

Necron Stalker



Imperial xenos specialists have only recently begun to see the new Necron vehicle which has been preliminary identified by the moniker of “Stalker.” The Stalker is a light sleek craft which operates in a hunter killer roll. Generally, it seems to fly ahead of the more ponderous elements of a Necron advance using its weapons to seek out and destroy possible ambushes or scouting elements of the enemy. For this purpose, it seems to be quite well suited being capable of destroying both tanks and rather large infantry formations with ease. Inquisitors of the ordo xenos fear that the Stalker may indicate evolution of the Necron race as it is the first aircraft yet seen to be fielded by them. Imperial navy fighter pilots have indicated that the Stalker will generally flee when faced with airborne resistance as its weapons are principally designed for ground attack. However, the Stalker has been known to shoot down attacking aircraft when forced to engage.

Stalker					
	Points	BS	Armor		
			front	side	rear
Stalker	275	4	11	11	11

Substitution: A Stalker may be fielded in place of a Monolith anywhere that a Monolith may be fielded.

Type: Flyer

Structure: None

Crew: unknown

Transport: None

Fire Points: None

Access Points: None

Options: The Stalker may not take any upgrades

Weapons: The Stalker carries a Gauss Assault Gun and Gauss Flux Arc Projectors.

Gauss Assault Gun

	Range	Str	AP	Special
	72"	9	2	Heavy 1
or	30"	6	4	Ordnance Blast 1

Modeling: The Model is a hunter killer model kit from the movie Terminator 2 which has been modified to carry necron weapons.

SPECIAL RULES

Hover: While the Stalker is incapable of landing, it can hover over an area and saturate it with fire when it finds a target. The Stalker may choose to end its movement at any point and engage its hover drives. If the hover drives are engaged at the start of the movement phase, the Stalker is no longer a flyer but now counts as a skimmer with a maximum movement of 12". At the start of any movement phase, the Stalker may disengage the hover drive at which time it again becomes a flyer and carries out flyer movement for the rest of the turn. Note: you may disengage and engage the hover drives in the same movement phase.

Living Metal: Like the monolith, the Stalker is constructed of a living metal which has the same effect as it does for other Necron vehicles.