

LORD KAKOPHONIST

M	T	SV	W	LD	OC	
6"	5	2+	6	6+	1	

AUFSTELLUNG

1x Lord Kakophonist

Equipped with: Screamer pistol, Close combat weapon, Power sword

Wargear Options:

- This model can replace its Power sword with Screamer pistol and close combat weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Screamer pistol IGNORES COVER, PISTOL	12"	3	2+	5	-1	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	6	2+	4	0	1
Power sword	Melee	6	2+	5	-2	1

ABILITIES

CORE - Leader

RULES - Leader, Thrill Seekers

Doom Siren

In your Shooting phase, after this model's unit has shot, select one enemy Infantry unit hit by one or more of those attacks and roll three D6: for each 4+, that enemy unit suffers 1 mortal wound. If an enemy suffers one or more mortal wounds as a result of this ability, it must take a Battle-shock test.

Obsessive Annunciation

While this model is leading a unit, ranged weapons equipped by that unit have the [SUSTAINED HITS 1] ability.

Leader

This model can be attached to the following units: Emperor's Children Terminator Squad; Noise Marines



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.