

# PHANTOM TITAN

POINTS: 2000

Phantom titans are very different than the machine constructs of other races. They move with a grace and speed that is seemingly impossible for a vehicle of their size. Phantoms are crewed by the rare and unusual Eldar titan clansmen, who are raised from birth with their charges. Often crewed by twins or even rarer triplets, the titan clansmen form a single mental consciousness with their ancestors whose spirits are interred within the Phantom's wraithbone core.

In this manner, the Phantoms move with perfect grace, and operate with the reflexes of a living thing, as opposed to the lumpen movements of the other races machines. Armed with the most deadly weaponry their craftworlds can provide, and protected behind a veil of protective holofields Phantoms are masters of the battlefield. Each is a formidable threat, even to the Warlord titans of the Imperium.

ARMOUR								
WS	BS	S	FRONT	SIDE	REAR	I	A	
3	4	10	12	12	11	2	2	

**UNIT:** 1 Phantom Titan

**TYPE:** Super-heavy walker

**STRUCTURE POINTS:** 6

## WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar;
- Phantom Sonic Lance;
- Phantom Distort Cannon;
- Heat Lance;
- Titan close combat weapon

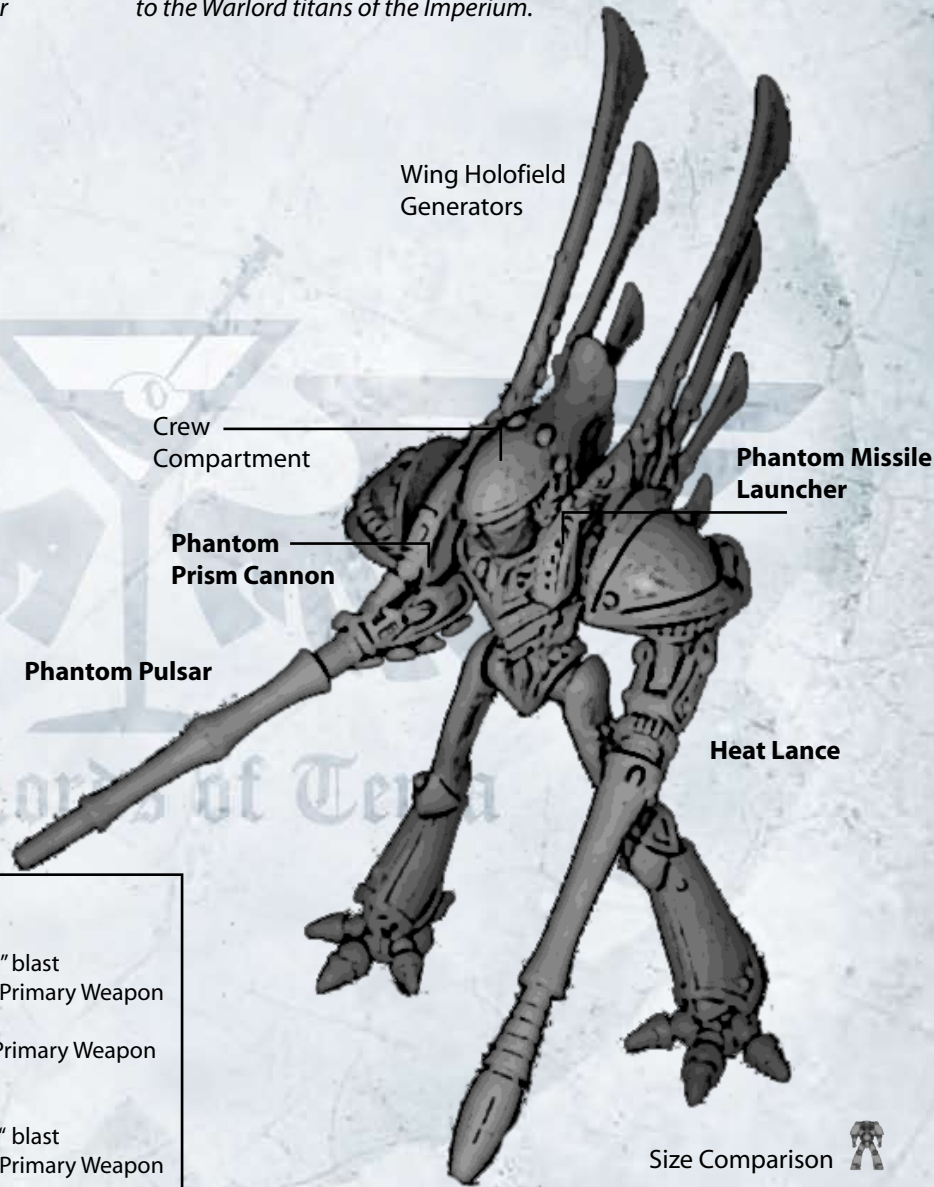
2 wing-mounted weapons:


- 1 Phantom Missile Launcher;
- 1 Phantom Prism Cannon;

WEAPON	RANGE	STR	AP	SPECIAL
<b>Phantom Pulsar</b>	96"	D	2	Heavy 3, 5" blast Destroyer, Primary Weapon
<b>Phantom Sonic Lance*</b>	Hellstorm	X	2	Heavy 1, Primary Weapon Pinning
<b>Phantom Distort Cannon**</b>	36"	D	1	Heavy 1, 7" blast Destroyer, Primary Weapon
<b>Heat Lance***</b>	60"	10	1	Ordinance 1, 10" Blast Melta***, Primary Weapon
<b>Phantom Missile Launcher</b>	24"	5	3	Heavy 4
<b>Phantom Prism Cannon</b>	60"	10	1	Heavy 1, 5" blast

\* To fire the Phantom Sonic Lance place the Hellstorm template so that the narrow end is within 36" of the weapon and the large end is no closer to the weapon than the narrow end. The Phantom Sonic Lance is then treated like any other template weapon for determining hits. Models hit are wounded on a 2+ regardless of their toughness. Against vehicles the Lance rolls 3d6 for armor penetration.

\*\*If a hit is scored, determine the position of the marker. Any removable terrain features and models under the hole in the center of the marker are removed from the game. Super-heavies and Gargantuan Creatures are not removed. Instead, Super heavies lose d3 Structure points, and Gargantuan creatures lose d6 wounds.



Size Comparison 

\*\*\* The Heat lance sends a concentrated melta blast into its target via a magnetic field that dissipates quickly with range. Roll 3d6+10 for armour penetration against targets under the hole in the center of the marker, and 2d6+10 against other targets. Target vehicles within 30" suffer a +2 modifier to relevant vehicle damage chart rolls.

## SPECIAL RULES:

• **Eldar Titan Holofields**

• **Agile:** In the shooting phase the Phantom may divert some of the energy from its primary weapons towards its legs, so it can choose to either:

- Fire all available weapons as normal.
- Fire a single Primary Weapon and move an extra d6" (as per the Fleet of Foot rule).
- Fire no weapons at all and move an extra 2d6" (as per the Fleet of Foot rule).