

RUBRICAE PHALANX

3 DP · TAKE AND HOLD

ENHANCEMENTS

- Risen Rubricae

30 pts

At the start of the Declare Battle Formations step, select either two Rubricae Battleline units from your army or one other Rubricae unit from your army; models in the selected units have the Infiltrators ability.
- Arcane Thralls (Aura)

5 pts

While a friendly Rubricae unit is within 9" of the bearer, you can re-roll Battle-shock tests taken for that unit.
- Lord of the Rubricae

15 pts

While the bearer is leading a unit, each time a Rubricae model in that unit makes an attack, add 1 to the Hit roll.
- Stave Abominus

20 pts

The bearer's melee weapons have the [Sustained Hits D3] and [Devastating Wounds] abilities.

DETACHMENT-REGEL

Each time an attack with an unmodified Damage characteristic of 1 is allocated to a Rubricae model from your army, add 1 to any armour saving throw made against that attack.

STRATAGEMS

- 1 CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

ARDENT AUTOMATA

When: Your Movement phase, just after a Rubricae unit from your army Falls Back.

Target: That RUBRICAE unit.

Effect: Until the end of the turn, your unit is eligible to shoot and declare a charge in a turn in which it Fell Back.
- 2 CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

SHOOTING

IMPLACABLE GUARDIANS

When: Your opponent's Shooting phase, just after an enemy unit has selected its targets.

Target: One Rubric Marines Psyker unit from your army that was selected as the target of one or more of the attacking unit's attacks.

Effect: Until the end of the phase, each time an attack is allocated to a model in your unit (excluding PSYKER models), subtract 1 from the Damage characteristic of that attack.
- 1 CP

RUBRICAE PHALANX – STRATEGIC PLOY STRATAGEM · WAHAPEDIA

MOVEMENT

INEXORABLE ADVANCE

When: Your Movement phase.

Target: One Rubricae unit from your army.

Effect: Until the end of the turn, your unit can ignore any or all modifiers to its Move characteristic and to Advance rolls made for it, and ranged weapons equipped by models in your unit have the [ASSAULT] ability.
- 1 CP

RUBRICAE PHALANX – WARGEAR STRATAGEM · WAHAPEDIA

SHOOTING

INFERNAL FUSILLADE

When: Your Shooting phase.

Target: One Thousand Sons Psyker unit from your army that has not been selected to shoot this phase.

Effect: Until the end of the phase, all inferno bolt pistols, inferno boltguns, inferno combi-bolters and inferno combi-weapons equipped by models in your unit have the [PSYCHIC] ability.

1 CP

RUBRICAЕ PHALANX – STRATEGIC
PLOY STRATAGEM · WAHAPEDIA

SHOOTING

REVENGE OF THE RUBRICAЕ

When: Your opponent's Shooting phase, just after a Thousand Sons Psyker model from your army is destroyed.

Target: One Rubricae unit from your army that was within 6" of that PSYKER model when it was destroyed.

Effect: After the attacking unit has shot, your RUBRICAЕ unit can shoot as if it were your Shooting phase, but when resolving those attacks it can only target the enemy unit that just destroyed your PSYKER model (and only if it is an eligible target).

1 CP

RUBRICAЕ PHALANX – BATTLE TACTIC
STRATAGEM · WAHAPEDIA

CHARGE

UNWAVERING PHALANX

When: Your opponent's Charge phase, just after an enemy unit ends a Charge move.

Target: One Rubric Marines unit from your army within Engagement Range of that enemy unit.

Effect: Until the end of the turn, attacks that target your unit with a S greater than your unit's T have -1 to wound rolls.