

PHANTOM TITAN

2100 PTS

M	T	Sv	W	LD	OC
14"	14	2+	55	6+	20

INVULNERABLE
SAVE



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
D-bombard BLAST DEVASTATING WOUNDS	72"	D6	3+	20	-4	2D6
D-bombard BLAST DEVASTATING WOUNDS	72"	D6	3+	20	-4	2D6
Phantom pulsar	120"	8	3+	18	-4	6
Phantom pulsar	120"	8	3+	18	-4	6
Phantom starcannon	36"	4	3+	8	-3	2
Pulse laser	48"	3	3+	9	-2	D6
Voidstorm missile launcher	48"	2D6	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Phantom feet	Melee	4	3+	12	-2	4
► Wraith glaive - strike	Melee	6	3+	18	-4	12
► Wraith glaive - sweep	Melee	12	3+	8	-3	4

ABILITIES

- Damaged: 1-16 Wounds Remaining**
While this model has 1-16 wounds remaining, subtract 10 from this model's Objective Control characteristic and each time this model makes an attack, subtract 1 from the Hit roll.
- Flawless Poise**
This model is eligible to shoot and declare a charge in a turn in which it Fell Back.
- Invulnerable Save (4+*)**
This model has a 4+ invulnerable save against ranged attacks.
- Titanic Advance**
Each time this model makes a Normal, Advance or Fall Back move, it can move over models (excluding Titanic models) and terrain features that are 4" or less in height as if they were not there.
- Towering Wraith Construct**
Each time you target this model with a Stratagem, you must spend three times that Stratagem's stated CP cost to do so.



AUFSTELLUNG

- 1x Phantom Titan
- Equipped with:** D-bombard, Phantom pulsar, Phantom starcannon, Pulse laser, Voidstorm missile launcher, Phantom feet, ► Wraith glaive - strike, ► Wraith glaive - sweep
- Wargear Options:**
- This model can replace its D-bombard with 1 Phantom pulsar, 2 Phantom starcannons & 1 wraith glaive, 2 pulse lasers & 1 wraith glaive or 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.
 - This model can replace its Phantom pulsar with 1 Phantom starcannon, 1 pulse laser & 1 wraith glaive.



KEYWORDS: Phantom Titan, Titanic, Towering, Walker, Monster, Aeldari, Wraith Construct, Frame
FACTION KEYWORDS: Asuryani

WEAPON ABILITIES

Blast

Each time you gather attack dice for a **[BLAST]** weapon, add one additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down). If this ability takes the form **[BLAST X]**, each time you gather attack dice for such a weapon, add X additional attack dice for every five models that were in the target unit in the Select Targets step (rounding down) instead.

*Example: If a **[BLAST 2]** weapon with an A characteristic of 3 targets a unit containing 12 models, you would gather four additional attack dice for that weapon (for a total of seven for that weapon).*

Devastating Wounds

Each time an attack made with a **[DEVASTATING WOUNDS]** weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

CORE RULES

Deadly Demise D6+6

This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

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Walker, Monster, Aeldari,
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