

### WARRIOR PRIEST



Painter: Alistair Bell

**Priest** Any warband may muster one Priest. **1 pt**

**Armour:** 5 (6 v Shooting) **Melee Dice:** 3  
**Move:** M (6") **Fatigue Limit:** 4 **Saga Dice:** 1 **V.P.:** 4  
**Priest:** Acts as own unit. Activated and targeted as Warlord.  
**We Obey:** Simultaneously move a friendly unit within S (4").  
**Side by Side:** Engage simultaneously using *We Obey*.  
**Resilience:** Cancel 1st hit. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.  
**Punishes:** Discard any one SAGA dice to, A) add 3 attack dice, B) discard a *FATIGUE*, or C) give any non-Levy unit using *Side by Side* an extra attack dice per 2 models.

5\* 6 v Shooting 3

### ADVISOR PRIEST



Painter: Alistair Bell

**Priest** Any warband may muster one Priest. **1 pt**

**Armour:** 4 **Melee Dice:** 1  
**Move:** M (6") **Fatigue Limit:** 4 **Saga Dice:** 2 **V.P.:** 4  
**Priest:** Acts as own unit. Activates and targeted like Warlord.  
**Resilience:** Cancel 1st hit in each phase. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.  
**Advice:** If within S (4") of Warlord +1 to max. SAGA dice.  
**Belief:** At start of your activation phase remove a *FATIGUE*.  
**Faith:** During your orders phase take *FATIGUE(S)* to either A) roll two additional SAGA dice, or B) remove a *FATIGUE* from a unit within M (6").

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### ENLIGHTENED PRIEST



Painter: Alistair Bell

**Priest** Any warband may muster one Priest. **1 pt**

**Armour:** 4 **Melee Dice:** 1  
**Move:** M (6") **Fatigue Limit:** 4 **Saga Dice:** 2 **V.P.:** 4  
**Priest:** Acts as own unit. Activated and targeted as Warlord.  
**Resilience:** Cancel 1st hit. Non-Levies within VS (2") may sacrifice themselves to cancel a hit.  
**Belief:** At start of your activation phase remove a *FATIGUE*.  
**Visionary:** During Orders phase, after SAGA dice have been rolled, take up to four *FATIGUE*. For each taken change a SAGA dice symbol to whatever you want, but you may not gain extra SAGA dice this phase.

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### WARLORD PRIEST



Painter: Alistair Bell

**Priest** **Free**

**Upgrade:** Upgrade Warlord to an Advisor, Enlightened, or Warrior Priest. All Warlord characteristics are replaced by those of the chosen Priest. Also, Warlord Priest gains *Determination*, and *Pride* characteristics.  
**Determination:** Activate once per turn for free.  
**Pride:** When moving must engage enemy Warlord if able.  
*Priests and other guardians of faith played an important role in all early medieval societies and cultures. They were the keepers of the traditions, sometimes judges and lawyers, and always on the lookout for their followers' souls.*

### PRIEST (MOUNTED)



Painter: Gavin Staples

**Priest**

**Move:** L (12") **Armour:** -1 v Shooting  
**Priest:** See Advisor, Enlightened, or Warrior Priest cards.  
**Mounted:** May be mounted if lead by mounted Warlord. No benefit from cover. *FATIGUE* in uneven ground.