

REVENANT TITAN

1100 PTS

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

INVULNERABLE
SAVE

4+*



AUFSTELLUNG

- 1x Revenant Titan (Hull)
- Equipped with:** Cloudburst missile launcher, Revenant Pulsar, Sonic Lance, Revenant feet
- Wargear Options:**
- This model can replace its Revenant Pulsar with Sonic Lance.
 - This model can replace its Sonic Lance with Revenant Pulsar.

RANGED WEAPONS

WEAPON	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-MONSTER 4+ ANTI-VEHICLE 4+ ASSAULT TORRENT	18"	D6+6	N/A	8	-3	2

MELEE WEAPONS

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

ABILITIES

- 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.
- Invulnerable Save (4+*)**
This model has a 4+ invulnerable save against ranged attacks.
- 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.
- 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.

WEAPON ABILITIES

- Anti**
This ability always takes the form [ANTI-X Y+]. Each time an attack is made with an [ANTI] weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.
Example: An attack made with an [ANTI-VEHICLE 4+] weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an [ANTI-PSYKER 2+] weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.
- Assault**
Units containing one or more models with an [ASSAULT] weapon can shoot using **assault** shooting (10.05).
- Blast**
Each time you gather attack dice for a [BLAST] weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form [BLAST X], each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.
Example: If a [BLAST 2] weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).
- Torrent**
Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.



KEYWORDS: Revenant Titan, Walker, Towering, Titanic, Monster, Fly, Wraith Construct, Aeldari, Frame
FACTION KEYWORDS: Asuryani

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FACTION RULES

Battle Focus

If your Army Faction is Asuryani, at the start of the battle round, you receive a number of Battle Focus tokens based on the battle size, as shown below:

- Incursion - 2
- Strike Force - 4
- Onslaught - 6

Each time one of the triggers shown in the Agile Manoeuvres section of your codex occurs, you can spend one Battle focus token to enable the relevant eligible unit to perform that Agile Manoeuvre. A unit is eligible to perform an Agile Manoeuvre if it has this ability and has not already performed an Agile Manoeuvre in the same phase. Unless otherwise stated, you cannot trigger the same Agile Manoeuvre more than once per phase. At the end of the battle round, all unspent Battle Focus tokens are lost.

CORE RULES

Deadly Demise 2D6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.