

SERAPTEK HEAVY CONSTRUCT

M	T	SV	W	LD	OC	
10"	12	3+	24	7+	10	

AUFSTELLUNG

1x Seraptek Heavy Construct (Hull)

Equipped with: 2x Singularity generator, 2x Synaptic obliterator, 2x Transdimensional projector, ► Titanic forelimbs - strike, ► Titanic forelimbs - sweep

Wargear Options:

- This model can replace its Two singularity generators with Two synaptic obliterators and two transdimensional projectors.

⦿ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Singularity generator BLAST, DEVASTATING WOUNDS	36"	2D6	3+	10	-3	4
2x Synaptic obliterator SUSTAINED HITS 2	48"	8	3+	5	-1	2
2x Transdimensional projector	48"	2	3+	24	-4	D6+4

✂ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
► Titanic forelimbs - strike	Melee	6	3+	14	-3	5
► Titanic forelimbs - sweep	Melee	12	3+	8	-1	2

ABILITIES

RULES - Deadly Demise D6+2, Reanimation Protocols

Damaged: 1-9 wounds remaining

While this model has 1-9 wounds remaining, subtract 5 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Terrifying Monstrosity

At the start of the Fight phase, each enemy unit within Engagement Range of one or more units with this ability must take a Battle-shock test.



WEAPON RULES

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.*

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).