

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

BROTHER CORBULO [LEGENDS]

⚔ MELEE WEAPONS						
WEAPON	RANGE	A	WS	S	AP	D
Heaven's Teeth SUSTAINED HITS 1	Melee	6	2+	5	-1	1

AUFSTELLUNG

1x Brother Corbulo [Legends]
Equipped with: Heaven's Teeth

ABILITIES

CORE - 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

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BROTHER CORBULO [LEGENDS]

WEAPON RULES

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).*

RULES

Leader

Before the battle, in the Muster Armies step, for each leader and support unit in your army, you can select one friendly bodyguard unit that unit can lead. That unit will then lead that bodyguard unit for the battle and form an attached unit with it. Unless otherwise stated, each bodyguard unit can only have one leader unit and one support unit attached to it.