

MINISTORUM PRIEST

35 PTS



M6"

T3

SV6+

W3

LD7+

OC1

4+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy pistol PISTOL	12"	3	4+	4	0	1
Zealot's vindicator IGNORES COVER TORRENT	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

AUFSTELLUNG
1x Ministorum Priest
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.

ABILITIES

CORE - 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.

CORE RULES

◆ 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.