

WARRIOR PRIEST

Wounds:	1D6+7
Move:	4
Weapon Skill:	2
Ballistic Skill:	5+
Strength:	3
Toughness:	2 (3)
Initiative:	2
Attacks:	1



Equipment: Holy Book & Ring of Jade.

Weapon: Warhammer, which causes 1D6+3 Wounds. If the Priest scores a 6 to hit, then he rolls 2D6+3 Wounds.

Armour: Breastplate, giving him +1 Toughness.

Pinning: The Priest escapes from pinning on a roll of 4+.

Special Rules

See the back of this card for the Warrior Priest's special rules.

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	3	4	4	4	5	5	6	6	6	6

· SPECIAL RULES ·

Warrior Priests and Treasure

A Warrior Priest may never wear armour or use shields, other than his breastplate, and may only use warhammers in combat. He may use treasure which is normally only for Wizards.

Spellcasting Treasure

Any items that add Power to a Wizard's spellcasting will add +1 to the Priest's blessing dice roll (eg each point of Power stored in an Orb of Might can be used to add +1 to a Blessing dice roll). Likewise, if he finds a Deathstone, then once per adventure he may use any one blessing successfully on a dice roll of 3+, no matter what is rolled in the Power Phase.

Swapping Treasure

When a Treasure card is first turned over, the Priest may swap it for one he doesn't want and can't use. Roll a dice, and add +3 to the score. If the Priest scores 8 or more in total, then he may swap cards with the player who was going to get the new item. He can only do this if the new card is one he can actually use.



HOLY BOOK

Blessings

The Priest may attempt one blessing per turn. He may cast the blessing on himself, or any one Warrior who is on the same board section. Roll a dice and add the Power dice roll for the turn to his score. The blessing will succeed on a total score of 7+. Attempting a blessing does not stop the Warrior Priest from carrying out any other actions.



Rolling a 1

When the Warrior Priest rolls a 1 for his blessing dice roll, the blessing fails, no matter what other modifiers might apply at the time – a 1 is a 1 and always fails!

The Holy Book contains the following blessings:

Scourge of Chaos

The Warriors feel their swords guided as if by hands unseen, striking at their foes with accuracy and precision.

The affected Warrior is at +1 to hit this turn.

Call of the Brave

Miraculously, blows that seem sure to miss hit their target, despite the Monsters' best efforts to avoid the attacks.

The affected Warrior may re-roll a single missed attack this turn.

Vanquish

The power of Sigmar surges through the Warriors, who redouble their attacks upon the enemy.

The affected Warrior gains +1 attack this turn.

RING OF JADE

The Warrior Priest may use the Ring of Jade once per turn.

At the end of each turn, if the Priest is not on zero Wounds or dead, then the ring has a chance of healing him, and any Warriors who are standing in adjacent squares.



The Priest rolls 3 dice. If he scores a double, then he heals a number of Wounds equal to the total of the double rolled. These Wounds are shared out between the Priest and any Warriors on the same board section. All the points of healing from a single dice must be spent on a single Warrior. Declare who you intend to heal before rolling the dice. If you roll a double 1, each Warrior nominated for healing suffers 2 Wounds, with no deductions at all. Gain 5 gold for every Wound healed on another Warrior.