CHAOS - CHAOS SPACE MARINES

RUBRIC MARINES

115–210 PTS

ASPIRING SORCERER

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

5+

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

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

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.

ABILITIES

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.

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

Aspiring Sorcerer KEYWORDS: Psyker
KEYWORDS: Infantry, Battleline, Chaos, Tzeentch, Rubric Marines, Rubricae

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.