NECRONS

# SERAPTEK HEAVY CONSTRUCT

**540 PTS**

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

5+

## 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 |

### 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.

## ABILITIES

**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).*

## CORE RULES

### ◈ Deadly Demise D6+2

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").

### ◈ 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.