## **Kolkata Alliance - Titanchesky**

-Insert Description-

### **Striding Cities**

These Collosai are so large they can stride over all in their path.

Each time a troop with this ability makes a Normal, Advance, Assault or Retreat move, it can move over troops (excluding other TITANIC troops) and terrain features that are 6" or less in height as if they were not there. Additionally, these troops can move and attack as per normal even within the Threat Range of troops (excluding other TITANIC troops).

### **Gravitic Shields X**

Utilising ancient Auterieum Technology lost even to the Machines of the Wreathe, these shields require immense reactors outputting stellar scales of energy in order to simply negate all incoming damage for a time. Although once broken, Gravitic Shields take time and luck to restart.

X is the amount of Gravitic Shields a Titanskii has.



When damage is applied from an incoming enemy attack and takes wounds, instead remove 1 Gravitic Shield and take no wounds (Unless the incoming damage is equal to or less than 1 damage in which this damage is ignored and a Gravitic Shield is not removed).

At the beginning of your manoeuvres phase, if you are missing 1 or more of your Gravitic Shields, roll a D6, on a 6 you regain 1 Gravitic Shield.

### **Colossal Reinforcement**

The Tianchesky are rarely ever kept within a concentrated bubble, instead being spread out thinly across the entire galactic front.

This army cannot be played individually and must be played as part of another KOLKATA army.

# Kolkata Alliance - Titanchesky

# **Troop-Catalogue**

Maraudov Titanskii 1 Troop - 1000 pts Corsarov Titanskii 1 Troop - 1500 pts Invadov Titanskii 1 Troop - 2000 pts

# **MARAUDOV TITANSKII**

Maraudov Macro-Plasma Cannon - overcharged

Maraudov Macro-Battery [INFERNO 3] [VOLATILE]

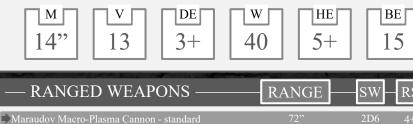
Maraudov Macro-Gun [SUSTAINED FIRE 1]

MELEE WEAPONS

Maraudov Greatclaw - sweep

Maraudov Greatclaw - strike

[VOLATILE] [HAZARD]



RANGE

Melee

	*This
To the same	- TOT / 1910

troop has Invulnerable Defence against ranged attacks $lacks$	
	100
—ABILITIES—	

CORE: DEADLY DEMISE 2D6

-INVULNERABLE DEFENCE\*-

phase add 8" to the Move characteristic of this troop.

FACTION: STRIDING CITIES; GRAVITIC SHIELDS 2

Marauder Titan: Each time this troop Advances, do not make an Advance roll for it. Instead, until the end of the

Titanskii Scout: When this troop finishes its Shooting turn, you may select one enemy formation within 36". All friendly

**FACTION** 

**KEYWORDS:** 

formations may reroll Hit rolls of 1 against the target until the end of the phase.

—DAMAGED: 1-10—

**KOLKATAN TITANICHESKY** 

While this troop has 1-10 Wounds remaining, subtract 5 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

MS

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA, TITANSKII, MARAUDOV

### **MARAUDOV TITANSKII** The Maraudov is the lightest of the Titanskii, featuring a lightweight

frame with a Diesfission Reactor compactly integrated within it. This powerful energy source enables the Maraudov to move at great speed, allowing it to relay critical information back to friendly troops with exceptional agility for its size.

## **GEAR OPTIONS**

- This troops Maraudov Macro-Plasma Cannon can be replaced with one of the following:\* ■ 1 Maraudov Macro-Gun
  - 1 Maraudov Macro-Battery
  - 1 Maraudov Macro-Battery
  - 1 Maraudov Macro-Plasma Cannon

■ This troops Maraudov Greatclaw can be replaced with one of the following:\* 1 Maraudov Macro-Gun

\*This troop cannot be equipped with two of the same weapon.

This troop is equipped with: Maraudov Macro-Plasma Cannon; Maraudov Greatclaw, Maraudov Feet.

—FORMATION COMPOSITION-

1 MARAUDOV TITANSKII

**FACTION KOLKATAN TITANICHESKY KEYWORDS:** 

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA, TITANSKII, MARAUDOV

# **CORSAROV TITANSKII**

Dominikian Gravity-Coiler – singularity

Fitanskii Zhelezo Rockets [INDIRECT] [VOLATILE]

CORSAROV. TITANSKII

MELEE WEAPONS

[VOLATILE] [HAZARD] [DEVASTATING]

Corsarov Feet [EXTRA-ATTACKS]

Corsarov Grinderblade - sweep

BE 12" 3+60 5+- RANGED WEAPONS RANGE Corsarov Auto Battery [TWIN-WEAPON] [RAPID FIRE 3] [SUSTAINED FIRE 1] Dominikian Gravity-Coiler – supanova volatilej

\*This troop has Invulnerable Defence against ranged attacks

## —ABILITIES—

-INVULNERABLE DEFENCE\*-

CORE: DEADLY DEMISE D6+6

FACTION: STRIDING CITIES; GRAVITIC SHIELDS 4

Coursing Titan: If this troop targets an enemy TITANIC or VEHICLE troop, add 1 to the Hit and Wound roll of that attack.

Sweeping Attacks: This troop when making a melee attack against an enemy INFANTRY formation may choose for damage to bleed over between that enemy formations troops, allowing one attack to affect multiple troops.

—DAMAGED: 1-25—

**KOLKATAN TITANICHESKY** 

While this troop has 1-25 Wounds remaining, subtract 10 from the Battle-Effectiveness and each time this troop

**FACTION** 

**KEYWORDS:** 

makes an attack, subtract 1 from the Hit roll.

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA,

RANGE

### **CORSAROV TITANSKII** The Corsarov Printsessin is a unique mech variant, occupying a

middle ground between the smaller Maraudov models. This formidable weapons platform is piloted by one of Dominikia's most esteemed Printsessa, the Kolkatts, and Kolkata's most valued women.

- **GEAR OPTIONS** ■ This troops Corsarov Auto Battery may be replaced with 1 Corsarov Fusion-Pike.
- This troops Corsarov Grinderblade may be replaced with 1 Dominikian Gravity-Coiler.
- This troop may be equipped with 1 of the following 1 Titanskii Ogon Rockets

### 1 CORSAROV TITANSKII This troop is equipped with: Corsarov Auto Battery;

—FORMATION COMPOSITION-

- Corsarov Grinderblade, Corsarov Feet.

1 Titanskii Zhelezo Rockets

CORSAROV, TITANSKII

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA,

**FACTION KOLKATAN TITANICHESKY KEYWORDS:** 

## **INVADOV TITANSKII**

BE 10" 3+30 100 16

-INVULNERABLE DEFENCE\*-\*This troop has Invulnerable Defence against ranged attacks

## — RANGED WEAPONS RANGE

Solneid Annihilation-Battery [ANNIHILATION] [VOLATILE] Razry Macro Cluster Cannon [SUSTAINED FIRE 1] Vysoch Magma Cannon – limited [VOLATILE] [DISMEMBERING] Vysoch Magma Cannon – unlimited [VOLATILE] [HAZARD] [DISMEMBERING] Okon Heliacal Cannons [INDIRECT] [TWIN-WEAPON] [VOLATILE] Okon Kolkatt Cannons [DEVASTATING] [VOLATILE] RANGE MELEE WEAPONS

—ABILITIES—

CORE: DEADLY DEMISE D6+6

FACTION: STRIDING CITIES; GRAVITIC SHIELDS 8

D6 before removing it from play. On a 4+ it explodes, and each troop within 2D6+12" suffer 3D6 mortal wounds. Towering Monolith: During your Manoeuvres phase select up to a D3 enemy formations within 12" those formations must make Battle-Fatigue tests even if they have already

Sacrificial Meltdown: When this troop is destroyed, roll one

Cent'Irum Control: This troop is eligible to have the 'Onslaught Overwatch' Battle-Manoeuvre used upon it.

made one.

—DAMAGED: 1-35—

While this troop has 1-35 Wounds remaining, subtract 15 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

Invadov Grinderscythe - sweep

INVADOV. TITANSKII

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA,

**FACTION KOLKATAN TITANICHESKY KEYWORDS:** 

### INVADOV TITANSKII The Invadov Titanskii is the largest and most formidable of its kind, with only a

handful in existence. Named after the Cent'Irum intelligence that co-operates with its Printsessin pilots and Noble-Esquire crew, these colossal machines are believed to be heavily modified relics from the era of Kolkatt and Uracil. They have been adapted to fight with the advanced technology of the modern Kolkata. making them a blend of ancient power and cutting-edge warfare.

### GEAR OPTIONS

- This troops Okon Heliacal Cannons may be replaced with 1 Okon Kolkatt Cannons.
- This troops Banner of the Kolkatt may be replaced with 1 Banner of Dominikia.
- This troops Solneid Annihilation-Battery may be replaced with 1 of the following 1 Titanskii Ogon Rockets: 1 Razry Macro Cluster Cannon
- Vysoch Magma Cannon ■ This troops Solneid Annihilation-Battery may be replaced with 1 of the following 1 Titanskii Ogon Rockets: 1 Solneid Annihilation-Batteru 1 Vysoch Magma Cannon 1 Invadov Grinderscythe

## -FORMATION COMPOSITION-

- 1 INVADOV TITANSKII This troop is equipped with: Solneid Annihilation-
- Battery; Razry Macro Cluster Cannon; Okon Heliacal
- Cannons; Banner of the Kolkatt, Invadov Feet.

### —GEAR ABILITIES—

Banner of the Kolkatt: In the bearers Shooting phase, after

this troop has shot, select one enemy formation hit by one or more of those attacks. Until the end of the phase, all attacks made against that formation have +1 added to their Wound

Statistic. Banner of the Dominikia: In the bearers Shooting phase, after this troop has shot, select one enemy formation hit by one or more of those attacks. Until the end of the phase, all attacks made against that formation have +1 added to their Damage statistic.

**FACTION KOLKATAN TITANICHESKY KEYWORDS:** 

KEYWORDS: VEHICLE, WALKER, TITANIC, CHARACTER, TOWERING, KOLKATA, INVADOV. TITANSKII