

Eldar Titans

The titans of the eldar are lithe and graceful constructs, their movements fluid compared to the ponderous advance of the imperium's god machines. The titan steersman psychically merges with the machine, treating it like their own body. This combined with the advanced technologies employed by the eldar make their titans fast and deadly to face.

Eldar titan units follow most of the normal rules found in the AT rulebook. There are a few however that function slightly differently and some rules unique only to these units.

As such, eldar titans are treated like imperial titans with following exceptions:

Eldar titans have their own power source but it is not as unreliable as imperial plasma reactors. The main limiting factor on eldar titans is the strain placed on the steersman's psyche as he pushes the machine to function beyond its limits. As such eldar titans possess a Strain track to measure the psyche of the pilot.

Treat the strain track as a reactor track for basic and advanced rules. The advanced rules use strain dice (reactor dice will be fine stand ins) with their own unique Strain table.

You may still push the titan and there is a list of options provided, including one new one unavailable to imperial titans.

Distortion fields: Unlike imperial titans, eldar titans favour image and detection distorting fields that make them hard to lock onto. These fields are projected from the fins on the titans back and make them a frustrating opponent to face. Distortion fields have their own rules listed below and replace the void shields of an imperial titan.

Recovery rolls: the titan has a mini infinity circuit running through it, carrying the souls of various eldar including past pilots and bonesingers. Instead of making normal repair rolls, the titan makes recovery rolls using one of the songs listed.

Distortion Fields

Blast weapons that roll a hit, still scatter, although only 1D6". If the template still touches the unit, then they cause devastating damage.

Barrage weapons are not affected by Distortion Fields at all when they cannot draw line of sight to the unit.

A model with active distortion fields is at -1 to hit. If the model has moved 10 or more inches when targeted, it is at -2 to hit.

No Targeted attacks may be made against a unit with active Distortion fields.

When rolling against this model's armour, the first damage range is considered a direct hit while distortion fields are active, rather than a Devastating hit.

Distortion fields remain active until the titan has received a number of field disruption points greater than their current infinity circuit score (ie 4+ tokens drops the distortion field on a phantom titan).

Strain Table

When the steersman's will is tested performing death-defying feats, it wears on their psyche. They can only manoeuvre the titan like this for so long before the soul drain becomes unbearable.

When performing a Strain action, roll the Strain die (you can substitute for the reactor die if you like). It has 1 Eldar symbol on 2 sides, 2 on one side and 3 blank sides. Roll this when performing strain actions to see if the Strain is increased or not.

When a titan is activated in the Damage Control phase of each turn and its strain marker is in the orange or red zone, there's a chance the psychic strain will spill out and damage the titan. Roll on the Psychic Backlash table below (D6 if orange, D10 if red).

Psychic Backlash Table

1-3 Stun - the steersman's concentration slips, causing the distortion fields to flicker. Move the titan's field damage track 1D3 points.

4-5 Soul Scream - the strain of the steersman's actions causes the souls bound to the titan to scream in pain. The titan suffers a -1 to Command and Attack tests until it can be recovered.

6- 7 Psychic Feedback - protesting at the strain the Steersman is putting on the chassis, psychic feedback erupts in crackling energy. The body takes 1 S9 hit.

8-9 Stumble - The titan's frame protests as the steersman commands it to act, twisting its legs. It moves d3" in a random direction and turns 45 degrees, taking 1 S10 hit to the legs.

10 Psychocrystalline rupture - the steersman channels too much energy through the titan's systems and the psychic circuitry overloads, shattering the titan's superstructure in a corroscating energy discharge. The titan falls in a random direction.

Critical Damage

The types of critical damage an eldar titan can take are slightly different to imperial titans. Unless listed here, critical damage functions the same as imperial titans.

Infinity circuit damaged: -1 to infinity circuit score

Steersman wounded: shutdown

Steersman stunned: -1 to attacks rolls

Psycho-circuitry damaged: increase strain by X

Fins fractured: Distortion fields down (must be repaired as a critical before field damage tokens can be removed)

Recovery Rolls

Roll a number of dice equal to the titan's current Infinity Circuit value. You may spend these on the different repair actions below:

Song of Destruction (5+): repair a weapon

Song of Harmony (4+): reduce the titan's Strain by 1

Song of the Veil (5+): For each 5+ you may move the field damage marker back one on the track.

Song of Fortitude (5+): move the critical damage marker back one on the track.

Strain Actions

The steersman may push their titan to perform beyond its normal limits, placing a great deal of psychic strain on themselves to do so. This functions just like pushing the reactor for imperial titans and may be done for the following:

Increase speed: use secondary speed value.

Manoeuvre: use additional turn

Dodge: The titan's unnatural agility enables it to reposition in an instant. The titan may sidestep or back up as if it were moving in its front arc.

Shatter field: The steersman commands the distortion fields to expand explosively, creating a dazzling display of light shards. You can choose to do this when an enemy targets your titan but before they make an attack. The attack suffers an additional -1 to hit.

Additional Rules and Clarifications

Draining: Weapons with this rule act against the Strain track of the unit rather than reactor tracks. Otherwise they function the same way.

Under the structure points and Strain points tracks you will see the letters FD appear. This means that the Field Disruption track should be moved 1 point along when Strain or Damage reaches that point on their respective tracks.