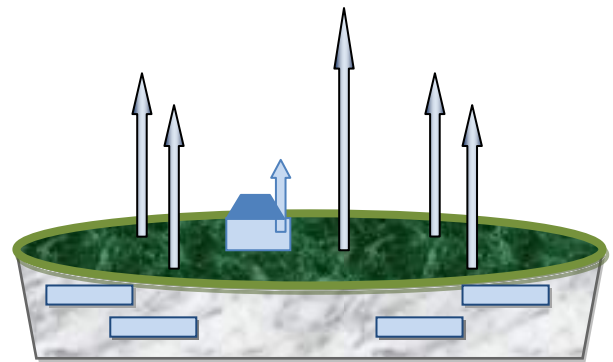# Saphery Towers

500 points admiral class.

The only of it's kind, The Saphery Towerswas constructed as the kingdom of Saphery's answer to the Phoenix Kings plead for magical assistance to the elven fleet. "If the king wanted a ship, the king should have gone to Lothern". Seems to be the thought driving the mages of Hoeth, who constructed the Saphery Towers. The mages went to Yvresse, harnessed one of the infamous floating island and made it roughly ship-shaped. Some of the natural caves were straightened to two canals running along the longitude of the ship. By magic, water can be sucked in at the front of the ship, moved along these two cannals and thrust out at the water exhaust gates at the rear, pressing the ship forwards. The rock of the island is excavated with lots of new galleries and tunnels, which functions as the quarters for the large contingent of Lothern Sea Guard on board. On the surface of the island a small palace functions as the bridge and as the Admirals war room. The most prominent feature of the island and the sake of the name, however, are the five tall towers magically constructed on the surface of the island. Two tall slender towers front and aft, and at the center of the island an even taller tower, from where miles of ocean can be seen. The towers function as the battle stations for the cadres of elven wizards that serve aboard the Saphery Towers. Each tower has its own special function, and they sweep the seascape with powerfull magic. Magic is not a source to be taken lightly, and the Wizards of Saphery also, wisely, added galleries to the sheer cliff sides of the island, and filled them with the far reaching elven bolt throwers.
(Drawing done in word… not exactly the best tool but my old corel draw are not installed yet)

Admiral class, 500 points.

Fleet can never have more than one Saphery Towers, only one was ever constructed.

Move: Magic 6". Double move (follows usual elven movement rules). Uses standard turning template.

Crew. 5 crew front and 5 crew aft. Follows rules as described for the Fortress of the Sea admiral.

The Saphery Tower has two broadside eagleclaw batteries both fore and aft.
The 4 small towers each function as 90 degree turrets. The large central tower functions as a 360 degree turret. All towers have a 2 dice attack, using the standard elven range ruler and with no modifiers for range. Magic attacks are as follows:

Front towers: Gale Force. Each dice is one random high hit. If target is damaged, it is pushed 1d3" directly away from the Saphery Towers. Even though damaged by more than one Gale Force attack an enemy ship can never be pushed more than 1d3". If enemy ship is pushed aground, pushed into other ships or into other obstacles solve that situation as if the ship had made the move itself.

Aft towers: Hail Storm. Each dice is one random high hit. If target is damaged it gets -1 in boarding actions per Hail Storm damage this turn. The negative modifier is cumulative with other modifiers.

Center tower: Fire and Lightning. 2 random hits either high or low, as if targeting with usual attacks. If the enemy fails his saving throw, the damaged area are ablaze, place a blaze marker on the location and follow standard blaze rules.