



## EXCELSIOR WARPRIEST

This courageous mortal man has taken up arms to protect Sigmar's faithful from Chaos, and has been gifted with the power to summon forth the divine light of Sigmar. With this holy radiance he scours away the abominations of Chaos even as he heals the wounds of his comrades in battle.



### MELEE WEAPONS

Warhammer

Range

1"

Attacks

4

To Hit

4+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

An Excelsior Warpriest is a single model. He is armed with a Warhammer blessed by Sigmar himself.

### ABILITIES

**Light of Sigmar:** In your hero phase, the Warpriest can hold his book of Sigmar's teachings up high, and pray to the God-King for aid. If you do so, roll a dice. On a 3 or more, pick the Warpriest or a unit within 10". If you picked a friendly unit, it heals 1 wound (the Warpriest and friendly **ORDER** units heal D3 wounds instead). If you picked an enemy unit, it suffers 1 mortal wound (**CHAOS** units suffer D3 mortal wounds instead).

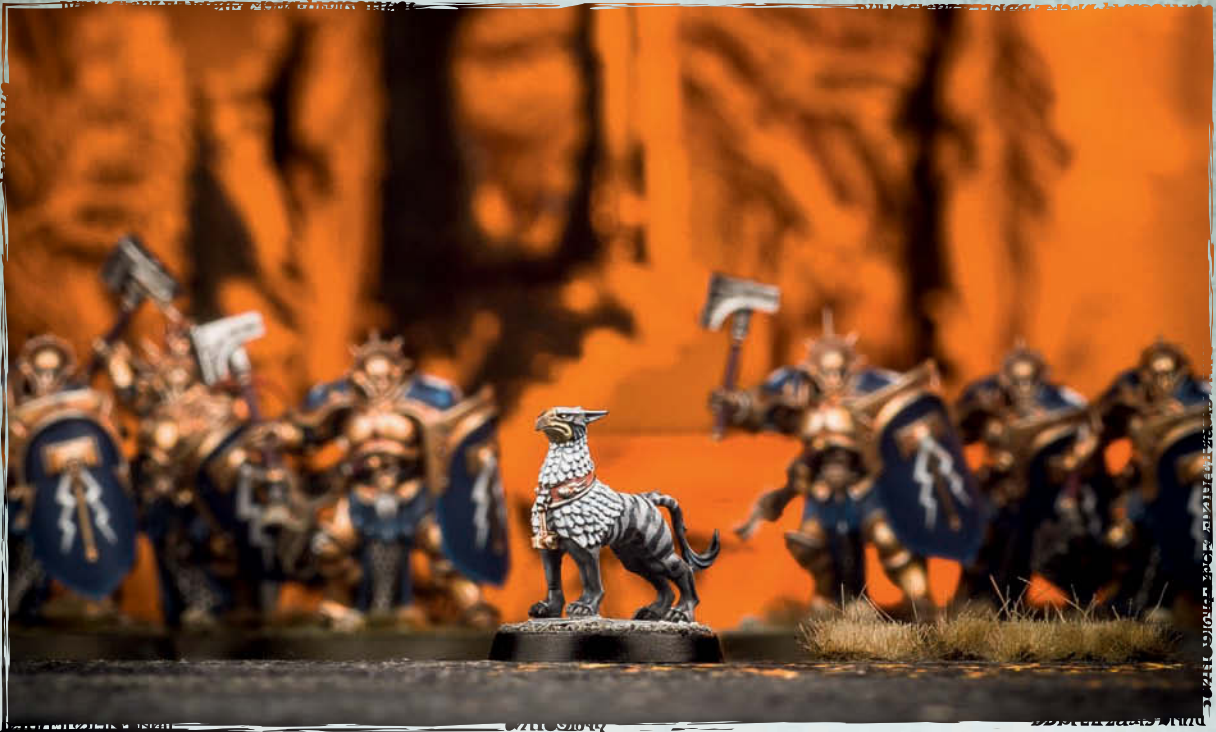
**Divine Power:** An Excelsior Warpriest can attempt to unbind 1 spell in each enemy hero phase as if he were a wizard.

**Loyal Companion:** After setting up an Excelsior Warpriest, you can if you wish immediately set up one Gryph-hound within 3" of him. If you do so, the Gryph-hound is bound to the Excelsior Warpriest. A Gryph-hound that is bound to an Excelsior Warpriest makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of the Excelsior Warpriest.

### KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, EXCELSIOR WARPRIEST





## GRYPH-HOUNDS

Gryph-hounds are pack-hunting creatures from the realm of Azyr, noble beasts that detest corruption. Their sharp senses pierce deception as easily as their beaks and claws shred the flesh of the unfaithful. Packs of Gryph-hounds are known to ally themselves to those fighting for a just cause, and they offer loyal protection to their companions.



### MELEE WEAPONS

Beak and Claws

Range

1"

Attacks

2

To Hit

3+

To Wound

4+

Rend

-

Damage

1

### DESCRIPTION

A unit of Gryph-hounds can have any number of models. They savage their foe with their razor-sharp Beaks and Claws.

### ABILITIES

**Loyal Companion:** Once a Gryph-hound has bonded with a companion, it will defend them to the death. A Gryph-hound makes 4 attacks with its Beak and Claws rather than 2 if the target unit is within 3" of a **LORD-CASTELLANT**.

**Darting Attacks:** Gryph-hounds attack in a series of darting strikes. Immediately after this unit attacks in the combat phase, roll a dice and move each model in the unit up to that many inches.

**Warning Cry:** It is said that it is impossible to sneak up on a Gryph-hound. If an enemy unit is set up within 10" of this unit, roll two dice. Any unit within that many inches of the Gryph-hounds is alerted to the enemy unit's presence, and can attack it with one of its weapons as though it were your shooting phase.

### KEYWORDS

ORDER, CELESTIAL, STORMCAST ETERNAL, GRYPH-HOUNDS