

CORPUSCarii ELECTRO-PRIESTS

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M	T	SV	W	LD	OC	
6"	3	7+	1	7+	1	

AUFSTELLUNG

5-10x Corpuscarii Electro-Priests - Equipped with:
Electrostatic gauntlets

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Electrostatic gauntlets PISTOL, SUSTAINED HITS 2	12"	3	3+	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Electrostatic gauntlets SUSTAINED HITS 2	Melee	3	4+	5	0	1

ABILITIES

RULES - Doctrina Imperatives, Feel No Pain 5+

Electro-shock

In your Shooting phase, after this unit has shot, select one enemy unit (excluding Monsters and Vehicles) hit by one or more of those attacks. Until the end of your opponent's next turn, that enemy unit is shocked. While a unit is shocked, subtract 2" from its Move characteristic and subtract 2 from Advance and Charge rolls made for it.

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).

