Lord

Wargear
- Staff of Light

Unit Type
- Infantry (Character, Living Metal)

Special Rules
- Awakening Protocols (Silver)
- Nodal Command (Silver)
- Reanimation Protocols
- Conclave Discipline

Weapons

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

Unit Rules

Conclave Disciple: When taking a Cryptek Lord model, you must select a Cryptek Conclave for that model.

Options
- The Cryptek may take any of the following options:
    - Mindshackle Scarabs ....+20 points
    - Phase Shifter ....+25 points
    - Phylactery ....+10 points
    - Sempiternal Weave ....+10 points
    - Tesseract Labyrinth ....+100 points
    - Translocation Shroud ....+10 points

30

Dramatis Personae

Anrakyr the Traveller

Szarekh, the Silent King

Dynastic Warrior Phalanx ....X Points

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

Unit Composition
- 10 Dynastic Warriors

Wargear
- Close Combat Weapon
- Gauss Flayer

Unit Type
- Infantry (Line, Living Metal)

Special Rules
- Reanimation Protocols
- Soulless Hordes (Bronze)
- Their Number is Legion

Weapons

	Range	Type	S	AP	Abilities
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (6+)
Gauss Reaper	12"	Assault 2	5	4	Gauss (6+)

Unit Rules

Their Number is Legion: When rolling for Reanimation Protocols, unmodified rolls of 1 may be re-rolled.

Dedicated Transport A Dynastic Warrior Phalanx may take a Night Scythe as a Dedicated Transport if it numbers no more than 15 models, 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 ....X points each
- The entire unit may exchange their Gauss Flayer for a:
  - Gauss Reaper ....0 points each

Immortal Phalanx ....X Points

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

Unit Composition
- 5 Immortals

Wargear
- Close Combat Weapon
- Gauss Blaster

Unit Type
- Infantry (Line, Living Metal)

Special Rules
- Awakening Protocols (Bronze)
- Reanimation Protocols
- Soulless Hordes (Silver)

Weapons

	Range	Type	S	AP	Abilities
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 ....X points each
- The entire unit may exchange their Gauss Blaster for a:
  – Tesla Carbine ....0 points each

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 Necrontyr 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 bio- transference 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.

Pariah Lychguard Phalanx ....X Points

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

Unit Composition
- 5 Pariah Lychguard

Wargear
- Warscythe

Unit Type
- Infantry (Anathema, Living Metal)

Special Rules
- Awakening Protocols (Bronze)
- 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 .... X points each
- The entire unit may exchange their Warscythe for a:
  - Warscythe with in-built Gauss Blaster .... +5 points each
  - Hyperphase Sword and Dispension Shield .... +10 points each

Royal Lychguard Phalanx ....X Points

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

Unit Composition
- 5 Royal Lychguard

Wargear
- Warscythe

Unit Type
- Infantry (Line, Living Metal)

Special Rules
- Awakening Protocols (Bronze)
- 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 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. 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 .... X points each
- The entire unit may exchange their Warscythe for a:
  - Warscythe with in-built Gauss Blaster .... +5 points each
  - Hyperphase Sword and Dispension Shield .... +10 points each

Canoptek Cryptothrall Cohort ....X Points

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

Unit Composition
- 2 Canoptek Cryptothralls

Wargear
- Close Combat Weapon
- Scouring Eye

Unit Type
- Infantry (Canoptek, Living Metal, Monstrous)

Special Rules
- Awakening Protocols (Bronze)
- Bound Creation
- Enthralled Protector
- Reanimation Protocols
- Soulless Hordes (Bronze)
- Systematic Vigor

Weapons

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

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.

Enthralled 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 ....X Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Canoptek Plasmacyte	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, Monstrous)

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.

Canoptek Reanimator ....X Points

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

Unit Composition
- 1 Canoptek Reanimator

Wargear
- Atomiser Beam Lance
- Close Combat Weapon

Unit Type
- Infantry (Canoptek, Floating, Living Metal, Monstrous)

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 visibile to it, add a +1 to all Reanimation Protocols rolls. Each unit can only ever be targeted by Reanimation Beam at a time.

Deathmark Squadron ....90 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Deathmark	7	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

Weapons

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

Unit Rules

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

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 .... +10 points each
- The entire unit may take any of the following options:
  - Hyper-Oubliette Navigator .... +5 points each

C'Tan Shard of Aza'gorod, the Nightbringer ....90 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					
— Reaping Sweep	—	Melee	User	3	Murderous Strike (6+), Reaping Blow (4)
— Entropic Blow	—	Melee	x2	2	Brutal (3), Murderous Strike (5+), Two-Handed

Unit Rules

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

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 ....90 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Deceiver	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.

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.

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

C'Tan Shard of Mag'ladroth, the Void Dragon ....90 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.

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.

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 ....90 Points

	M	WS	BS	S	T	W	I	A	Ld	Sv
Burning One	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.

Flamming Vessel: At the start of the Fight sub-phase, center a 5" Large Blast Template on this model. Each other model suffers a S6 AP 5 Armourbane (Melta) hit for each model underneath the template.

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

C'Tan Shard of Tsara'noga, the Outsider ....90 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.

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.

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

Canoptek Acanthrite Vanguard ....X Points

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

Unit Composition
- 3 Canoptek Acanthrites

Wargear
- Cutting Beam
- Voidblade

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

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

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

Canoptek Scarab Swarms ....X Points

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

Unit Composition
- 3 Canoptek Scarab Swarms

Wargear
- Feeder Mandibles

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

Special Rules
- Awakening Protocols (Bronze)
- Reanimation Protocols
- Soulless Hordes (Bronze)
- Swarms

Weapons

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

Options
- The Canoptek Scarab Swarms may include:
  - Up to an additional 6 Canoptek Scarab Swarms ....X points each

Canoptek Spyder Cohort ....X Points

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

Unit Composition
- 1 Canoptek Spyder

Wargear
- Close Combat Weapon

Unit Type
- Infantry (Canoptek, Floating, Living Metal, Monstrous)

Special Rules
- Bulky (2)
- Reanimation Protocols
- Nodal Relay
- Scarab Hive
- Soulles Hordes (Silver)

Weapons

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

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 ....X points each
- Each model may take replace their Close Combat Weapon with a:
  - Fabricator Claw Array ....X points each
- Each model may take any of the following options:
  - Gloom Prism ....X points each
  - Twin-Linked Particle Beamer ....X points each

Canoptek Tomb Sentinel ....X Points

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

Unit Composition
- 1 Canoptek Tomb Sentinel

Wargear
- Close Combat Weapon
- Exile Cannon

Unit Type
- Infantry (Canoptek, Living Metal, Monstrous)

Special Rules
- Bulky (3)
- Outflank
- Phase Generator
- Phase Tunelling
- Rampage (1)
- Reanimation Protocols
- Sense Clusters
- Soulles 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.

Scarab Hive: 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 ....X points each
    - Sepulchral Scarabs ....X points each

Canoptek Tomb Stalker ....X Points

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

Unit Composition
- 1 Canoptek Tomb Stalker

Wargear
- Two Close Combat Weapons
- Two Gauss Flayers

Unit Type
- Infantry (Canoptek, Light, Living Metal, Monstrous)

Special Rules
- Bulky (3)
- Firing Protocols (2)
- Outflank
- Phase Generator
- Phase Tunelling
- Rampage (1)
- Reanimation Protocols
- Sense Clusters
- Soulles Hordes (Silver)
- Subterranean Assault
- Tomb Guardians

Weapons

	Range	Type	S	AP	Abilities
Gauss Flayer	24"	Rapid Fire	4	5	Gauss (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.

Scarab Hive: 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 .... X points each
  - Sepulchral Scarabs .... X points each

Canoptek Wraith Flight ....X Points

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

Unit Composition
- 3 Canoptek Wraiths

Wargear
- Close Combat Weapon

Unit Type
- Infantry (Canoptek, Light, Living Metal, Monstrous)

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

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

Ghost Ark ....X Points

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

Unit Composition
- 1 Ghost Ark

Wargear
- Two Sponson Mounted Gauss Flayer Arrays
- Quantum Shielding

Unit Type
- Vehicle (Living Metal, Open-Topped, Skimmer, Transport)

Special Rules
- Awakening Protocols (Silver)
- Supersonic

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 Array	24"	Heavy 5	4	5	Gauss (6+), Independent Targeting

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 may 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.

Night Scythe ....X Points

| | M | BS | Armour | | | HP | Transport |
			Front	Side	Rear		Capacity
Night Scythe	24	4	11	11	11	4	—

Unit Composition
- 1 Night Scythe

Wargear
- Hull (Front) Mounted Twin-Lined Tesla Destrucor

Unit Type
- Vehicle (Flyer, Living Metal, Transport)

Special Rules
- Awakening Protocols (Bronze)
- Captive Wormhole
- Invasion Beams

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

Weapons

	Range	Type	S	AP	Abilities
Tesla Destructor	24"	Heavy 4	7	—	Tesla (6+), Twin-Linked

Unit Rules

Captive Wormhole: A Night Scythe does not have a 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 rule, however they are never affected by anything that affects Passengers and do not count as being embarked for the purposes of special rules. While the unit is stationed at the Captive Wormhole, they also count as being in Teleportation Reserve; should the Night Scythe be destroyed, the prepared unit is not affected and goes into Teleportation Reserve. A unit that embark 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.

Tomb Blade Wing ....X Points

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

Unit Composition
- 3 Tomb Blades

Wargear
- Twin-Linked Gauss Blaster

Unit Type
- Cavalry (Floating, Living Metal, Skirmish)

Special Rules
- Awakening Protocols (Silver)
- Bulky (3)
- Hammer of Wrath (1)
- Hit & Run
- Outflank
- Reanimation Protocols
- Relentless

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

Canoptek Doomstalker Patrol ....X Points

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

Unit Composition
- 1 Canoptek Doomstalker

Wargear
- Close Combat Weapon
- Doomsday Blaster
- Two Gauss Flayers

Unit Type
- Dreadnought (Canoptek, Living Metal, Monstrous)

Special Rules
- Containment Field
- Reanimation Protocols
- Sentinel Protocols
- Soulles Hordes (Silver)

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 Str 8, AP —.

Sentinel Protocols: TODO: This

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

Doomsday Ark ....X Points

	M	BS	Armour 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
- Two Sponson Mounted Gauss Flayer Arrays
- Quantum Shielding

Unit Type
- Vehicle (Living Metal, Open-Topped Skimmer)

Special Rules
- Awakening Protocols (Silver)

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 Array	24"	Heavy 5	4	5	Gauss (6+), Independent Targeting

Allied Units

When selecting your units' Dynasties, Destroyer and Flayed One units count as being both Destroyer Cult and the selected Dynasty. Use the worst Level of Alliance between the two.

Phaeron's Undesirable Assets: Non-Headquarters Destroyer Cult and Flayed One units may be taken in the Primary Detachment Force Org Slots without requiring an entire Allied Detachment. They still impose Level of Alliance penalties regardless.

	Primary Detachment												
Allied Detachment	Charnovokh	Maynarkh	Mephrit	Nephrekh	Nihilakh	Novokh	Sautekh	Szarekhan	Thokt	Triarch	Destroyer Cult	Flayed Ones	Non-Necrons
Charnovokh		F	F D	F D	D F	F D	F	P	P	F D	F	P	P
Maynarhk	F		F F	F D	P	F D	F	F	F D	F	F	F D	P
Mephrit	F D	F		F	F D	F D	F D	D	F D	F D	F	P	P
Nephrekh	P	F F	F		F D	F	F	F D	F D	F D	F	P	P
Nihilakh	F D	P	F D	F		F	F	F D	F	F D	F	P	P
Novokh	P	P	F	F	F		F	P	F D	F D	P D	P	P
Sautekh	P	P	F	F D	F	F		P	F	F	F	F D	P
Szarekhan	P	F	D	F	D	F	P		D	F	F	P	P
Thokt	P	F	F	F	F	F	F	D		D	F	P	P
Triarch	P	P	D	F	F	F	F	D	D		F	P	P
Destroyer Cult	P	P	D	F	F	D	F	F	F	F		F	P
Flayed Ones	P	F	P	P	P	P	P	P	P	P	F		P
Non-Necrons	P	P	P	P	P	P	P	P	P	P	P	P	

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

Lokhust Lord

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Lokhust Lord	65 pts	9"	4	4	5	6	4	2	4	10	3+	Infantry (Character, Destroyer, Floating, Living Metal, Monstrous, Noble)

Wargear: Staff of Light
Wargear Options:
Wargear Options:

- A Lokhust Lord may exchange their Staff of Light for any of the following:

  - Hyperphase Sword _____X pt
  - Rod of Night _____X pt
  - Voidblade _____0 pt
  - Warscythe _____X pt
  - Warscythe wuith built-in Relic Gauss Blaster _____X pt

- A Lokhust Lord can take any of the following:

  - A Gauntlet of Fire _____X pt
  - A Tachyon Arrow _____X pt
  - Mindshackle Scarabs _____X pt
  - A Phase Shifter _____X pt
  - A Phylactery _____X pt
  - A Resurrection Orb _____X pt
  - A Sempiternal Weave _____X pt
  - A Tesseract Labyrinth _____X pt

- A Lokhust Lord can take equipment from the Artefacts of the Aeons List

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User	3	Rending (6+)
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted
Rod of Night (Melee)	—	Melee	User	—	Energy Siphon, Haywire
Rod of Night (Shooting)	24"	Assault 2	5	—	Haywire, Tesla (6+)

Abilities

Annihilation Protocols, Bulky (2), Command Protocols, Nodal Command(Silver), Reanimation Protocols

A Lokhust Lord can take the Decurion Nemesor ability if the prerequisites are met.

Flayer King

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Flayer King	X pts	7"	5	4	5	5	4	2	4	10	3+	Infantry (Character, Flayer, Living Metal, Noble)

Wargear: Staff of Light

Wargear Options:

- A Flayer King may exchange their Staff of Light for any of the following:
    - Hyperphase Sword ——————————————————————————————X pt
    - Rod of Night ————————————————————————————————X pt
    - Voidblade ————————————————————————————————0 pt
    - Voidscythe ————————————————————————————————X pt
    - Warscythe ————————————————————————————————X pt
    - Warscythe wuith built-in Relic Gauss Blaster ——————————————————X pt

- A Flayer King can take any of the following:
    - A Gauntlet of Fire ——————————————————————————————X pt
    - A Tachyon Arrow ——————————————————————————————X pt
    - Bloodswarm Scarabs ————————————————————————————X pt
    - Flensing Scarabs ——————————————————————————————X pt
    - Mindshackle Scarabs ——————————————————————————X pt
    - A Phase Shifter ——————————————————————————————X pt
    - A Phylactery ————————————————————————————————X pt
    - A Resurrection Orb ——————————————————————————————X pt
    - A Sempiternal Weave ————————————————————————————X pt
    - A Shadow Ankh ——————————————————————————————X pt
    - A Tesseract Labyrinth ————————————————————————————X pt
    - A Translocation Shroud ——————————————————————————X pt

- A Flayer King can take equipment from the Artefacts of the Aeons List

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User	3	Rending (6+)
Hyperphase Sword	—	Melee	User	3	Rending (5+)
Voidblade	—	Melee	User	4	Entropic Strike (4+), Rending(6+)
Voidscythe	—	Melee	x2	1	Entropic Strike (2+), Brutal (2), Unwieldy, Two-Handed
Warscythe	—	Melee	+2	2	Armourbane (Melee), Two-Handed
Relic Gauss Blaster	30"	Rapid Fire 2	5	4	Gauss (6+), Master-Crafted
Rod of Night (Melee)	—	Melee	User	—	Energy Siphon, Haywire
Rod of Night (Shooting)	24"	Assault 2	5	—	Haywire, Tesla (6+)

Abilities

Command Protocols, Hyperspace Hunters, Nodal Command(Gold), Reanimation Protocols

Drawn to Blood: This model must start the game in Reserve or Infiltrate. Each time an enemy unit is completely destroyed the Necron player may move one unit of Flayed Ones with this unit attached from Reserve into Ongoing Reserve, even if this means that a unit will appear turn One.

Curse of Llandu'gor: This 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.

A Flayer King can take the Tesserarion Nemesor ability if the prerequisites are met.

Mark of the Flayer: If this model's 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
1	**Berserk:** The Flayer King 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 Flayer King's weapons. If alone, the Flayer King suffers an immediate Wound, with no save allowed.
2-5	**In Control:** The Flayer King is able to control their madness by sheer force of will, giving no effect.
6	**Transfiguration:** The overlord 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.

Skorpekh Lord

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Skorpekh Lord	X pts	9"	5	5	6	6	4	2	4	10	3+	Infantry (Character, Destroyer, Living Metal, Monstrous, Noble)

May include up to 3 additional Skorpekh Destroyers for X pts/model.

Wargear: Close Combat Weapon, Enmitic Annihilator, Hyperphase Harvester.

Wargear Options:

- A Skorpekh Lord can take any of the following:

    – Flensing Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    – Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    – A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    – A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    – A Sempiternal Weave ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    – A Shadow Ankh ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt

- A Skorpekh Lord can take equipment from the Artefacts of the Aeons List

Name	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

Abilities

Annihilation Protocols, Command Protocols, Bulky (3), Hammer of Wrath (1), Nodal Command (Silver), Reanimation Protocols

Elites

Charnel Lychguard

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
5	Charnel Lychguard	X pts	7"	4	4	5	5	2	2	2	10	3+	Infantry (Flayer, Line, Living Metal)

May include up to 5 additional Charnel Lychguard for X pts/model.
Dedicated Transport: May use a Night Scythe as a dedicated transport.

Wargear: Warscythe
Wargear Options:
- The entire unit may upgrade their Warscythe to include a built-in Gauss Blaster ————————5 pts
- The entire unit may replace their Warscythe with a Hyperphase Sword and Dispersion Shield ————10 pts
- The entire unit may take Flensing Scarabs ————————————————————X pts

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

Abilities

Awakening Protocols (Bronze), Chosen Warriors, Rage (1), Reanimation Protocols

Soldier of the Bloody Court: Only a single unit of Lychguard may be purchased for each Lord, Nemesor Lord, Nemesor Overlord, and/or Phaeron and are treated as their personal retinue. They take up a single Force Organisation chart choice with that Character, but do not have to be deployed with them and are treated as a separate unit during the game. In addition they count as within Nodal Command Range of their respective HQ while they are both on the table.

Flayed Ones

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
5	Flayed Ones	X pts	6"	4	1	4	4	1	2	3	10	4+	Infantry (Flayer, Living Metal)

May include up to 15 additional Flayed Ones for X pts/model.

Wargear: Two Flayer Claws

Name		Range	Type	S	AP	Abilities
Flayer Claws	X pt	—	Melee	User	—	—

Abilities

Hyperspace Hunters, Infiltrate, Reanimation Protocols

Drawn to Blood: All Flayed One units must start the game in Reserve or Infiltrate. Each time an enemy unit is completely destroyed the Necron player may move one unit of Flayed Ones from Reserve into Ongoing Reserve, even if this means that a unit will appear turn One.

Curse of Llandu'gor: This 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.

Hexmark Destroyer

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Hexmark Destroyer	X pts	9"	4	6	5	5	3	2	4	10	3+	Infantry (Character, Destroyer, Living Metal, Monstrous)

Wargear: Six Enmitic Disintegrator Pistols.

Wargear Options:
- The Hexmark Destroyer may take a Hyper-Oubliette Navigator _____ x pts

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

Abilities

Annihilation Protocols, Awakening Protocols (Silver), Bulky (3), Deep-Strike, Hyperspace Hunters, Firing Protocols (6), Reanimation Protocols

Ethereal Interceptors: This unit is may perform as many additional Deep Strike Assaults as desired and does not have to take part in the initial assault. Additionally, it gains access to the Ethereal Interception Advanced Reaction.

Multi-Threat Eliminator: 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.

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.

Skorpekh Destroyers

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Skorpekh Destroyers	X pts	9"	4	4	5	5	2	2	3	10	3+	Infantry (Destroyer, Living Metal, Monstrous)

May include up to 3 additional Skorpekh Destroyers for X pts/model.

Wargear: Two Hyperphase Thresher.
Wargear Options:
- Each model may exchange two Hyperphase Thresher for a Hyperphase Reap-Blade ⸻+X pts

Name	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

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

Fast Attack

Charnel Scarabs Swarms

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Charnel Scarabs	X pts	10"	3	2	3	3	3	2	4	10	6+	Infantry (Canoptek, Floating, Light, Living Metal, Monstrous)

May include up to 6 additional Canoptek Scarab Swarms for X pts/model.

Wargear: —

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

Abilities
Fearless, Reanimation Protocols, Soulless Hordes (Bronze), Swarms

Ophydian Destroyers

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Ophydian Destroyers	X pts	10"	4	4	4	4	2	2	3	10	4+	Infantry (Destroyer, Living Metal, Monstrous)

May include up to 3 additional Ophydian Destroyers for X pts/model.

Wargear: Two Hyperphase Thresher, Whip Coils.
Wargear Options:
- Each model may exchange two Hyperphase Thresher for a Hyperphase Reap-Blade ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯+X pts

Name	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)

Abilities
Annihilation Protocols, Awakening Protocols (Silver), Bulky (3), Deep-Strike, Hammer of Wrath (2), Reanimation Protocols

Heavy Support

Lokhust Destroyers

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Lokhust Destroyers	X pts	9"	4	4	4	4	2	2	3	10	4+	Infantry (Destroyer, Floating, Living Metal, Monstrous)

May include up to 5 additional Lokhust Destroyer for X pts/model.
Up to 1 Lokhust Destroyer may be replaced with a Heavy Destroyer X pts.

Wargear: Each Lokhust Destroyer is equipped with Gauss Cannon. Each Lokhust Heavy Destroyer is equipped with Gauss Destructor.

Wargear Options:
- Each Lokhust Destroyer may exchange Gauss Cannon for a Tesla Cannon ⸻+X pts
- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for an Enmitic Exterminator ⸻+X pts
- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for a Tesla Destructor ⸻+X pts

Name	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	24"	Heavy 4	7	—	Tesla (6+)

Abilities

Annihilation Protocols, Awakening Protocols (Silver), Bulky (2), Reanimation Protocols

Lokhust Heavy Destroyers

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Lokhust Heavy Destroyers	X pts	9"	4	4	4	4	2	2	3	10	4+	Infantry (Destroyer, Floating, Living Metal, Monstrous)

May include up to 2 additional Lokhust Heavy Destroyers for X pts/model.

Wargear: Each Lokhust Heavy Destroyer is equipped with Gauss Destructor.
Wargear Options:
- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for an Enmitic Exterminator ⸺⸺⸺ +X pts
- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for a Tesla Destructor ⸺⸺⸺ +X pts

Name	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	24"	Heavy 4	7	—	Tesla (6+)

Abilities

Annihilation Protocols, Awakening Protocols (Silver), Bulky (2), Reanimation Protocols

Triarch Stalker

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Triarch Stalker	X pts	10"	4	4	7	6	6	2	3	10	3+	Armiger (Living Metal)

Wargear: Each Triarch Stalker is equipped with a Heat Ray and two Stalker Forelimb.

Wargear Options:

- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for an Enmitic Exterminator _____ +X pts
- Each Lokhust Heavy Destroyer may exchange Gauss Destructor for a Tesla Destructor _____ +X pts

Name	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	24"	Heavy 4	7	—	Tesla (6+)

Abilities
Annihilation Protocols, Awakening Protocols (Silver), Bulky (2), Reanimation Protocols