HIGH PRIEST

Wounds:	1D6+6
Move:	4
Weapon Skill:	2
Ballistic Skill:	6+
Strength:	3
Toughness:	3
Initiative:	3
Attacks:	1

Equipment: Blessed Sword.
Weapon: Blessed Sword, causing 1D6+3 Wounds.
Armour: None.
Pinning: Breaks from pinning on a roll of 4+.
Special Rules
The High Priest is immune to Fear caused by the Undead or Daemons.
The High Priest casts spells as the Wizard, though he may only select his three initial spells from the Healing and Defense decks, and may not select *Life Force*. All healing spells are cast at one lower Casting Number (except for *Healing Hands*).

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

• THE HIGH PRIEST •

Among the Magic Colleges based in Altdorf is the College of Light, its central meeting structure a great pyramid patterned after the archetectural wonders of ancient Araby. The Wizards of this College are not mere spell-casters; they are also a priesthood dedicated to the powers of healing and to combat against the forces of Chaos.

The High Priest is a member of this College, but one who has foregone the extensive training required of Battle Wizards of the Light College, in order to focus more on healing magic and spells specifically for combatting the Undead and creatures of the Warp, as well as an assortment of more versatile spells for use in various situations in the dungeons of the Old World.

HIGH PRIEST ADVANCED PROFILES

Battle Level 2

Wounds:	2D6+6	**Wpn./Bal. Skill:**	2/6+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	1

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

POWER: 2D6 **CURRENT POWER: (1D6+2)**

Luck:	0
Willpower:	4
Pinning:	4+

Battle Level 3

Wounds:	2D6+6	**Wpn./Bal. Skill:**	3/6+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	2

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

POWER: 3D6 **CURRENT POWER: (1D6+3)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 4

Wounds:	3D6+6	**Wpn./Bal. Skill:**	3/5+
Strength/Dice:	3/1	**Toughness:**	3
Initiative:	4	**Attacks:**	2

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

POWER: 4D6 **CURRENT POWER: (1D6+4)**

Luck:	1
Willpower:	4
Pinning:	4+

Battle Level 5

Wounds:	3D6+6	**Wpn.Bal. Skill:**	3/5+
Strength/Dice:	3/2	**Toughness:**	4
Initiative:	4	**Attacks:**	2

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

POWER: 5D6 **CURRENT POWER: (1D6+5)**

Luck:	2
Willpower:	4
Pinning:	3+

HIGH PRIEST ADVANCED PROFILES

Battle Level 6

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	4	**Attacks:**	2

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

POWER: 6D6 **CURRENT POWER: (1D6+6)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 7

Wounds:	4D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	4	**Attacks:**	3

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

POWER: 7D6 **CURRENT POWER: (1D6+7)**

Luck:	2
Willpower:	5
Pinning:	3+

Battle Level 8

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/5+
Strength/Dice:	4/2	**Toughness:**	4
Initiative:	5	**Attacks:**	3

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

POWER: 8D6 **CURRENT POWER: (1D6+8)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 9

Wounds:	5D6+6	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/3	**Toughness:**	4
Initiative:	5	**Attacks:**	3

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

POWER: 9D6 **CURRENT POWER: (1D6+9)**

Luck:	3
Willpower:	5
Pinning:	3+

Battle Level 10

Wounds:	6D6+6	**Wpn./Bal. Skill:**	4/4+
Strength/Dice:	4/3	**Toughness:**	4
Initiative:	6	**Attacks:**	3

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

POWER: 10D6 **CURRENT POWER:(1D6+10)**

Luck:	3
Willpower:	5
Pinning:	3+