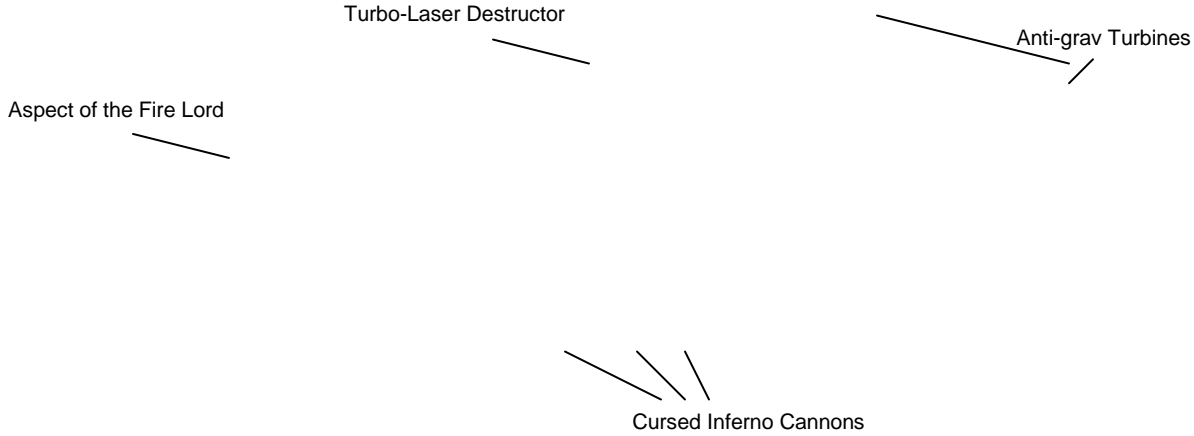


TZEENTCH FIRE LORD

POINTS: 1100

Chief Librarian Ahirman of the Thousand Sons was instrumental in the large-scale theft of the majority of the first production run of the Eclipse-pattern Thunderhawks from the Trumbull Forge World. He claimed the first one for himself and piloted it as the mighty swarm entered the Eye of Terror. The great schemer Tzeentch was pleased at his protégé's machinations and blessed the craft with the aspect of a Fire Lord, one of the ancient daemon engines from ages past. Ahirman enjoys the wholesale slaughter that his Fire Lord visits upon the enemy just before it disgorges a host of the Thousand Sons' finest into their ranks.



ARMOUR			
BS	FRONT	SIDE	REAR
4	12	12	10

UNIT: 1 Tzeentch Fire Lord

TYPE: Super-heavy Flyer

STRUCTURE POINTS: 3

TRANSPORT: The Fire Lord has a transport capacity of 30.

ACCESS POINTS: One access hatch on each side and a forward assault ramp (units disembarking from a Fire Lord may assault on the same turn).

FIRE POINTS: None

WEAPONS AND EQUIPMENT:

- Hull-mounted Turbo-laser Destructor
- Two sponson-mounted Cursed Inferno Cannons
- Two sponson-mounted twin-linked Lascannons
- Two hull-mounted Lascannons
- Two Hellstorm Bombs
- Two Skystrike Missiles

SPECIAL RULES:

Hover Mode

Possessed: The Fire Lord ignores all Gun Crew Shaken results.

Ceremite Shielding: In order to resist the heat of atmospheric entry a Fire Lord has thick ceramite shielding. Weapons with the 'Melta' special rule never roll an extra dice for armour penetration against the Fire Lord.

Inferno: To fire the Inferno Cannon place the small teardrop template such that the narrow end is within 12" of the weapon's barrel and that the wide end is no further than the narrow end.

WEAPON	RANGE	STR	AP	SPECIAL
Turbo-laser Destructor	72"	D	2	Heavy 1, 5" Blast, Destroyer, Primary Weapon
Cursed Inferno Cannons	12" (Template)	6	4	Heavy 1, Inferno, Cursed
Lascannon	48"	9	2	Heavy 1
Hellstorm Bomb	Hellstorm	7	3	Inferno**, one shot
Skystrike Missile	60"	7	3	Heavy 1, AA Mount, Heat Seeker, one shot

Cursed: The sorcerers of Ahirman's cabal have poured their magic into the fuel reservoirs of the Inferno Cannon to increase its potency. The Inferno Cannon on the Fire Lord ignores invulnerable saves.

Inferno: Only one Hellstorm Bomb may be dropped per bombing run.
Heat Seeker: These missiles are fitted with heat-seeking warheads to target power signatures and engine exhaust; as such they re-roll misses against flyers.