

# MINISTORUM PRIEST

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

## AUFSTELLUNG

1x Ministorum Priest

**Equipped with:** Holy Pistol, Zealot's vindictor, Power weapon

### Wargear Options:

- This model can replace its Zealot's vindictor with Holy Pistol and Power Weapon.

## RANGED WEAPONS

| WEAPON                                                      | RANGE | A  | BS  | S | AP | D |
|-------------------------------------------------------------|-------|----|-----|---|----|---|
| Holy Pistol<br><small>PISTOL</small>                        | 12"   | 3  | 4+  | 4 | 0  | 1 |
| Zealot's vindictor<br><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 vindictor | Melee | 3 | 4+ | 5 | -1 | 2 |

## ABILITIES

**CORE** - Leader

**RULES** - Acts of Faith, Leader

### Holy Mission

If this model is attached to a Dominion Squad during the Declare Battle Formations step, it gains the Scouts 6" ability. If this model is attached to a Sisters Novitiate Squad during the Declare Battle Formations step, it gains the Infiltrators ability.

### Righteous Smiting

While this model is leading a unit, each time a model in that unit makes a melee attack, add 1 to the Wound roll.

### Zealot

Once per battle, in the Fight phase, this model can use this ability. If it does, until the end of the phase, improve the Strength and Attacks characteristics of melee weapons equipped by this model by 3.



### Leader

This model can be attached to the following units:

- Arco-flagellants
- Battle Sisters Squad
- Dominion Squad
- Sisters Novitiate Squad

## WEAPON RULES

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### 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).

### Torrent

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

