

SILVER TOWER OF TZEENTCH

POINTS: 400

The Silver Towers of Tzeentch form an outlandish sight on the battlefield. They appear as clusters of intricately carved and fluted towers resting upon a circular island and topped with slender minarets of gold or bronze. Each tower is a subtly different creation of disturbing beauty, with the fine snouts of weird, magically-powered weapons studding their walls.

However, the most disturbing aspect of the Silver Towers is that they are not land-locked but drift through the skies

above the battlefield. Each tower contains dozens of Tzeentchian Thrall-wizards who focus their powers to rain magical destruction on Tzeentch's foes. Most potent of all are the wardings woven about the towers, so that as they advance a wall of magical energy springs up around them, protecting both the tower and any followers of Tzeentch that are nearby.



UNIT: 1 Silver Tower of Tzeentch

TYPE: Super-heavy Skimmer

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 1 Turret-mounted Beam of Power
- D6 Turret-mounted Bolts of Change*

ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	12

WEAPON	RANGE	STR	AP	SPECIAL
Beam of Power	48"	D	2	Heavy 1, Destroyer Primary Weapon
Bolts of Change*	24"	8	1	Heavy 1, Primary Weapon

SPECIAL RULES:

Possessed: A Silver Tower of Tzeentch ignores Gun Crew Shaken and Driver Stunned results.

Protective Wards: The Silver Tower is protected by potent magical wards. The tower itself and any friendly vehicles within 6" of the tower count as obscured. Other friendly units in range receive a 4+ cover save.

***Bolts of Change:** Every time the Tower fires its Bolts of Change, roll to see how many shots are fired. Each shot can be fired at different targets, if the controlling player wishes. Weapon destroyed results affect this weapon differently – reduce the number of bolts of change fired by one for each Weapon Destroyed result the weapon is suffering.