NOISE MARINES

160 PTS

DISHARMONIST

M	T	SV	W	LD	OC
6"	5	3+	3	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER PISTOL	12"	3	3+	5	-1	2
Sonic blaster IGNORES COVER	18"	3	3+	5	-1	2
➤ Blastmaster - single frequency IGNORES COVER	18"	3	3+	10	-2	3
➤ Blastmaster - varied frequency IGNORES COVER	18"	6	3+	6	-2	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	3	3+	5	0	1
Power sword	Melee	4	3+	5	-2	1

AUFSTELLUNG

1x Disharmonist - Equipped with: Close combat weapon, Sonic blaster, Power sword, Screamer pistol (40mm)
5x Noise Marine w/ sonic blaster oder Noise Marine w/ blastmaster (40mm)

Wargear Options:

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

ABILITIES

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.

WEAPON RULES

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 model or unit the benefit of cover (e.g. Stealth).

PISTOL
[PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.
Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.
- One or more of its other ranged weapons.