

TZEENTCH IMPOSSIBLE FORTRESS

Tzeentch Admiral Class

The template of the Impossible Fortress (IF) is slightly different to that of other ships. Rather than knocking out individual areas most hits affect the energy level of the whole ship.

At the bottom of the template is the Tzeentch Energy track. At the begin of the game place 12 Energy of Tzeentch counters on the boxes of the track.

Movement

An undamaged IF can assign and split 12 dice between movement, armament or repair.

Choose how many dice the IF will use this turn for movement. Use the turn template to move, ignore any wind effects.

You may skim over terrain pieces, regardless of their height. If an IF spends any part of its movement or stands still over terrain roll a die: on a 1 the IF is damaged and loses one Energy of Tzeentch counter. If you choose to skim over several terrain pieces in succession, roll a die for each of them.

Armament

After moving for every unused Energy of Tzeentch counter you may unleash one bolt of Tzeentch.

Bolts of Tzeentch are a magical attack, with a range of 9", 360 deg firing arc, no range modifier. Any area failing its save gets damaged, and successive hits can cause critical hits.

Repairing damage

At the start of the battle phase an IF may use some or all of the Tzeentch energy counters to attempt repair itself. For every counter used in this way roll one die; on a roll of 5+ the IF regains one Energy of Tzeentch counter.

To repair a Warp Collector Location you have to use 2 Energy of Tzeentch counter, unless you still have one functional Warp collector and use the result 1 or 6 from the Warp Energy table to repair the destroyed collector. In this case you just repair the damaged Warp Collector.

Refilling of Warp Energy starts at the end of the magic phase of the next turn.

Using Warp Energy

The IF has a second energy track, the Warp Energy track. Warp Collectors tap directly into the Chaos warp and store the some of the energy found there. It

can be released according to the wishes of the Tzeentch Chaos Lord. The IF starts the game with an empty Warp Energy track.

Every round, starting in round 1 of the game, at the end of the magic phase, roll a d3. (If only 2 Warp collectors are intact, use a d2, if none warp collector is intact, you cannot collect any more warp energy). That indicates how much counters are added to the warp energy track.

In every battle phase you may choose *one* (and only one) action from the Warp Energy action table (see below). You may declare which one before any other unit of whatever allegation on the whole seascape is activated. Reduce the warp energy track by the respecting number of counters and use the action described. You may not move the counter to negative values (i.e. you cannot choose an action which you have not enough Warp Energy for.

Damage

When the IF is hit, make a saving roll for the hit area as usual. In most areas (apart from Warp Collector locations) failing the saving throws means that the Energy of Tzeentch track is reduced by one point for each failed save. Once the Energy of Tzeentch track has reached zero, the IF implodes with a loud crack and vanishes into the void, no debris or crew are left behind.

The IF has no below the waterline locations, it does get not damage from critical hits, ram attacks etc. affecting this location.

An IF cannot burn, any weapons causing normally fire do only damage. An IF is however affected by Nurgle rot counters, but count result 6 of the Nurgle rot table as spread to another adjacent area.

A captured IF disappears at the end of the turn it was captured in, any crew counters from the victorious boarding crew end up in the water below.

If a Warp Collector location is hit and fails its saving throw, it is destroyed. Place a damage marker there to mark this. Every time a Warp Collector is destroyed, the amount of currently stored Warp Energy is halved. If the last Warp collector is destroyed, remove all Energy of Tzeentch. The excess energy of the destroyed collector(s) violently erupts as Bolts of Tzeentch. Per 3 points of energy (rounded down) fire 1 Bolt of Tzeentch each from front, stern and broadside locations (place range ruler midways) (but at least 1, even if excess energy was only 1 or 2). The first ship/monster within range is hit, regardless of allegation.

Boarding

Although it is floating in the air, an IF can be boarded using ropes. As the IF is so large, it is separated into 2 sections for game purposes. If boarding then the opponent first has to fight through the section where the IF was entered. If winning the boarding action in this section, the boarding commando either moves to the other section and continues fighting, against fresh troops, or may retreat from the IF.

If you win a boarding action roll a die for every killed enemy crew counter, on a roll of 5+ it is not killed but transformed into a pink horror. Add them to your

crew stack in the section they were generated by combat. Pink Horrors fight at +1.

Crew: 5 Chaos warriors + 1 Chaos Lord (Admiral)

Assign 2 Chaos Warriors to either the Front or the Aft section of the IF, the remaining 3 into the other section. Place Pink Horrors in the section they were generated by combat. You may move over any number of Pink Horrors to the other section at the end of a won boarding action.

For game purposes the Chaos Lord is not fighting in boarding actions, Chaos Lord is considered killed when the IF is abandoned after a lost boarding action.

Point cost: 300

Battle honours: 12

An IF is an admiral class ship. There can only ever be one admiral class ship per Tzeentch fleet. You may take an IF for a Chaos fleet only if Tzeentch is the predominant power. You may never take an IF as ally.

Design notes:

Tzeentch is the one Chaos power still lacking an admiral class. As Great Winged Terrors are rather weak I improved the IF slightly.

As modelling suggestion use the Dreamblade miniature "Warfang Keep" out of the Chrysotic Plague series, remove bottom plate, set on acrylic foot, may repaint or use as is. Or use any other strange castle or building with spires, stairways...Escher inspired structures etc.

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Locations

Front

(high) 6 Warp Collector 1 box, save 4+ destroyed

(high) 4 5 Spires save5+

(high and low) 2 3 Superstructure save 4+

(low) 4 Platform, save 5+, 5 portal save 4+, 6 Warp Collector 1 box, save 4+ destroyed

Aft

(high) 6 Warp Collector 1 box, save 4+ destroyed

(high) 5 4 Spires save5+

(high and low) Superstructure 3 2

(low) 6 Warp Collector 1 box, save 4+ destroyed, 5 portal save 4+, 4 platform save5+

Warp Energy Action Table

Warp

Energy Action

1	Alteration: You may convert any number of Pink Horror counters located on the IF into Energy of Tzeentch counters for the IF on a 1:1 ratio. Discard the used Pink Horrors. However you may only fill up lost Energy to the maximum of 12 Energy of Tzeentch.
2	Fire in the hole: Get 1 extra Bolt of Tzeentch to fire this battle phase.
3	Shimmering hull: Any ship wishing to attack the IF this turn must roll a die, on 1-2 the enemy gunners are blinded and miss completely.
4	Speed is of essence: Get one extra die movement for this turn.
5	Winds of Change: Change the wind direction freely.
6	Re-formation: Regain one lost Energy of Tzeentch counter.
7	Pink is my favourite colour: Gain one Pink Horror Counter on the IF for free. Place it in either Front or Aft section of the IF, your choice.
8	One more chance: For the remainder of the current battle phase you may re-roll one die affecting the IF. You may keep the better result of the two rolls.
9	Sacred number of Tzeentch: Teleport, at the beginning of the IF's turn this battle phase point at a location anywhere on the seascape. The IF disappears from its current location and reappears exactly at that point. You may then thereafter move and attack normally as well.
10	Where is it?: The IF becomes invisible, it cannot be attacked this battle phase in any way, itself can however move and attack as usual.
11	Space Shift: You may either: Place one new Chaos terrain piece*) of your choice on the seascape, at a location of your choice, but it has to be at least 1" away from any ship/monster/shore fort, may not be placed over other terrain. Or: Move one Chaos terrain piece*) already in play to a place of your choice, you are allowed to place it over ships/monsters regardless of their allegation. May not be placed over other terrain. * all Chaos terrain pieces from the Sea of Blood, except "Grinding Rocks of Doom"
12	Time-shift: The IF may exert an extra complete move this turn. It can act first, even when the Tzeentch player has lost initiative. Just declare when you wish to use the IF's extra turn (move, attack, boarding). This may not be done, while another player moves a unit/squadron, (s)he first finishes the unit's/whole squadron's turn for this battle phase.
13+	Risk for overload. If you, for whatever reason, keep more than 12 Warp Energy after the IF has moved this turn, roll a die and add 12: Overload occurs if you roll equal to or below the current Warp Energy level. Overload results in freak effects: Your opponent rolls a die, then one more die: The first die determines with 1-3 the lower half, with 4-6 the upper half of the table: the second die determines which result in this range. Your opponent may apply this result to a ship of his/her choice.

If **only 1/2/3** Warp collectors are functional, then there is **risk for overload from 4+/7+/10+**. If in case of Overload the opponent rolls a result for which not enough Warp energy is available, (s)he rolls again until resulting in an action which can be paid for in Warp Energy.