

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. The Psychic Lance, when carried by a Warlock Titan, assaults the soul of its target as much as its body and not even Invulnerable saves can protect against it.

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

WEAPONS AND EQUIPMENT:

2 arm weapons from the following list:

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

3 wing-mounted weapons from the following list:

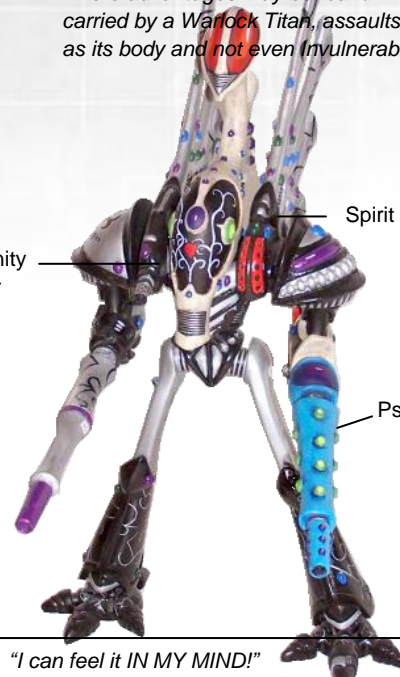
- Phantom Missile Launcher
- Phantom AA Launcher
- Phantom Starcannon
- Pulse Laser

Seer Infinity Chamber

Spirit Stone Network

Psychic Lance

Size Comparison



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

WEAPON	RANGE	ST R	AP	SPECIAL
Phantom Pulsar	120"	D	2	Heavy 4, 5" Blast, Primary Weapon
Heat Lance**	96"	D	1	Ordinance 1, 7" Blast, Primary Weapon
Phantom D-Cannon***	72"	D	2	Ordinance 1, 10" Blast, Primary Weapon, D-cannon
Phantom Sonic Lance****	Hellstorm (60")	-	2	Heavy 3, Primary Weapon, Pinning
Psychic Lance*****	240"	10	1	Apocalypse Barrage (3), Primary Weapon, Pinning
Phantom Missile Launcher	12"-48"	8	3	Heavy 4
Phantom AA Launcher	12"-48"	7	3	Heavy 4, AA mount
Phantom Starcannon	12"-48"	6	2	Heavy 4
Pulse Laser	12"-48"	8	2	Heavy 2

* All Titan Close Combat Weapons add +3 attacks to the titan's attack characteristic and hits are resolved at Destroyer strength. A Phantom Fist TCCW may re-roll to-hit dice in close combat against super heavy models and Gargantuan Creatures. Models immune to Instant Death and wounded by a Warlock Voidstave TCCW instead suffer D6 wounds after the Warlock Titan passes a psychic test.

** The Heat Lance burns through armor and systems, straight to the core structure of a vehicle. The weapon adds an additional +1 to rolls on vehicle damage tables (only on the first roll in the case of a Chain Reaction result).

*** 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 or Super Heavy Damage chart per hit inflicted.

**** When firing the Sonic Lance, place the Hellstorm template such that it is wholly within range of the weapon. All targets are wounded on a 2+, and the Lance rolls 3D6 for vehicle penetration. Multiple templates must touch or overlap at least one previous template.

***** The Psychic Lance is a psychic power, requiring a psychic test to operate. Wounds inflicted ignore cover and invulnerable saves.

SPECIAL RULES:

Enhanced Eldar Titan Holo-fields: The Eldar Titan has a 4+ invulnerable save, which increases to a 3+ invulnerable save if it has moved in this turn or in the previous turn. In addition, close combat attacks other than by other Super Heavy Walkers or Gargantuan Creatures, need to roll a 6 to hit the Warlock Titan.

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).

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.

Psychic Titan: The Warlock titan is the Craftworld's representation of the Seer Council on the battlefield, providing leadership and inspiration. The titan acts as a Farseer with Leadership 10, the wargear *Runes of Warding* (96" range), *Runes of Witnessing*, and the psychic powers *Doom* (96" range), *Fortune* (24" range), *Guide* (24" range), and *Mind War* (60" range), plus the *Psychic Lance* and *Voidstave* above. It may cast any number of abilities in a turn at any target (but each power only once per turn). All friendly Eldar non-vehicle models within 24" of the Warlock Titan are affected by either *Embolden*, *Enhance*, or *Conceal*. Choose the single active power at deployment and the start of each turn. Perils of the Warp cause a single Glancing Hit which can be blocked by the titan's Holo-field. The Warlock Titan is a *Spirit Seer* with a 24" range.

Voidstave: Models armed with a Warlock Voidstave may cast a single psychic power once per turn at unlimited range, including *Enhance*, *Embolden*, *Conceal*, acting as a *Spirit Seer*, or using *Runes of Warding*.