

THE PHANTOM'S MENACE

Eldar War Machines in Adeptus Titanicus II by CARL WOODROW

Unlike their bulky and lumbering human counterparts, Eldar Titans are by comparison things of great beauty and gracefulness. Although both races field huge Titan sized war engines for more or less the same purpose battlefield dominance they achieve it through very different means. Where the Warlord Titan uses brute force and sheer firepower to crush its enemies, the Eldar Phantom uses speed, agility and guile to out-flank its opponent before delivering the crippling shot.

The bond between Titan and crew is very intimate for the Eldar race, and is for life. Each crew member forms part of a single collective consciousness, which also includes the Titan's spirit stone and the ghosts of past Eldar crews. Couple this with the wraithbone core, which runs through and permeates every part of the war engine and the Titan almost takes on a consciousness of its own.

ELDAR WAR MACHINES IN ADEPTUS TITANICUS II

The following rules will allow you to use Eldar war machines with the new Adeptus Titanicus II rules from Epic Mag's 1,2 and elsewhere in this issue. All of the rules that apply to Imperial Titans and Super-Heavy Vehicles also apply to Eldar war machines, unless the rules below note otherwise. Eldar Titans follow the rules for Titans, while Super heavy Grav Tanks follow the rules for super-heavy tanks.



ELDAR HOLO FIELDS

The Eldar do not make use of crude void shield technology to protect them from enemy fire. Instead they employ a system of holographic projectors, which disrupt and scatter the Titan's image into a million shards of multi-coloured light. The faster that the Titan moves, the more the image becomes scattered making it very hard for enemy sensors to lock onto it. This suits the Eldar approach to war, which is predominately hit and run by nature. The only weakness in this system is as soon as the Titan becomes stationary its image coalesces into a solid form offering the Titan little or no protection.

A Titan that has a fully operating Holo-Projector is very difficult to target indeed when on the move. To represent this, when shooting at an Eldar Titan add +1 to the gunnery value if the Titan has moved at all that turn. Note: this is in addition to any other modifiers that may apply.

For example: A Reaver Titan is shooting at an Eldar Revenant, which has moved 25cm. The Reaver would be subject to the following modifiers to its hit roll, +1 target moved over

ELDAR TITAN DAMAGE EFFECTS

WEAPON

Superficial

The weapon cannot be used until repaired.

Major

The weapon cannot be used for the rest of the game.

Catastrophic

As major, plus inflicts superficial damage on one other random location.

HEAD

Superficial

Titan cannot shoot until damage repaired.

Major

Titan cannot move or shoot. If repaired, becomes superficial

Catastrophic

Titan crashes and is destroyed!

WRAITHBONE CORE

Superficial

Control of the Titan is temporarily lost. Weapons may only fire at the closest enemy target in range. May be repaired.

Major

The link is severed; the Titan may not move or shoot. If repaired becomes superficial.

Catastrophic

The Titan is completely immobilised. May not move or shoot for the rest of the game. Note, does not count towards victory unless destroyed.

REACTOR

Superficial

Roll D6 for each weapon at start of every turn. On a 4+ it can be used, on a 1-3 it cannot be used that turn. May be repaired

Major

As superficial, plus the Titan can only move on a D6 roll of 4+ (roll at start of movement phase and again in assault phase). If repaired, becomes superficial.

Catastrophic

The Titan explodes and is destroyed, inflicting D6 Str7 hits on any other Titan within 4D6cm!

LEGS

Superficial

Speed is reduced by -5cm. May be repaired.

Major

Speed is reduced by -5cm for rest of battle.

Catastrophic

Titan crashes and is destroyed!

HOLO GENERATORS

Superficial

No effect.

Major

The projectors flicker in and out. The Titan must move over half its speed to gain any holofield bonus.

Catastrophic

The projectors fail completely revealing the Titan. No bonus is gained anymore for having Holofields.

20cm, +1 target has Man of 3 or greater and +1 for being an Eldar Titan moving with Holofields, a total of +3 to the gunnery modifier. Meaning the Reaver would require a D6 score of 7+

Example 2: A Reaver Titan is shooting at a stationary Phantom. The Reaver would be subject to the following modifiers, +1 to hit for stationary target, +1 to gunnery for Man of 3 or greater, hence the Reaver would need to roll 4+ on a D6 to hit (the two modifiers cancel each other out)

Important Note: In the majority of cases the high agility of Eldar Titans coupled with their Holofields will mean that modifiers often require 7+ or greater to be rolled to hit. Obviously this is not possible; however remember the rule of 1 and 6 (a six will always be a hit regardless of modifier). Simply put, it just means that any moving Eldar Titan is going to be a devil to hit and virtually always require rolling 6's. A stationary Titan, of course, is a different matter entirely.

REPAIR ROLLS

Because the crew share their very thoughts with the Spirit Stone and each other, functions such as repairs are made very efficiently. Eldar crews can identify damage far faster than their human counterparts could ever match. The result of this is that Eldar Titans receive a +1 bonus to all repair rolls.

THE ELDAR ARSENAL

The Eldar have an unrivalled knowledge of warp and beam weapon technology, which is reflected in their armament, whether the lethal Pulsar or the devastating Distortion Cannon.

PULSAR AND STAR PULSAR

The Pulsar and Star Pulsar are the classic example of the expertise Eldar have in beam technology. Sleek and deadly-accurate, the Star Pulsar is flexible enough to deliver a deadly burst of rapid firing pulse shots or the surgical precision of a single sustained beam. The flexibility of this weapon makes it a popular choice with Eldar Titan crews who use the rapid pulse shots to great effect in taking down enemy shields before using the single sustained beam to cut the legs out from underneath their foe.



Special Rules

The Star Pulsar can be fired in one of two ways, 'burst' or 'sustained'.

In burst mode the Star Pulsar fires D6 shots, whereas in sustained mode all of the weapons energy is focused into a single lethal shot. At the start of each shooting phase the Eldar player must declare for each Star Pulsar which mode they are going to fire in.

DISTORTION, OR D-CANNON

The Distortion cannon uses the Eldar's knowledge of warp technology to create a rift between real-space and the warp. The focusing of the rift is done within the gun itself, which is in effect just a large warp field generator. Because this is not a projectile or beam weapon, shields offer no protection against it; the warp rift literally opens up within the target itself phasing parts of the target in and out of real-space. Obviously the effect of this is pretty devastating to anyone in the vicinity.



VIBRO, OR V-CANNON

The Vibro cannon functions exactly the same way as its smaller support weapon cousin, only with a greater range and effect. The focused fluctuating magnetic field that the cannon projects induces violent resonant vibrations in the structure of the target, causing it to literally shake itself apart. The weapon has no effect on infantry however.

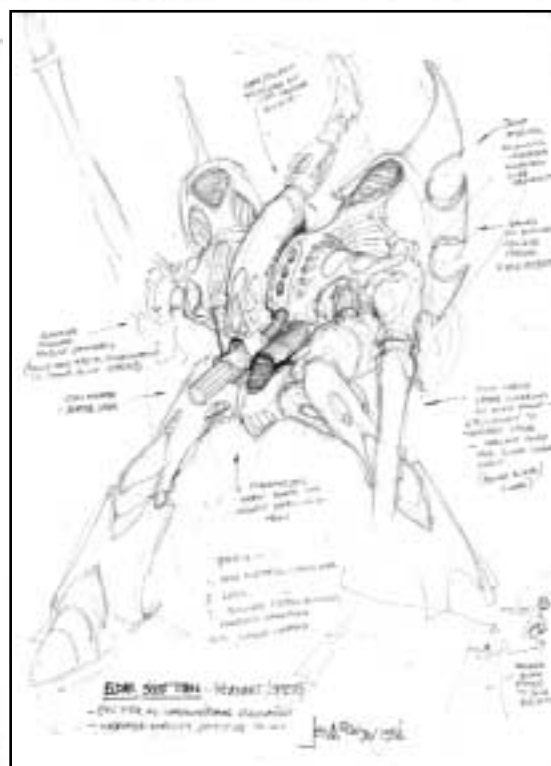
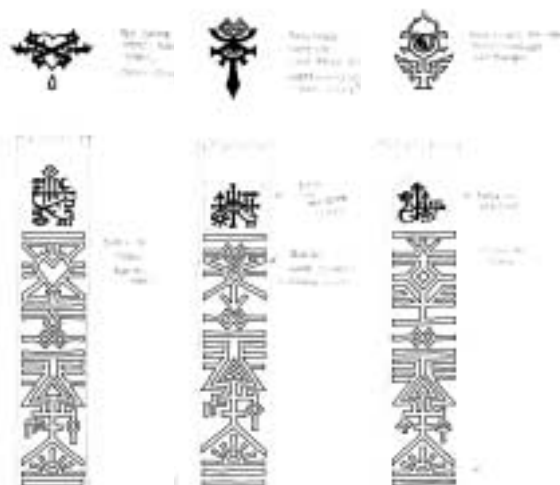


WARLOCK TITAN WITH PSI-LANCE

The Psi-Lance is an unusual weapon in that it is solely found on what has been dubbed by Imperial forces "the Warlock" Titans. Warlocks are also recognisable by their distinct head shape. The Psi-Lance channels and amplifies the crew's latent psychic ability into a devastating pulse of psychic energy that confuses the senses and overwhelms circuitry. Imperial Titans are particularly vulnerable to a hit from a Psi-Lance as the Mind Impulse Unit that links the crew with the Titans systems is overwhelmed by the psychic shockwave stunning the crew and blowing safety cut-outs.

Special Rules

Any Titan hit by a Psi-Lance may not move next turn and may only shoot with half of its weapons, or half of those remaining if it has already taken damage during the game. Shields and damage repairs function as normal. Shields are no defence against psychic attacks; Psi-Lance hits ignore void shields or energy fields. Other than the disruptive effect to the crew and Titan, no other damage is caused.



Jes Goodwin's concept sketches for Eldar Titans and crews.

Top left: Eldar Titan banner designs, feel free to photocopy these and use them on your models (see the Eldar Titans on the inside cover for examples).



REVENANT SCOUT TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
25cm	4	4+	4+	None

WEAPONS

Body: Weapons Battery only **Arm:** Pulsar only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Body	F	Weapons Battery	45cm	-	4	4	4
Left Arm	LF	Pulsar	45cm	+1	D3 AT shots	D3	6
Right Arm	RF	Pulsar	45cm	+1	D3 AT shots	D3	6

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	10	2	Holo Generator	10	2	Reactor	10
3-4	Head	11	3	Head	11	3	Head	10
5	Arm Weapon*	9	4-5	Arm Weapon*	9	4-5	Arm Weapon*	9
6	Body Weapon	8	6	Body Weapon	10	6	Body Weapon	8
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Body Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	4

PHANTOM TITAN

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Wings: Weapons Battery only **Arms:** Star Pulsar, D-cannon, Vibro cannon or Powerfist only.
Psi Lance (Warlock Titan only).

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Left Wing	F	Weapons Battery	45cm	-	4	4	4
Right Wing	LF	Weapons Battery	45cm	-	4	4	4
Left Arm	RF						
Right Arm	AR						

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1	Legs	10	1	Legs	10	1	Legs	9
2	Wraithbone Core	12	2	Holo Generator	12	2	Reactor	11
3	Head	14	3	Head	14	3	Head	11
4-5	Arm Weapon*	10	4-5	Arm Weapon*	10	4-5	Arm Weapon*	10
6	Wing Weapon*	10	6	Wing Weapon*	10	6	Wing Weapon*	10
*Hits weapon closest to attacker			*Hits weapon closest to attacker			*Hits weapon closest to attacker		

DAMAGE

Left Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Wing Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Left Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Right Arm Weapon	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Wraithbone Core	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Legs	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Head	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Reactor	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/> Superficial <input type="checkbox"/> Major <input type="checkbox"/> Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
D3	8

ELDAR GUNS					
Weapon	Range	Firepower/Type	Accuracy	RoF	Str
Pulsar	45cm	D3 AT shots	+1	D3	6
Star Pulsar (burst mode)	60cm	D6 AT shots	+1	D6	6
Star Pulsar (sustained fire)	60cm	Death Ray	-	1	9
Distortion Cannon	45cm	1	-	1	7 ¹
Vibro Cannon	45cm	Artillery, Disrupt	-1	D6-1	5 ²
Psi-Lance	45cm	see special rules	-	-	-

ELDAR CLOSE COMBAT WEAPONS				
Weapon	Swiftiness	Accuracy	Attacks	Str
Powerfist	6	+1	1	9 ³

¹ Distortion cannon ignores shields and inflicts damage on the titan itself.
² Vibro cannon ignores shields and inflicts damage on the Titan itself.
³ If you roll a 6 to hit with a powerfist it makes a tear attack and adds +D3 to its strength.

ELDAR SUPER-HEAVY TANKS

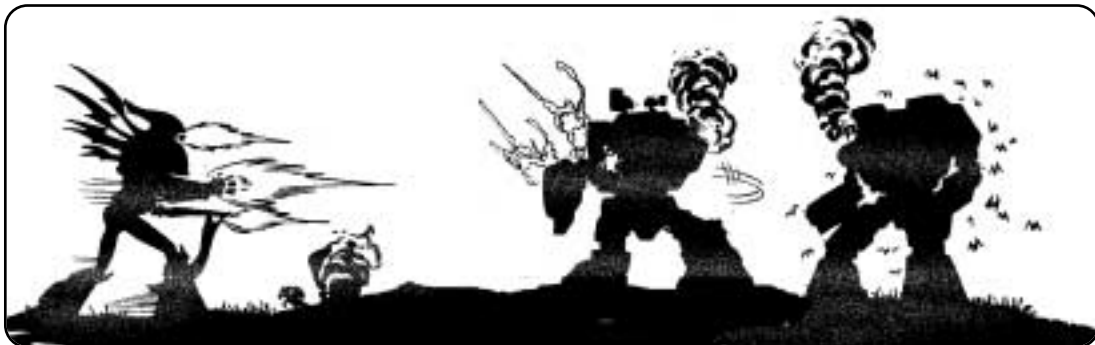
Collectively they are referred to as "Engines of Vaul", however Imperial forces have learned to call them by other names. The Scorpion and Cobra are both fast and deadly. Amongst the largest of vehicles capable of anti-gravitic movement, both the Scorpion and Cobra are highly effective Titan killers as well as siege breakers.

The Scorpion

The Scorpion is a fearsome sight to behold as it glides smoothly across the battlefield, its holo-fields shattering its image into a million shards of coloured light. Frustratingly difficult to lock onto as it pops up to fire, the turret mounted twin Pulsars give the Scorpion an extraordinary punch for a vehicle of its size whilst the addition of a Bright Lance allows it to mop up any survivors. Quite rightly feared by tank commander and Titan Princes alike, the Scorpion epitomises the Eldar style of warfare of strength and elusiveness.

The Cobra

To the untrained eye the Cobra can appear identical to its sister the Scorpion. However in place of the sleek twin Pulsars sits a massive warp-tearing Distortion Cannon. The Cobra is quite capable of literally ripping open holes in enemy lines without any support, the Distortion cannon displacing the enemy into warp space and back again with predictably catastrophic effects. Its ability to fire straight through an enemy shield or power field is what makes it most feared by Titan crews, and it is against War Engines that the Cobra is most often deployed.



SCORPION SUPER HEAVY GRAV TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Upper Turret: Weapons Battery Turret: Twin Pulsars

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Turret	AR	Pulsar	45cm	+1	D3 AT shots	D3	6
Upper Turret	AR	Weapon Battery	45cm	-	4	4	4

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Hull	10	1-2	Hull	10	1-2	Hull	9
3	Upper Turret Weapon	9	3	Holo Generator	10	3	Holo Generator	10
4-5	Turret Weapon	10	4-5	Turret Weapon	10	4-5	Turret Weapon	10
6	Crew Compartment	10	6	Engine Compartment	12	6	Engine Compartment	10

DAMAGE

Hull	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bright Lance	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Turret Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Crew Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	2



COBRA SUPER HEAVY GRAV TANK

Speed	Manoeuvre	Gunnery	CC Skill	Void Shields
20cm	3	4+	4+	None

WEAPONS

Turret: D-Cannon only

Point	Arc	Weapon	Range/Swiftness	Acc	RoF/Attacks	FP	Str
Turret	AR	D-Cannon	45 cm	-	1	1	7

HIT LOCATIONS

FRONT			SIDE			REAR		
Roll	Location	Armour	Roll	Location	Armour	Roll	Location	Armour
1-2	Hull	10	1-2	Hull	10	1-2	Hull	9
3-4	Turret Weapon	10	3	Holo Generator	10	3	Holo Generator	10
5-6	Crew Compartment	10	4-5	Turret Weapon	10	4-5	Turret Weapon	10
			6	Engine Compartment	12	6	Engine Compartment	10

DAMAGE

Hull	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Bright Lance	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Turret Weapon	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Crew Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Holo Generator	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>
Engine Compartment	Armour Cracked <input type="checkbox"/>	Superficial <input type="checkbox"/>	Catastrophic <input type="checkbox"/>

Improvised Attacks	Repair Rolls
1	2

