

RUBRIC MARINES

ASPIRING SORCERER

M	T	SV	W	LD	OC	
6"	5	3+	3	6+	2	5+

AUFSTELLUNG

1x Aspiring Sorcerer - Equipped with: Force weapon, Malefic Curse, Inferno bolt pistol, Warpflame pistol (32mm)
4-9x Rubric Marine w/ inferno boltgun oder Rubric Marine w/ warpflamer oder Rubric Marine w/ soulreaper cannon (32mm)

Wargear Options:

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

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Inferno bolt pistol PISTOL	12"	1	3+	5	-2	1
Inferno boltgun	24"	2	3+	5	-2	1
Malefic Curse ANTI-INFANTRY 4+, DEVASTATING WOUNDS, PSYCHIC	24"	3	3+	4	-3	1
Soulreaper cannon DEVASTATING WOUNDS	24"	6	3+	6	-2	1
Warpflame pistol IGNORES COVER, PISTOL, TORRENT	12"	D6	N/A	3	-1	1
Warpflamer IGNORES COVER, TORRENT	12"	D6	N/A	4	-1	1

MELEE WEAPONS

ABILITIES

RULES - Cabal of Sorcerers

Bringers of Change

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

Icon of Flame

Ranged weapons equipped by models in the bearer's unit (excluding Characters) have the **Ignore Cover** ability.

Mortal Sorcery (Aura)

While a friendly Scintillating Legions Psyker unit from your army is within 6" of and visible to this unit, that Scintillating Legions unit has the Cabal of Sorcerers ability.



WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	5	0	1
Force weapon PSYCHIC	Melee	3	3+	6	-1	D3

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

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 mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by **[DEVASTATING WOUNDS]** weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a **[DEVASTATING WOUNDS]** weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

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.

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. Attacks made with [**PSYCHIC**] weapons are known as **psychic** attacks (this can be important for the triggering of other rules).

Torrent

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