

OBELISK

M	T	SV	W	LD	OC
8"	13	2+	24	7+	8

AUFSTELLUNG

1x Obelisk (120x92mm Oval Base)

Equipped with: Tesla sphere, Armoured bulk

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
4x Tesla sphere ANTI-FLY 4+, 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

RULES - Deadly Demise D6, Deep Strike, Reanimation Protocols

Damaged: 1-8 wounds remaining

While this model has 1-8 wounds remaining, subtract 4 from its Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

Gravitic Pulse

At the start of your opponent's Movement phase, you can select one enemy unit within 18" of and visible to this model. Until the end of the turn, halve the Move characteristic of models in that unit and halve Advance and Charge rolls made for that unit. In addition, if that unit can FLY, until the start of your next Movement phase, roll one D6 each time that unit ends any type of move: on a 4+, that unit suffers D3 mortal wounds.



WEAPON RULES

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+.

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).