

CANOPTEK TOMB STALKER

M	T	SV	W	LD	OC
10"	9	3+	9	8+	3
					4+
					INVULNERABLE SAVE

RANGED WEAPONS

Gauss slicers [LETHAL HITS]	RANGE	A	BS	S	AP	D
	24"	8	4+	5	-1	1

MELEE WEAPONS

Tomb Stalker claws [SUSTAINED HITS 1]	RANGE	A	WS	S	AP	D
	Melee	6	4+	6	-1	2

ABILITIES

CORE: Deep Strike

FACTION: Reanimation Protocols

Snaking Ambush: You can target this unit with the Heroic Intervention Stratagem for OCP, and can do so even if you have already used that Stratagem on a different unit this phase.

WARGEAR ABILITIES

Gloom Prism (Aura): While a friendly **NECRONS** unit is within 6" of the bearer, models in that unit have the Feel No Pain 4+ ability against Psychic Attacks.

KEYWORDS: MONSTER, CANOPTEK, TOMB STALKER



FACTION KEYWORDS:
NECRONS

CANOPEK TOMB STALKER

Armed with gauss weaponry and rows of razor-sharp legs, Tomb Stalkers are unliving machines built to protect the sepulchres of Necron lords. Its arcane senses can detect life through hundreds of metres of solid rock, and once its prey has been detected, it closes in for the kill, using a form of phase field to part matter like water.

WARGEAR OPTIONS

- None

UNIT COMPOSITION

- 1 Canoptek Tomb Stalker

This model is equipped with: gauss slicers; Tomb Stalker claws; gloom prism.

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NECRONS