

RUBRIC MARINES

M

6"

T

5

SV

3+

W

3

LD

6+

OC

2

RW

5+

115–210 PTS

Base 32mm



1

KOMMANDO

2

BEWEGUNG

3

BESCHUSS

Inferno bolt pistol

PISTOL

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

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Inferno boltgun

R	A	BS	S	AP	D
24"	2	3+	5	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Malefic Curse

ANTI-INFANTRY 4+

DEVASTATING WOUNDS

PSYCHIC

R	A	BS	S	AP	D
24"	3	3+	4	-3	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Soulreaper cannon

DEVASTATING WOUNDS

R	A	BS	S	AP	D
24"	6	3+	6	-2	1

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

Warpflame pistol

IGNORES COVER

PISTOL

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	3	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1	T2	T3	T4–5	T6+

Warpflamer

IGNORES COVER

TORRENT

R	A	BS	S	AP	D
12"	D6	N/A	4	-1	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3	T4	T5–7	T8+

Bringers of Change

Each time a model in this unit makes a ranged attack, re-roll a Wound roll of 1. If the target of that attack is within range of an objective marker you do not control, you can re-roll the Wound roll instead.

4

ANGRIFF

5

NAHKAMPF

Close combat weapon

R	A	WS	S	AP	D
Melee	2	3+	5	0	1

VERWUNDET

2+	3+	4+	5+	6+
T1–2	T3–4	T5	T6–9	T10+

Force weapon

PSYCHIC

R	A	WS	S	AP	D
Melee	3	3+	6	-1	D3

VERWUNDET

2+	3+	4+	5+	6+
T1–3	T4–5	T6	T7–11	T12+

VERTEIDIGUNG

60

IMMER / EINMALIG

Icon of Flame

Ranged weapons equipped by models in this unit (excluding Characters) have the [Ignores Cover](#) ability.

GEGEN DIESE EINHEIT

W5 · RW 3+ · 5++ · 3 LP je Modell

WIRD VERWUNDET MIT

2+

S10+

3+

S6–9

4+

S5

5+

S3–4

6+

S1–2

RETTUNGSWURF JE DS

DS 0

3+

DS –1

4+

DS –2

5+

DS –3

5++

DS –4

5++

REGELN & KEYWORDS KURZ

ANTI

This ability always takes the form [ANTI-X Y+].

DEVASTATING WOUNDS

Each time an attack made with a [DEVASTATING WOUNDS] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of...

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.

PSYCHIC

Each time an attack is made with a [PSYCHIC] weapon, you can ignore any or all modifiers to that attack's BS or WS characteristic and any or all modifiers to the hit roll...

TORRENT

Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.

AUFSTELLUNG

1x Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol

4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon

• Each Aspiring Sorcerer can replace its Inferno bolt pistol with Warpflame pistol.