

# REVENANT TITAN

M	T	SV	W	LD	OC
16"	13	2+	30	6+	16

4+

**INVULNERABLE SAVE\*** *\*Against ranged attacks only*

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
Cloudburst missile launcher [BLAST]	36"	2D6	3+	8	-2	2
Revenant pulsar [ASSAULT]	60"	6	3+	14	-3	4
Sonic lance [ANTI-MONSTER4+, ANTI-VEHICLE4+, ASSAULT, TORRENT]	18"	D6+6	N/A	8	-3	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Revenant feet	Melee	8	3+	10	-1	3

## ABILITIES

**CORE:** **Deadly Demise 2D6**

**FACTION:** **Strands of Fate**

**Holofields:** This model is always considered to have the Benefit of Cover, despite it being **TOWERING**.

**Titanic Advance:** 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.

**Towering Wraith Construct:** Each time you target this model with a Stratagem, you must spend twice that Stratagem's stated CP cost to do so.

**Revenant Jet Pack:** Each time this model Advances, do not make an Advance roll for it. Instead, until the end of the phase, add 8" to the Move characteristic of this model.

## DAMAGED: 1-10 WOUNDS REMAINING

While this model has 1-10 wounds remaining, subtract 8 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**KEYWORD:** **MONSTER, TITANIC, TOWERING, WALKER, FLY, WRAITH CONSTRUCT, REVENANT TITAN**



**FACTION KEYWORDS:**  
**AELDARI**

# REVENANT TITAN

*Revenants are graceful wraith constructs armed with paired pulsars – high-yield laser weapons that are the bane of heavy armour. Other Revenants wield sophisticated sonic lances, which emit resonant noise that shakes apart everything it hits. Survivors are soon wiped out by its cloudburst missiles, or simply crushed.*

## WARGEAR OPTIONS

- This model's Revenant pulsar can be replaced with 1 sonic lance.
- This model's sonic lance can be replaced with 1 Revenant pulsar.

## UNIT COMPOSITION

- 1 Revenant Titan

**This model is equipped with:** cloudburst missile launcher; Revenant pulsar; sonic lance; Revenant feet.

**KEYWORD:** MONSTER, TITANIC, TOWERING, WALKER, FLY, WRAITH CONSTRUCT, REVENANT TITAN



**FACTION KEYWORDS:**  
AELDARI

# PHANTOM TITAN

M	T	SV	W	LD	OC
14"	14	2+	65	6+	20

4+

**INVULNERABLE SAVE\*** \*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
D-bombard [BLAST, DEVASTATING WOUNDS]	72"	D6	3+	20	-4	2D6
Phantom pulsar [LETHAL HITS]	120"	8	3+	18	-4	6
Phantom starcannon	36"	4	3+	8	-3	2
Pulse laser	48"	3	3+	9	-2	D6
Voidstorm missile launcher	48"	2D6	3+	10	-3	3
Voidstrike missile launcher [ANTI-FLYER 3+]	48"	2D6	3+	8	-1	2

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Phantom feet	Melee	8	3+	12	-2	4
 Wraith glaive – strike [LETHAL HITS]	Melee	6	3+	18	-4	12
 Wraith glaive – sweep [LETHAL HITS]	Melee	12	3+	8	-3	4

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

**KEYWORDS:** MONSTER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, PHANTOM TITAN

## ABILITIES

**CORE:** Deadly Demise D6+6

**FACTION:** Strands of Fate

**Holofields:** This model is always considered to have the Benefit of Cover, despite it being **TOWERING**.

**Titanic Advance:** 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.

**Towering Wraith Construct:** Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

**Flawless Poise:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.



**DAMAGED: 1-20 WOUNDS REMAINING**

While this model has 1-20 wounds remaining, subtract 10 from this model's Objective Control/ characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:**  
AELDARI



# PHANTOM TITAN

*Phantoms reign as the pinnacle of war-craft, their towering forms wreathed in protective distort fields and invested with ruinous weaponry. To pilot one requires flawless poise and judgement; its steersman must enter a trancelike state, merging with the spirits within so that the Phantom becomes a near-unstoppable god of war.*

## WARGEAR OPTIONS

- This model's D-bombard can be replaced with one of the following:
    - 2 Phantom starcannons and 1 wraith glaive
    - 1 Phantom starcannon, 1 pulse laser and 1 wraith glaive
    - 2 pulse lasers and 1 wraith glaive
    - 1 Phantom pulsar
  - This model's Phantom pulsar can be replaced with one of the following:
    - 1 D-bombard
    - 2 Phantom starcannons and 1 wraith glaive
    - 1 Phantom starcannon, 1 pulse laser and 1 wraith glaive
    - 2 pulse lasers and 1 wraith glaive
  - This model's Phantom starcannon can be replaced with 1 pulse laser.
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## UNIT COMPOSITION

- 1 Phantom Titan

**This model is equipped with:** D-bombard; Phantom pulsar; Phantom starcannon; voidstorm missile launcher; Phantom feet.

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**KEYWORDS:** MONSTER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, PHANTOM TITAN



**FACTION KEYWORDS:** AELDARI

# WARLOCK TITAN

M T SV W LD OC  
14" 15 2+ 65 6+ 20  
4+ **INVULNERABLE SAVE\*** \*Against ranged attacks only

 RANGED WEAPONS	RANGE	A	BS	S	AP	D
D-bombard [BLAST, DEVASTATING WOUNDS]	72"	D6	3+	20	-4	2D6
Eldritch Nova [BLAST, INDIRECT FIRE, PSYCHIC]	240"	4D6	3+	8	-2	2
Phantom pulsar [LETHAL HITS]	120"	8	3+	18	-4	6
Phantom starcannon	36"	4	3+	8	-3	2
Pulse laser	48"	3	3+	9	-2	D6
Heavy D-Sycthe Array [BLAST]	36"	2D6	3+	12	-4	3
Witch Lance [BLAST, DEVASTATING WOUNDS, MIND FLAYER, PSYCHIC]	60"	3D6	3+	10	-5	3

**Mind Flayer:** Once you have completed an attack with this weapon, each enemy unit within 6" of the target suffers 1D6 mortal wounds.

 MELEE WEAPONS	RANGE	A	WS	S	AP	D
Warlock feet	Melee	8	3+	12	-2	4
 Witch glaive – strike [DEVASTATING WOUNDS, PSYCHIC]	Melee	6	3+	18	-4	12
 Witch glaive – sweep [DEVASTATING WOUNDS, PSYCHIC]	Melee	12	3+	8	-3	4

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

**KEYWORDS:** MONSTER, PSYKER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, WARLOCK TITAN



## ABILITIES

**CORE:** Deadly Demise D6+6, Fights First

**FACTION:** Strands of Fate

**Spirit Choir:** At the beginning of your Command phase, this model regains 1D6+2 wounds.

**Titanic Advance:** 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.

**Towering Wraith Construct:** Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.

**Flawless Poise:** This model is eligible to shoot and declare a charge in a turn in which it Fell Back.

## DAMAGED: 1-20 WOUNDS REMAINING

While this model has 1-20 wounds remaining, subtract 10 from this model's Objective Control/ characteristic and each time this model makes an attack, subtract 1 from the Hit roll.

**FACTION KEYWORDS:**  
AELDARI

# WARLOCK TITAN

*The Warlock titan is the epitome of Aeldari psychic engineering. Piloted by a ruin seer trained to aggressively pursue only the most destructive fate paths, they stride the battle heavy with psychic energy. The spirit choir of previous pilots within the titan provide guidance and infuse the superstructure, granting it the power to sweep armies aside and withstand the heaviest enemy attacks.*

## WARGEAR OPTIONS

- This model's Witch Glaive can be replaced with one of the following:
  - 1 D-bombard
  - 1 Phantom pulsar
- This model's Phantom starcannon can be replaced with 1 pulse laser.

## UNIT COMPOSITION

- 1 Warlock Titan

**This model is equipped with:** Witch Lance; Witch Glaive; Phantom starcannon; Heavy D-Scythe Array; Warlock feet.

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**KEYWORDS:** MONSTER, PSYKER, TITANIC, TOWERING, WALKER, WRAITH CONSTRUCT, WARLOCK TITAN



**FACTION KEYWORDS:** AELDARI