

Necrons Datasheets (v.1.0.1)

The "unit superior" rule in a figure description means that it can be present in its unit in a maximum of one copy, if possible

Faction abilities

- Regeneration. When any Necrons unit is taking a wound, roll one die. On a 5+ it is ignored

Leaders

Overlord (1 model)

Move 10" Save 2+ Wounds 6 Morale 2+ Control 2

Unit abilities

- When this model takes hits, add +1 to the AP of those hits, to a max. of AP(0)

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Overlord, 500pts

Ranged weapons	Range	Att	Sk	AP	Features
Tachyon Arrow	60"	1	2+	-4	May only be used once per battle. Deals 6 damage, but only to one model

Melee weapons	Range	Att	Sk	AP	Features
Hyperphase Glaive	Melee	4	2+	-2	Critical hits get AP(-4)



Add abilities to the model	Cost
<ul style="list-style-type: none"> • Will of the Leader. Once per battle round, you can select one model from your army with this ability. That model's unit can be targeted with a Stratagem for 0 CP (if you play with CP and Stratagems), even if that Stratagem has already targeted another unit from your army this turn 	+100pts

Infantry

Immortals with Gauss Blasters (3-10 models)

Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Immortal with Gauss Blaster, 120pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Gauss Blaster	48"	2	3+	-1	Critical hits get AP(-4)

Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-





JoyToy Necrons Sautekh Dynasty Immortal with Gauss Blaster, 120pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Gauss Blaster	48"	2	3+	-1	Critical hits get AP(-4)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

Immortals with Tesla Carbines (3-10 models) Move 10" Save 3+ Wounds 1 Morale 3+ Control 1

Unit abilities

- This unit may shoot even after Advance move



JoyToy Necrons Szarekhan Dynasty Immortal with Tesla Carbine, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Tesla Carbine	48"	2	3+	0	Critical hits deal one extra hit (only original hits can be counted as Critical)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-



JoyToy Necrons Sautekh Dynasty Immortal with Tesla Carbine, 100pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Tesla Carbine	48"	2	3+	0	Critical hits deal one extra hit (only original hits can be counted as Critical)
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

Unit abilities

- Deep Strike. Unit can be set up in reserves and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models
- When this unit is shooting without moving this turn, Critical hits deal one extra hit (only original hits can be counted as Critical)

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Deathmark, 115pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Synaptic Disintegrator	60"	1	2+	-1	May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-

JOYTOY x WARHAMMER



JoyToy Necrons Sautekh Dynasty Deathmark, 115pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Synaptic Disintegrator	60"	1	2+	-1	May pick any model in the target unit as its individual target instead of following the normal attack sequence, if this model is visible to the attacking model



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	2	3+	0	-