

ORDER

REVENANT TITAN

SCALE: 6 (GRANDIS)XXX POINTS + WEAPONS

COMMAND

3+

BALLISTIC SKILL

3+

SPEED

9"/14"

WEAPON SKILL

3+

MANOEUVRE

3/4

INFINITY CIRCUIT

2

SQUADRON: Revenant Titans can be purchased in squadrons of 2 Titans.

AGILE: Arm mounted weapons on this unit may always target enemy units in the front arc and the side arc the weapon is mounted on (ie if it is on the left, it can target units in its left arc). Side arcs have a -1 to hit modifier.

JUMP: This unit's movement ignores intervening models and terrain up to Scale 14.

STRAIN

FD

FD

FIELD DISRUPTION

DOWN

DOWN

DOWN

HEAD

10-14: Devastating Hit

15+: Critical Hit

1. Infinity Circuit Damaged

2. Infinty Circuit Damaged Steersman Shaken

3. Steersman Shaken Steersman Wounded

BODY

10-13: Devestating Hit

14+: Critical Hit

1. Psychocircuitry Damaged (1)

2. Psychocircuitry Damaged (1) Fins Fractured

3. Psychocircuitry Damaged (2) Fins Fractured

LEGS

10-13: Devestating Hit

14+: Critical Hit

1. Stabilisers Damaged

2. Stabilisers Damaged Locomotors Seized

3. Immobilised

LEFT ARM

CARAPACE

RIGHT ARM

ORDER

PHANTOM TITAN

SCALE: 8 (IMMENSUS)XXX POINTS + WEAPONS

COMMAND

3+

BALLISTIC SKILL

3+

SPEED

7"/10"

WEAPON SKILL

3+

MANOEUVRE

2/3

INFINITY CIRCUIT

3

SQUADRON: Revenant Titans can be purchased in squadrons of 2 Titans.

AGILE: Arm mounted weapons on this unit may always target enemy units in the front arc and the side arc the weapon is mounted on (ie if it is on the left, it can target units in its left arc). Side arcs have a -1 to hit modifier.

JUMP: This unit's movement ignores intervening models and terrain up to Scale 14.

STRAIN

FD

FD

FIELD DISRUPTION

DOWN

DOWN

DOWN

HEAD

11-15: Devestating Hit

16+: Critical Hit

1. Infinity Circuit Damaged

2. Infinty Circuit Damaged Steersman Shaken

3. Steersman Shaken Steersman Wounded

BODY

11-14: Devestating Hit

15+: Critical Hit

1. Psychocircuitry Damaged (1)

2. Psychocircuitry Damaged (1) Fins Fractured

3. Psychocircuitry Damaged (2) Fins Fractured

LEGS

11-14: Devestating Hit

15+: Critical Hit

1. Stabilisers Damaged

2. Stabilisers Damaged Locomotors Seized

3. Immobilised

LEFT ARM

CARAPACE

RIGHT ARM