

BROTHER CORBULO [LEGENDS]

M	T	SV	W	LD	OC
6"	4	3+	4	6+	1

AUFSTELLUNG

1x Brother Corbulo [Legends]

Equipped with: Bolt pistol, Heaven's Teeth

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Bolt pistol <small>CLOSE-QUARTERS</small>	12"	1	2+	4	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Heaven's Teeth <small>SUSTAINED HITS 1</small>	Melee	6	2+	5	-1	1

ABILITIES

CORE - Leader

RULES - Combat Doctrines, Leader

Sanguinary Priest

While this model is leading a unit, models in that unit have the Feel No Pain 5+ ability.

The Red Grail

While this model is leading a unit, add 1 to the Attacks characteristic of melee weapons equipped by models in that unit.

Leader

This model can be attached to the following units:

- Assault Squad
- Assault Intercessor Squad
- Sternguard Veteran Squad
- Devastator Squad
- Tactical Squad
- Vanguard Veteran Squad



WEAPON RULES

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.

Sustained Hits

This ability always takes the form [SUSTAINED HITS X]. Each time an attack made with a [SUSTAINED HITS] weapon results in a critical hit, that attack results in a number of additional hits on the target as denoted by X.

Example: An attack made with a [SUSTAINED HITS 2] weapon results in a critical hit. That attack therefore hits the target three times (once from the critical hit, and twice more from the [SUSTAINED HITS 2] ability).

