

ELDAR WARLOCK TITAN

POINTS 3000

When Eldar seers die their soul stones are placed in the craftworld's Infinity Circuit where they can communicate with the still-living. In times of dire war, the departed seers direct their contemporaries to remove their soul stones and to install them into the largest psychic entity in the Eldar battlefield

arsenal: the Warlock Titan. Powered by a Phantom Titan's frame and piloted by a powerful seer in his own right, the Warlock's dozens of soul stones ponder the threads of fate directly and can predict where advantages may be found.

ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
4	5	10	13	13	11	3	3

UNIT: 1 Warlock 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
- Psychic Lance

3 wing-mounted weapons from the following list:

- Phantom Missile Launcher
- Phantom AA Launcher

- TCCW & Twin-linked Phantom Starcannons
- Phantom Fist Titan Close Combat Weapon
- Warlock Voidstave TCCW

- Phantom Starcannon
- Pulse Laser

Seer Infinity Chamber

Spirit Stone Network

Psychic Lance



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
Psychic Lance	60"-120"	D	2	Apocalypse Barrage (2), Primary Weapon, Pinning
	30"-60"	D	2	Apocalypse Barrage (3), Primary Weapon, Pinning
	30"	D	2	Apocalypse Barrage (5), Primary Weapon, Pinning
	-	-	-	Melee, Psychic Bonus Attacks, Primary Weapon
Titan CCW	-	D	2	Melee, TCCW (+3 attacks), Primary Weapon
Phantom Fist TCCW	-	D	2	Melee, TCCW, Phantom Fist, Primary Weapon
Warlock Voidstave TCCW	-	D	2	Melee, TCCW, Voidstave, 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 Holo-fields: 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*.

Agile: In the shooting phase the Warlock 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).
- Fire no weapons at all and move an extra 3D6" (as per the Run rule).

Psychic Titan: The titan has a *Psychic Pilot* at Mastery(4). The Warlock Titan may generate four powers from the following list: *Doom*, *Fortune*, *Guide*, the disciplines of *Divination* or *Telepathy*. All powers have double range and can be cast by the titan onto itself. It is a *Spirit Seer* with a 60" range.

Phantom Fist: The Phantom Fist TCCW re-rolls failed to-hit rolls in close combat against Gargantuan Creatures and Super Heavy Vehicles.

"I can feel it IN MY MIND!"
- Lord Commander Naarl of the Emperor's Children

Inspiration: The Warlock titan is the Craftworld's representation of the Seer Council on the battlefield, providing leadership and inspiration. All friendly Eldar non-vehicle models within 48" benefit from the power of *Embolden*.

Spirit Guides: The titan is covered in an array of precious gemstones containing the spirits of previous generations of the titan's pilots who may influence the control of the vehicle in desperate situations. If the Warlock Titan suffers a Driver Stunned or Gun Crew Shaken result, these may be ignored on a D6 roll of 3 or more. The gemstones act as *Runes of Warding* with a 120" range.

Psychic Bonus Attacks: The Warlock Titan is immune to the effects of the Psychic Lance, and therefore risks no injury when discharging the weapon into enemies in close combat. The Psychic Lance grants the Warlock Titan +D3 additional attacks. These bonus attacks may be applied to Stomp, TCCW, or regular attacks.

Voidstave: Models armed with a Warlock Voidstave may cast a single psychic power once per turn at unlimited range chosen from the following: Any of its generated powers, *Enhance*, *Embolden*, *Conceal*, acting as a *Spirit Seer* (on one target unit at unlimited range), or using *Runes of Warding*. Using the Voidstave to cast a non-generated power

Matt Plonski

requires the expenditure of a Warp Charge point and taking a Psychic Test.

3/11/2013