

# TRIARCH STALKER

M	T	SV	W	LD	OC
9"	8	3+	12	7+	4



☉ RANGED WEAPONS	RANGE	A	BS	S	AP	D
➤ Heat ray – dispersed [IGNORES COVER, TORRENT]	12"	2D6	N/A	5	-1	1
➤ Heat ray – focused [MELTA 4]	18"	2	3+	9	-4	D6
Particle shredder [BLAST, DEVASTATING WOUNDS]	18"	D6+6	2+	7	0	1
Twin heavy gauss cannon [LETHAL HITS, TWIN-LINKED]	24"	3	3+	8	-2	2

⚔ MELEE WEAPONS	RANGE	A	WS	S	AP	D
Stalker's forelimbs	Melee	4	3+	7	-1	3

➤ Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TRIARCH STALKER

## ABILITIES

CORE: Deadly Demise D3

FACTION: Reanimation Protocols

**Targeting Relay:** In your Shooting phase, each time this model is selected to shoot, after resolving its attacks, select one enemy unit that was hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

## INVULNERABLE SAVE

4+



FACTION KEYWORDS:  
NECRONS

# TRIARCH STALKER

*Triarch Stalkers are agile combat walkers whose heavy firepower makes them excellent tank-hunters and anti-infantry assault units both. As though their focused blasts of energy and flame were not enough, they can also augment the targeting of nearby Necron forces to further punish the foe.*



## WARGEAR OPTIONS

- This model's heat ray can be replaced with one of the following:
  - 1 particle shredder
  - 1 twin heavy gauss cannon

## UNIT COMPOSITION

- 1 Triarch Stalker

This model is equipped with: heat ray; Stalker's forelimbs.

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