Horus Heresy 2.0 Necrons

ingeanus

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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. Super Heavy and Gargantuan Creatures are immune to this effect.

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 separate 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 the friendly unit is destroyed when Reanimation Protocols triggers, perform this process as normal, however after models have been returned from any successful **Reanimations**, resolve the remaining wounds in the triggering enemy unit's wound pool until it is empty; these remaining wounds *can* cause further Reanimation Protocols triggers.

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: This unit is able to make 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: This unit is able to make 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 1	4	5	Gauss (6+)
Gauss Reaper	12"	Assault 2	5	4	Gauss (6+)
Gauss Blaster	24"	Rapid Fire 1	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.

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

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Lord	65 pts	7"	4	4	5	5	2	2	2	10	3+	Infantry (Character, Noble, Living Metal)

Wargear: Staff of Light

Wargear Options:
- A Lord may exchange their Staff of Light for any of the following:
  - Hyperphase Sword _____X pt
  - Voidblade _____0 pt
  - Warscythe _____X pt
  - Warscythe wuith built-in Relic Gauss Blaster _____X pt
- A Lord can take any of the following:
  - A Gauntlet of Fire _____X pt
  - A Tachyon Arrow _____X pt
  - Mindshackle Scarabs _____X pt
  - A Phase Shifter _____X pt
  - A Phylactery _____X pt
  - A Resurrection Orb _____X pt
  - A Translocation Shroud _____X pt
- A Lord can take equipment from the Artefacts of the Aeons List

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

Abilities
Command Protocols, Nodal Command(Bronze), Reanimation Protocols

Nemesor Lord

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Nemesor Lord	65 pts	7"	5	4	5	5	3	2	3	10	3+	Infantry (Character, Noble, Living Metal)

Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.

Wargear: Staff of Light
Wargear Options:
Wargear Options:
- A Nemesor Lord may exchange their Staff of Light for any of the following:
  - Hyperphase Sword ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Rod of Night ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Voidblade ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯0 pt
  - Warscythe ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Warscythe wuith built-in Relic Gauss Blaster ⎯⎯⎯⎯⎯⎯X pt
- A Nemesor Lord without a Two-Handed weapon may take a Dispersion Shield ⎯⎯⎯⎯X pt
- A Nemesor Lord can take any of the following:
  - A Gauntlet of Fire ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Tachyon Arrow ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Resurrection Orb ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Sempiternal Weave ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Tesseract Labyrinth ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Translocation Shroud ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
- A Nemesor Lord can take equipment from the Artefacts of the Aeons List

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

Command Protocols, Nodal Command(Silver), Reanimation Protocols

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

Nemesor Overlord

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Nemesor Overlord	65 pts	7"	5	5	5	5	4	2	3	10	3+	Infantry (Character, Noble, Living Metal)

Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.

Wargear: Staff of Light

Wargear Options:
- A Nemesor Overlord may exchange their Staff of Light for any of the following:
  - Hyperphase Sword ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Rod of Night ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Voidblade ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯0 pt
  - Voidscythe ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Warscythe ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Warscythe wuith built-in Relic Gauss Blaster ⎯⎯⎯⎯⎯⎯⎯X pt
- A Nemesor Overlord without a Two-Handed weapon may take a Dispersion Shield ⎯⎯⎯⎯X pt
- A Nemesor Overlord can take any of the following:
  - A Gauntlet of Fire ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Tachyon Arrow ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A 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 Nemesor Overlord can take equipment from the Artefacts of the Aeons List

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User	3	Rending (6+)
Hyperphase Sword	—	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, Nodal Command(Gold), Reanimation Protocols

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

Phaeron

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Phaeron	65 pts	7"	5	5	5	5	4	2	3	10	3+	Infantry (Character, Noble, Living Metal)

Dedicated Transport: May use a Catacomb Command Barge as a dedicated transport.

Wargear: Staff of Light
Wargear Options:
- A Phaeron may exchange their Staff of Light for any of the following:
  - Hyperphase Sword ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - Rod of Night ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - Voidblade ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ 0 pt
  - Voidscythe ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - Warscythe ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - Warscythe wuith built-in Relic Gauss Blaster ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
- A Phaeron without a Two-Handed weapon may take a Dispersion Shield ⎯⎯⎯⎯⎯ X pt
- A Phaeron can take any of the following:
  - A Gauntlet of Fire ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - A Tachyon Arrow ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
  - A 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 Phaeron can take equipment from the Artefacts of the Aeons List

Name	Range	Type	S	AP	Abilities
Staff of Light (Shooting)	18"	Assault 3	5	3	—
Staff of Light (Melee)	—	Melee	User	3	Rending (6+)
Hyperphase Sword	—	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, Nodal Command(Platinum), Reanimation Protocols

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

Catacomb Command Barge

No	Name	M	BS	F	S	R	HP	T	Type
1	Catacomb Command Barge	X pts	12"	4	11	11	11	3	1	Vehicle (Chariot, Fast, Living Metal, Open-Topped, Skimmer)

Can transport Necron characters with the Noble sub-type.

Wargear: Gauss Cannon and Quantum Shielding

Wargear Options:
- The Catacomb Command Barge may exchange its Gauss Cannon for a Tesla Cannon _____X pts

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

Abilities

Awakening Protocols (Silver)

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.

Royal Warden

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

Wargear: Relic Gauss Blaster
Wargear Options:

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

Abilities

Awakening Protocols(Silver), Reanimation Protocols
Something about being dedicated lieutenant

Vargard

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

Wargear: Warscythe

Wargear Options:
- A Vargard may exchange their Warscythe for any of the following:
    - Hyperphase Sword and Dispersion Shield ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    - Relic Gauss Blaster ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    - Warscythe with built-in Relic Gauss Blaster ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
- A Vargard can take any of the following:
    - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
    - A Sempiternal Weave ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt

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

Abilities

Awakening Protocols(Gold), Reanimation Protocols

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.

Cryptek

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

Must include a selection from the Canoptek Conclave Disciplines

Wargear: Discipline Dependent
- A Cryptek can take any of the following:
  - A Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt
  - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pt

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

Abilities

Awakening Protocols(Bronze), Nodal Command (Bronze), Reanimation Protocols

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).

Cryptek Lord

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

Must include a selection from the Canoptek Conclave Disciplines

Wargear: Discipline Dependent
- A Cryptek Lord can take any of the following:
    - A Mindshackle Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
    - A Phase Shifter ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
    - A Phylactery ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
    - A Sempiternal Weave ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt
    - A Tesseract Labyrinth ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ 100 pt
    - A Translocation Shroud[†] ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯ X pt

† This cannot be taken with a Nightmare Shroud, Chronotendrils, or Canoptek Cloak.

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

Abilities

Awakening Protocols(Silver), Nodal Command (Silver), Reanimation Protocols

Named Characters

Anrakyr the Traveller

Troops

Dynastic Warriors

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
10	Dynastic Warriors	X pts	5"	4	4	4	4	1	2	1	10	4+	Infantry (Line, Living Metal)

May include up to 10 additional Dynastic Warriors for X pts/model.
Dedicated Transport: May use either a Night Scythe or a Ghost ark as long as it number nor more than 10 models, as a dedicated transport.

Wargear: Gauss Flayer
Wargear Options:
- The entire unit may exchange their Gauss Flayer for a Gauss Reaper _____0 pts

Name	Range	Type	S	AP	Abilities
Gauss Flayer	24"	Rapid Fire 1	4	5	Gauss (6+)
Gauss Reaper	12"	Assault 2	5	4	Gauss (6+)

Abilities

Reanimation Protocols, Soulless Hordes (Bronze)
Their Number is Legion: Rolls of 1 for Reanimation Protocols may be re-rolled.

Immortals

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

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

Wargear: Gauss Blaster
Wargear Options:
- The entire unit may exchange their Gauss Blaster for a Tesla Carbine ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯0 pts

Name	Range	Type	S	AP	Abilities
Gauss Blaster	24"	Rapid Fire 1	5	4	Gauss (6+)
Tesla Carbine	24"	Assault 2	5	—	Tesla (6+)

Abilities

Awakening Protocols (Bronze), Reanimation Protocols, Soulless Hordes (Silver)

Elites

Pariah Lychguard

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

May include up to 5 additional Pariah 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

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 (Silver), Fearless, Reanimation Protocols
Shock Troops: Pariah Lychguard are allowed to make Sweeping Advances.

Royal Lychguard

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

May include up to 5 additional Royal 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

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, Reanimation Protocols

Royal Guard: 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.

Royal Shock Troops: If this unit does not contain any models with the Noble sub-type in it, the unit is allowed to make Sweeping Advances.

Canoptek Cryptothrall

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

Wargear: Each model is armed with a Scouring Eye and Close Combat Weapon.

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

Abilities

Fearless, Reanimation Protocols, Soulless Hordes (Bronze)

Bound Creation: For each Cryptek or Cryptek Lord in your army, a Canoptek Cryptothrall 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 Vigour: If a Canoptek Cryptothrall is in a unit with a Cryptek or Cryptek Lord, increase its BS, WS, and A to 4.

Canoptek Plasmacyte

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Canoptek Plasma-cyte	X pts	9"	3	3	4	5	1	2	1	10	4+	Infantry (Canoptek, Floating, Living Metal, Monstrous)

When taking this model, determine if it is a Destructor, Accelerator, or Reanimator.

Wargear: Each model is armed with a Close Combat Weapon.

Abilities

Fearless, Reanimation Protocols, Soulless Hordes (Bronze)

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 Org 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 Org slot. This unit starts the game attached to those units.

Evasion Protocols: This unit is able to join other units as if it had the Independent Character special rule.

Infused Madness (Destructor Only): Once per turn at the start of the Assault Phase, all other models with the Destroyer sub-type in the Plasmacyte's unit may gain the Furious Charge (1) and Rage (1) special rules 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.

Acceleration Logis (Accelerator Only): Once per turn, when the Plasmacyte's unit is called to make 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.

Reanimation Beam (Reanimator Only): Once per turn, when the Plasmacyte's unit is called to make a Reanimation Protocols check, you may add a +1 to 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 healed by Reanimation Beam at a time (Including the Canoptek Reanimator).

Canoptek Reanimator

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Canoptek Reanimator	X pts	8"	3	3	5	5	4	2	4	10	3+	Dreadnought Living Metal)	(Canoptek,

Wargear: Each model is armed with an Atomiser Beam Lance and a Close Combat Weapon.

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

Abilities

Fearless, Reanimation Protocols, Soulless Hordes (Silver)

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 healed by Reanimation Beam at a time (Including the Plasmacyte Reanimator).

Deathmarks

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

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

Wargear: Each model is armed with a Synaptic Disnitegrator.
Wargear Options:
- The entire unit may take Hyper-Oubliette Navigators ——————————————————————x pts

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

Abilities

Awakening Protocols (Bronze), Deep-Strike, Hyperspace Hunters, 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.

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.

C'Tan Shard of Aza'gorod, the Nightbringer

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Nightbringer	X pts	9"	6	4	7	7	5	4	4	10	4+	Infantry (Character, Living Metal, Monstrous)

Wargear: Scythe of the Nightbringer

Name	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 (6+),Two-Handed

Abilities

Awakening Protocols (Silver), Eternal Warrior, Fearless, Reanimation Protocols

Necrodermis Vessel: The C'Tan has a 4+ invulnerable save.

Enslaved Star God: If this model would be removed (After Reanimation Protocols have been failed), roll a D6. On a 1, the shackles for the C'Tan Shard have been broken and it is now rampaging. The enemy player may return the model to a point within 3" of where it died with 1 Wound remaining. It is now treated as an enemy unit to all players, taking its turns at the beginning of its owner's turns. It will attempt to attack the closest nearby unit, preferring its owner's units on a tie. If it would be removed while rampaging, this ability does not trigger again.

Drain Life: Each time this model allocates a wound to an enemy model, Damage Mitigation rolls cannot be taken for those wounds.

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.

Powers of the C'Tan: The Nightbringer gains the Gaze of Death power alongside an additional power of choice from the list below. It uses powers at a Shard level.

- 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

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Deceiver	X pts	9"	5	5	7	7	5	4	4	10	4+	Infantry (Character, Living Metal, Monstrous)

Wargear: Golden Fists

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

Abilities

Awakening Protocols (Silver), Eternal Warrior, Fearless, Reanimation Protocols

Necrodermis Vessel: The C'Tan has a 4+ invulnerable save.

Enslaved Star God: If this model would be removed (After Reanimation Protocols have been failed), roll a D6. On a 1, the shackles for the C'Tan Shard have been broken and it is now rampaging. The enemy player may return the model to a point within 3" of where it died with 1 Wound remaining. It is now treated as an enemy unit to all players, taking its turns at the beginning of its owner's turns. It will attempt to attack the closest nearby unit, preferring its owner's units on a tie. If it would be removed while rampaging, this ability does not trigger again.

Misdirection: Attacks made against this model suffer a -1 penalty to BS and WS.

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.

Powers of the C'Tan: The Deceiver gains the Grand Illusion power alongside an additional power of choice from the list below. It uses powers at a Shard level.

- 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

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Deceiver	X pts	9"	5	5	7	7	5	4	4	10	4+	Infantry (Character, Living Metal, Monstrous)

Wargear: Spear of the Void Dragon

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

Abilities

Awakening Protocols (Silver), Eternal Warrior, Fearless, Preferred Enemy (Vehicles and Dreadnoughts), Reanimation Protocols

Necrodermis Vessel: The C'Tan has a 4+ invulnerable save.

Enslaved Star God: If this model would be removed (After Reanimation Protocols have been failed), roll a D6. On a 1, the shackles for the C'Tan Shard have been broken and it is now rampaging. The enemy player may return the model to a point within 3" of where it died with 1 Wound remaining. It is now treated as an enemy unit to all players, taking its turns at the beginning of its owner's turns. It will attempt to attack the closest nearby unit, preferring its owner's units on a tie. If it would be removed while rampaging, this ability does not trigger again.

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, immediately make a test against this model's It Will Not Die ability for each such model. If successful, remove the destroyed enemy model from play.

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.

Powers of the C'Tan: The Void Dragon gains the Voltaic Storm power alongside an additional power of choice from the list below. It uses powers at a Shard level.

- 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

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Burning One X pts	9"	4	6	7	7	5	4	4	10	4+	Infantry (Character, Living Metal, Monstrous)

Wargear: Scythe of the Nightbringer

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

Abilities

Awakening Protocols (Silver), Eternal Warrior, Fearless, Preferred Enemy (Vehicles and Dreadnoughts), Reanimation Protocols

Necrodermis Vessel: The C'Tan has a 4+ invulnerable save.

Enslaved Star God: If this model would be removed (After Reanimation Protocols have been failed), roll a D6. On a 1, the shackles for the C'Tan Shard have been broken and it is now rampaging. The enemy player may return the model to a point within 3" of where it died with 1 Wound remaining. It is now treated as an enemy unit to all players, taking its turns at the beginning of its owner's turns. It will attempt to attack the closest nearby unit, preferring its owner's units on a tie. If it would be removed while rampaging, this ability does not trigger again.

Flaming Vessel: At the start of the Fight sub-phase, enemy units within 4" suffer D3 S6 AP 5 Armourbane (Melta) hits.

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.

Powers of the C'Tan: The Burning One gains the Lord of Fire power alongside an additional power of choice from the list below. It uses powers at a Shard level.

- 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

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Outsider	X pts	9"	5	5	7	7	5	4	4	10	4+	Infantry (Character, Living Metal, Monstrous)

Wargear: Scythe of the Nightbringer

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

Abilities

Awakening Protocols (Silver), Eternal Warrior, Fearless, Preferred Enemy (Vehicles and Dreadnoughts), Reanimation Protocols

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.

Necrodermis Vessel: The C'Tan has a 4+ invulnerable save.

Enslaved Star God: If this model would be removed (After Reanimation Protocols have been failed), roll a D6. On a 1, the shackles for the C'Tan Shard have been broken and it is now rampaging. The enemy player may return the model to a point within 3" of where it died with 1 Wound remaining. It is now treated as an enemy unit to all players, taking its turns at the beginning of its owner's turns. It will attempt to attack the closest nearby unit, preferring its owner's units on a tie. If it would be removed while rampaging, this ability does not trigger again.

Unfathomable Horror: Enemy models with Fearless are treated as only having Stubborn and those with Stubborn are treated as having no ability, for the purposes of determining Morale checks caused by this model.

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.

Powers of the C'Tan: The Outsider gains the Gaze of the Abyss power alongside an additional power of choice from the list below. It uses powers at a Shard level.

- Antimatter Meteor _____X pt
- Cosmic Fire _____X pt
- Entropic Touch _____X pt
- Moulder of Worlds _____X pt
- Pyreshards _____X pt
- Sentient Singularity _____X pt
- Seismic Assault _____X pt
- Sky of Falling Stars _____X pt
- Swarm of Spirit Dust _____X pt
- Time's Arrow _____X pt
- Transdimensional Thunderbolt _____X pt
- Withering Worldscape _____X pt

Fast Attack

Canoptek Acanthrites

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Canoptek Acanthrites	X pts	12"	4	4	4	5	3	2	2	10	3+	Infantry (Canoptek, Floating, Light, Living Metal, Monstrous)

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

Wargear: Each model is armed with a Cutting Beam and Voidblade

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

Abilities

Annihilation Protocols, Awakening Protocols (Silver), Bulky (2), Fearless, Reanimation Protocols, Soulless Hordes (Silver)

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

Canoptek Scarabs Swarms

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Canoptek Scarabs	X pts	10"	2	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
Feeder Mandibles	—	Melee	User	—	Entropic Strike (4+)

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

Canoptek Spyder

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Canoptek Spyder	X pts	7"	3	3	6	6	3	2	1	10	3+	Infantry (Canoptek, Floating, Living Metal, Monstrous)

May include up to 2 additional Canoptek Spyders for X pts/model.

Wargear: —
Wargear Options:
- Any model mat take a Fabricator Claw Array ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pts
- Any model mat take a Gloom Prism ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pts
- Any model mat take a Twin-Linked Particle Beamer ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pts

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

Abilities

Fearless, Reanimation Protocols, Soulless Hordes (Silver)

Fabricator Claw Array: In each of your Shooting phases, instead of firing a weapon, a model with a fabricator claw array can choose to repair a single friendly vehicle that it is in base contact with. To repair a vehicle, roll a D6. If the result is a 4 or more, you may either restore a Hull Point lost earlier in the battle or repair a Weapon Destroyed or Immobilised result suffered earlier in the battle; this is effective immediately.

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 can use this special rule to create Canoptek Scarabs. To do so, nominate a friendly unit of Canoptek Scarabs that is within 6" of the Canoptek Spyder. Add a single Canoptek Scarab 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 Scarabs 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 Scarabs 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 unit of Spyders in the army, a unit of Canoptek Scarabs may be taken which do count towards the maximum number of units in their respective Force Organisation slot.

Canoptek Tomb Sentinel

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
1	Canoptek Tomb Sentinel	X pts	10"	3	3	6	7	4	2	2	10	3+	Infantry (Canoptek, Living Metal, Monstrous)

Wargear: Equipped with an Exile Cannon and a Close Combat Weapon

Wargear Options:
- A Canoptek Tomb Sentinel may take a Gloom Prism ⸺⸺⸺⸺⸺⸺⸺⸺⸺X pts
- A Canoptek Tomb Sentinel may take Sepulchral Scarabs ⸺⸺⸺⸺⸺⸺⸺⸺X pts

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

Abilities

Bulky (3), Deep-Strike, Fearless, Outflank, Rampage (1), Reanimation Protocols, Soulless Hordes (Silver), Tomb Guardians

Phase Generators: A Canoptek Tomb Sentinel has a 4+ invulnerable save.

Sense Cluster: A Canoptek Tomb Sentinel is immune to Blind and has the Night Vision special rule.

Phase Tunneling: 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.

Canoptek Tomb Stalker

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

Wargear: Equipped with two Gauss Flayers and a Close Combat Weapon

Wargear Options:
- A Canoptek Tomb Stalker may take a Gloom Prism ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pts
- A Canoptek Tomb Stalker may take Sepulchral Scarabs ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯X pts

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

Abilities

Bulky (3), Deep-Strike, Fearless, Firing Protocols (2), Fleet (2), Outflank, Rampage (1), Reanimation Protocols, Soulless Hordes (Silver), Tomb Guardians

Phase Generators: A Canoptek Tomb Stalker has a 4+ invulnerable save.

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

Phase Tunneling: When moving, a Canoptek Tomb Stalker 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.

Canoptek Wraiths

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Canoptek Wraiths	X pts	12"	3	3	4	5	2	2	3	10	3+	Infantry (Canoptek, Floating, Light, Living Metal, Monstrous)

May include up to 3 additional Canoptek Wraiths for X pts/model.

Wargear: Each model is equipped with a Close Combat Weapon
Wargear Options:
- Any model may exchange their Close Combat Weapon for Whip Coils ————————————X pts
- Any model may take one of:
  - Particle Caster ————————————————————X pts
  - Transdimensional Beamer ——————————————————X pts

Name	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+)

Abilities

Bulky (2), Fearless, Reanimation Protocols, Soulless Hordes (Silver), Relentless

Wraithform: Canoptek Wraiths have 3+ invulnerable saves.

Wraithflight: When moving, Canoptek Wraiths 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.

Ghost Ark

No	Name	M	BS	F	S	R	HP	T	Type
1	Ghost Ark	X pts	12"	4	11	11	11	4	10	Vehicle (Living Metal, Open-Topped, Skimmer, Transport)

Can transport Dynastic Warriors and Necron Infantry models with the Character sub-type.

Wargear: Two Gauss Flayer Arrays, Quantum Shielding

Name	Range	Type	S	AP	Abilities
Gauss Flayer Arrays	24"	Heavy 5	4	5	Gauss (6+), Independent Targeting

Abilities

Awakening Protocols (Bronze)

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 and 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

No	Name		M	BS	F	S	R	HP	T	Type
1	Night Scythe	X pts	25"	4	11	11	11	4	15	Vehicle (Flyer, Hover, Living Metal, Transport)

Can transport Necron models.

Wargear: Twin-Linked Tesla Destructor

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

Abilities

Awakening Protocols (Silver), Supersonic

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. Units embarked on a Night Scythe ignore all effects of damage on passengers. If a Night Scythe is destroyed, the units embarked upon it suffer no damage or ill effects – instead they are immediately placed into Teleportation Reserve.

Tomb Blades

No	Name	M	WS	BS	S	T	W	I	A	LD	Sv	Type
3	Tomb Blades	X pts	16"	4	4	4	5	1	2	1	10	4+	Cavalry (Floating, Living Metal, Skirmish)

May include up to 7 additional Tomb Blades for X pts/model.

Wargear: Twin-Linked Gauss Blaster
Wargear Options:
- Any model may exchange their Twin-Linked Gauss Blaster for a Twin-Linked Tesla Carbine ——————————X pts
- Any model may exchange their Twin-Linked Gauss Blaster for a Particle Beamer ——————————X pts
- Any model may equip Nebuloscope ——————————————————————X pts
- Any model may equip Shadowlooms ——————————————————————X pts
- Any model may equip Shieldvanes ——————————————————————X pts

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

Abilities

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

Nebuloscope: The bearer gains the Nigh Vision ability and their weapons gain the Ignores Cover rule.

Shadowlooms: The bearer increases Shrouded saves by +1. If it does not already have one, it instead gains Shrouded (6+).

Shieldvanes: The bearer increases their save to 3+.

Heavy Support

Catacomb Command Barge

No	Name		M	BS	F	S	R	HP	T	Type
1	Catacomb Command Barge	X pts	12"	4	11	11	11	3	1	Vehicle (Chariot, Fast, Living Metal, Open-Topped, Skimmer)

Can transport Necron characters with the Noble sub-type.

Wargear: Gauss Cannon and Quantum Shielding

Wargear Options:
- The Catacomb Command Barge may exchange its Gauss Cannon for a Tesla Cannon ——————————————X pts

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

Abilities

Awakening Protocols (Silver)

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.

Canoptek Doomstalker

No	Name		M	WS	BS	S	T	W	I	A	LD	Sv	Type	
1	Canoptek Doom-stalker	X pts	10"	3	3	6	6	6	2	3	10	3+	Dreadnought	(Canoptek, Living Metal)

Wargear: Each model is armed with an Doomsday Blaster, Two Gauss Flayers, and a Close Combat Weapon.

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

Abilities

Fearless, Firing Protocols (3), Reanimation Protocols, Soulless Hordes (Silver)

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

Doomsday Ark

No	Name		M	BS	F	S	R	HP	T	Type
1	Doomsday Ark	X pts	12"	4	11	11	11	4	—	Vehicle (Living Metal, Open-Topped, Skimmer)

May include up to 2 additional Doomsday Arks for X pts/model.
Wargear: The Doomsday Ark is equipped with a Doomsday Cannon, Two Gauss Flayer Arrays, and Quantum Shielding

Name	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 Arrays	72"	Heavy 5	4	5	Gauss (6+), Independent Targeting

Abilities
Awakening Protocols (Silver)

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		⚫	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫	🔴	⚫	⚫🟡	⚫	🔴	🔴
Maynarhk	⚫		⚫	⚫🟡	🔴	⚫	⚫	⚫	⚫	⚫	⚫	⚫🟡	🔴
Mephrit	⚫🟡	⚫		⚫	⚫🟡	⚫🟡	⚫🟡	🟡	⚫🟡	⚫🟡	⚫	🔴	🔴
Nephrekh	⚫	⚫🟡	⚫		⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫	🔴	🔴
Nihilakh	⚫🟡	🔴	⚫	⚫		⚫	⚫	⚫🟡	⚫	⚫	⚫	🔴	🔴
Novokh	⚫🟡	⚫	⚫🟡	⚫🟡	⚫		⚫	⚫	🟡	🟡	⚫🟡	🔴	🔴
Sautekh	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫		🔴	⚫	⚫	⚫	🔴	🔴
Szarekhan	🔴	⚫🟡	🟡	⚫🟡	🟡	⚫🟡	🔴		🟡	⚫	⚫	🔴	🔴
Thokt	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	🟡		⚫🟡	⚫	🔴	🔴
Triarch	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫	⚫	🟡	🟡		⚫	🔴	🔴
Destroyer Cult	⚫🟡	⚫🟡	⚫🟡	⚫🟡	⚫🟡	🟡	⚫	⚫	⚫	⚫		⚫	🔴
Flayed Ones	🔴	⚫🟡	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	⚫		🔴
Non-Necrons	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	🔴	

Level of Alliance

🟡 **Dynastic Allies**

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

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

⚫ **Fellow Warriors**

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

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

⚫ **Distrusted Allies**

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

🔴 **By the Phaeron's**

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

Headquarters

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