

Phantom 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.