

MINISTORUM PRIEST

50 PTS



M

6"

T

3

SV

6+

W

3

LD

7+

OC

1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy Pistol	12"	3	4+	4	0	1
PISTOL						
Zealot's vindictor	12"	D6	N/A	5	0	1
IGNORES COVER TORRENT						

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

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.

ABILITIES

CORE - 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

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.



CORE RULES

◆ Acts of Faith

If your Army Faction is Adepta Sororitas, each unit from your army with this ability can perform one Act of Faith per phase. This is done using Miracle dice.

GAINING MIRACLE DICE

If your Army Faction is Adepta Sororitas, you gain 1 Miracle dice:

- At the start of each battle round.
- Each time an Adepta Sororitas unit from your army is destroyed.

Each time you gain a Miracle dice, roll one D6. The number you roll is the value of that Miracle dice. This value cannot be changed or re-rolled, unless a rule specifically states otherwise. Keep your Miracle dice to one side – this is your Miracle dice pool.

PERFORMING AN ACT OF FAITH

Before making a dice roll for a model or unit from your army with the Acts of Faith ability, if you have one or more dice in your Miracle dice pool, that unit can perform an Act of Faith. If it does, select one of the dice from your Miracle dice pool to substitute that dice roll (if a roll involves more than one dice, e.g. a Charge roll or Battle-shock test, only a single dice can be substituted). The dice that is being substituted is not rolled; instead the value of the selected Miracle dice is used as if it had been rolled (this counts as an unmodified dice roll of that value for all rules purposes). Each Miracle dice can only be selected for substitution once. Once all Miracle dice substitutions have been made, remove the chosen Miracle dice from your Miracle dice pool, and roll all remaining, unsubstituted dice that are a part of the dice roll. You can use Miracle dice when a unit performs an Act of Faith for any of the following types of dice roll:

- Advance roll
- Battle-shock test
- Charge roll
- Damage roll
- Hit roll
- Saving throw
- Wound roll

◆ 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.

