

MINISTORUM PRIEST

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

AUFSTELLUNG

1x Ministorum Priest (32mm)

Equipped with: Holy pistol, Zealot's vindicator, Power weapon

Wargear Options:

- This model can replace its Zealot's vindicator with Holy pistol and power weapon.

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy pistol <small>PISTOL</small>	12"	3	4+	4	0	1
Zealot's vindicator <small>IGNORES COVER, TORRENT</small>	12"	D6	N/A	5	0	1

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	3+	4	-2	1
Zealot's vindicator	Melee	3	4+	5	-1	2

ABILITIES

CORE - Leader

RULES - Leader

Holy Piety

Each time this model makes a melee attack, unless this model's unit is Battle-shocked, you can re-roll the Hit roll.

War Hymns

While this model is leading a unit, melee weapons equipped by models in that unit have the **[SUSTAINED HITS 1]** ability.



Leader

This model can be attached to the following units:

- CADIAN SHOCK TROOPS
- CATACHAN JUNGLE FIGHTERS
- DEATH KORPS GRENADIER SQUAD
- DEATH KORPS OF KRIEG
- KASRKIN
- KRIEG COMBAT ENGINEERS
- TEMPESTUS SCIONS



WEAPON RULES

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.

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).*

Torrent

Each time an attack is made with a **[TORRENT]** weapon, that attack automatically hits the target.