

# Priest

v1.0 by Anthony Case

Such are the depravities that are bounden upon all Underhivers it is of little surprise many of them seek emotional solace in the hands of the priests. Preachers line the boulevards and trading posts delivering messages of divine will and salvation, but others sometimes seek a much more direct path to repentance. These are the fanatical priests that wander the wastes pursuing their own parochial agendas, to deliver their own holy messages of faith and indignation, and often through the bloodshed of others.

The wandering priests that choose to hire themselves to the warring gangs do so for many reasons. Embittered preachers eager to spread their divine messages to those that usually do not listen. Priests enforcing against the corrupted or repenting through the bloodshed of sinners. Fighters of the Redemption continuing the efforts of a disbanded crusade or to simply alleviate an insatiable bloodlust. No matter their true purpose, Underhive gang leaders can quickly recognise the unbridled aggression and inspirational fortitude a priest can offer at the forefront of their fights.

## Recruitment

A player can hire a Priest following the usual hired gun rules for 15 credits each, however, the gang cannot contain a Scaly or a fighter with a mutation or wyrd power. Note Redemptionists can also hire Priests. If a Scaly or a fighter with a mutation or wyrd power is later recruited then the Priest will leave the gang immediately. For purposes of calculating the gang rating, each Priest has a value of 75.

**Profile:** Priests have been battling the corrupted for many years, and as such will have developed special skills and superior characteristics. The basic characteristic profile is given below. All advances the Priest begins with are added to this profile and are worked out only after he is recruited.

| M | WS | BS | S | T | W | I | A | Ld |
|---|----|----|---|---|---|---|---|----|
| 4 | 3  | 3  | 3 | 3 | 1 | 3 | 1 | 8  |

A Priest has 4 advances, which are either bonuses on the characteristic profile or skills. Roll a D6 four times and consult the Priest Advances table, noting down the increases and skills as you go along. A Priest cannot improve any characteristic by more than +2, if an increase is rolled for a third time re-roll the result. Similarly, if you roll the same skill twice re-roll to get another. Note that due to a Priest's unshakable faith, they can exceed the normal human maximum Leadership characteristic of 9.

**Cleanse the Unholy:** Ecclesiarchy followers believe that mutation and witchery are the pyshical manifestation of evil and sin. Priests are affected by the rules for *batred* against Scalies and fighters with a mutation or wyrd power.

**Inspirational:** The Priest's unshakable faith, sheer ferocity and his inspiring orations embolden those around him. As long as the Priest isn't down or broken then any members of the gang within 6" can use his Leadership when rolling any *nerve*, *fear* or *terror* tests.

**Weapons:** A Priest fights with his own weapons and can never buy or use any other weapons or equipment. To purge all forms of taint, Priests will always carry a Hand Flamer and in addition will be armed with a Knife and one of the following types of pistol:

- Autopistol
- Laspistol
- Stub Gun (+Dum-dum Bullets)

Priests will also be armed with one of the following hand-to-hand weapons:

- Chain or Flail
- Chainsword
- Club, Maul or Bludgeon
- Massive Axe, Sword or Club
- Sword



## Priest Advances

D6 Result

1 +1 Attack

2-3 Roll a further D6:  
1-2: +1 Toughness  
3-4: +1 Wound  
5-6: +1 Leadership

4 Roll a further D6:  
1-2: +1 Weapon Skill  
3-4: +1 Strength  
5-6: +1 Initiative

5-6 Roll a further D6:  
1: Berserk Charge (*Ferocity*)  
2: Killer Reputation (*Ferocity*)  
3: True Grit (*Ferocity*)  
4-6: Roll a further D6:  
1: Combat Master (*Combat*)  
2: Impetuous (*Ferocity*)  
3: Nerves of Steel (*Ferocity*)  
4-6: Roll a further D6:  
1: Step Aside (*Combat*)  
2: Crushing Blow (*Muscle*)  
3: Body Slam (*Muscle*)  
4: Head Butt (*Muscle*)  
5: Hurl Opponent (*Muscle*)  
6: Iron Jaw (*Muscle*)

