

Sonic Cacophony

POINTS: 150 + models

The forces of Chaos Space Marines that have fallen to Slaanesh, the Prince of Excess, often join together in ravaging warbands with the purpose of combining their sonic weaponry with one another en masse. Over the course of a campaign more and more Noise Marines will group together until an entire battlefield is simply filled with mind-rending discordant sound. Dreadnoughts and mighty heroes marked by Slaanesh will also join in the fray, eager to feel the sensations produced by such a gathering of torture-musicians.

Forces

1+ HQ model chosen from the following:

- ☐ Chaos Space Marine Daemon Prince
- ☐ Chaos Space Marine Lord
- ☐ Chaos Space Marine Sorcerer

2+ units of Noise Marines

0+ units of Chaos Space Marine Terminators

0+ units of Chaos Space Marine Havocs

0+ Chaos Space Marine Dreadnoughts

Special Rules

Mark of the Prince: The Terminators and Havocs must have Icons of Slaanesh, and the HQ choice must have the Mark of Slaanesh. No different Icons or Marks can be taken in the detachment with the Sonic Cacophony. All units in the Legendary Formation are *Fearless*.

Sonic Frenzy: A Chaos Space Marine Dreadnought in the Legendary Formation is more apt to fire its weapons at a unit that will appreciate the intensity with which they are propelled than those with the dulled senses the Mark of Slaanesh gives. The Dreadnought may ignore any models with the Mark of Slaanesh when determining targets for a Fire Frenzy result.

Frame Shaking: Any unit in the Legendary Formation may take the Tank Hunter universal special rule for +3 points per model, although it is not usable in close combat.

Embrace of the Noise:

- ☐ At least half of the models in the Noise Marine units must have either Sonic Blasters or Blastmasters.
- ☐ At least half of the Chaos Space Marine Terminators must exchange their twin-linked Bolters for Sonic Blasters for free or must exchange their Reaper Autocannon for a Blastmaster for free.
- ☐ At least half of the Chaos Space Marine Havocs must replace their Bolters with Sonic Blasters for free or their Lascannons for Blastmasters for free. No other heavy weapons may be taken.
- ☐ The Aspiring Champions in the above units may take a Doom Siren for +15 points and may exchange his Bolter for a Sonic Blaster for +5 points.
- ☐ The HQ model may exchange a Bolter for a Sonic Blaster for free (provided they have one) and may take a Doom Siren for +15 points.
- ☐ The Chaos Space Marine Dreadnoughts must replace one or both Dreadnought Close Combat Weapons with a Blastmaster for +15 points or twin-linked Sonic Blasters for free. The twin-linked Bolter on a remaining Dreadnought Close Combat Weapon may be replaced with a Doom Siren for +15 points.