

SERAPTEK HEAVY CONSTRUCT

540 PTS



M10"

T12

SV3+

W24

LD7+

OC10

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: 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 obl iterators 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.

