

TESSERACT ARK [LEGENDS]

M	T	SV	W	LD	OC	
9"	9	3+	10	6+	3	4+

AUFSTELLUNG

1x Tesseract Ark [Legends]

Equipped with: Gauss cannon, Particle beamer, Tesla cannon, ➤ Tesseract singularity chamber - particle, ➤ Tesseract singularity chamber - seismic lash, Armoured bulk

Wargear Options:

- This model can replace its Two tesla cannons with Two gauss cannons or Two particle beamers.

⚔ RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
2x Gauss cannon LETHAL HITS	24"	3	3+	5	-2	2
2x Particle beamer BLAST, DEVASTATING WOUNDS	18"	D6	3+	6	0	1
2x Tesla cannon SUSTAINED HITS 2	24"	4	3+	6	0	1
➤ Tesseract singularity chamber - particle IGNORES COVER, TORRENT	12"	D6+3	N/A	6	-1	2
➤ Tesseract singularity chamber - seismic lash BLAST	36"	D3	3+	9	-3	D6+1

⚔ MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
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ABILITIES

RULES - Deadly Demise 1, Reanimation Protocols

Gravitational Field

Each time an enemy unit selects this model as the target of a charge, subtract 2 from the Charge roll (this is not cumulative with any other reductions to that Charge roll).



Armoured bulk	Melee	3	4+	6	0	1
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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.*

Ignores Cover

Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Lethal Hits

Each time an attack made with a [LETHAL HITS] weapon results in a critical hit, you can choose for that attack to automatically wound the target.

Designer's Note: Choosing to automatically wound the target means that no wound roll is made for that attack. You may decide against this, as it means that attack cannot result in a critical wound and so cannot trigger other abilities such as [DEVASTATING WOUNDS].

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).

Torrent

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.