

Witch Hunters v.1.8

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.

Hooded Hunters

At the *start* of each of your turns (*not opponent's*) any two members of your warband with this rule may exchange places on the board.

- Neither warrior may be *fleeing* or engaged in Close Combat for this to occur.
- Only one such exchange can be made per turn.
- These exchanges *cannot* involve warriors that are *out of action* or have not been deployed yet.
- Any scenario objectives that either warrior is carrying will *not* change places: They will stay in the same position and now be carried by the warrior who was moved into that position. (*Items generated by events on the Random Happenings chart also count as objectives in this regard.*)

Fanatical

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

Warband Special Rules

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.

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Stealth

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

Devastating Charge (+1 A)

Warriors with this rule gain +1 Attack on profile the turn they charge.

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+.*)

Witch Hunter Skill Table

	Combat	Shooting	Academic	Strength	Speed	Sigmarite
Inquisitor	V	V	V	V	V	V
Witch Hunter	V	V	V		V	V
Priest	V		V	V		V
Knight	V		V	V		
Sigilist	V	(+10gc)	V	(+10gc)	V	V

Witch Hunter Equipment Lists

<p>Inquisitor and Witch Hunters</p> <p>Close Combat Hand Weapon Great Weapon Combat Whip</p> <p>Shooting Throwing Stars / Knives Pistol Crossbow Pistol Light Crossbow Crossbow</p> <p>Armour Light Armour Heavy Armour Nets</p>	<p>Priest of Sigmar</p> <p>Close Combat Hammer Great Hammer</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Raven Knight</p> <p>Close Combat Hand Weapon Great Weapon Halberd Morning Star</p> <p>Shooting Pistol Bow Crossbow</p> <p>Armour Light Armour Heavy Armour Shield</p>
<p>Sigilists and Zealots</p> <p>Close Combat Hand Weapon Great Weapon Spear</p> <p>Shooting Sling Bow</p> <p>Armour Light Armour Shield Nets</p>	<p>Informants</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Short Bow Pistol Throwing Stars / Knives Crossbow Pistol</p> <p>Armour Light Armour</p>	<p>Flagellants</p> <p>Close Combat Great Hammer Flail</p> <p>Shooting Sling</p> <p>Armour None</p>
<p>Halflings</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Short Bow Throwing Stars / Knives</p> <p>Armour Light Armour</p>		

HEROES

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"), Hooded Hunter, Hates Wizards

0-3 Witch Hunters

25gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Hooded Hunters, Hate 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): Starts with 1 prayer.
Sigmarite Vows

0-1 Raven Knight of Morr

40gc to hire

Starting Experience: 18

Race: Human

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

SPECIAL RULES

Priest (Prayers of Morr): Starts with 1 prayer.

0-2 Sigilists

15gc to hire

Starting Experience: 2

Race: Human

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

SPECIAL RULES

Hate Wizards, Relics and Seals (4+)

HENCHMEN

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

0-5 Flagellants

30gc to hire

Starting Experience: 6

Race: Human

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

SPECIAL RULES

Sigmarite Vows, Fanatical,
Devastating Charge (+1 A)

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

Hooded Hunters, Stealth, Heirloom: Rope & Hook

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.)

v.1.8

Corrected typo in Sigilists' rules text.
Inquisitor and Witch Hunter are proficient with Light Crossbow
Witch Hunters 0-3 (was 0-2)
Sigilists 0-2 (was 0-3)
Cloaked Informations gain 'Heirloom: Rope & Hook'
Mergeed Sigilist and Zealot equipment list
Sigilists gain Hate Wizards
(Thanks to Carlos3)

v.1.7.2

Sigilists have have a 4+ ward save vs. spells instead of old rules.
Raven Knight can use Halberd.
Informants -1 WS, -1 I, -5gc, -2 XP.
Flagellants -1 WS.
Raven Knight, +1 WS, +1 BS, +5gc, 18 starting XP.
Sigilists may buy shooting skills.

v.1.7

Clarified that the 'Hooded Hunter' rule does not move scenario objectives along with the warriors switching places. (Thanks to red5711, Abhorasch, and seththedark for helping to discuss this.)

v.1.6

Break the Idols upped XP from D3 to D3+1.
Sigilists 0-3.

v.1.5

Added Break the Idols rule.
Sigilists 0-2.