

## Phantom 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.