SERAPTEK HEAVY CONSTRUCTS

At the heart of many Necron tomb complexes, sleeping Seraptek Heavy Constructs await the footfall of intruders. These brutal war engines were designed by ancient Cryptek conclaves to protect each world's master program, and this they do with merciless efficiency. Generators thrumming, the huge constructs advance with frightening speed, their optic lenses glowing as they pick out their targets. Massive cannons swivel in gimbal housings, crackling with destructive energies before unleashing pinpoint salvoes to annihilate the interlopers. Should foes stray too close, the tomb guardians lash out with impaling forelimbs, their energy-sheathed tips rending metal, flesh and bone alike at a molecular level.

As the legions of the Necron dynasties march out into the stars in ever-greater numbers, many Overlords have summoned their Seraptek constructs to join their ranks, replacing their timeless vigils with front-line battlefield duties. In this capacity, Seraptek Heavy Constructs have proven mighty engines of conquest, more than capable of meeting an Imperial Knight or Ork Stompa head-on and emerging victorious.

32 POWER — SERAPTEK HEAVY CONSTRUCT

NAME	M	WS	BS	S	T	W	A	Ld	Sv
Seraptek Heavy Construct	*	*	*	8	8	28	6	10	3+

A Seraptek Heavy Construct is a single model equipped with two singularity generators and titanic forelimbs.

DAMAGE

Some of this model's characteristics change as it suffers damage, as shown below:

REMAINING WOUNDS	M	WS	BS
15-28+	16"	3+	3+
8-14	12"	4+	4+
1-7	8"	5+	5+

WEAPON	RANGE	TYPE	S	AP	D	ABILITIES
Singularity generator	36"	Heavy 3D3	8	-3	D6	Each time you roll a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage.
Synaptic obliterator	72"	Heavy D3	16	-4	6	-
Transdimensional projector	24"	Heavy D6	6	-3	D3	Each time you roll a wound roll of 6+ for this weapon, the target suffers 1 mortal wound in addition to any other damage.
Titanic forelimbs	When attacking with this weapon, choose one of the profiles below.					
- Impaling strike	Melee	Melee	x2	-4	6	-
- Reaping sweep	Melee	Melee	User	-2	D3	Make 3 hit rolls for each attack made with this weapon.

WARGEAR OPTIONS

- This model may replace both its singularity generators with two synaptic obliterators and two transdimensional projectors.

ABILITIES

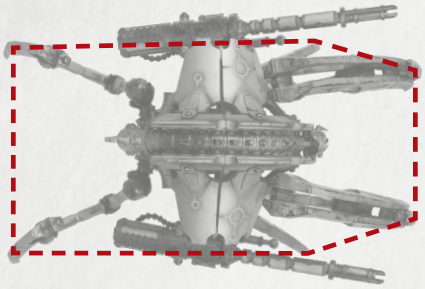
Living Metal (see *Codex: Necrons*)

Containment Field: This model has a 5+ invulnerable save.

Unstoppable Colossus: When this model moves (including when it Falls Back), it can move over **Infantry** and **Swarm** models as if they were not there, though it must end its move more than 1" from any enemy units. This model can Fall Back in the Movement phase and still shoot and/or charge in the same turn. In addition, this model can move and fire Heavy weapons without suffering the penalty to its hit rolls. Finally, this model only gains a bonus to its save for being in cover if at least half of the model is obscured from the firer.

Transdimensional Explosion: If this model is reduced to 0 wounds, roll a D6 before removing it from the battlefield. On a 4-5 it explodes, and each unit within 2D6" suffers D6 mortal wounds; on a 6 it explodes and breaches the transdimensional barrier, and each unit within 3D6" suffers D6 mortal wounds.

Towering Construct: If this model is not placed on a base, imagine it is on an irregular hexagonal base, with each of the model's legs and forelimbs at a corner, as shown in the diagram below (if a leg/forelimb is not physically on the ground, that 'corner' is the spot on the ground level directly beneath the tip of the leg/forelimb). For all rules purposes, this imaginary base counts as the model's actual base; you must measure distances to and from this 'base', no other models can move on or through it, and so on.



FACTION KEYWORDS Necrons, <Dynasty>

KEYWORDS Vehicle, Titanic, Seraptek Heavy Construct

POINTS VALUES

UNIT	MODELS PER UNIT	POINTS PER MODEL (Including wargear)
Seraptek Heavy Construct	1	625