

Turn 3

The rearmost Revenant of the triplets again moves out of cover at battle pass and fires at the distant Warlord, before darting back into cover. The missiles drop a void before the pulsars light it up for 30 points of damage.

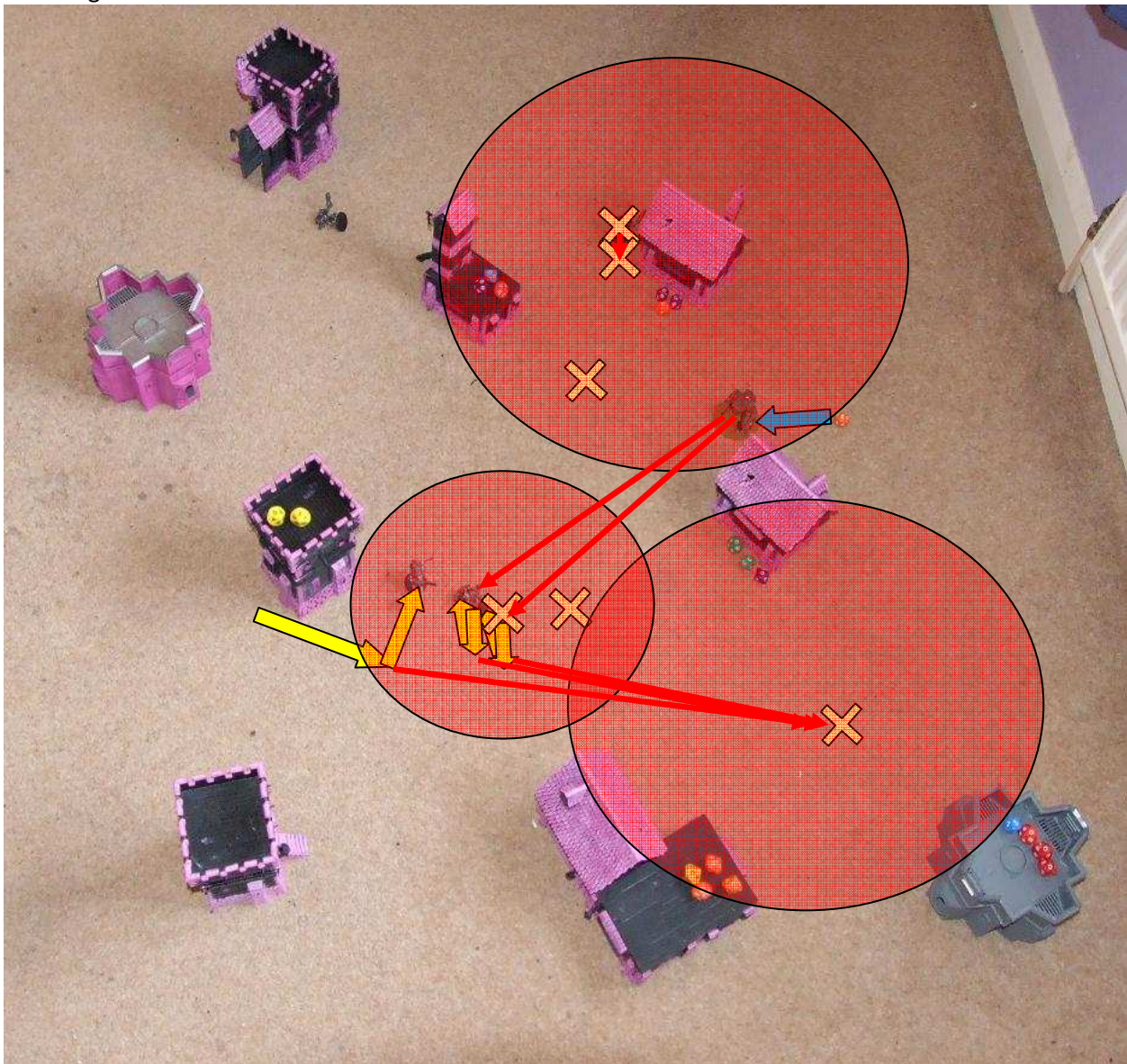
One of the forward triplet Revenants then moves at slow stride out of cover and causes 9 points of damage to the warlord, before slinking back behind the cover.

The Last of the triplet Revenants follows suit. This time causing 20 points of damage to the wounded Warlord. Resulting in a +17 to the explosion roll. The warlord goes nuclear, destroying the fortress the Revenants were hiding behind, but the blast misses the Revenants.

The remaining of the twin Revenants in the north prepared to ignite its jumo pack as it unloads all of its weapons point blank into the Reaver in front of it. As I roll of damage I realise that the Revenant is inside the Reaver's shields and it does 47 points of damage to the imperial engine!

The resulting plasma ball kills the Revenant, destroys the small hab block, causes damage to all the other nearby hab blocks and 2 points of damage to the last imperial engine.

Realising that the southern Revenants are without cover the last imperial engine moves forwards at low stride and readies its weapons at the two damaged revenants. It manages to lock on of its' las blasters onto the Revenant that had lost 5 points of damage and cause a further 6 points of damage. The Carapace Gatling blaster fails to lock onto its' target, but the number of shells being fired make up for lack of accuracy. The Revenant suffers 12 points of damage, causing a magazine explosion that topples the damaged Revenant and causes 7 points of damage to the undamaged one.



Turn 4

The remaining Revenant fires at the Reaver before moving at battle march behind the nearest hab block. It knocks down a voids and causes 6 points of damage.

Deciding that the hab block was aiding the enemy the Reaver fires at the hab block, causing 132 points of damage.

The Reaver fails to relight its' void.

