

# WARCRY IN THE OLD WORLD v.0.1

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## In General

- Warcry in the Old World is played like normal Warcry, on the Warcry board, and using the battleplan cards.
- Warcryme uses the same rules as Warcry, but with a few extra rules.

## Fighter Spam:

- To prevent players spamming the same fighters, add +10, +20, +30 etc. to the cost of each fighter type beyond the first that the player is including in their list.

## Recommended Extra Rules:

- Change maximum number of fighters in a warband to 12.
- Battles in Warcry in the Old World end after the 4th battle round, unless the scenario specifically states otherwise.
- Many players even find that extending those battleplans that say they end after the 3rd battle round to the end of the 4th works better.

## Targeting Shooting (Closest Enemy)

When shooting a missile weapon, a warrior must target the closest visible enemy.

- If the closest enemy is subject to penalties from cover, abilities, or other rules, you may target the succeeding closest enemy, provided that it has fewer penalties. *(Note that the more distant target must have definitively fewer penalties– it is not enough that it has just as many.)*

## Pick Target (Elevated 2" or More)

Warriors elevated 2" or more above ground level may target any visible enemy, not just the closest.

- However, if there are any visible enemies within 3" of such a warrior, they do *not* get to pick their target, but must follow the normal rules for targeting missile weapons (*i.e. shooting at the closest enemy*).

## Warriors cannot Shoot:

- If there are enemies within 1" of them.
- Through allied warriors.
- At enemies that have one or more members of their own warband within 1" of them.

# MERCENARIES

Cost	Name	Weapons				Runemarks								
185	Captain	Sword, Pistol	4	4	20	Leader	1	4	4	2/4	6	2	4	2/5
130	Sergeant	Sword, Shield	4	5	15	Bulwark	1	4	4	2/4				
140	Sergeant	Great Sword	4	4	15	Destroyer	1	4	5	2/5				
135	Sergeant	Halberd	4	4	15	Destroyer	2	3	4	2/5				
60	Trooper	Sword, Shield	4	4	10	Bulwark	1	3	3	1/3				
60	Trooper	Spear, Shield	4	4	10	Bulwark	2	2	3	1/4				
65	Trooper	Halberd	4	3	10	Destroyer	2	2	4	1/4				
65	Marksman	Bow	4	3	10	Scout	1	2	3	1/3	3-14	2	3	1/3
80	Marksman	Handgun	4	3	10	Scout	1	2	3	1/3	3-12	2	4	1/4
75	Marksman	Crossbow	4	3	10	Scout	1	2	3	1/3	3-16	2	4	1/3

## [Double] Hold the Line!

A fighter can use this ability only if there is a visible friendly fighter within 1" of them. Until the end of this fighter's activation, add +1 to the Strength and Attacks of Attack actions made by this fighter than have a range of 2" or less.

## [Double] Aimed Shot

### Scout only.

Add +1 to the Strength and Damage characteristics for the next Attack action this fighter makes this activation that targets an enemy more than 3" away.

## [Double] Form Shieldwall

### Bulwark only.

This fighter, and friendly visible fighters with the Bulwark runemark within 3" of him, gain +1 Toughness until the end of the battle round.

## [Triple] Wide Sweeping Blow

### Destroyer only.

Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to half the value of this ability (*rounded up*).

## [Triple] Volley Fire

### Scout only.

Add half the value of this ability (*rounded up*) to the Attacks characteristic of Attack actions made by this fighter this activation that targets an enemy fighter more than 3" away.

## [Quad] Flow of Battle

### Leader only.

- Pick a number of visible friendly fighters with the Bulwark and/or Destroyer runemarks equal to the value of this ability that are within 6" of this fighter.
- Each of these fighters may make a bonus Move action or a bonus Disengage action (*they do not all have to make the same action*).

## REIKLAND SPECIAL ABILITIES

### **[Double] Honest Steel**

#### ***Leader only.***

Add +1 to the Damage done by Attack actions made by this fighter this activation that have a range of 1" or less.

### **[Double] Exemplary Officer**

#### ***Leader only.***

Until end of battle round, add the value of this ability to the value of other abilities used by friendly visible fighters within 6" (*to a combined maximum of 6*).

### **[Triple] Tactical Supremacy**

#### ***Leader only.***

Gain one Wild Dice.

## MIDDENHEIM SPECIAL ABILITIES

### **[Double] Crush the Weak!**

#### ***Leader only.***

Until the end of the battle round, add +1 to the Attacks and Strength characteristics the next Attack action made by this fighter this activation that has a range of 1" or less.

### **[Double] Lead with Strength**

#### ***Leader only.***

- Use only if an enemy was taken down by an attack action made by this fighter this activation.
- This fighter may make a bonus Move action or a bonus Attack action.

### **[Triple] Battle Frenzy**

#### ***Leader only.***

Until the end of the battle round, add +1 to the Attacks characteristic of visible friendly fighters that have a range of 3" or less while they are within 6" of this fighter (*including this fighter himself*).

## MARIENBURG SPECIAL ABILITIES

### **[Double] Dueling Pistol**

#### ***Leader only.***

Add +1 to the Damage done by Attack actions made by this fighter this activation that have a range of 3" or more.

### **[Triple] Poisoned Stiletto**

#### ***Leader only.***

- Choose an enemy within 1" of this fighter.
- Allocate Damage to that fighter equal to half the value of this ability (*rounded up*).
- Then this fighter may make a bonus Disengage action.

### **[Triple] Tilean Elixir**

#### ***Leader only.***

- Use only if there are no visible enemies within 1" of this fighter.
- Remove 6 Damage from this fighter.

# WITCH HUNTERS

Cost	Name	Weapons				Runemarks								
190	Inquisitor	Sword, Pistol	5	4	18	Leader, Scout	1	4	4	2/4	6	2	4	2/5
135	Hunter	Sword, Pistol	5	4	12	Scout	1	4	4	2/4	6	2	4	2/5
135	Hunter	Sword, Crossbow	5	4	12	Scout	1	3	4	2/4	3-16	2	4	2/4
140	Hunter	Great Sword	5	4	12	Scout	1	4	5	2/5				
125	Priest	Great Hammer	4	4	15	Priest	1	4	4	2/4				
60	Flagellant	Brazier	4	3	10	Destroyer	1	3	4	1/3				
55	Flagellant	Flail	4	3	10	Destroyer	3	3	3	1/3				
50	Zealot	Spear	4	3	8		2	2	3	1/4				
55	Zealot	Short Bow	4	3	8		1	2	3	1/2	3-12	2	3	1/3
65	Warhound	Jaws	6	3	8	Beast	1	3	3	1/3				

## [Double] Tools of Judgment

Add +1 to the Damage done by Attack actions made by this fighter this activation that target an enemy that is 3" or closer to this fighter.

## [Double] Tireless Seeker

- **Scout only.**
- Use only during the first battle round.
- This warrior may make a bonus Move action equal to the value of this ability in inches.

## [Double] Chain Garrote

- **Scout only.**
- Pick a visible enemy fighter within 6" of this fighter and roll a dice.
- On a 3-4, allocate 1 Damage to that fighter.
- On a 5-6, allocate a number of Damage to that fighter equal to the value of this ability.

## [Triple] Jaws and Brutality!

- **Beast only.**
- The next time this fighter finishes a Move action within 1" of one or more visible enemies, pick one of those enemies.
- Allocate a number of Damage to that enemy equal to the value of this ability.

## [Triple] Whirlwind of Chains

**Destroyer only.**  
Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to half the value of this ability (*rounded up*).

## [Quad] Fanatical Fury

- **Destroyer only.**
- This fighter makes a bonus Attack action.
- Add +1 to the Strength and Attacks characteristics of that Attack action if this fighter has any Damage points allocated to them.

## [Double] Hammer of Sigmar

- **Priest only.**
- Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter with a range of 3" or less count as being higher than the target's Toughness.

## [Double] Armour of Righteousness

- **Priest only.**
- Until the end of the battle round, deduct 1 Damage from all hits and critical hits from Attack actions that target this warrior (*to a minimum of 1*).

## [Quad] Soulfire

- **Priest only.**
- Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

# CLAN ESHIN

Cost	Name	Weapons				Runemarks								
190	Deathmaster	Sword, Stars	6	4	16	Leader, Agile	1	5	4	2/5	8	3	3	1/4
135	Sorcerer	Staff, Blast	5	4	12	Mystic	2	3	4	2/4	3-7	2	3	3/6
210	Rat Ogre	Claws	5	5	30	Gargantuan	1	2	6	4/8				
125	Assassin	Sword, Stars	6	4	10	Agile	1	4	4	2/4	8	3	3	1/3
85	Packmaster	Whip	5	3	10	Champion	4	4	3	1/2				
75	Runner	Sword, Stars	6	3	8	Agile	1	3	3	1/3	8	2	3	1/3
60	Clanrat	Sling	5	3	8		1	2	3	1/3	3-12	2	3	1/2
65	Clanrat	Spear, Shield	5	4	8	Bulwark	2	2	3	1/4				
65	Clanrat	Sword, Shield	5	4	8	Bulwark	1	3	3	1/3				
30	Giant Rat	Jaws	6	2	4	Beast	1	3	2	1/2				

## [Double] Scurry Away!

Roll a D6: On a roll of 4+, this warrior may perform a free Disengage action.

## [Double] Assassin's Leap

### **Agile Only.**

This warrior can *fly* when making Move actions until the end of his activation. However, he cannot move vertically upwards more than 3" from this ability.

## [Double] Flurry of Throwing Stars

- **Agile only.**
- Pick a visible enemy fighter within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

## [Triple] Crack the Whip

- **Champion only.**
- Choose a friendly visible fighter with the Gargantuan or Beast runemarks within 4" of this fighter.
- That fighter makes a bonus Attack action with +1 Attacks to that Attack action.

## [Triple] Perfect Killer

- **Agile only.**
- Until the end of this warrior's activation, add +1 to this fighter's Attacks and +1 Damage to Attack actions made by this fighter that have a range of 1" or less.

## [Quad] Master of Silent Death

- **Agile only.**
- This warrior can *fly* when making move actions until the end of his activation.
- However, when flying, he cannot move more than 3" vertically upwards from this ability.
- In addition, this warrior makes a bonus Move action.
- Then, he may make a bonus Attack action.

**[Double] Warp Lightning**

- ***Mystic only.***
- Pick a number of visible enemies equal to the value of this ability.
- The first enemy picked must be within 8" of this fighter, and each subsequent enemy picked must be within 3" of a fighter that has already been picked (*the same fighter cannot be picked twice*).
- Allocate 1 Damage to each of the picked fighters.

**[Triple] Skitterleap**

- ***Mystic only.***
- Pick a friendly warrior that is within 12" of this warrior.
- Remove that warrior from the battlefield.
- Then immediately place that warrior anywhere on the battlefield within 4" of this warrior.
- The warrior chosen to be affected by this spell does *not* have to be visible to the warrior using this ability.

**[Quad] Curse of the Horned Rat**

- ***Mystic only.***
- Pick a visible enemy fighter within 6" of this fighter and roll six dice.
- For each roll of 3-6, add Damage to that enemy equal to half the value of this ability (*rounded up*).
- If the enemy fighter is taken down from this damage, replace that enemy with a Clanrat of your choice that you now control.

# CULT OF POSSESSED

Cost	Name	Weapons				Runemarks								
130	Magister	Dagger, Blast	4	4	12	Leader, Mystic	1	4	4	2/4	3-7	2	3	3/6
180	Possessed	Claw	4	4	20	Brute	1	4	5	2/5				
170	Possessed	Tentacle	4	4	20	Brute	2	4	4	2/4				
55	Darksoul	Flail	4	3	10	Destroyer	3	3	3	1/3				
60	Darksoul	Great Axe	4	3	10	Destroyer	1	3	4	1/3				
90	Gor	Swords	5	3	12	Scout	1	4	3	1/3				
75	Gor	Mace, Shield	5	4	12	Scout	1	3	3	1/3				
55	Cultist	Short Bow	4	3	8		1	2	3	1/3	3-12	2	3	1/3
50	Cultist	Spear	4	3	8		2	2	3	1/4				
70	Harpy	Claws	8	3	3	Beast, Fly	1	3	3	1/2				

## [Double] Imbued with Dark Power

Until the end of the battle round, add +1 to the Attacks and Strength characteristics this warrior's next Attack action that has a range of 3" or less.

## [Double] Brayherd Ambush

- **Scout only.**
- Until the end of the battle round, add +1 to this fighter's next Move action and +1 to this fighter's next Attack action that has a range of 3" or less.

## [Double] Nightmarish Visage

- **Brute only.**
- Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a D6.
- On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions.

## [Triple] Maniacal Rage

- **Destroyer only.**
- Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to half the value of this ability (*rounded up*).

## [Triple] Flaying Frenzy

- **Brute only.**
- Use only if an enemy has been taken down by an Attack action from this warrior this activation.
- This warrior makes a bonus Move action.
- Then he may make a bonus Attack action.

## [Quad] The Will of Chaos

- Until the end of this warrior's activation, add +1 to the Attacks characteristic of Attack actions made by this warrior.
- In addition, each time an enemy warrior is taken down by an Attack action by this warrior this activation that had a range of 2" or less, this warrior may make a bonus Move action.

## [Double] Wings of Darkness

- **Mystic only.**
- This warrior performs a bonus *flying* Move action.

## [Double] Lure of Chaos

- **Mystic only.**
- Pick any visible enemy warrior within 12" of this warrior.
- That warrior performs a bonus Move action directly towards this warrior. If that warrior needs to descend, he counts as jumping.

## [Triple] Vision of Torment

- **Mystic Only.**
- Pick a visible enemy fighter within 6" of this fighter.
- Until the end of the battle round, that fighter cannot make Move actions or Disengage actions.

# UNDEAD

Cost	Name	Weapons				Runemarks									
210	Vampire	Sword	5	4	25	Leader, Fly, Destroyer	1	4	4	2/5					
135	Necromancer	Staff, Blast	4	4	12	Mystic	2	3	4	2/4	3-7	2	3	3/6	
130	Signifier	Staff	3	4	15	Icon Bearer	2	3	4	2/4					
50	Dreg	Halberd	4	3	8		2	2	4	1/4					
50	Dreg	Short Bow	4	3	8		1	2	3	1/3	3-12	2	3	1/3	
40	Zombie	Fists	3	3	12	Warrior	1	2	3	1/2					
45	Skeleton	Sword, Shield	3	4	10	Warrior	1	3	3	1/3					
45	Skeleton	Spear, Shield	3	4	10	Warrior	2	2	3	1/4					
55	Ghoul	Claws	4	4	10	Destroyer	1	3	3	1/3					
70	Dire Wolf	Jaws	6	3	8	Beast	1	3	4	1/3					

## [Double] Shambling Horde

- **Warrior only.**
- Use only if this fighter is within 6" of a visible friendly fighter with the Leader, Mystic, or Icon Bearer runemarks.
- This warrior makes a bonus Move action equal to the value of this ability in inches (*rounding up*).

## [Double] The Red Thirst

- **Destroyer only.**
- Use only if an enemy was taken down by an Attack action made by this fighter this activation.
- Remove a number of Damage from this fighter equal to the value of this ability.

## [Double] Aura of Dred

- **Leader only.**
- Pick a visible enemy fighter within a number of inches of this fighter equal to the value of this ability and roll a D6.
- On a 3+, until the end of the battle round, that fighter cannot make Move actions or Disengage actions.

## [Triple] Balefire

- **Icon Bearer only.**
- Until the end of the battle round, visible enemies within 3" of this fighter cannot use abilities.

## [Triple] Slaving Charge

- **Beast only.**
- The next time this fighter finishes a Move action within 1" of one or more enemies, pick one of those enemies.
- Allocate a number of Damage to that enemy equal to the value of this ability.

## [Quad] Chill Grasp

- Until the end of this fighter's activation, add the value of this ability to the Damage of critical hits from Attack actions made by this fighter that have a range of 3" or less.
- After each attack action made by this fighter, roll a dice. On a 5-6, until the end of the battle round, the target fighter cannot make a more action or disengage action.

**[Double] Curse of Years**

- ***Mystic only.***
- Pick any visible enemy fighter within 6" of this fighter.
- That fighter suffers -1 Toughness until the end of the battle round.

**[Triple] Raise Dead**

- ***Mystic only.***
- Choose any friendly fighter with the Warrior runemark that has been taken down.
- Place that fighter anywhere within 3" of this fighter.
- Then remove a number of Damage points from that warrior equal to the value of this ability.
- That fighter no longer counts as taken down.

**[Quad] Vanhel's Danse Macabre**

- ***Mystic only.***
- Pick a number of visible friendly fighters with the 'Warrior' runemark equal to the value of this ability that are within 6" of this warrior.
- Each of these fighters may make a bonus Move action or a bonus Attack action (*they do not all have to make the same action*).

# SISTERS OF SIGMAR

Cost	Name	Weapons				Runemarks								
190	Matriarch	Hammer, Whip	4	4	20	Leader, Mystic	1	4	4	2/4	3	3	4	1/3
130	Superior	Hammer, Shield	4	5	15	Bulwark	1	4	4	2/4				
125	Superior	Hammer, Whip	4	4	15		1	4	4	2/5	3	3	4	1/3
140	Superior	Great Hammer	4	4	15	Destroyer	1	4	5	2/5				
120	Augur	Dagger	4	4	12	Sentient	1	3	3	1/3	3-7	1	3	3/6
120	Relic Bearer	Staff	4	4	12	Icon Bearer	2	3	4	2/4				
60	Sister	Hammer, Shield	4	4	10	Bulwark	1	3	3	1/3				
55	Sister	Whip	4	3	10		3	3	3	1/3				
65	Sister	Great Hammer	4	3	10	Destroyer	1	3	4	1/3				
55	Sister	Sling	4	3	10		1	2	3	1/3	3-12	2	3	1/2

## [Double] Righteous Fury

- Use only if there is at least one visible enemy fighter within 6" of this fighter.
- This fighter makes a bonus Move action and must finish closer to the closest visible enemy fighter than she was at the start of that Move action.

## [Double] Throw Bolas

- Pick a visible enemy fighter within 6" of this fighter and roll two dice.
- On a 4-5, allocate 1 Damage to that fighter.
- On a 6, allocate a number of Damage to that fighter equal to the value of this ability.

## [Double] Crushing Blow

Until the end of the battle round, add +1 to the Strength and Damage characteristics this warrior's next Attack action that has a range of 1" or less.

## [Triple] Stand Defiant!

### Icon Bearer only.

Until the end of the battle round, deduct 1 from the Attacks characteristic (*to a minimum of 1*) of Attack actions made by visible enemy fighters while they are within 6" of this fighter.

## [Triple] Holy Visions

### Sentient only.

Gain 1 Wild Dice.

## [Quad] Blaze of Glory

- This warrior makes a bonus Move action.
- Then she makes a bonus Attack action.
- If this warrior ended with more enemies within 2" of her than there were at the beginning of her activation, also add +1 to the Attacks characteristic of that Attack action.

## [Double] Hammer of Sigmar

- **Priest only.**
- Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter with a range of 3" or less count as being higher than the target's Toughness.

## [Double] Armour of Righteousness

- **Priest only.**
- Until the end of the battle round, deduct 1 Damage from all hits and critical hits from Attack actions that target this warrior (*to a minimum of 1*).

## [Quad] Soulfire

- **Priest only.**
- Allocate a number of Damage to all visible enemy fighters within 3" of this fighter equal to the value of this ability.

# HIRED SWORDS

Points	Name	Weapons				Runemarks								
115	Warlock	Staff, Blast	4	3	10	Mystic	2	3	3	1/3	3-7	2	3	3/6
195	Ogre	Great Club	4	5	30	Gargantuan	1	2	6	4/8				
125	Elf	Elf Bow	5	3	10	Scout	1	2	3	1/4	3-18	2	3	1/3
130	Slayer	Axes	3	4	18	Berserker	1	4	4	2/4				
50	Halfling	Short Bow	4	2	8	Agile	1	2	2	1/3	3-12	2	3	1/3
145	Pit Fighter	Gauntlet, Flail	4	4	15	Champion	1	4	4	2/4	3	3	4	2/4

## [Double] Lead with Strength

- **Champion only.**
- Use only if an enemy was taken down by an attack action made by this fighter this activation.
- This fighter may make a bonus Move action or a bonus Attack action.

## [Double] Readied Stance

- **Champion only.**
- Until the end of this battle round, add half the value of this ability (*rounded up*) to the Toughness characteristic of this fighter.

## [Double] Silver Arrows of Arha Mystic only.

Until the end of the battle round, this fighter has access to the following attack profile:

3-14	6	3	1/2

## [Double] Relentless Zeal

- **Berserker only.**
- Add +3" to this fighter's next Move action this activation.

## [Double] Monster Slayer

- **Berserker only.**
- Add the value of this ability (*rounded up*) to this warrior's Damage from Attack actions targeting enemies with the Gargantuan runemark this activation.

## [Double] Sword of Rezhebel

- **Mystic only.**
- Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter with a range of 3" or less count as being higher than the target's Toughness.

## [Double] Wayfinder

- **Scout only.**
- Use only during the first battle round.
- This warrior may make a bonus Move action equal to the value of this ability in inches.

## [Double] Elven Accuracy

**Scout only.**  
Add +1 to the Strength and Damage characteristics for the next Attack action this fighter makes this activation that has a range of more than 6".

## [Triple] Luck of Shemtek

**Mystic only.**  
Gain one Wild Dice.

## [Double] Hearty Stew

- **Agile only.**
- Use only the battle round this fighter was deployed.
- All fighters in this fighter's combat group gain +1 Wound (*including this warrior himself – this may take them above their starting Wounds*).

## [Double] Hide in Plain Sight

**Agile only.**  
Until the end of the battle round, enemies cannot target this fighter with Attack actions that have a range of 6" or more while this fighter is within 1" of any terrain feature.

## [Triple] Trampling Charge

- **Gargantuan only.**
- The next time this fighter finishes a Move action within 1" of one or more enemies, pick one of those enemies.
- Allocate a number of Damage to that enemy equal to the value of this ability.

# DRAMATIS PERSONAE

Points	Name	Weapons				Runemarks								
140	Aenur	Great Sword	5	4	12	Elite	1	3	5	3/6				
180	Johann	Swords, Knives	5	4	12	Agile	1	4	4	2/4	8	5	3	1/3
210	Bertha	Hammers	4	4	20	Leader, Priest	1	4	4	2/4				
200	Veskit	Claws, Pistols	5	5	25	Champion	1	4	4	2/4	3-6	2	5	2/5

<p><b>[Double] Beheading Strike</b> <b>Elite only.</b> Until the end of the battle round, add half the value of this ability (<i>rounded up</i>) to the Damage of critical hits made by this fighter from Attack actions that have a range of 3" or less.</p>	<p><b>[Double] Enchanted Cloak</b> <b>Elite only.</b> Until the end of the battle round, enemies cannot target this fighter with Attack actions that have a range of 6" or more while this fighter is within 1" of any terrain feature.</p>	<p><b>[Special] High Matriach</b> <b>Priest only.</b> This fighter may use any of the 9 abilities available to Sisters of Sigmar, regardless of runemarks.</p>
<p><b>[Double] Dodge</b> <b>Agile only.</b> Until the end of the battle round, deduct 1 from Attack actions that target this warrior from a range of more than 3" away, to a minimum of 1.</p>	<p><b>[Double] Scale Sheer Surfaces</b> <b>Agile only.</b> Until the end of the battle round, do not count the vertical distance moved for Move actions by this fighter.</p>	
<p><b>[Double] Unblinking Eye</b> <b>Champion only.</b> Pick a visible enemy fighter within 6" of this fighter and roll a dice. On a roll of 3+, that fighter cannot make Move actions or Disengage actions until the end of the battle round.</p>	<p><b>[Single] Metallic Body</b> <b>Champion only.</b> Until the end of the battle round, add half the value of this ability (<i>rounded up</i>) to the Toughness characteristic of this fighter.</p>	
<p><b>[Double] Hammer of Sigmar</b></p> <ul style="list-style-type: none"> <li><b>Priest only.</b></li> <li>Until the end of this fighter's activation, the Strength characteristic of attack actions made by this fighter with a range of 3" or less count as being higher than the target's Toughness.</li> </ul>	<p><b>[Double] Armour of Righteousness</b></p> <ul style="list-style-type: none"> <li><b>Priest only.</b></li> <li>Until the end of the battle round, deduct 1 Damage from all hits and critical hits from Attack actions that target this warrior (<i>to a minimum of 1</i>).</li> </ul>	



