

# Phantom and Warlock Titans

(Armorcast Model)

Phantom titans are the workhorse of the Eldar titan legions (or clans). The largest of the Eldar titans, they are easily a match to an Imperial Warlord or Ork Great Gargant while still being more graceful and agile. They are a force to be reckoned with but cannot match the huge Emperor titans in raw power. Phantom titans are very much intended to take on other titans as their weaponry reflects. Smaller revenants and superheavy grav tanks are left to deal with smaller threats. However, this heavy weaponry often comes at the cost of relatively small range compared to their less graceful counterparts.

A phantom titan may be controlled by an Eldar farseer and the spirit stones of the titan are those of warlocks and other seers. A special focusing head is provided in such a case and the benefit of the spirit stones and special amplifiers in the head amplify the farseers psychic powers and make him even more of a weapon. Such a titan is known as a Warlock titan but still appears quite similar in pattern to a Phantom, only the slightly altered head of the titan will give away its nature. In addition to using his psychic powers, a warlock titan may also carry the fearsome psychic lance, a weapon known for its ability to destroy the minds of the occupants of a vehicle, even while their war machine remains intact.

Phantom Battle Titan						
	Points	BS	Armor			WS
			front	side	rear	
Reaver Titan	1280	4	13	13	12	4

**Availability:** A Phantom is an Eldar War Machine and up to three may be fielded in their own single detachment.

**Type:** Walker, minimum movement 6 inches, maximum movement 18 inches, must move in 6 inch increments. A Phantom can fire all its weapons when moving.

**Structure:** 9 points.

**Crew:** Unknown

**Shields:** The Phantom carries Eldar shields on all facings

**Transport:** A Reaver cannot transport models

**Fire Points:** The Reaver has no fire points

**Access Points:** Loading a titan takes work, it has no access points

**Weapons:**

All Phantom and Warlock Titans carry the following two weapons.

**Phantom Missile System:**

Range	Str	AP	Special
48"	5	3	Heavy 4

**Phantom Scatter Laser**

Range	Str	AP	Special
48"	6	6	Heavy D6

**Head (1 may be selected):**

**Warlock head:** (+ 200 points)

A phantom titan may be upgraded to a warlock titan by having a warlock head fitted to it with a Farseer therein, Such an upgrade means that the titan is now a Warlock titan. As a Warlock titan, the titan has all the psycic powers available to Farseers and warlocks and may use up to four of those powers every turn. If the titan should suffer from the perils

of the warp, that effect will effect the living farseer. In the event of his loss or death, the titan loses its ability to continue fighting, and will become an inert hulk, treat it as destroyed.

Because of the amplifiers in the warlock head, the range of all psychic powers are doubled. Further, psychic powers in which a unit is provided with a modification may be cast on the titan itself to give the titan the benefit.

The Farseer has leadership 10 for purposes of a psychic test.

**Arm Weapons (2 must be selected):**

**Titan Close Combat Weapon:** The Eldar only make use of a single close combat weapon, the Power Glove (+210 points). A phantom or warlock titan may only carry a single power glove.

**Power Glove:** A titan Power Glove is designed to grab and rip apart enemy targets. The Power Glove is strength 10 and counts as a power weapon, however it is only effective once it gets a grip. A Titan Power Glove does 1D6+1 structure damage when it causes a penetrating hit, and adds +1 to every roll on the penetrating hit table.

**Pulsar (Phantom):** (+275 points)

A Phantom's Pulsar is a slightly more powerful version of the same gun carried by the revenant titan

Range	Str	AP	Special
90"	9	1	Heavy/D3, Blast

A pulsar treats all armor values above 12 as 12

**Heat-Lance** (+275 points)

The heat lance is designed to focus a very powerful burst of energy on a minute target allowing it to penetrate virtually any type of armor.

Range	Str	AP	Special
60"	9	1	Heavy 1, titan-killer (D3), 2D6 armor penetration

A Heat lance treats all armor values above 12 as 12

**Distortion Cannon** (+225 points)

Range	Str	AP	Special
60"	10	1	Ordinance 1, blast, Titan killer (D3)

A distortion cannon ignores the effect of all shields.

<b>Vibro Cannon</b>		(+250 points)	
Range	Str	AP	Special
60"	*	*	Heavy 1

A vibro cannon is designed to simply shake a target apart, if a hit is rolled with the vibrocannon all weapon systems and the driver of the vehicle are treated as shaken (so the war machine or vehicle cannot move or shoot any weapons). Further on a 4+ a war machine target loses 1 structure point, a vehicle is destroyed as if a 4 was rolled on the penetrating hit table.

Once a vibrocannon has found a target it may continue to target it, if the vibrocannon attacks the same target it hit last round, it hits on a 2+.

A vibrocannon ignores the effects of all shields.

<b>Psychic Lance</b>		(+375 points)	
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A psychic lance may only be fitted on a titan with a warlock head (a warlock titan). The psychic lance fires a beam of pure psychic energy which ignores structures and assaults the minds of the inhabitants. A warlock titan may only carry a single psychic lance.

Range	Str	AP	Special
90"	*	*	Heavy 1

A psychic lance is not fired like a normal weapon, The user first picks a target and rolls to hit, if hit, the user takes a psychic test to power the weapon. If the test is passed the psychic lance counts as a death ray aimed at the hit target. As opposed to a standard death ray, the psychic lance goes through a maximum number of structure equal to the amount that the user passed the psychic test by with a minimum of 1 and ignores all shields. Further, the psychic lance's total range is limited and the beam ends at the edge of its range, even if it has not done its maximum damage. To determine the path of the beam, the firer places a straight line 90" long on any path that passes through the hit target. Any other target touched is also hit if the targets hit before it are destroyed.

A psychic lance takes an enormous amount of concentration to fire. A psychic lance may only be fired so long as the Warlock titan has not used any psychic powers this turn, and will not for the remainder of the turn.

A psychic lance is much to fragile to be used for bash attacks.

Example: A warlock titan targets a land raider and rolls a hit, the player then rolls his psychic test and gets a 4 passing the test by 6, therefore the psychic lance is a death ray going through a maximum of 6 structure. He rolls on the penetrating table for the hit land raider getting a 5 and destroying it, the user then measures out in a straight line from the gun 90” through the land raider and discovers a leman russ can be touched, he rolls a 4 to destroy that. 91” from the warlock in a straight line with the other targets is a Reaver titan. As the titan is outside the maximum 90” range, it is not hit by the psychic lance.

Example: Same alignment as above except the player rolls his psychic test and gets a 10, therefore the psychic lance is a death ray however as the test was barely passed, the strength in structure is the minimum of 1, the user destroys the land raider but there the shot ends, the leman russ in line cannot be targeted as the ray has expired.

Note: the psychic lance is extremely good against war machines, but hard to use against smaller targets.

#### SPECIAL RULES

**Titan:** As an Eldar titan, both the Phantom and Warlock use the Eldar fields, spirit stones, Titan Stomp, and titan tank shock rules from the Forge World Revenant titan rules.

**Bash Attack:** All Eldar titans have a weapon skill, but most don’t have any attacks because they don’t have any close combat weapons. Because of its size and design, a titan can always strike in close combat, even if it does not have any close combat weapons. These attacks are made by smashing its ranged weapons, kicking, or even ramming its carapace into an enemy.

To represent this all titans may use bash attacks. A titan always has two bash attacks for its two arms. This is increased by +1 for charging in a normal manner. The attacks are strength 10 and count as power weapon attacks but may only be made against a target with structure or mass points (smaller targets cannot be hit).

Some weapon systems are too short or simply too fragile to bash with. These have listed in their rules that they deny a bash attack. Assault weapons, on the other hand are built for attacking and improve the ability to attack. Regardless of which item is taken in an arm mount, the bash attack is either removed, or replaced by the special attack depending on weapon.

If a titan which carried an assault weapon loses both its arm weapons to damage, it still has a single attack, but loses the special ability of its assault weapon, if a titan without an assault weapon loses all its attacks for any reason, it is reduced to zero attacks (but may still get one when charging). This means that a close combat titan can lock a titan not built for close combat into close combat. Two titans having only bash attacks, however, will break off at the end of the assault phase

Modeling: The Phantom model kit was originally produced by Armorcast and is now OOP. Armorcast only created the pulsar and heat lance weapons, other weapons and the warlock head would have to be scratchbuilt.