

ASPIRING SORCERER

M	T	Sv	W	LD	OC
6"	4	3+	3	6+	2

RANGED WEAPONS							
WEAPON	RANGE	A	BS	S	AP	D	
Inferno bolt pistol PISTOL	12"	1	3+	4	-1	1	
Inferno boltgun	24"	2	3+	4	-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+	4	0	1	
Close combat weapon	Melee	2	3+	4	0	1	
Close combat weapon	Melee	2	3+	4	0	1	
Force weapon PSYCHIC	Melee	3	3+	6	-1	D3	

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.

WEAPON ABILITIES

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+.



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

Wargear Options:

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



Aspiring Sorcerer
KEYWORDS: Psyker
KEYWORDS: Infantry, Battline, Chaos, Tzeentch, Rubric Marines, Rubricae
FACTION KEYWORDS: Heretic Astartes

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.

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