TESSERACT VAULT

465 PTS

M	T	Sv	W	LD	OC
8"	12	2+	24	7+	8

INVULNERABLE SAVE 4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
4x Tesla sphere SUSTAINED HITS 2	24"	6	3+	7	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Armoured bulk	Melee	6	4+	8	0	1

ABILITIES

Damaged: 1-8 wounds remaining
While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and you can only select one of the C'tan Powers weapons in your Shooting phase, instead of two.

Powers of the C'tan
In your Shooting phase, when this model is selected to shoot, first select up to 2 different C'tan Powers weapons. Until the end of the phase, this model is equipped with those weapons in addition to its other weapons (this model cannot make attacks with any other C'tan Powers weapon you did not select in this way this phase).

C'TAN POWERS

Cosmic fire
Range: 18", A: 3D6, BS: N/A, S: 6, AP: -2, D: 1, Keywords: **Ignores Cover**, **Devastating Wounds**, **Torrent**

Time's arrow
Range: 24", A: 1, BS: 2+, S: 3, AP: -2, D: 6, Keywords: **Anti**-CHARACTER 4+, **Devastating Wounds**, **Precision**

Antimatter meteor
Range: 24", A: D6+3, BS: 3+, S: 10, AP: -3, D: 3, Keywords: **Blast**, **Devastating Wounds**, **Indirect Fire**

WEAPON ABILITIES

Anti
This ability always takes the form [**ANTI**-X Y+]. Each time an attack is made with an [**ANTI**] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an [**ANTI**-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [**ANTI**-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 (rounding down). If this ability takes the form [**BLAST** X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a [**BLAST** 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

AUFSTELLUNG

1x Tesseract Vault (120x92mm Oval Base)

Equipped with: 4x Tesla sphere, Armoured bulk

KEYWORDS: Vehicle, Titanic, Fly, Towering, Tesseract Vault, Frame
FACTION KEYWORDS: Necrons

TESSERACT VAULT

465 PTS

M	T	Sv	W	LD	OC
8"	12	2+	24	7+	8

INVULNERABLE SAVE 4+

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 model or unit the benefit of cover (e.g. Stealth).

Indirect Fire
Units containing one or more models with an [**INDIRECT FIRE**] weapon can shoot using indirect shooting (10.07).

Precision
While resolving attacks made with one or more [**PRECISION**] weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

Sustained Hits
This ability always takes the form [**SUSTAINED HITS** X]. Each time an attack made with a [**SUSTAINED HITS**] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

*Example: An attack made with a [**SUSTAINED HITS** 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [**SUSTAINED HITS** 2] ability).*

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

FACTION RULES

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:

- When a unit's Reanimation Protocols activate, that unit heals D3 wounds.

CORE RULES

Deadly Demise D6+3
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

KEYWORDS: Vehicle, Titanic, Fly, Towering, Tesseract Vault, Frame
FACTION KEYWORDS: Necrons