

SKULL ALTAR

M	T	SV	W	LD	OC
-	12	3+	10	7+	0

AUFSTELLUNG
1x Skull Altar (Hull)

ABILITIES

RULES - The Shadow of Chaos, Warp Rifts

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.

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.

Murderer's Cowl
This unit is eligible to shoot and declare a charge in a turn in which it Advanced.



Shadow of Khorne (Aura)

The area of the battlefield within 6" of this FORTIFICATION is considered to be within your army's Shadow of Chaos. In addition, while a friendly KHORNE LEGIONES DAEMONICA unit is within 6" of this Fortification, each time you take a Battle-shock test for that unit, you can re-roll that test.

