



# The Void Dancer

*A well deserved runner-up from our recent Titan Competition*

**By Patrick Kraft**

+++Commit to: Imperial Record+++  
+++EST 04/7384QUISITORIS 7382/2354+++  
+++Crossfile to: Aliens/Segmentum Tempestus+++  
+++Location: Nebelung/Segementum Tempestus+++  
+++Xenos/text: Eldar+++  
+++Input Date: 3 998 255.M41+++  
+++Input Clearance: Inquisitor Leefax+++  
+++Thought for the Day: To be cleansed is the fate of the mutant+++

*My Lords,*

*my apologies for the delay. But after suffering grave wounds during the extraction of Imperial personnel from Nebelung III I only now recovered enough to dictate these words to my scriptor.*

*As you all well know the Nebelung System was discovered after some naval skirmish battles with the Tau. Though we can never fully understand the vile thoughts of those aliens I now believe they intentionally led us to the said system because they knew about the curse of Nebelung III.*

*I assume you have all read my reports about our colonists, the missing Lunar Class Cruiser and the Eldar invasion of Nebelung III. Though I had counselled General Sajid about the possibility, our forces and the supporting complements of the Legio Magna Titan Legion were caught by surprise when Eldar Titans attacked.*

*One Titan in particular was of keen interest to me. The Princepi of the Legio Magna had dubbed him „Void Dancer“ after I had translated some of the alien glyphs on its armour. The two arm mounted main weapons were of a sort not reported to be used on a battlefield in a long time. Obviously they fell out of favour with the Eldar for a reason not yet revealed. Their aesthetics are strange and difficult to understand.*

*The first is the terrible Fusion Lance. A weapon even longer and thinner than the pulsars that an Eldar Phantom class Titan normally is armed with. Though it has a great range it's power is greatest at short distances and I can only advise that every Princeps give a healthy distance from an Eldar Titan armed with one. The Adeptus Mechanicus cannot explain the second weapon up to date. Apparently it sends seismic shockwaves which rend asunder anything they hit. And even if not killed outright crewmembers are thrown out of their vehicles and whole companies of soldiers lose their footing.*

*As if this was not enough the Void Dancer carries a unique, and to date unknown, weapon in place of the normal Eldar missile launchers. This weapon system occupies the same space as the missile launchers and seems to work on the monofilament technique already encountered on the Night Spinner and Void Spinner tanks. I have code named this new weapon the Dawn Spinner. It seems to have a very reduced range in comparison to the other two weapons and does not produce the dreaded clouds of monofilament wire that can make areas of the battlefield impassable for minutes. Instead it can be best described using a principle similar the humble Imperial issue shotgun. It apparently fires thin streams of wire with a high velocity at the nearest targets automatically. Targets punctured by a wire may not notice it at first but they will be cut apart in a grisly fashion the moment they start to move.*

*As this was the first encounter with a Phantom Titan equipped in this way we can assume the Void Dancer variant is a prototype or at least unique in the Eldar arsenal. I would be very pleased to be informed should any other sightings occur or even, may the Emperor prevail, our forces should be able to destroy one.*

*May the Emperor strengthen our arms so that we can crush the alien menace,*

*Yours, Frederic Leefax*

## ASSEMBLING THE VOID DANCER

Assembling Void Dancer: All parts are from 40K Eldar and are available through mail order, though some may be superseded by the new Eldar range. The carapace was taken from the Warp Spider Exarch (1x 9947010403002) as were the Dawn Spinners (1x 9947010403003). The new wings were taken from the Swooping Hawk Exarch (2x 9947010408102). The Eldar Heavy Weapon Platform and Wraithlord provided the Tremor Cannon (Star Cannon, 1x 9947010407905) and the Fusion Lance (Bright Lance, 1x 9947010402502).

The fins at the back of the Titan's head are made out of the lower part of the left over original wings of an Epic Phantom Titan.





Phantom Titan (Void Dancer variant)				
<b>Type</b> War Engine	<b>Speed</b> 25 cm	<b>Armour</b> 5+	<b>Close Combat</b> 3+	<b>Firefight</b> 3+
<b>Weapon</b> 2 x Dawn Spinner AND (Automated Attacks) (15cms)	<b>Range</b> 15 cm	<b>Firepower</b> 2 x AP3+/AT5+ Small Arms	<b>Notes</b> Disrupt Extra Attacks (+2)	
Fusion Lance	60 cm	MW2+	Titan Killer (5 -1 per 15cm range to target)	
Tremor Cannon	75 cm	MW3+	Disrupt, Pulse	
<b>Critical Hit Effect:</b> The holofield projector mounted in the Phantom's wings is badly damaged and will no longer work. The Phantom loses its holofield save for the rest of the battle. Any further critical hits will cause an additional point of damage.				
<b>Notes:</b> <i>Holofield, Damage capacity 6, Walker.</i> May Step over units and impassable or dangerous terrain that is lower than the Titan's knees and up to 2cm wide, <i>Reinforced Armour, Fearless.</i> <i>The Phantom's weapons may fire all round due to the Titan's exceptional manoeuvrability.</i>				

**Clarification:** In a firefight the Extra Attacks of the two Dawn Spinners double up to +4 FF attacks in total.



**ABOUT THE AUTHORS**

Patrick Kraft hails from Bischofsheim, Germany. Patrick was in the process of starting an Epic Eldar army when he saw the Titan Competition, so came up with this cool Phantom Titan variant.