



WARRIOR PRIEST



MELEE WEAPONS	Range	Attacks	To Hit	To Wound	Rend	Damage
Sigmarite Warhammer	1"	4	4+	4+	-	1
Sigmarite Greathammer	1"	2	4+	3+	-1	1
Warhorse's Steel-shod Hooves	1"	2	4+	4+	-	1

DESCRIPTION

A Warrior Priest is a single model. Some Warrior Priests are armed with a Sigmarite Warhammer in one hand and a Sigmarite Shield in the other. Others wield a Warhammer in each hand, or pummel the enemy with swings of a double-handed Sigmarite Greathammer.

WARHORSE

A Warrior Priest can be mounted on a barded Warhorse, granting them a Move of 12" and the Steel-shod Hooves attack.

ABILITIES

Sigmarite Shield: A Warrior Priest with a Sigmarite Shield has a Save of 3+.

Sigmarite Warhammers: You can re-roll hit rolls of 1 for a Warrior Priest armed with two Sigmarite Warhammers.

Divine Power: A Warrior Priest can attempt to unbind 1 spell in each enemy hero phase, as if he were a wizard.

Battle Prayers: In your hero phase, a Warrior Priest can pray to Sigmar. If he does so, pick a **DEVOTED OF SIGMAR** unit within 10", select one of the following blessings and roll a dice. On a 1 or a 2, his prayers go unanswered, but on a 3 or more they have been heard:

Shield of Faith: Until your next hero phase, you can roll a dice each time the unit suffers a wound or a mortal wound. On a 6, that wound is ignored.

Hammer of Sigmar: Until your next hero phase you can re-roll failed wound rolls for the unit in the combat phase.

Healing Hands: One model in the unit immediately heals D3 wounds.

KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, PRIEST, WARRIOR PRIEST