GREY WIZARD

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

Equipment: Magic Feather
Weapon: Sword, causing 1D6+3 Wounds.
Armour: None.
Pinning: Breaks from pinning on a roll of 4+.
Special Rules
The Grey Wizard casts spells in the same way as the Wizard. Due to his wisdom, he gains +1 on all Intellectual Initiative tests.

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 GREY WIZARD •

The weary building that houses the Grey College in the City of Altdorf is ill-kept and rarely occupied, as its "students" are almost invariably a wandering bunch who only use this site as a gathering place in times of dire need. Grey Wizards are constant travellers, and greatly revered for their wisdom, as they see and learn much during their journeys. They are also known as masters of the weather and rain-makers, earning much respect and loyalty among those who work the land.

Their magic is quite diverse — so much so that they are perhaps the closest of the Colleges to the sort of Warrior-Wizard that borrows bits-and-pieces from the different Colleges. Given their wandering ways, it is not at all unexpected to find a Grey Wizard who might focus his studies of magic onto those arts most useful for exploring the vast underground networks and fighting the minions of Chaos.

GREY WIZARD 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

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+

GREY WIZARD 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+