

SERAPTEK HEAVY CONSTRUCT

M	T	SV	W	LD	OC
10"	12	3+	24	7+	10
		5+			
			INVULNERABLE SAVE		

RANGED WEAPONS

	RANGE	A	BS	S	AP	D
Singularity generator [BLAST, DEVASTATING WOUNDS]	36"	2D6	3+	10	-3	4
Synaptic obliterator [SUSTAINED HITS 2]	48"	8	3+	5	-1	2
Transdimensional projector	48"	2	3+	24	-4	D6+4

MELEE WEAPONS

	RANGE	A	WS	S	AP	D
Titanic forelimbs – strike	Melee	6	3+	14	-3	5
Titanic forelimbs – sweep	Melee	12	3+	8	-1	2

► Before selecting targets for this weapon, select one of its profiles to make attacks with.

KEYWORDS: VEHICLE, WALKER, TITANIC, TOWERING, SERAPTEK HEAVY CONSTRUCT

ABILITIES

CORE: Deadly Demise D6+2

FACTION: Reanimation Protocols

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.

Titanic Walker: Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding TITANIC models) and terrain features that are 4" or less in height as if they were not there.



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.



FACTION KEYWORDS:
NECRONS

SERAPTEK HEAVY CONSTRUCT

The Seraptek Heavy Construct wields energies that can disintegrate organic and mechanical matter. Despite its bulk, the Seraptek is an agile machine, exerting dominance over nearby Canoptek-class constructs. What purpose this colossus was originally intended for is unknown, but as a weapon of war it is truly devastating.

WARGEAR OPTIONS

- This model's 2 singularity generators can be replaced with 2 synaptic oblitors and 2 transdimensional projectors.

UNIT COMPOSITION

- 1 Seraptek Heavy Construct

This model is equipped with: 2 singularity generators; titanic forelimbs.

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