NOCTILITH CROWN

125 PTS

M	T	Sv	W	LD	OC
-	11	3+	14	6+	0

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Lashing warp energies	6"	8	4+	8	-1	2

ABILITIES

Fortification
While an enemy unit is only within Engagement Range of one or more Fortifications from your army:

- That unit can still be selected as the target of ranged attacks, but each time such an attack is made, unless it is made with a Pistol, subtract 1 from the Hit roll.

- Models in that unit do not need to take Desperate Escape tests due to Falling Back while Battle-shocked, except for those that will move over enemy models when doing so.

Khorne
Add 2 to the Strength characteristic of this model's hellforged weapons.

Malevolent Locus (Aura)
While a friendly HERETIC ASTARTES unit is within 9" of this Fortification, improve that unit's Leadership characteristic by 1.

Malign Cover
Each time a ranged attack is allocated to a model, if that model is not fully visible to every model in the attacking unit because of this Fortification, that model has the Benefit of Cover against that attack.

Nurgle
Add 1 to this model's Toughness characteristic.

Slaanesh
Add 2" to this model's Move characteristic.

Tzeentch
Add 3 to the Attacks characteristic of this model's infernal cannon.

FACTION RULES

Dark Pacts
If your Army Faction is Heretic Astartes, each time a unit with this ability is selected to shoot or fight, it can make a Dark Pact. If it does, it must first take a Leadership test before any effects of the Dark Pact are resolved; if that test is failed, that unit suffers D3 mortal wounds. Then, select one of the following abilities for that unit's weapons to gain until the end of the phase:

- [LETHAL HITS]
- [SUSTAINED HITS 1]

CORE RULES

Deadly Demise D6
This ability always takes the form Deadly Demise X. Each time a model in this unit is destroyed, after the units embarked within it (if any) have made their emergency disembark moves, roll one D6. On a 6, that model suffers a deadly demise; each unit within 6" of that model suffers a number of mortal wounds denoted by X (if this is a random number, roll separately for each unit within 6").

Example: An Impulsor with a unit of Intercessors embarked within it is destroyed by ranged attacks. First, any unresolved attacks made by the attacking unit are resolved. Then the Intercessors make an emergency disembark move. Then the roll is made for the Deadly Demise ability, and on a 6, that ability is resolved. Finally, the Impulsor is removed from the battlefield.

AUFSTELLUNG

1x Noctilith Crown (Hull)

Equipped with: Lashing warp energies

KEYWORDS: Fortification, Chaos, Noctilith Crown, Frame
FACTION KEYWORDS: Heretic Astartes