

## Engine war battle report 1

### Eldar Titan clan

Revenant with 2 eldar missile launchers and two Pulsars  
Revenant with 2 eldar missile launchers and two Pulsars  
Revenant with 2 eldar missile launchers and two Pulsars  
Revenant with 2 eldar missile launchers and two Pulsars  
Revenant with 2 eldar missile launchers and two Pulsars

### Legio titanicus

Warhound with plasma blast gun and Vulcan mega bolter  
Reaver with Gatling blaster, chain fist and carapace gatling blaster  
Reaver with two las blasters and carapace gatling blaster  
Warlord with carapace landing pad and three missile launchers

### Set up

The eldar set up out of line of sight in two groups. A pair in the north and a triplet in the south. Both groups set up behind cover.

The imperial engines set up in two opposite groups. The two Reavers in the north and the warlord and the Warhound in the south. Neither group dishonouring itself with hiding behind cover.



## Turn 1

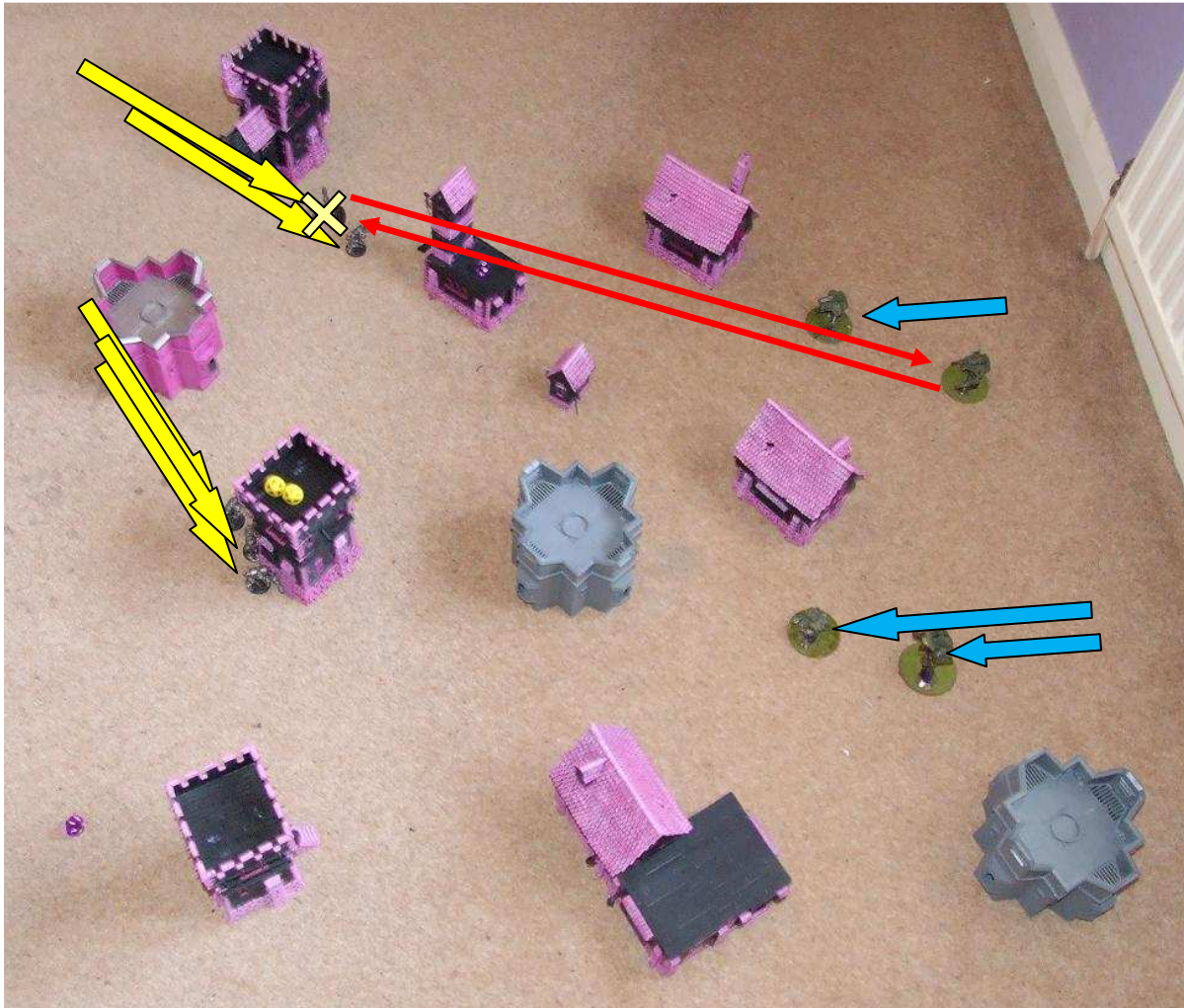
With wit all round the Eldar titans all moved forwards at flank stride, most ducking behind buildings. The exception being one of the twins in the north. It partly revealed itself from behind the hab block and tried some long ranged shots at the Dual las blaster Reaver, all shots missed.

In response the Warhound doubled forwards ready to get a target lock.

The dual las blaster Reaver then braced and fired at the engine that shot at it. It was unable to lock onto the Eldar machine, but the volume of fire as able to bring it down, causing a total of 18 points of damage to the Eldar and 10 points of damage to the building it was hiding behind. The Eldar machine toppled to the ground a smoking wreck.

The second Reaver doubled forwards ready to bring death to the enemy.

The Warlord slowly strode forwards and tried to lock onto one of the Revenants behind the building. Though the locks failed it was still able to fire, due to its' spotting craft, causing 17 points of damage to the building.



## Turn 2

Two of the triplet Revenants moved at flank pace towards the Warhound. Firing their weapons at it before dodging behind the central building.

The first Revenant missed with its missiles and caused 7 points of damage with its pulsars.

The second Revenant managed to take down the Warhound's void with its missiles and cause a point of damage, before firing its pulsars, causing a massive 25 points of damage to the imperial machine, breaching its reactor and causing a plasma drive meltdown. The meltdown caused massive damage to all of the nearby buildings and took down one of the Warlord's voids.

The final Revenant of the triplet's battle strode out of cover to let loose a volley of missiles and pulsar blasts at the Warlord before darting back behind the building it was sheltering behind. The fire took down another of the imperial titan's voids and caused 3 points of damage.

The final Revenant of the northern twins moved at flank pace and fired at the chain fist armed Reaver, before hiding behind another building, taking down 1 void and causing 12 points of damage.

In response the chain fist armed Reaver moved at flank around the building, closing almost to base contact with the elusive Eldar engine. Alas at such short range its gatling blasters were of little effect, failing to track the enemy and no hits were scored.

The second Reaver moved at battle stride towards the triplet of Revenants hiding behind the imperial fortress, locking onto one of them. Alas no shots hit the Revenant, despite causing 12 points of damage to the fortress.

The Warlord then braced, first firing its arm weapons at one of the Revenants behind the fortress then its carapace missile launcher at the second. The first Revenant suffered 9 points of damage and the second 8 points of damage, but the fortress took 10 points of damage in total.

Both the Reaver and Warlord regained a void each.

