

MINISTORUM PRIEST

40 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

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Power weapon	Melee	3	4+	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 - Support

Holy Hatred

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

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: INQUISITORIAL AGENTS, IMPERIAL NAVY BREACHERS, SUBDUCTOR SQUAD, EXACTION SQUAD, VIGILANT SQUAD, SISTERS OF BATTLE SQUAD.

You can attach this model to an INQUISITORIAL AGENTS unit, even if one INQUISITOR unit has already been attached to it. If you do, and that Bodyguard unit is destroyed, the Leader units attached to it become separate units, with their original Starting Strength.

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

Support

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.

