

NOISE MARINES

M

6"

T

5

SV

3+

W

3

LD

6+

OC

1

160 PTS

Base 40mm



1

KOMMANDO

—

2

BEWEGUNG

—

3

BESCHUSS

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

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.

4

ANGRIFF

—

5

NAHKAMPF

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+	3+	4+	5+	6+
S10+	S6-9	S5	S3-4	S1-2
RETTUNGSWURF JE DS				
DS 0	DS -1	DS -2	DS -3	DS -4
3+	4+	5+	6+	—

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, Screamer pistol
- 5x Noise Marine w/ sonic blaster oder Noise Marine w/ blastmaster
- Each Disharmonist can replace its Sonic blaster with Screamer pistol and power sword.