



REVENANT TITAN

SCALE: 5 (GRANDIS)

Base size 240mm

215 POINTS + WEAPONS

COMMAND
4+

SPEED
32" / 48"

BALISTIC SKILL
3+

MANOEUVRE
3 / 5

WEAPON SKILL
3+

BONESINGERS
2 / 4

POWER CONTROL

SPEED

MANOEUVRE

JUMP JETS

BONESINGERS

PROJECTORS

HOLOFIELD SAVES:

Holofields give a Titan a save at over 8" away against each hit.
Blast / Template weapons reduce saving throws by 1.
For Effects prior to turn 1, use the *Full Stride* value below.
Power to Projectors / Jump Jets increase Holofield saves by 1 each

FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

5+

FIRST FIRE / REPAIRS
& NOT MOVING

HOLOFIELD BURNOUT
/ SHUTDOWN

6+

X



HEAD

+1
12-14
15-16
17+

+2
DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

+3



BODY

+1
11-12
13-15
16+

+2
DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

+3



LEGS

+1
11-13
14-15
16+

+2
DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

+3



VANES
(SPECIAL*)

+1
10-12
13-14
15+

+2
DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

+3

*Vanes can only be targeted in side or rear arcs

ORDER



First Fire



Split Fire



Emergency Repairs



Full Stride



Charge



Shutdown

- MIU Feedback
- MIU Feedback
Steersman Wounded
- Steersman Unconscious

- Plasmaweave Leak (1)
- Plasmaweave Leak (1)
- Plasmaweave Leak (2)
(-1 Power Control per leak)

- Stabilisers Damaged
- Stabilisers Damaged
Locomotors Seized
- Immobilised

- 1 Holofield Save
- 2 Holofield Save
- Holofield Burnout

POWER CONTROL: The Titan has three Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Bonesingers, enhance Holofield Projectors, engage its Jump Jets, or enhance a weapon with 'Power Drain'

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

JUMP JETS: Instead of a regular move in the Movement Phase, the model may engage its Jump Jets: Make any number of turns before moving, then up to 60" in a straight-line with no further turns this phase. The Revenant may ignore any scenery up to 36" tall and/or Titans up to scale 10, while jumping. If jumping whilst suffering *Locomotors Seized* or *Immobilised*, roll a D6: On a 4+, it suffers an additional critical damage.

REVENANT LEFT ARM 10 POINTS

SONIC LANCE

Range ACC

Short 32" -
Long 48" -

Dice Strength

1 7

Traits: Beam, Bypass, Power Drain* (Firestorm)

*Power must be allocated to this weapon in order to use the ability once during a turn

- 11+ Weapon Disabled
- Repair Weapon (5+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)



REVENANT SHOULDER 10 POINTS

REVENANT MISSILE LAUNCHER

Range ACC

Short 32" -
Long 192" +1

Dice Strength

4 5

Traits: Barrage, Carapace, Paired



- 10+ Weapon Disabled
- Repair Weapon (4+)
- 10-12 Detonation (Vanes S7)
- 13+ Detonation (Vanes S9)

REVENANT RIGHT ARM 10 POINTS

SONIC LANCE

Range ACC

Short 32" -
Long 48" -

Dice Strength

1 7

Traits: Beam, Bypass, Power Drain* (Firestorm)

*Power must be allocated to this weapon in order to use the ability once during a turn

- 11+ Weapon Disabled
- Repair Weapon (5+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)





REVENANT TITAN

SCALE: 5 (GRANDIS)

Base size 240mm

215 POINTS + WEAPONS

COMMAND
4+

SPEED
32" / 48"

BALISTIC SKILL
3+

MANOEUVRE
3 / 5

WEAPON SKILL
3+

BONESINGERS
2 / 4

POWER CONTROL

SPEED

MANOEUVRE

JUMP JETS

BONESINGERS

PROJECTORS

HOLOFIELD SAVES:

Holofields give a Titan a save at over 8" away against each hit.
Blast / Template weapons reduce saving throws by 1.
For Effects prior to turn 1, use the *Full Stride* value below.
Power to Projectors / Jump Jets increase Holofield saves by 1 each

FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

5+

FIRST FIRE / REPAIRS
& NOT MOVING

HOLOFIELD BURNOUT
/ SHUTDOWN

6+

X

HEAD

12-14	+1	+2	+3
15-16	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT
17+			

BODY

11-12	+1	+2	+3	+3
13-15	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT	
16+				

LEGS

11-13	+1	+2	+3	+3
14-15	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT	
16+				

VANES (SPECIAL*)

10-12	+1	+2	+3
13-14	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT
15+			

*Vanes can only be targeted in side or rear arcs

ORDER

First Fire	Split Fire	Emergency Repairs	Full Stride	Charge	Shutdown
------------	------------	-------------------	-------------	--------	----------

- MIU Feedback
- MIU Feedback
Steersman Wounded
- Steersman Unconscious

- Plasmaweave Leak (1)
- Plasmaweave Leak (1)
- Plasmaweave Leak (2)
(-1 Power Control per leak)

- Stabilisers Damaged
- Stabilisers Damaged
Locomotors Seized
- Immobilised

- 1 Holofield Save
- 2 Holofield Save
- Holofield Burnout

POWER CONTROL: The Titan has three Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Bonesingers, enhance Holofield Projectors, engage its Jump Jets, or enhance a weapon with 'Power Drain'

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

JUMP JETS: Instead of a regular move in the Movement Phase, the model may engage its Jump Jets: Make any number of turns before moving, then up to 60" in a straight-line with no further turns this phase. The Revenant may ignore any scenery up to 36" tall and/or Titans up to scale 10, while jumping. If jumping whilst suffering *Locomotors Seized* or *Immobilised*, roll a D6: On a 4+, it suffers an additional critical damage.

REVENANT LEFT ARM 30 POINTS

REVENANT PULSAR

Range	ACC
Short 72"	-
Long 120"	-

Dice	Strength
2	8

ARC

Front-Left
135°

Traits: Shieldbane, Power Drain*
(Maximal +2 Strength)

*Power must be allocated to this weapon in order to use the ability once during a turn

- 11+ Weapon Disabled
- Repair Weapon (4+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)

REVENANT SHOULDER 10 POINTS

REVENANT MISSILE LAUNCHER

Range	ACC
Short 32"	-
Long 192"	+1

Dice	Strength
4	5

ARC

Front 90°

Traits: Barrage, Carapace, Paired

- 10+ Weapon Disabled
- Repair Weapon (4+)
- 10-12 Detonation (Vanes S7)
- 13+ Detonation (Vanes S9)

REVENANT RIGHT ARM 30 POINTS

REVENANT PULSAR

Range	ACC
Short 72"	-
Long 120"	-

Dice	Strength
2	8

ARC

Front-Right
135°

Traits: Shieldbane, Power Drain*
(Maximal +2 Strength)

*Power must be allocated to this weapon in order to use the ability once during a turn



PHANTOM TITAN

SCALE: 9 (IMMENSUS)

Base Size 420x280mm

325 POINTS + WEAPONS

COMMAND
3+

SPEED
28" / 40"

BALISTIC SKILL
3+

MANOEUVRE
2 / 4

WEAPON SKILL
3+

BONESINGERS
3 / 5

POWER CONTROL

SPEED



MANOEUVRE



BONESINGERS



PROJECTORS



HOLOFIELD SAVES:

Holofields give a Titan a save at over 8" away against each hit.
Blast / Template weapons reduce saving throws by 1.
For Effects prior to turn 1, use the *Full Stride* value below.
Power to Holofield Projectors increase Holofield saves by 1

FULL STRIDE

4+

FIRST FIRE / REPAIRS
& NOT MOVING

6+

ANY OTHER ORDERS / NO ORDERS

5+

HOLOFIELD BURNOUT
/ SHUTDOWN

X

HEAD

0	+1	+2	+3	+3
13-14	15-16	17+	DIRECT HIT	DEVASTATING HIT
				CRITICAL HIT

BODY

0	+1	+2	+2	+3	+3
12-13	14-16	17+	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT

LEGS

0	+1	+2	+2	+3	+3
12-14	15-16	17+	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT

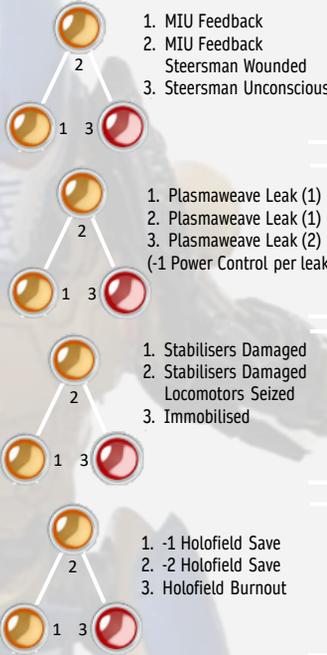
VANES (SPECIAL*)

+1	+2	+3	+3		
11-13	14-15	16+	DIRECT HIT	DEVASTATING HIT	CRITICAL HIT

*Vanes can only be targeted in side or rear arcs

ORDER

	First Fire		Split Fire		Emergency Repairs		Full Stride		Charge		Shutdown
--	------------	--	------------	--	-------------------	--	-------------	--	--------	--	----------



1. MIU Feedback
2. MIU Feedback
Steersman Wounded
3. Steersman Unconscious

1. Plasmaweave Leak (1)
2. Plasmaweave Leak (1)
3. Plasmaweave Leak (2)
(-1 Power Control per leak)

1. Stabilisers Damaged
2. Stabilisers Damaged
Locomotors Seized
3. Immobilised

1. -1 Holofield Save
2. -2 Holofield Save
3. Holofield Burnout

POWER CONTROL: The Titan has four Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Holofield Projectors, Bonesingers or to enhance the effect of a weapon with 'Power Drain'.

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

STARCANNON

All Starcannon on the titan add one die per weapon and count as a single attack against a target

Range	ACC
Short 12"	+1
Long 24"	-

Dice	Strength
1+	5

Traits: -

PHANTOM LEFT ARM 60 POINTS

D-BOMBARD

Range	ACC
Short 40"	-
Long 120"	-

Dice	Strength
1	10



Front-Left
135°

Traits: Blast (20"), Power Drain* (Warp)

*Power must be allocated to this weapon in order to use the ability once during a turn

- 11+ Weapon Disabled
- Repair Weapon (5+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)



PHANTOM SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHERS

Range	ACC
Short 32"	-
Long 192"	+1

Dice*	Strength*
3	6
6	4



Front 90°

Traits: Barrage, Carapace, 1x Starcannon

* Fire each profile separately one after the other in any order, treating each as a separate attacking weapon

- 11+ Weapon Disabled
- Repair Weapon (5+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)



PHANTOM RIGHT ARM 25 POINTS

WRAITH GLAIVE

Range	ACC
Short 12"	+1
Long -	-

Dice	Strength
3	9



Front-Right
135°

Traits: Bypass, Melee, Rending 2x Starcannon

- 11+ Weapon Disabled
- Repair Weapon (2+)
- 11-14 Detonation (Body S7)
- 15+ Detonation (Body S9)





PHANTOM TITAN

SCALE: 9 (IMMENSUS)

Base Size 420x280mm

325 POINTS + WEAPONS

COMMAND 3+

SPEED 28" / 40"

BALISTIC SKILL 3+

MANOEUVRE 2 / 4

WEAPON SKILL 3+

BONESINGERS 3 / 5

POWER CONTROL

SPEED

MANOEUVRE

BONESINGERS

PROJECTORS

HOLOFIELD SAVES:

Holofields give a Titan a save at over 8" away against each hit.
Blast / Template weapons reduce saving throws by 1.
 For Effects prior to turn 1, use the *Full Stride* value below.
Power to Holofield Projectors increase Holofield saves by 1

FULL STRIDE 4+ **FIRST FIRE / REPAIRS & NOT MOVING** 6+

ANY OTHER ORDERS / NO ORDERS 5+ **HOLOFIELD BURNOUT / SHUTDOWN** X

	0	+1	+2	+3	+3			
HEAD	13-14		DIRECT HIT					
	15-16		DEVASTATING HIT					
	17+		CRITICAL HIT					
	0	+1	+2	+2	+3	+3		
BODY	12-13		DIRECT HIT					
	14-16		DEVASTATING HIT					
	17+		CRITICAL HIT					
	0	+1	+2	+2	+3	+3		
LEGS	12-14		DIRECT HIT					
	15-16		DEVASTATING HIT					
	17+		CRITICAL HIT					
	+1	+2	+3	+3				
VANES (SPECIAL*)	11-13		DIRECT HIT					
	14-15		DEVASTATING HIT					
	16+		CRITICAL HIT					

*Vanes can only be targeted in side or rear arcs

ORDER First Fire Split Fire Emergency Repairs Full Stride Charge Shutdown

POWER CONTROL: The Titan has four Power Control points to assign in the strategy phase to use the enhanced value of Speed, Manoeuvre, Holofield Projectors, Bonesingers or to enhance the effect of a weapon with 'Power Drain'.

BONESINGERS: In addition to other standard repair actions, damaged structure can be repaired on a roll of 5+.

STARCANNON

All Starcannon on the titan add one die per weapon and count as a single attack against a target

Range	ACC
Short 12"	+1
Long 24"	-

Dice	Strength
1+	5

Traits: -

PHANTOM LEFT ARM 45 POINTS

PHANTOM PULSAR

Range	ACC
Short 120"	-
Long 240"	-

Dice	Strength
3	9

ARC Front-Left 135°

Traits: Shieldbane, Power Drain* (Maximal +2 Strength)

*Power must be allocated to this weapon in order to use the ability once during a turn

11+ Weapon Disabled
 Repair Weapon (4+)

11-14 Detonation (Body S7)
 15+ Detonation (Body S9)

PHANTOM SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHERS

Range	ACC
Short 32"	-
Long 192"	+1

Dice*	Strength*
3	6
6	4

ARC Front 90°

Traits: Barrage, Carapace, 1x Starcannon

* Fire each profile separately one after the other in any order, treating each as a separate attacking weapon

11+ Weapon Disabled
 Repair Weapon (5+)

11-14 Detonation (Body S7)
 15+ Detonation (Body S9)

PHANTOM RIGHT ARM 60 POINTS

D-BOMBARD

Range	ACC
Short 40"	-
Long 120"	-

Dice	Strength
1	10

ARC Front-Right 135°

Traits: Blast (20"), Power Drain*, Warp

*Power must be allocated to this weapon in order to use the ability once during a turn

11+ Weapon Disabled
 Repair Weapon (5+)

11-14 Detonation (Body S7)
 15+ Detonation (Body S9)

Eldar FAQ

Since the introduction of Eldar as a faction to Adeptus Titanicus, there have been a number of questions raised as to how they interact with other units and rules in the game. The below attempts to address these questions without adding too much more text to the datasheets themselves.

How large should the bases be for Eldar Titans?

As with all Titans in 28mm, the models themselves range from having no base at all, to amazing scenic bases that are at times larger than their equivalent 8mm models. All Titans are treated for rule purposes as being on a standard sized base, which for Eldar Titans is as per their data-sheets: Phantom Titans are on 420 x 280mm oval, and Revenant Titans are on the 240mm round. Wraithknights are on 200mm round

How does Power Control work?

In the Strategy Phase, when an Eldar Titan is activated, it attempts to issue an order, and then is also required to allocate its power for the turn. An Eldar Revenant Titan initially has 3 points of power, and a Phantom Titan has 4 points, though these can be reduced from taking damage. One point of available power per turn may be allocated to Speed, Manoeuvre, Holo-field Projectors, Bonesingers, Jump Jets, or a weapon with 'Power Drain' to use the enhanced value. E.g. A Phantom Titan with a point of power allocated Manoeuvre could make 4 turns instead of the normal 2. As a result, Powering Bonesingers takes effect only in the Damage Control Phase, not as part of undertaking Emergency Repairs.

If allocated to a weapon, a point of power allows the weapon to use the Power Drain profile once per point of power allocated, and otherwise, should use its normal profile. A unit does not *have to* use the enhanced Power Drain profile and expend the power when attacking if it would prefer not to, but any unused power is lost when activated in the next Strategy Phase.

e.g. Allocating a single point of power to a D-Bombard allows it to be fired once with the Warp effect. If it was fired again (in the combat phase after firing in the movement phase, or as a result of another effect, such as Wildfire), it would use the normal profile, without the Power Drain enhanced effect.

Note: For the Sonic Lance, Firestorm gives the weapon a template profile, replacing the 48" range and Beam.

How far can a Revenant Titan move with its Jump Jets? Does it have to move the full distance?

Like any other movement, the maximum distance that a Revenant Titan can move when using its Jump Jets is 60", however it can move as little as it likes, and up to the maximum.

When do Holo-field Saves change?

A Titan starts the game with a 4+ Save as if it had Full Stride Orders. When it first issues Orders and sets power allocation in the Strategy Phase, its Saving throw is adjusted until it is activated in the following turn's Strategy Phase. Blast weapons and other modifiers from any damage taken will adjust this save as described.

Note: if undertaking Emergency Repairs, the standard Holo-field save will be 6+ *until and unless* the unit is activated in the Movement Phase, whereupon if it is activated, it will change to 5+ until the following Orders Phase

Can Eldar Titans gain a 2+ Holo-field Save?

The maximum save that can ever be taken from Holo-fields is a 3+, however, if a Titan is moving at Full Stride and powers Holo-field Projectors, and also engages any other upgrade or ability (such as Jump Jets), the owning player may apply other modifiers (e.g. -1 to Save for a Blast weapon) in any order, such that it still possible to make a 3+ save.

How does 'Bypass' interact with Holo-fields?

Bypass continues to only affects Void and Ion shields. Holo-fields change where the model appears to be, rather than attempting to absorb or shunt the incoming attack that bypass attempts to circumvent.

How does 'Voidbreaker' interact with Holo-fields?

Voidbreaker only affects Void shields. Holo-fields don't disperse energy and hence aren't affected by weapons that would take down additional Void shields.

How does 'Impale' interact with Holo-fields?

Whether the impale weapon has bypass or not, the weapon still needs to hit first, and so normal rules apply: Holo-field saves may be taken at greater than Melee distance, but not at inside of the 2" (at 8mm) / 8" (at 28mm).

How do Psi weapons interact with Holo-fields?

Being a Psychic race, the Eldar give off a significant aura, which the psykers in the Psi-Titan can latch onto more easily. A Psi weapon does bypass Holo-fields, but there is no strength bonus, like there would be for a Corrupt Titan.

How do Magazine Detonation and Catastrophic Explosions interact with Holo-fields?

Holo-fields are not a 'shield', and provide no protection against any effect that occurs against their actual position. E.g. an explosion that affects every model within an area will hit an Eldar Titan whether it has working holo-fields or not. However, for any effect where targeting has to occur, such as an Awakened Machine Spirit roll, where the unit still has to roll to hit using a Ballistic Skill, the Holo-fields would still provide protection, unless the attack occurred from within Melee range.

What weapons can a Wraithknight take? The wording isn't very clear.

There isn't a lot of room on the sheet to spell it out and there were a lot of variations attempted in the space: A Wraithknight can take any two of; glaive, wraithcannon, suncannon or shield (including two of the same), OR can take two of; deathshroud or lance (including two of the same).

Eldar Titans and Catastrophic Meltdowns

Instead of counting holes on the reactor track and adding D3 for the effect distance, use the Titan's Scale instead (scale x4 at 28mm)