

Necrons Datasheets (v.1.0.5)

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. You can also customize the appearance of extra unit superior figures so that they become regular warriors

Faction abilities

- **Reanimation Protocols:** At the start of your turn, each Necrons unit from your army that is on the battlefield activates its Reanimation Protocols and reanimates D3 wounds. Each time such a unit reanimates a wound:
 - If that unit contains one or more models with fewer than their starting number of wounds remaining, select one of those models; that model regains one lost wound
 - If all models in that unit have their starting number of wounds, but that unit is not at its starting size (number of models for a multi-model unit), one destroyed model is returned to that unit with one wound remaining
 - Once such a unit is at its starting size and all of its models have their starting number of wounds, nothing further happens
- **Hyperphasing (optional):** Before battle begins, up to 1 Necrons unit per 1000 points in your army can be upgraded with the *Hyperphasing* ability for additional points. Once per this unit activation, before it makes any attacks, if it is not within 2" horizontally and 10" vertically of an enemy model, place this unit anywhere within 12"

Leaders

Overlord (1 model)

Move 10" Save 3+ Wounds 6 Morale 3+ Control 2

Unit abilities

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

Upgrade unit with ability

- **Hyperphasing**

Cost

+60pts

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Overlord, 505pts

Ranged weapons	Range	Att	Sk	AP	Features
Tachyon Arrow	60"	1	2+	-4	May only be used once per battle. Deals 6 damage. If a model in the target unit is killed, any remaining wounds are assigned to other models in that unit



Melee weapons	Range	Att	Sk	AP	Features
Overlord's Blade	Melee	4	2+	-2	Critical hits get AP(-4)

Add abilities to the model

Cost

- **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 Stratagems), even if that Stratagem has already targeted another unit from your army this turn

+100pts

Infantry

Immortals (2-5 models)

Move 10" Save 4+ Wounds 2 Morale 3+ Control 1

Upgrade **all** models with ability

Cost

- *Hyperphasing*

+20pts per model

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Immortal with Gauss Blaster, 150pts 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 x WARHAMMER



JoyToy Necrons Sautekh Dynasty Immortal with Gauss Blaster, 150pts 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 x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Immortal with Tesla Carbine, 120pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Tesla Carbine	48"	2	3+	0	Critical hits deal one additional non-critical hit
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Model abilities

- *Assault Weapon:* This model may shoot even after Advance move

JOYTOY x WARHAMMER



JoyToy Necrons Sautekh Dynasty Immortal with Tesla Carbine, 120pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Tesla Carbine	48"	2	3+	0	Critical hits deal one additional non-critical hit
Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

Model abilities

- *Assault Weapon:* This model may shoot even after Advance move

Deathmarks (2-4 models)

Move 10" Save 4+ Wounds 2 Morale 3+ Control 1

Unit abilities

- **Heavy Weapons:** When this unit is shooting without moving this turn, Critical hits deal one additional non-critical hit

Upgrade **all** models with ability

- **Deep Strike:** Unit can be set up in reserves before battle begins and be deployed at the start of any of your turns after the first more than 18" horizontally away from all enemy models **+10pts** per model
- **Hyperphasing** **+20pts** per model

JOYTOY x WARHAMMER



JoyToy Necrons Szarekhan Dynasty Deathmark, 205pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Synaptic Disintegrator	60"	2	3+	-2	May pick any model in the target unit as its individual target, as long as that model is visible to the attacking model, which is resolved as if it was a unit of 1



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-

JOYTOY x WARHAMMER



JoyToy Necrons Sautekh Dynasty Deathmark, 205pts per model

Ranged weapons	Range	Att	Sk	AP	Features
Synaptic Disintegrator	60"	2	3+	-2	May pick any model in the target unit as its individual target, as long as that model is visible to the attacking model, which is resolved as if it was a unit of 1



Melee weapons	Range	Att	Sk	AP	Features
Close Combat Weapon	Melee	1	3+	0	-