

REVENANT TITAN

Battle Focus Deadly Demise 2D6

M

16"

T

13

SV

2+

W

30

LD

6+

OC

16

RW

4+*

1100 PTS

Base Hull



1

KOMMANDO

2 BEWEGUNG

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.

3 BESCHUSS

Cloudburst missile launcher **BLAST**

R	A	BS	S	AP	D
36"	2D6	3+	8	-2	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

Revenant Pulsar **ASSAULT**

R	A	BS	S	AP	D
60"	6	3+	14	-3	4

VERWUNDET

2+	3+	4+	5+	6+
T1-7	T8-13	T14	T15-27	T28+

Sonic Lance **ANTI-MONSTER 4+**
ANTI-VEHICLE 4+ **ASSAULT** **TORRENT**

R	A	BS	S	AP	D
18"	D6+6	N/A	8	-3	2

VERWUNDET

2+	3+	4+	5+	6+
T1-4	T5-7	T8	T9-15	T16+

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

4 ANGRIFF

5 NAHKAMPF

Revenant feet

R	A	WS	S	AP	D
Melee	8	3+	10	-1	3

VERWUNDET

2+	3+	4+	5+	6+
T1-5	T6-9	T10	T11-19	T20+

VERTEIDIGUNG

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.

∞

IMMER / EINMALIG

GEGEN DIESE EINHEIT
W13 · RW 2+ · 4+*++ · 30 LP je Modell

WIRD VERWUNDET MIT

2+	3+	4+	5+	6+
S26+	S14-25	S13	S7-12	S1-6

RETTUNGSWURF JE DS

DS 0	DS -1	DS -2	DS -3	DS -4
2+	3+	4+	5+	6+

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.

REGELN & KEYWORDS KURZ

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...

Deadly Demise 2D6 This ability always takes the form Deadly Demise X.

ANTI This ability always takes the form [ANTI-X Y+].

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 (roun...

TORRENT Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Revenant Titan

Ausrüstung: Cloudburst missile launcher, Revenant Pulsar, Sonic Lance, Revenant feet

- This model can replace its Revenant Pulsar with Sonic Lance.
- This model can replace its Sonic Lance with Revenant Pulsar.