

ALTERNATIVE Witch Hunters

Warband Special Rules

Break the Idols (D3+1 XP)

In each post-battle sequence, a Witch Hunter warband may destroy any number of magical artefacts in its possession that have the 'Can only be carried by Wizards' rule. For each artefact destroyed in this manner, one hero in the warband (chosen by you) gains D3+1 XP. Hired Swords cannot benefit from this rule.

Hate Wizards

All of this warrior's close combat attacks have +1 to hit enemy Wizards in all rounds of close combat.

Sigmarite Vows

Warriors with this rule may not use Axes, Swords, Great Axes, or Great Swords unless a training skill allows them to do so.

Fanatical

Warriors with this rule are immune to fear and panic may not leave close combat voluntarily.

Feels no Pain

Warriors with this rule have a 6+ ward save vs any attacks, except for flaming attacks, spells or prayers.

Military order:

Warrior can never use a "Holy Tome", "Holy Relic" or any sort of Scrolls.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Relics & Seals (4+)

Warriors with this rule have a 4+ ward save vs. the effects of hostile spells (not prayers).

- (Other warriors may still be affected.)
- (Ward saves cannot be increased beyond 4+.)

Special Equipment

Blessed Water 5gc

Missile Weapon Range: 6” Strength: -

Quick to Fire: No -1 for moving and shooting.

Blessed: This weapon wounds any Undead on a roll of 3+ if the attack hits. Ignores Regeneration saves (but not Ward Saves or Armour saves).

Pointed Stake: 5gc

Melee Weapon

Ignores “*Regeneration*” saves.

Rosary: 5gc

Armour

Cannot be used by anyone else, even through a skill.

Gives “*Scaly skin 6+*” vs any unarmed attack (such as Zombies, Ghouls, Werewolves...). Warrior is immune to flaming and poison attacks coming from unarmed attacks.

	Combat	Shooting	Strength	Academic	Speed	Sigmarite
Inquisitor	v	v	v	v	v	v
Witch Hunters	v	v		v	v	v
Sigmarite Priest	v		v	v		v
Knight of Morr	v	v	v	v		
Inquisition Spies	v	+10gc	+10gc	v	v	v

<p>Inquisitor and Witch Hunters</p> <p><i>Close Combat</i> Hand Weapon Great Weapon Pointed Stake</p> <p><i>Shooting</i> Throwing Stars / Knives Pistol Crossbow Pistol Crossbow Blessed Water</p> <p><i>Armour</i> Light Armour Heavy Armour Rosary Nets</p>	<p>Priest of Sigmar</p> <p><i>Close Combat</i> Hand Weapon Great Weapon</p> <p><i>Shooting</i> Sling</p> <p><i>Armour</i> Light Armour Heavy Armour Shield</p>	<p>Raven Knight</p> <p><i>Close Combat</i> Hand Weapon Great Weapon Halberd Morning Star</p> <p><i>Shooting</i> Pistol Bow Crossbow</p> <p><i>Armour</i> Light Armour Heavy Armour Shield</p>
<p>Inquisition Spies</p> <p><i>Close Combat</i> Hand Weapon Great Weapon Pointed Stake</p> <p><i>Shooting</i> Sling Pistol Blessed Water</p> <p><i>Armour</i> Light Armour Rosary</p>	<p>Zealots</p> <p><i>Close Combat</i> Hand Weapon Great Weapon Spear</p> <p><i>Shooting</i> Sling Bow</p> <p><i>Armour</i> Light Armour Shield</p>	<p>Informants</p> <p><i>Close Combat</i> Hand Weapon Pointed Stake</p> <p><i>Shooting</i> Short Bow Pistol Throwing Stars / Knives Crossbow Pistol</p> <p><i>Armour</i> Light Armour Rosary</p>
<p>Flagellants</p> <p><i>Close Combat</i> Great Weapon Flail</p> <p><i>Shooting</i> Sling</p> <p><i>Armour</i> None</p>	<p>Halfings</p> <p><i>Close Combat</i> Hand Weapon</p> <p><i>Shooting</i> Sling Short Bow Throwing Stars / Knives</p> <p><i>Armour</i> Light Armour</p>	

0-1 Inquisitor

40gc to hire
 Starting Experience: 18
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	4	3	3	3	4	1	8

SPECIAL RULES: Leader (6"), Hates Wizards

0-2 Witch Hunters

35gc to hire
 Starting Experience: 12
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	4	3	3	3	3	1	7

SPECIAL RULES: Hates Wizards

0-1 Priest of Sigmar

35gc to hire
 Starting Experience: 12
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

SPECIAL RULES: Priest (Prayers of Sigmar):
 Start with 1 prayer. Sigmarite Vows

0-1 Raven Knight of Morr

35gc to hire
 Starting Experience: 12
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	8

SPECIAL RULES: Military order, Priest
 (Prayers of Morr): Start with 1 prayer.

0-2 Inquisition Spies

15gc to hire
 Starting Experience: 2
 Race: Human

SPECIAL RULES: Relics and Seals (4+)

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

Zealots

20gc to hire
 Starting Experience: 4
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	7

SPECIAL RULES: Hate Wizards

0-4 Flagellants

30gc to hire
 Starting Experience: 6
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	2	3	3	3	3	1	6

SPECIAL RULES: Sigmarite Vows, Fanatical,
 Feel no pain

0-3 Cloaked Informants

25gc to hire
 Starting Experience: 6
 Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

SPECIAL RULES: Stealth

0-3 Halflings

15gc to hire
 Starting Experience: 4
 Race: Halfling

M	WS	BS	S	T	W	I	A	Ld
4	2	4	2	2	3	4	1	6

SPECIAL RULES: Stealth

0-5 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES: Animals (Cannot Climb;
 Cannot Hide; Flee 3D6"; Cannot use the
 Leader's Ld; Cannot Capture Objectives; Fight
 Unarmed; No Promotion.)

