

Eldar Chassis





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 increase Holofield saves by 1

FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

FIRST FIRE / REPAIRS
& NOT MOVING

6+

5+

HOLOFIELD BURNOUT
/ SHUTDOWN

X

HEAD

12-14	+1	+2	+3
15-16			
17+			

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

BODY

11-12	+1	+2	+3	+3
13-15				
16+				

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

LEGS

11-13	+1	+2	+3	+3
14-15				
16+				

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

VANES
(SPECIAL*)

10-12	+1	+2	+3
13-14			
15+			

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

*Vaness 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 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 SHOULDER 10 POINTS

REVENANT MISSILE LAUNCHER

Range		ACC
Short	32"	-
Long	192"	+1
Dice		Strength
4		5

Traits: Barrage

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

ANY OTHER ORDERS / NO ORDERS

4+

5+

FIRST FIRE / REPAIRS
& NOT MOVING

HOLOFIELD BURNOUT
/ SHUTDOWN

6+

X

HEAD

BODY

LEGS

VANES (SPECIAL*)

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

*Vanes can only be targeted in side or rear arcs

POWER CONTROL: The Titan has four Power Control points to assign in the strategy phase 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 SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHERS

Range	ACC	
Short	32"	-
Long	192"	+1

ARC

Front 90°

Dice*	Strength*
3	6
6	4

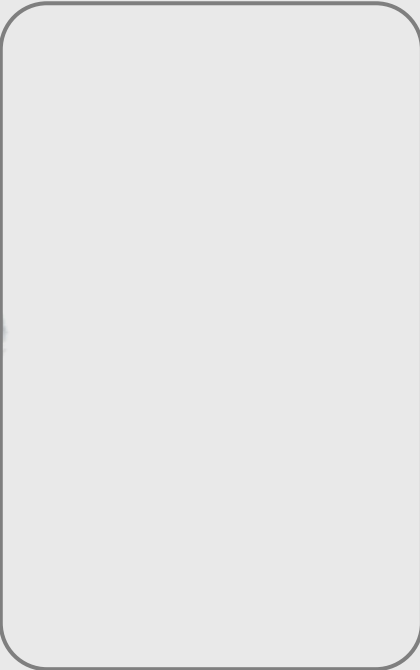
Traits: Barrage
1x Starcannon

* 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)





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 increase Holofield saves by 1

FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

FIRST FIRE / REPAIRS
& NOT MOVING

6+

5+

HOLOFIELD BURNOUT
/ SHUTDOWN

X



HEAD

12-14
15-16
17+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



BODY

11-12
13-15
16+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



LEGS

11-13
14-15
16+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



VANES
(SPECIAL*)

10-12
13-14
15+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT

*Vanes can only be targeted in side or rear arcs

1. MIU Feedback
2. MIU Feedback
3. 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
3. Locomotors Seized
3. Immobilised

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

ORDER First Fire Split Fire Emergency Repairs Full Stride Charge Shutdown

REVENANT LEFT ARM 15 POINTS

SONIC LANCE

Range ACC

Short 32" -
Long 48" -

Dice Strength

2 7



Front-Left
135°

Traits: Bypass, Power Drain*
(Firestorm 2)

*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



Front 90°

Traits: Barrage

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



REVENANT RIGHT ARM 15 POINTS

SONIC LANCE

Range ACC

Short 32" -
Long 48" -

Dice Strength

2 7



Front-Right
135°

Traits: Bypass, Power Drain*
(Firestorm 2)

*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 increase Holofield saves by 1

FULL STRIDE

ANY OTHER ORDERS / NO ORDERS

4+

FIRST FIRE / REPAIRS
& NOT MOVING

6+

5+

HOLOFIELD BURNOUT
/ SHUTDOWN

X



HEAD

+1
12-14
15-16
17+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



BODY

+1
11-12
13-15
16+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



LEGS

+1
11-13
14-15
16+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



VANES
(SPECIAL*)

+1
10-12
13-14
15+

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



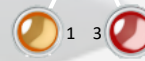
Shutdown



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



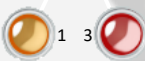
1. Plasmaweave Leak (1)
2. Plasmaweave Leak (1)
3. Plasmaweave Leak (2)
(-1 Power Control per leak)



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 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



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



Front 90°

Traits: Barrage

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



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



ANY OTHER ORDERS / NO ORDERS



5+ HOLOFIELD BURNOUT
/ SHUTDOWN



HEAD

+1 +1 +2 +3 +3

13-14 DIRECT HIT
15-16 DEVASTATING HIT
17+ CRITICAL HIT

BODY

+1 +1 +2 +2 +3 +3

12-13 DIRECT HIT
14-16 DEVASTATING HIT
17+ CRITICAL HIT

LEGS

+1 +1 +2 +2 +3 +3

12-14 DIRECT HIT
15-16 DEVASTATING HIT
17+ CRITICAL HIT

VANES (SPECIAL*)

+1 +2 +3 +3

11-13 DIRECT HIT
14-15 DEVASTATING HIT
16+ CRITICAL HIT

*Vanes can only be targeted in side or rear arcs

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

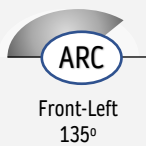
All Starcannon on the titan add one die per weapon and count as a single attack against a target

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

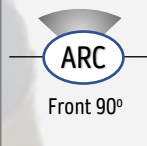


11+ Weapon Disabled
Repair Weapon (5+)
11-14 Detonation (Body S7)
15+ Detonation (Body S9)

PHANTOM SHOULDER 25 POINTS

VOIDSTORM MISSILE LAUNCHERS

Range		ACC
Short	32"	-
Long	192"	+1
Dice*		Strength*
3		6
6		4



Front 90°

Traits: Barrage
1x Starcannon

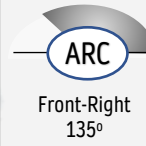
* Fire each profile separately one after the other in any order, treating each as a separate attacking weapon

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



HEAD
13-14
15-16
17+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



BODY

12-13
14-16
17+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



LEGS

12-14
15-16
17+

DIRECT HIT
DEVASTATING HIT
CRITICAL HIT



VANES
(SPECIAL*)

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

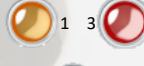


Shutdown

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 45 POINTS

PHANTOM PULSAR

Range | ACC

Short 120" | -
Long 240" | -

ARC

Front-Left
135°

Dice | Strength

3 | 9

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

ARC

Front 90°

Dice* | Strength*

3 | 6
6 | 4

Traits: Barrage
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" | -

ARC

Front-Right
135°

Dice | Strength

1 | 10

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)



WARLOCK TITAN

SCALE: 9 (IMMENSUS)

Base Size 420x280mm

620 POINTS + RIGHT ARM

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

+1

13-14

15-16

17+

DIRECT HIT

DEVASTATING HIT

CRITICAL HIT



BODY

+1

12-13

14-16

17+

DIRECT HIT

DEVASTATING HIT

CRITICAL HIT



LEGS

+1

12-14

15-16

17+

DIRECT HIT

DEVASTATING HIT

CRITICAL HIT



VANES (SPECIAL*)

+1

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: -

WARLOCK LEFT ARM 0 POINTS

PSYCHIC LANCE

Range

ACC

Short 48"

-

Long 96"

-

Dice

Strength

1

10

Traits: Blast (20"), Psi, Psychic
Concussion *, Mind Focus*

*If the selected target is hit, in addition to any other damage, a Titan will suffer an additional critical damage to the HEAD. a Knight banner is immediately SHAKEN

* This Weapon gains a +1 To Hit when targeting a HEAD location

11+ Weapon Disabled

Repair Weapon (5+)

11-14 Detonation (Body S7)

15+ Detonation (Body S9)



WARLOCK SHOULDER 0 POINTS

VOIDSTORM MISSILE LAUNCHERS

Range

ACC

Short 32"

-

Long 192"

+1

Dice*

Strength*

3

6

6

4

Traits: Barrage

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)



WARLOCK RIGHT ARM 0 POINTS

POWER FIST

Range

ACC

Short 8"

+1

Long -

-

Dice

Strength

2

9

Traits: Concussive, Melee



11+ Weapon Disabled

Repair Weapon (2+)

11-14 Detonation (Body S7)

15+ Detonation (Body S9)



Eldar Warlock Titans

Eldar Warlock titans are the pinnacle of psychic union between an Eldar and their machine. Steered by a seasoned pilot who has already spent hundreds of years on the Path of the Warlock, the titan's wraithbone core is able to flow with a grace unmatched by even other Phantom chassis, and the psychic might of the steer is enhanced further by the many Wraithstones of past great Farseers, who lend their insight and guidance when communed with.



In addition to the might of the base Phantom Titan frame, a Warlock Titan is enhanced by a powerful Psychic weapon: the Psychic Lance, and other Psychic abilities. The Warlock Titan's Power Fist may be replaced by any Phantom Titan Right Arm weapon at the normal points cost. A Warlock Titan is an Auxilliary Titan within an Eldar Battlegroup.

In the **Strategy** Phase, a Warlock Titan will allocate power as normal for an Eldar Titan, and then, provided the Warlock Titan's Steer is not unconscious, instead of being issued orders like other Eldar titans, It may select from one of the following abilities;

Warp Blast: When activated in the Combat Phase, the Warlock Titan may undertake a psychic shooting attack alongside firing any other weapons. Place a 20" Blast anywhere within 48" of the titan and roll to hit as normal. Any units without void shields under the template's final position become QUAKED, and any model under the central hole is spun around to face a random direction

Psychic Ward: Immediately select a single titan within 48" (including itself). This titan adds 1 to its Holofield save (to a maximum of 3+) or gains a 6+ Holofield save if its Holofields have been disabled, until the end of the round

Psychic Rebonding: In the Damage Control Phase, add 1 to the value of all repair dice for this titan

Mind Link: During the Damage Control Phase, Select one Friendly titan within 96" (including itself) that is not shut down, or received emergency repair orders. When activated, after performing its Repair function, the Titan may undertake a move or fire all of its weapons as if it were the Combat phase. The selected titan may not be activated in the subsequent Combat Phase

In the **Movement** Phase, when activated, a Warlock Titan can always choose to Move, Charge or First Fire

In the **Combat** Phase, when activated, a Warlock Titan may Move, Charge, or fire all of its weapons



ORDER

WRAITHKNIGHT BANNER

SCALE: 4 (GRANDIS)

120 POINTS (2) + WEAPONS

COMMAND
5+BALISTIC SKILL
4+SPEED
48"WEAPON SKILL
3+STRUCTURE
POINTS

10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

SCATTER SHIELD

	ATTACK STRENGTH			
	1-7	8	9	10+
Save	4+	5+	6+	-

A WRAITHKNIGHT BANNER consists of one Lord Scion and one Scions Marshal. You can add up to 2 Scions Marshal at a cost of 55 points each. Each Knight is armed with two options from either; the first three weapons / a Scatter Shield at 10 points, OR from the last two weapons

LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any Command checks for it

AGILE: Wraithknights are not affected by Difficult or Dangerous terrain

HEAVY
WRAITHCANNON
15 POINTS

Range		ACC
Short	24"	-
Long	64"	-1
Dice		Strength
1		9
Traits: -		

SUNCANNON
20 POINTS

Range		ACC
Short	48"	+1
Long	96"	-
Dice		Strength
2		6
Traits: Rapid		

GHOST GLAIVE
10 POINTS

Range		ACC
Short	8"	+1
Long	-	-
Dice		Strength
2		7
Traits: Melee, Rending		

DEATHSHROUD
CANNON
20 POINTS

Range		ACC
Short	T	-
Long	-	-
Dice		Strength
2		5
Traits: Firestorm, Rending		

INFERNO LANCE
20 POINTS

Range		ACC
Short	20"	+1
Long	32"	-
Dice		Strength
1		9
Traits: Fusion		



ORDER

WRAITHKNIGHT BANNER

SCALE: 4 (GRANDIS)

120 POINTS (2) + WEAPONS

COMMAND
5+BALISTIC SKILL
4+SPEED
48"WEAPON SKILL
3+STRUCTURE
POINTS

10-13: DIRECT HIT, 14-16: DEVASTATING HIT, 17+ CRITICAL HIT

SCATTER SHIELD

	ATTACK STRENGTH			
	1-6	7	8	9+
Save	4+	5+	6+	-

A WRAITHKNIGHT BANNER consists of one Lord Scion and one Scions Marshal. You can add up to 2 Scions Marshal at a cost of 55 points each. Each Knight is armed with two options from either; the first three weapons / a Scatter Shield at 10 points, OR from the last two weapons

LORD SCION: While the Lord Scion is part of the Banner, add 2 to the result of any Command checks for it

AGILE: Wraithknights are not affected by Difficult or Dangerous terrain

HEAVY
WRAITHCANNON
15 POINTS

Range		ACC
Short	24"	-
Long	64"	-1
Dice		Strength
1		9
Traits: -		

SUNCANNON
20 POINTS

Range		ACC
Short	48"	+1
Long	96"	-
Dice		Strength
2		6
Traits: Rapid		

GHOST GLAIVE
10 POINTS

Range		ACC
Short	8"	+1
Long	-	-
Dice		Strength
2		7
Traits: Melee, Rending		

DEATHSHROUD
CANNON
20 POINTS

Range		ACC
Short	T	-
Long	-	-
Dice		Strength
2		5
Traits: Firestorm, Rending		

INFERNO LANCE
20 POINTS

Range		ACC
Short	20"	+1
Long	32"	-
Dice		Strength
1		9
Traits: Fusion		

REVENANT LEFT ARM 15 POINTS

SONIC LANCE

	Range	ACC
	Short 32"	-
	Long 48"	-
	Dice	Strength
Front-Left 135°	2	7

Traits: Bypass, Power Drain*
(Firestorm 2)

*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 RIGHT ARM 15 POINTS

SONIC LANCE

	Range	ACC
	Short 32"	-
	Long 48"	-
	Dice	Strength
Front-Right 135°	2	7

Traits: Bypass, Power Drain*
(Firestorm 2)

*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 LEFT ARM 30 POINTS

REVENANT PULSAR

	Range	ACC
	Short 72"	-
	Long 120"	-
	Dice	Strength
Front-Left 135°	2	8

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
Front 90°	4	5

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
Front-Right 135°	2	8

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 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)



WARLOCK LEFT ARM 0 POINTS

PSYCHIC LANCE

Range		ACC
Short	48"	-
Long	96"	-
Dice		Strength
1		10



Front-Left
135°

Traits: Blast (20"), Psi, Psychic
Concussion*, Mind Focus#

*If the selected target is hit, in addition to
any other damage, a Titan will suffer an
additional critical damage to the HEAD. a
Knight banner is immediately SHAKEN

This weapon gains a +1 TH when targeting a
HEAD location

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



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)



PHANTOM LEFT ARM 25 POINTS

WRAITH GLAIVE

Range		ACC
Short	12"	+1
Long	-	-
Dice		Strength
3		9



Front-Left
135°

Traits: Bypass, Melee, Rending
2x Starcannon



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

WARLOCK RIGHT ARM 0 POINTS

POWER FIST

Range		ACC
Short	8"	+1
Long	-	-
Dice		Strength
2		9



Front-Right
135°

Traits: Concussive, Melee



11+ Weapon Disabled
Repair Weapon (2+)
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 LEFT ARM 45 POINTS

PHANTOM PULSAR

Range		ACC
Short	120"	-
Long	240"	-
Dice		Strength
3		9



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



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 45 POINTS

PHANTOM PULSAR

Range		ACC
Short	120"	-
Long	240"	-
Dice		Strength
3		9



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



11+ Weapon Disabled
Repair Weapon (4+)
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 to 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 in the End Phase of the Turn. 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 automatically (hitting the first target twice and any other targets touched by the template once as per the standard Firestorm rule), replacing the 48" range.

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. A Revenant Titan may use its jump jets to negate the effects of Quake for its movement, or use the Grace over Destruction rule.

How do bonus attacks for Charging work with Eldar Titans?

Whether an Eldar Titan moves further than its Move allowance from Jump Jets or any other upgrade, the maximum bonus attacks it can receive are limited by its Move allowance i.e. 4 for a Revenant with powered movement, 3 for a Phantom with Powered Movement, or 2 for a Phantom or Revenant without powered Movement (this is the maximum, but is still also limited to the distance the model moved to reach the target).

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 uses any other upgrade or ability that would increase them further, the owning player may apply other modifiers (e.g. -1 to Save for a Blast weapon) in any order, such that it is still possible to make a 3+ save.

How does 'Bypass' interact with Holo-fields?

Bypass continues to only affect 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 'Beam' interact with Holo-fields?

Beam is used to hit a specific location, Holo-fields change where the model appears to be, so the holo-field save may still be taken, however, once the enemy locks on to the Titan, it can direct the beam to the preferred location, so is still able to pick the location

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 Holofields?

Holofields 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, or a Vortex being moved, will hit an Eldar Titan whether it has working holofields 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 Holofields would still provide protection, unless the attack occurred from within Melee range.

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)

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).

Design Commentary

The primary aim with the design of the Eldar Titan rules for Adeptus Titanicus, was that they should be simple enough to use and simpler to understand as an opponent, by using as much of the standard ruleset as possible, and only introducing things to make them feel more Eldar-ey.

There are 6 Imperial titan chassis and 4 Imperial Knight chassis with 128 weapon profiles (including things like weapons with options for maximal fire and the Legio specific weapon upgrades). Eldar have 2 Titans and 1 Knight with 16 weapon profiles. This makes it nigh-on impossible for Eldar to be anything like equivalent to the Imperials. The Revenant, even though it's tiny needs to fit somewhere between a Warhound and a Reaver in terms of power, and the Phantom at around the output of a Warbringer. The Knight is basically a Cerastus. Eldar Titans can repair structure points, but only on a 5+ like void shields, and just like Imperial Titans, there's no point in shooting them and then leaving them alone or they will repair themselves, as with all things in AT, you have to 'shoot it til it's dead'. Against an equivalent points of enemy, an Eldar Titan is likely to recover three points of damage in a game, equivalent to the 3 void shields likely for an Imperial Titan, except you can do critical damage to an Eldar Titan from the first shot. Eldar don't do a lot of stretching things to their limits - it's more about balance, so they don't have a reactor that gets pushed until it's too hot, but they are limited by how much power they can generate safely and therefore allocate per turn. part of the tactical use of the Eldar is knowing what things to power, when. If you want to move quickly, you have to sacrifice some of your repairability, manoeuvrability, survivability (holofields) and/or weapon output.

keep it as close to the core rules as possible - there are only three things that differ from the core rules; holofields, Revenant Jump Jets and Power allocation - every other aspect of them uses the same principles, keywords, and traits as the core ruleset2) keep it simple for the opponent: The opponent needs to know what holofields and Jump Jets do but they don't need to manage them - the Eldar player makes the saves/do the moves. with power, only the Eldar player has to concern themselves with it. I didn't want an opponent to have to remember anything extra in order to play against them.

Iteration 16 of this ruleset contains a few small adjustments following the use of full rules (missions, stratagems and upgrades) at Titan Walk UK 2026, as well as changes to the Sonic Lance to improve 'interaction' for opponents.

Eldar Titan Abilities and Traits

In order to balance Eldar Titans against Imperial engines (especially when using full rules), the following additional abilities and upgrades may be used.

Grace over Destruction

Eldar Titans are lither than their Imperial counterparts, as such, they are better able to maintain poise when moving over **Quaked** ground, though are also more susceptible to damage, should they be struck by the residual seismic shockwaves. An Eldar Titan with Power directed to Speed, may move at its Default speed, instead of half boosted speed, however, if it does so, after completing the move, roll a D6, and on a roll of 1, apply Critical Damage to the Legs.

Eldar 'Maniples'

– Eldar Titans may be grouped into collections of 3-5 Revenant / Phantom Titans in the same way as their Imperial Counterparts. Warlock Titans are always Reinforcements, as are Wraithknight Support Banners. Eldar Titans gain the following maniple benefits for the following combinations;

Axiom Battleline Maniple: 1-2 Phantom Titans and 2-3 Revenant Titans.

Venator Light Maniple: 1 Phantom Titan and 2-4 Revenant Titans. The Revenant Titans replace the requirement of the Warhounds and the Phantom replaces the requirement of the Reaver

Corsair Battleline Maniple: 3-5 Phantom Titans.

Ignus Light Maniple: 3-5 Revenants and 1-3 Wraithknight Banners – The Revenants replace the requirement for Warhounds and Wraithknights replace the requirement for Cerastus Knight Banners

One titan in an Eldar Maniple may select a Princeps Senioris trait from the Core Rulebook p55 in the same way as an Imperial Engine for the same effect.

Craftworld Traits

(Still to be added)

Titan Upgrades

Eldar may make use of equivalent wargear for the same effects, replacing 'Traitor' / 'Loyalist', with 'Eldar' for the following upgrades;

Ranging Auspexes, Hardened Casing, Oath Banner, Aquilla Benedictus, Null Emitter, Unholy Benedictions, Marks of Conquest

Eldar Titans may also take the following upgrades;

High-Powered Core 70 points – The Titan is equipped with an enhanced powered core and gains one additional power point for allocation in each Strategy Phase

Weapon System Regulators 20 points – Unused Power allocated to weapons in the end phase is not removed

Barrage Detection System 35 points – The Titan is equipped with a multi-sensor and counter-measures suite. One power point can be allocated to this system per turn to negate the modifier to Holofields saves from Blast weapons

Stratagems

Eldar players may make use of the following Stratagems, replacing 'Traitor' / 'Loyalist', with 'Eldar';

Ranged Support Stratagems: Artillery Bombardment, Orbital Lance Strike, Blind Barrage,

Tricks and Tactics Stratagems: Outflank, Sabotage, Thermal Mines, Voidbreaker Field, Dawn Attack, Vox Blackout, Auspex Bafflers, Ablative Armour, Wages of Betrayal, Endurance of Terra, The Long Retreat, Strafing Run, Scatterable Mines, Static Rain, Eathshaker Mines, Quake Shells, Haywire Barrage, Dusk Attack, False Intel, Tactical Assessment, Last Ditch Effort, Warmaster's Portion, Bloodthirst

Warp Trickery Stratagems: Localised Warp Storm, Wails of the Damned, Profane Blessing

Desperate Measures Stratagems: Iron Resolve, Only Forwards, Even in Death, Sacrificial Lock-on,

Tactical Support Stratagems: Concealment Barrage, MIU Link, Veteran Princeps, Shock Mines, Tracer Cloud,

Experimental Warfare Stratagems: Redundant Systems, Override Signal

Eldar Titans may also take the following Stratagems;

Holofield Overload (2): The Steer directs additional power into the Holofield Projectors in an attempt to improve the Titan's short-term survivability. Play this stratagem in the Strategy Phase and allocate two points of power to the Holofields. The Titan adds **three** to its Holofield save (up to a maximum of 3+) for the duration of the turn. In the End Phase, the titan suffers one point of Critical Damage to its Vanes.

Twin Steers (3): Two of the Revenant Titan Steers are twins and have an innate ability to coordinate their actions. In the first Strategy Phase, pick two Revenant Titans – These two Titans act as a Squadron for the rest of the game.