

SERAPTEK HEAVY
CONSTRUCT

540 PTS

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

INVULNERABLE
SAVE

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

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 ABILITIES

- 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).



- AUFSTELLUNG
- 1x Seraptek Heavy Construct (Hull)
- Equipped with:** Singularity generator, Synaptic obliterator, 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.



KEYWORDS: Vehicle, Walker, Titanic, Towering, Seraptek Heavy Construct, Frame

FACTION KEYWORDS: Necrons

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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+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").

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.

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