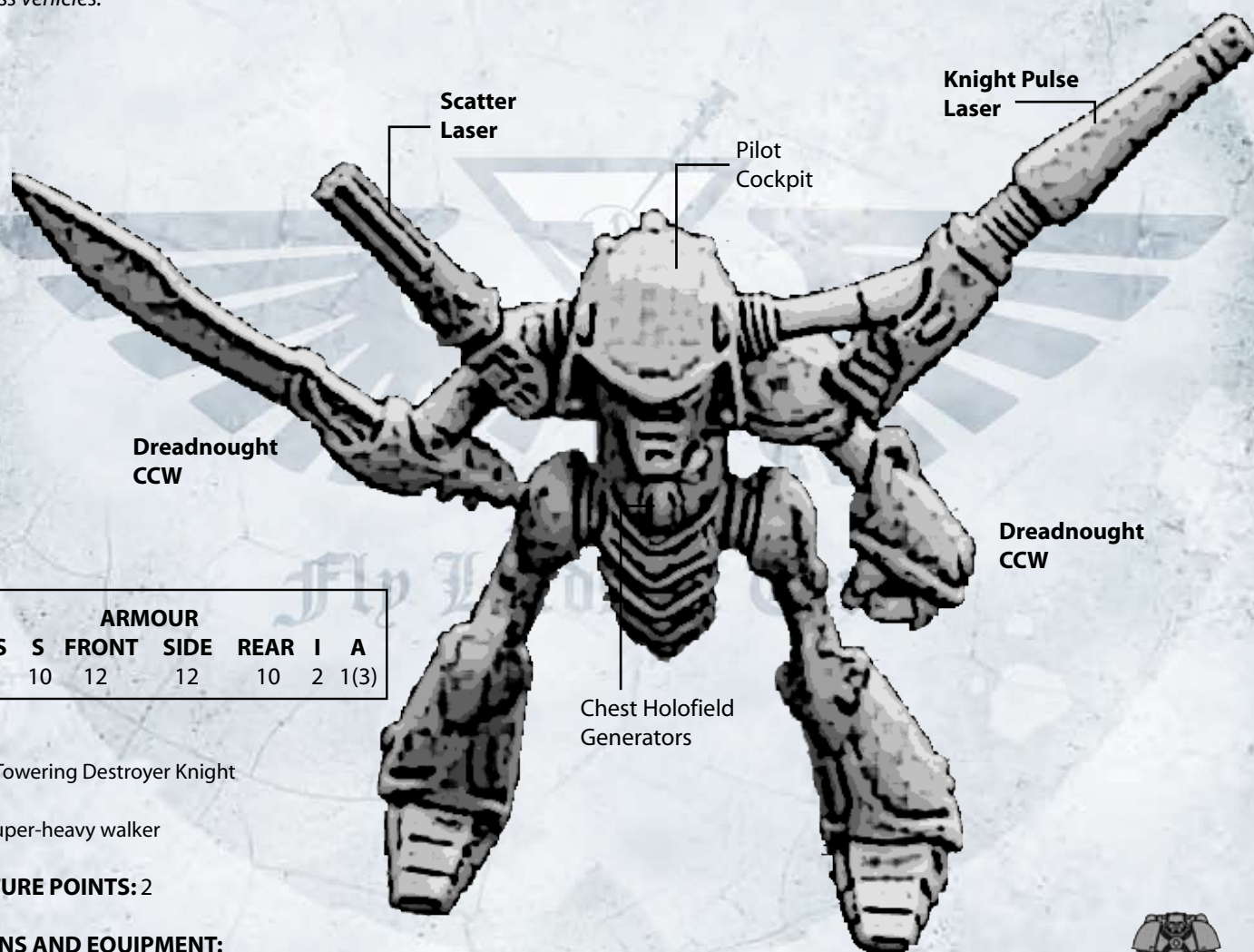


TOWERING DESTROYER

POINTS: 400

The Eldar Towering Destroyer is one of the most common knight class vehicles used by the exodites of the Maiden Worlds. These hardy people live a simple spartan lifestyle, that stands in contrast to their Craftworld brethren. The Towering destroyer is a large vehicle construct used as much in time of peace for the herding of the large beasts used as food by the exodites, as it is used in times of war to defend their homes. The exodites organize their society into great clans, each of which has a ruling elite who take to the field in the knight class vehicles.

The Towering Destroyer, is a multi-purpose vehicle, which is equipped with a blend of both ranged energy weapons and close combat arms. It is as deadly on the open field as it is in close assaults. Using the skill of its single pilot, and protected behind a veil of Eldar holofields, a Towering Destroyer can tear a path of destruction through a lightly equipped enemy raiding force. When faced with the larger constructs of the enemy races, even the Towering Destroyer, must await the larger support of its Craftworld cousins.



ARMOUR							
WS	BS	S	FRONT	SIDE	REAR	I	A
3	4	10	12	12	10	2	1(3)

UNIT: 1 Towering Destroyer Knight

TYPE: Super-heavy walker

STRUCTURE POINTS: 2

WEAPONS AND EQUIPMENT:

- 4 arm-mounted weapons:
- 1 Knight Pulse laser;
 - 1 Scatter laser;
 - 2 Dreadnought close combat weapons



Size Comparison

WEAPON	RANGE	STR	AP	SPECIAL
Knight Pulse Laser	48"	8	2	Heavy 2, Lance Primary Weapon
Scatter Laser	36"	6	6	Heavy 4
Dreadnought CCW	n/a	n/a	n/a	+1 A

SPECIAL RULES:

•Eldar Titan Holofields

- Agile:** In the shooting phase the Towering Destroyer may divert some of the energy from its primary weapon towards its legs, so it can choose to either:
- Fire all available weapons as normal.
 - Fire no weapons at all and move an extra 2d6" (as per the Fleet of Foot rule).