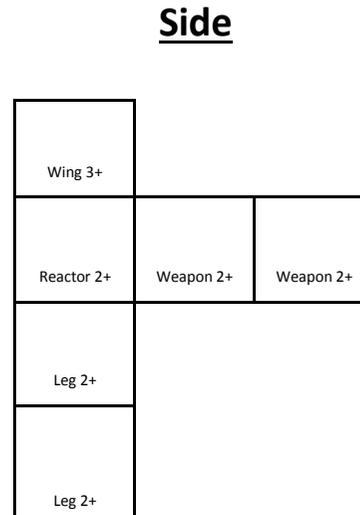
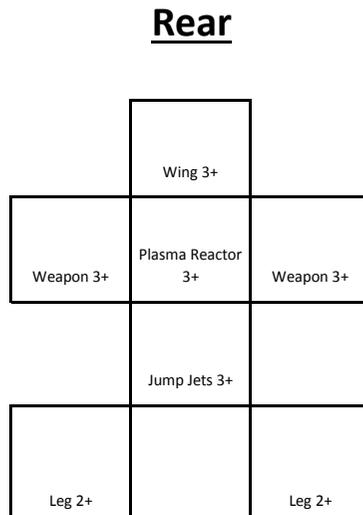


Revenant Titan Template



Points Cost: 500 for 2

VPs: 2 each

Move: 30cm

CAF: + 7

Repair: 4+

Notes: Command Ability: May move at Charge rate & First Fire
 Agile: any number of turns when moving
 Hard to Hit when on Charge Orders. -1 for all incoming fire except template weapons
 When on Charge Orders, the titan's jump jets allow it to leap over terrain up to 15 cm wide and 5 cm high.
 The Revenant may not land on impassible terrain.

Holofields: 3+ if Titan has moved at least Advance movement rate.
 5+ if Titan moves less than Advance rate.
 No Holofield save if the Titan is stationary.