

1KOMMANDO

2BEWEGUNG

3BESCHUSS

Screamer pistol

IGNORES COVER

PISTOL

R	A	BS	S	AP	D
12"	3	3+	5	-1	2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Sonic blaster

IGNORES COVER

R	A	BS	S	AP	D
18"	3	3+	5	-1	2

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Blastmaster - single frequency

IGNORES COVER

R	A	BS	S	AP	D
18"	3	3+	10	-2	3

VERWUNDET

2+T1-5

3+T6-9

4+T10

5+T11-19

6+T20+

Blastmaster - varied frequency

IGNORES COVER

R	A	BS	S	AP	D
18"	6	3+	6	-2	1

VERWUNDET

2+T1-3

3+T4-5

4+T6

5+T7-11

6+T12+

Terrifying Crescendo

In your Shooting phase, after this unit has shot, select one enemy unit hit by one or more of those attacks. Until the start of your next Shooting phase, each time a Battle-shock or Leadership test is taken for that enemy unit, subtract 1 from that test.

4ANGRIFF

5NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	3	3+	5	0	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

Power sword

R	A	WS	S	AP	D
Melee	4	3+	5	-2	1

VERWUNDET

2+T1-2

3+T3-4

4+T5

5+T6-9

6+T10+

VERTEIDIGUNG

IMMER / EINMALIG

GEGEN DIESE EINHEIT

W5 · RW 3+ · 3 LP je Modell

WIRD VERWUNDET MIT

2+S10+	3+S6-9	4+S5	5+S3-4	6+S1-2
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RETTUNGSWURF JE DS

DS 03+	DS -14+	DS -25+	DS -36+	DS -4-
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REGELN & KEYWORDS KURZ

IGNORES COVER

 Each time an attack is made with an [IGNORES COVER] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a mod...

PISTOL

 [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.

AUFSTELLUNG

1x Disharmonist - Equipped with: Close combat weapon, Sonic blaster, Power sword
5x Noise Marine w/ sonic blaster oder Noise Marine w/ blastmaster

- Each Disharmonist can replace its Sonic blaster with Screamer pistol and power sword.

KEYWORDS Infantry, Chaos, Slaanesh, Noise Marines, Cults of the Dark Gods · FRAKTION Heretic Astartes