

# SERAPTEK HEAVY CONSTRUCT

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

## 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.

## ⦿ RANGED WEAPONS

| WEAPON                                                | RANGE | A   | BS | S  | AP | D    |
|-------------------------------------------------------|-------|-----|----|----|----|------|
| 2x Singularity generator<br>BLAST, DEVASTATING WOUNDS | 36"   | 2D6 | 3+ | 10 | -3 | 4    |
| 2x Synaptic obliterator<br>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).*