

# 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 |

### AUFSTELLUNG

1x Noctilith Crown (Hull)

Equipped with: Lashing warp energies

## 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 Locust (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.

## CORE 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]

### 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").

