

# Warlock Titan Template

Front					Side			Rear				
	Wing 3+		Wing 3+		Wing 3+			Wing 3+		Wing 3+		
	Wing Wpn 2+	Head 1+	Wing Wpn 2+		Wing 3+	Wing Wpn 2+	Head 1+	Wing 3+	Head 2+	Wing 3+		
	Weapon 2+	Legs 1+	Weapon 2+			Weapon 2+	Weapon 2+	Weapon 2+	Reactor 3+	Weapon 2+		
Weapon 2+	Leg 2+		Leg 2+	Weapon 2+	Leg 2+			Weapon 2+	Leg 2+		Leg 2+	Weapon 2+
	Leg 1+		Leg 1+		Leg 1+			Leg 1+			Leg 1+	
	Leg 1+		Leg 1+		Leg 1+			Leg 1+			Leg 1+	

**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.