

RUBRIC MARINES

100–190 PTS



ASPIRING SORCERER

M	T	SV	W	LD	OC	
6"	4	3+	3	6+	2	5+

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

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.

ABILITIES

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 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.

CORE RULES

◆ Cabal of Sorcerers

If your army Faction is Thousand Sons, at the start of your Shooting phase, one or more models from your army with this ability can attempt Rituals. To do so, select one model from your army with this ability that has not yet attempted a Ritual this turn and select one Ritual no model from your army has attempted to manifest this turn, then take a **Psychic** test by following the sequence below:

1. Roll 2D6
2. Optionally, roll one additional D6 (Channel the Warp). Then, if one or more doubles or triples were rolled during this test, that model's unit suffers D3 mortal wounds.
3. If that model is not destroyed, the combined total of all the dice rolled during this test is the **Psychic** test result. If this equals or exceeds the Warp Charge value of the Ritual being attempted, that model manifests that Ritual and you resolve its effects.

