



PSYCHIC TOWER

<http://eatotalwar.forumfree.it/>

Interactive battlefield elements

Activation value: automatic

Scenario only. Estimated points value: not specified

The tower of psychic attack is a tower capable of hurling a direct attack against an enemy formation, forcing it to retreat.

WHEN: ENDING PHASE

STRUCTURE DATA

TYPE: BUILDING

DC: 8 - armor: 4 + reinforced, tick rear armor

C/C - F/F: 0

Critical: Critic: 1-5: 1 point less DC. CRITIC 6 internal explosion and weapon system is unleashed, all formations to 15 from the tower must immediately make a morale check with penalty -3 (not combinable with other malus). (reroll allowed) If break must do the break movement. Remove the silos and the fortifications and put in place the model of the giant crater.

Weapon System - psychic attack

At the end of the turn who hold the objective can attack an enemy formation on the battlefield that is at 45cm from the tower, forcing it to throw a moral test with -3 pen. (not combinable with other malus), If break must do the break movement. (reroll allowed). Gargant, formations entirely fearless and Titans (big krauler and capitol imperialis included) are immune.