

SCOURGE UNITS

STALKER PACK

- EXPERIMENTAL RULES 1.0



The Stalker is a highly aggressive frontline tank hunter unit, designed to deliver crippling damage to the heaviest armoured units at close range using its frighteningly powerful electroweb caster. This weapon projects a pair of wickedly sharp darts, followed by a wire filament through which a cataclysmic electric charge is passed. This awesome power fries the electronics, core systems and living bodies inside the unfortunate target, leaving a stench of vitrified internals and seared flesh in its wake.

The Stalker fulfils a role broadly similar to the smaller Prowler, although the Stalker is more suited to direct, frontline assaults where its much heavier armour

lends it greater survivability. Indeed, it is clad in some of the heaviest armour available to any Scourge general, providing an unsubtle line breaker for situations where finesse is likely to fail.

| STALKER | A | MV | CM | DP | PTS | TYPE | CATEGORY | S+C | SPECIAL |
|---------|----|----|----|----|-----|---------|----------|----------------|---------|
| | 10 | 4" | A | 1 | 27 | VEHICLE | STANDARD | 3/6/9 STANDARD | N/A |

| WEAPONS | E | SH | AC | R(F) | R(C) | MF | ARC | SPECIAL |
|-------------------|----|----|----|------|------|----|-----|--------------|
| ELECTROWEB CASTER | 12 | 1 | 2+ | 9" | 9" | 4" | F | TECH KILLER* |
| RAZOR CLAWS | 10 | 1 | 3+ | CC | CC | 4" | F | N/A |

Transport: 1-3 x Harbinger Assault Dropship (3 units each)

* **Special rule - Tech Killer:** Structures cannot sustain damage from this weapon