



REVENANT TITAN

SCALE: 5 (GRANDIS)

Base size 240mm

215 POINTS + WEAPONS

COMMAND
4+

SPEED
32" / 48"

BALISTIC SKILL
3+

MANOEUVRE
3 / 5

WEAPON SKILL
3+

BONESINGERS
2 / 4

POWER CONTROL

SPEED



MANOEUVRE



JUMP JETS



BONESINGERS



PROJECTORS



HOLOFIELD SAVES:

Holofields give a Titan a save at over 8" away against each hit.
Blast / Template weapons reduce saving throws by 1.
For Effects prior to turn 1, use the *Full Stride* value below.
Power to Projectors / Jump Jets increase Holofield saves by 1 each

FULL STRIDE



FIRST FIRE



ANY OTHER ORDERS / NO ORDERS



HOLOFIELD BURNOUT / SHUTDOWN



HEAD

	+2	+3	+3
12-13	DIRECT HIT		
14-15	DEVASTATING HIT		
16+	CRITICAL HIT		

BODY

	+1	+2	+3	+3
11-12	DIRECT HIT			
13-14	DEVASTATING HIT			
15+	CRITICAL HIT			

LEGS

	+1	+2	+3	+3
11-12	DIRECT HIT			
13-14	DEVASTATING HIT			
15+	CRITICAL HIT			

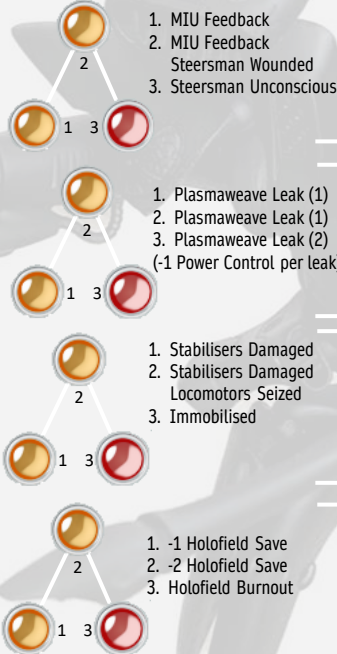
VANES (SPECIAL*)

	+2	+3	+3
10-11	DIRECT HIT		
12-14	DEVASTATING HIT		
15+	CRITICAL HIT		

*Vanes can only be targeted in side or rear arcs

ORDER

	First Fire		Split Fire		Emergency Repairs		Full Stride		Charge		Shutdown
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- MIU Feedback
- MIU Feedback Steersman Wounded
- Steersman Unconscious

- Plasmaweave Leak (1)
- Plasmaweave Leak (1)
- Plasmaweave Leak (2) (-1 Power Control per leak)

- Stabilisers Damaged
- Stabilisers Damaged Locomotors Seized
- Immobilised

- 1 Holofield Save
- 2 Holofield Save
- Holofield Burnout

POWER CONTROL: The Titan has two Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Bonesingers, enhance Holofield Projectors, or engage its Jump Jets

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

JUMP JETS: Instead of a regular move in the Movement Phase, the model may engage its Jump Jets: Make any number of turns before moving, then 60" in a straight-line with no further turns this phase. The Revenant may ignore any scenery up to 36" tall and/or Titans up to scale 10, while jumping. If jumping whilst suffering *Locomotors Seized* or *Immobilised*, roll a D6: On a 4+, it suffers an additional critical damage.

REVENANT ARM 25 POINTS

REVENANT PULSAR

Range	ACC
Short 72"	-
Long 120"	-

Dice	Strength
2	8

Traits: Shieldbane



10+ Weapon Disabled
Repair Weapon (4+)
10-12 Detonation (Body S7)
13+ Detonation (Body S9)

REVENANT SHOULDER 10 POINTS

REVENANT MISSILE LAUNCHER

Range	ACC
Short 32"	-
Long 192"	+1

Dice	Strength
4	5

Traits: Barrage, Carapace, Paired



10+ Weapon Disabled
Repair Weapon (4+)
10-12 Detonation (Vanes S7)
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FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

5+

FIRST FIRE

HOLOFIELD BURNOUT / SHUTDOWN

6+

X

HEAD

12-13	+2	DIRECT HIT
14-15	+3	DEVASTATING HIT
16+	+3	CRITICAL HIT

BODY

11-12	+1	DIRECT HIT
13-14	+2	DEVASTATING HIT
15+	+3	CRITICAL HIT

LEGS

11-12	+1	DIRECT HIT
13-14	+2	DEVASTATING HIT
15+	+3	CRITICAL HIT

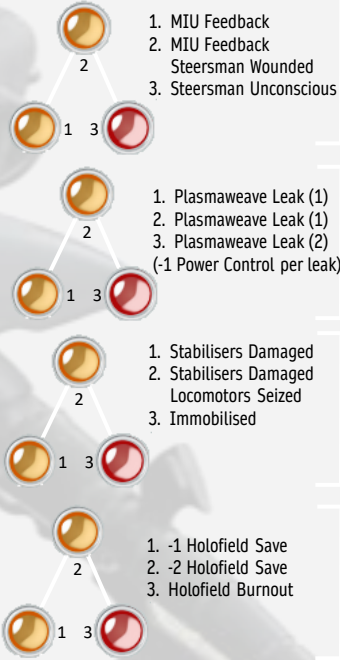
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REVENANT ARM 15 POINTS

SONIC LANCE

Range	ACC
Short 32"	-
Long 48"	-

Dice	Strength
1	7

Traits: Beam, Bypass



10+ Weapon Disabled
Repair Weapon (4+)
10-12 Detonation (Body S7)
13+ Detonation (Body S9)

REVENANT SHOULDER 10 POINTS

REVENANT MISSILE LAUNCHER

Range	ACC
Short 32"	-
Long 192"	+1

Dice	Strength
4	5

Traits: Barrage, Carapace, Paired



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PHANTOM TITAN

SCALE: 9 (IMMENSUS)

Base Size 420x280mm

335 POINTS + WEAPONS

COMMAND
3+

SPEED
28" / 40"

BALISTIC SKILL
3+

MANOEUVRE
2 / 4

WEAPON SKILL
3+

BONESINGERS
3 / 5

POWER CONTROL

SPEED



MANOEUVRE



BONESINGERS



PROJECTORS



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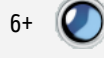
FULL STRIDE



ANY OTHER ORDERS / NO ORDERS



FIRST FIRE



HOLOFIELD BURNOUT / SHUTDOWN



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14-15	DEVASTATING HIT			
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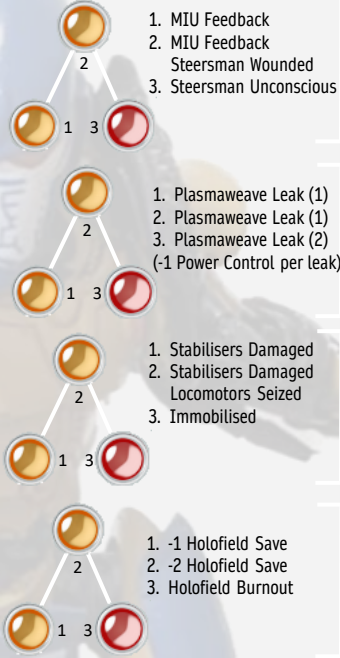
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ORDER First Fire Split Fire Emergency Repairs Full Stride Charge Shutdown



POWER CONTROL: The Titan has two Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Holofield Projectors, Bonesingers or to fire a D-Bombard during the round

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

STARCANNON

All Starcannon on the titan add one die per weapon and count as a single attack against a target

Range	ACC
Short 12"	+1
Long 24"	-

Dice	Strength
1+	5

Traits: -

PHANTOM ARM 30 POINTS

WRAITH GLAIVE

Range	ACC
Short 12"	+1
Long -	-

Dice	Strength
3	9

Traits: Bypass, Melee, Rending
1x Starcannon



11+ Weapon Disabled
Repair Weapon (2+)
11-14 Detonation (Body S7)
15+ Detonation (Body S9)

PHANTOM SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHER

Range	ACC
Short 32"	-
Long 192"	+1

Dice	Strength
6	6

Traits: Barrage, Carapace, Paired
1x Starcannon



11+ Weapon Disabled
Repair Weapon (4+)
11-14 Detonation (Vanes S7)
15+ Detonation (Vanes S9)

PHANTOM ARM 40 POINTS

PHANTOM PULSAR

Range	ACC
Short 120"	-
Long 240"	-

Dice	Strength
3	9

Traits: Shieldbane



11+ Weapon Disabled
Repair Weapon (4+)
11-14 Detonation (Body S7)
15+ Detonation (Body S9)



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2 / 4

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SPEED



MANOEUVRE



BONESINGERS



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FULL STRIDE



ANY OTHER ORDERS / NO ORDERS



FIRST FIRE



HOLOFIELD BURNOUT / SHUTDOWN



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15-16	DEVASTATING HIT		
17+	CRITICAL HIT		

BODY

+1	+2	+2	+3	+3
12-13	DIRECT HIT			
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LEGS

+1	+2	+2	+3	+3
12-13	DIRECT HIT			
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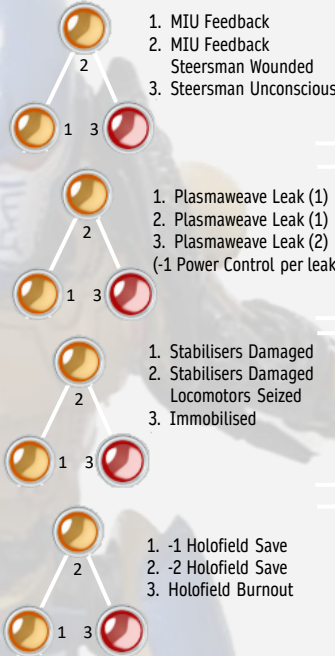
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BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

STARCANNON

All Starcannon on the titan add one die per weapon and count as a single attack against a target

Range	ACC
-------	-----

Short	12"	+1
Long	24"	-

Dice	Strength
------	----------

1+	5
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Traits: -

PHANTOM ARM 40 POINTS

PHANTOM PULSAR

Range	ACC
-------	-----

Short	120"	-
Long	240"	-

ARC

Front 180°

Dice	Strength
------	----------

3	9
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Traits: Shieldbane



11+ Weapon Disabled
Repair Weapon (4+)
11-14 Detonation (Body S7)
15+ Detonation (Body S9)

PHANTOM SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHER

Range	ACC
-------	-----

Short	32"	-
Long	192"	+1

ARC

Front 90°

Dice	Strength
------	----------

6	6
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Traits: Barrage, Carapace, Paired
1x Starcannon



11+ Weapon Disabled
Repair Weapon (4+)
11-14 Detonation (Vanes S7)
15+ Detonation (Vanes S9)

PHANTOM ARM 60 POINTS

D-BOMBARD

Range	ACC
-------	-----

Short	60"	-
Long	120"	-1

ARC

Front 180°

Dice	Strength
------	----------

1	X
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Traits: Blast (20"), Power Drain*, Warp

* 1 Power Control must be allocated to this weapon in the Strategy phase in order to use it once during a round



11+ Weapon Disabled
Repair Weapon (5+)
11-14 Detonation (Body S7)
15+ Detonation (Body S9)





ORDER

WRAITHKNIGHT BANNER

SCALE: 4 (GRANDIS)

120 POINTS (2) + WEAPONS

COMMAND
5+

BALISTIC SKILL
4+

SPEED
48"

WEAPON SKILL
3+

STRUCTURE
POINTS



10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

SCATTER SHIELD

ATTACK STRENGTH

	1-7	8	9	10+
Save	4+	5+	6+	-

A WRAITHKNIGHT BANNER consists of one Lord Scion and one Scions Marshal. You can add up to 2 Scions Marshal at a cost of 55 points each. Each Knight is armed with two options from either; the first three weapons / a Scatter Shield at 10 points, OR from the last two weapons

LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any Command checks for it

AGILE: Wraithknights are not affected by Difficult or Dangerous terrain

HEAVY WRAITHCANNON 15 POINTS

Range | ACC

Short 24" | -
Long 64" | -1

Dice | Strength

1 | 9

Traits: -

SUNCANNON 20 POINTS

Range | ACC

Short 48" | +1
Long 96" | -

Dice | Strength

3 | 6

Traits: Rapid

GHOST GLAIVE 10 POINTS

Range | ACC

Short 8" | +1
Long - | -

Dice | Strength

2 | 7

Traits: Melee,
Rending

DEATHSHROUD CANNON 20 POINTS

Range | ACC

Short T | -
Long - | -

Dice | Strength

3 | 5

Traits: Firestorm,
Rending

INFERNO LANCE 20 POINTS

Range | ACC

Short 20" | +1
Long 32" | -

Dice | Strength

1 | 9

Traits: Fusion



ORDER

WRAITHKNIGHT BANNER

SCALE: 4 (GRANDIS)

120 POINTS (2) + WEAPONS

COMMAND
5+

BALISTIC SKILL
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SPEED
48"

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10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

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Short 48" | +1
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GHOST GLAIVE 10 POINTS

Range | ACC

Short 8" | +1
Long - | -

Dice | Strength

2 | 7

Traits: Melee,
Rending

DEATHSHROUD CANNON 20 POINTS

Range | ACC

Short T | -
Long - | -

Dice | Strength

3 | 5

Traits: Firestorm,
Rending

INFERNO LANCE 20 POINTS

Range | ACC

Short 20" | +1
Long 32" | -

Dice | Strength

1 | 9

Traits: Fusion