

ELDAR PHANTOM TITAN

POINTS 2500

The Phantom Titan is the most common of all Eldar titans and has resilience on par with the Imperial Warlord Titan, although it only mounts two major weapon systems instead of the Warlord's four. The weapons themselves

are the stuff of nightmares, from the reality-bending power of the D-Cannon to the ceramite-melting Heat Lance, and should never be taken lightly.

WS	BS	S	FRONT	ARMOUR			I	A
				SIDE	REAR			
3	4	10	13	13	11	3	3	

UNIT: 1 Phantom Titan

TYPE: Super-heavy Walker

STRUCTURE POINTS: 8 (24 Hull Points)

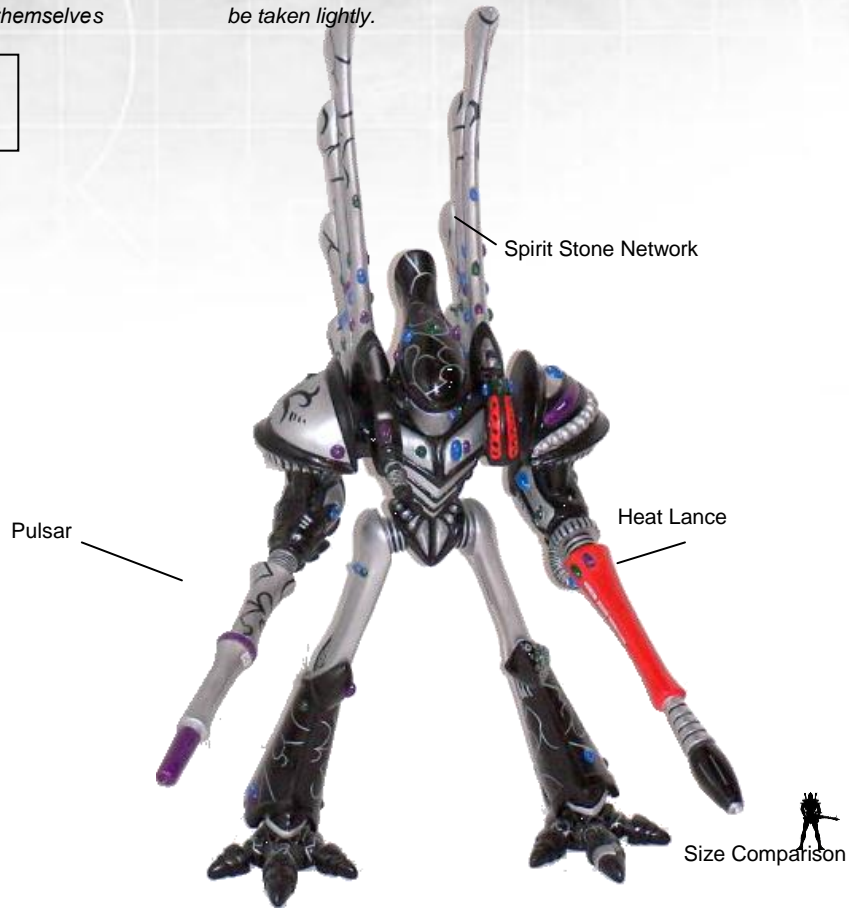
WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

- Phantom Pulsar
- Heat Lance
- Phantom D-Cannon
- Phantom Sonic Lance
- TCCW & Twin-linked Phantom Starcannons
- Phantom Fist Titan Close Combat Weapon

3 wing-mounted weapons from the following list:

- Phantom Missile Launcher
- Phantom AA Launcher
- Phantom Starcannon
- Pulse Laser



"How do they move so fast? It's impossible!"
- Imperial Reaver Titan Princeps Nrom Namsten at the Battle of Francis Stand

WEAPON	RANGE	STR	AP	SPECIAL
Phantom Pulsar	120"	D	2	Heavy 4, 5" Blast, Primary Weapon
Heat Lance	96"	10	1	Ordinance 1, 10" Blast, Melta, Primary Weapon
Phantom D-Cannon*	72"	D	2	Ordinance 1, 10" Blast, Primary Weapon, D-cannon
Phantom Sonic Lance**	Hellstorm (60")	-	2	Heavy 2, Fleshbane, Primary Weapon, Pinning
Titan CCW	-	D	2	Melee, TCCW (+3 attacks), Primary Weapon
Phantom Fist TCCW	-	D	2	Melee, TCCW, Phantom Fist, Primary Weapon
Phantom Missile Launcher	12"-48"	8	3	Heavy 4
Phantom AA Launcher	12"-48"	7	3	Heavy 4, Interceptor, Skyfire
Phantom Starcannon	12"-48"	6	2	Heavy 4
Pulse Laser	12"-48"	8	2	Heavy 2

* The Phantom D-cannon opens a vortex portal into the warp at the target's position, with normal defenses being of little help. Bypass power fields and void shields. Inflicts D3 rolls on the Vehicle Damage Chart per hit inflicted.

** When firing the Sonic Lance, place the Hellstorm template using the Torrent rule but with a range of 60". The Lance rolls 3D6 for vehicle penetration. Multiple templates must touch or overlap at least one previous template.

SPECIAL RULES:

Enhanced Eldar Titan Holofields: The Eldar Titan has a 5+ invulnerable save, which increases to a 4+ invulnerable save if it has moved in this turn or in the previous turn. The titan is *Shrouded*.
- Fire no weapons at all and move an extra 3D6" (as per the Run rule).
Phantom Fist: The Phantom Fist TCCW re-rolls failed to-hit rolls in close combat against Gargantuan Creatures and Super Heavy Vehicles.

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 2D6" (as per the Run rule).