

Warlock Titan Template



Points Cost:

VPs:

Move: 20cm

CAF: + 12

Repair: 4+

Psychic Save: 3+

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.

Holo-fields: 3+ if Titan has moved at least Advance movement rate.
 5+ if Titan moves less than Advance rate.
 No Holo-field save if the Titan is stationary.

Psychics: Doom: Target any model within sight and 50 cm. All shots against that model will hit on a 3+. If that model is in CC its base CAF is halved. Models with shields have a 4+ save against Doom and may be rolled every turn. Psychic saves may be made against Doom.
 Witch Sight: The titan is Hard to Hit. Enemy vehicles and larger units lose one die in Close Combat. If the Titan is immobilized it cannot use Witch Sight.
 Mind Shout: All enemy models within 25 cm must immediately pass a morale check or go onto Fall Back Orders. Rolls of 1 fail automatically. All friendly units with models within 25cm can immediately roll to rally from Fall Back.