

IRON PRIEST

50 PTS



M	T	SV	W	LD	OC
7"	4	2+	4	6+	1

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
► Helfrost pistol - dispersed PISTOL TORRENT	12"	D6	N/A	4	-1	1
► Helfrost pistol - focused PISTOL	12"	1	2+	6	-3	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Tempest hammer and Servo-arm	Melee	4	4+	8	-2	3

AUFSTELLUNG

1x Iron Priest

Equipped with: ► Helfrost pistol - dispersed, ► Helfrost pistol - focused, Tempest hammer and Servo-arm

ABILITIES

CORE - Leader

Gift of the Iron Wolf

In your Command phase, you can select one friendly ADEPTUS ASTARTES VEHICLE model within 3" of this model. That model regains up to D3 lost wounds and, until the start of your next Command phase, select one ranged weapon equipped by that model to have the [RAPID FIRE 1] ability. Each model can only be selected for this ability or Blessing of the Omnissiah ability once per turn.

Iron Priest

While this model is within 3" of one or more friendly ADEPTUS ASTARTES VEHICLE units, this model has the Lone Operative ability

Judgement of the Omnissiah

Each time this model makes an attack that targets an enemy unit within Engagement Range of one or more friendly ADEPTUS ASTARTES VEHICLE units, you can re-roll the wound roll.

Leader

This model can be attached to the following units:

- Wolfguard Headtakers
- Blood Claws
- Grey Hunters

WEAPON RULES

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.

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.

