

# 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 Tiancesky 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

M14"V13DE2+W40HE5+BE15

INVULNERABLE SAVE\*5+*\*Against ranged attacks only*

	RANGED WEAPONS	RANGE	SW	RS	S	AP	D
	Maraudov Macro-Plasma Cannon - standard [VOLATILE]	72"	2D6	3+	9	-3	4
	Maraudov Macro-Plasma Cannon - overcharged [VOLATILE] [HAZARD]	72"	2D6+1	3+	12	-3	5
	Maraudov Macro-Gun [SUSTAINED FIRE 1]	48"	24	3+	8	-1	2
	Maraudov Macro-Battery [INFERNO 3] [VOLATILE]	72"	D3+2	3+	20	-5	D6+8
	MELEE WEAPONS	RANGE	SW	MS	S	AP	D
	Maraudov Feet	Melee	8	4+	10	-1	D6
	Maraudov Greatclaw - sweep	Melee	8	4+	9	-2	4
	Maraudov Greatclaw - strike	Melee	4	4+	18	-4	8

## ABILITIES

CORE: Deadly Demise 2D6

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

**Titanskii Scout:** When this troop finishes its Shooting turn, you may select one enemy formation within 36". All friendly formations may reroll Hit rolls of 1 against the target until the end of the phase.

## DAMAGED: 1-10 WOUNDS REMAINING

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.

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

FACTION KEYWORDS: TITANICHESKY



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

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

## FORMATION COMPOSITION

- 1 Maraudov Titanskii

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

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

FACTION KEYWORDS: TITANICHESKY

# CORSAROV TITANSKII

M

12"

V

14

DE

2+

W

60

HE

5+

BE

20

INVULNERABLE SAVE\*

5+

*\*Against ranged attacks only*

	RANGED WEAPONS	RANGE	SW	RS	S	AP	D
	Corsarov Auto Battery [TWIN-WEAPON]	36"	18	3+	6	-1	2
	Corsarov Fusion-Pike [RAPID FIRE 3] [SUSTAINED FIRE 1]	36"	3	3+	10	-3	4
➤	Dominikian Gravity-Coiler – supanova [VOLATILE]	48"	8	3+	10	-2	D6+1
➤	Dominikian Gravity-Coiler – singularity [VOLATILE] [HAZARD] [DEVASTATING]	48"	6	3+	12	-4	D6+2
	Titanskii Ogon Rockets	48"	3	3+	9	-2	D6+1
	Titanskii Zhelezo Rockets [INDIRECT] [VOLATILE]	48"	6	3+	5	-1	D3+1
	MELEE WEAPONS	RANGE	SW	MS	S	AP	D
	Corsarov Feet [EXTRA-ATTACKS]	Melee	4	4+	10	-2	D6+2
➤	Corsarov Grinderblade - sweep	Melee	12	4+	10	-2	3
➤	Corsarov Grinderblade - strike	Melee	6	4+	20	-4	6

## ABILITIES

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 WOUNDS REMAINING

While this troop has 1-25 Wounds remaining, subtract 10 from the Battle-Effectiveness and each time this troop makes an attack, subtract 1 from the Hit roll.

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

FACTION KEYWORDS: TITANICHESKY FAMILIYSKI



# 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 Dominican Gravity-Coiler.
- This troop may be equipped with 1 of the following:
  - Titanskii Ogon Rockets
  - Titanskii Zhelezo Rockets

## FORMATION COMPOSITION

- 1 Corsarov Titanskii

**This troop is equipped with:** Corsarov Auto Battery; Corsarov Grinderblade.

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

FACTION KEYWORDS: TITANICHESKY

# INVADOV TITANSKII

M

V

DE

W

HE

BE

10"

16

2+

100

5+

30

INVULNERABLE SAVE\*

5+

*\*Against ranged attacks only*

	RANGED WEAPONS	RANGE	SW	RS	S	AP	D
	Solneid Annihilation-Battery [ANNIHILATION] [VOLATILE]	120"	3D3	3+	24	-6	14
	Razry Macro Cluster Cannon [SUSTAINED FIRE 1]	100"	2D6+12	3+	10	-3	4
➤	Vysoch Magma Cannon – limited [VOLATILE] [DEVASTATING]	72"	D6+6	3+	10	-4	4
➤	Vysoch Magma Cannon – unlimited [VOLATILE] [HAZARD] [ANNIHILATION]	72"	D6+6	3+	14	-4	8
	Okon Heliacal Cannons [INDIRECT] [TWIN-WEAPON] [VOLATILE]	144"	20	3+	8	-2	2
	Okon Kolkatt Cannons [DEVASTATING] [TWIN-WEAPON]	144"	20	3+	8	-2	2
	MELEE WEAPONS	RANGE	SW	MS	S	AP	D
	Invadov Feet	Melee	6	4+	12	-2	D6+6
➤	Invadov Grinderscythe - sweep	Melee	14	4+	12	-2	9
➤	Invadov Grinderscythe - strike	Melee	8	4+	20	-4	20

## ABILITIES

CORE: Deadly Demise D6+6

FACTION: Striding Cities; Gravitic Shields 8

**Sacrificial Meltdown:** When this troop is destroyed, roll one 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 made one.

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

## DAMAGED: 1-35 WOUNDS REMAINING

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.

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

FACTION KEYWORDS: TITANICHESKY FAMILIYSKI



# 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 Solneid Annihilation-Battery may be replaced with 1 of the following:
  - Razry Macro Cluster Cannon
  - Vysoch Magma Cannon
- This troops Razry Macro Cluster Cannon may be replaced with 1 of the following:
  - Solneid Annihilation-Battery
  - Vysoch Magma Cannon
  - Invadov Grinderscythe
- This troops Banner of the Kolkatt may be replaced with 1 Banner of Dominikia.

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

## FORMATION COMPOSITION

- 1 Invadov Tianskii

**This troop is equipped with:** Solneid Annihilation-Battery; Razry Macro Cluster Cannon; Okon Heliacal Cannons; Banner of the Kolkatt.

## 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 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 KEYWORDS: TITANICHESKY