

TRIARCH STALKER

Deadly Demise D3 Reanimation Protocols Scouts 8"

M

8"

T

8

SV

3+

W

12

LD

7+

OC

4

RW

4+

110 PTS
Base Hull



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

Heavy gauss cannon array

LETHAL HITS

R	A	BS	S	AP	D
24"	6	3+	8	-2	2

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-7

T8

T9-15

T16+

Particle shredder

BLAST

DEVASTATING WOUNDS

R	A	BS	S	AP	D
18"	D6+6	2+	7	0	1

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

► Heat ray - dispersed

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	2D6	N/A	5	-1	1

VERWUNDET

2+

3+

4+

5+

6+

T1-2

T3-4

T5

T6-9

T10+

► Heat ray - focused

MELTA 4

R	A	BS	S	AP	D
18"	2	3+	9	-4	D6

VERWUNDET

2+

3+

4+

5+

6+

T1-4

T5-8

T9

T10-17

T18+

Targeting Relay

In your Shooting phase, after this model has shot, select one enemy unit hit by one or more of those attacks. Until the end of the phase, that unit cannot have the Benefit of Cover.

4

ANGRIFF

—

5

NAHKAMPF

Stalker's forelimbs

R	A	WS	S	AP	D
Melee	4	3+	7	-1	3

VERWUNDET

2+

3+

4+

5+

6+

T1-3

T4-6

T7

T8-13

T14+

VERTEIDIGUNG

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∞

IMMER / EINMALIG

—

GEGEN DIESE EINHEIT

W8 · RW 3+ · 4++ · 12 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S16+	S9-15	S8	S5-7	S1-4

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	4++	4++	4++

REGELN & KEYWORDS KURZ

Deadly Demise D3 This ability always takes the form Deadly Demise X.

Reanimation Protocols If your Army Faction is NECRONS, at the end of your Command phase, each friendly unit with this ability that is on the battlefield activates its Reanimation Protocols: "...

Scouts 8" This ability always takes the form Scouts X".

BLAST Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (roun...

DEVASTATING WOUNDS Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

IGNORES COVER Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

LETHAL HITS Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

MELTA This ability always takes the form [MELTA X].

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Triarch Stalker

Ausrüstung: Heavy gauss cannon array, Particle shredder, ► Heat ray - dispersed, ► Heat ray - focused, Stalker's forelimbs

► This model can replace its Heat ray with Particle shredder or Heavy gauss cannon array.