

# Witch Hunters v.2.0

## 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 to that position. (*Items generated by events on the Random Happenings chart also count as objectives in this regard.*)

## Warband Special Rules

### Hate Wizards

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

### Expose (+3")

Warriors with this rule add +3" to the maximum distance they spot *hidden* enemies. (*Stacks with other modifiers, such as from Lantern.*)

### Fanatical

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

### Devastating Charge (+1 A)

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

### Heirloom

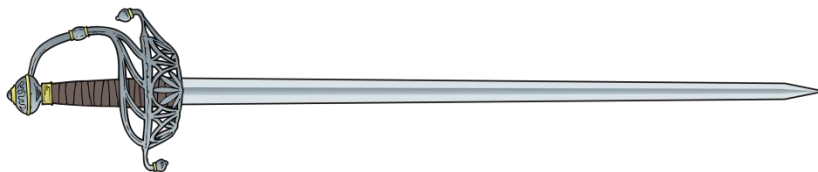
Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

### Stealth

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

## 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 of Sigmar	V		V	V		V
Raven Priest	V	(+5gc)	V	V		
Informant	V	V	V		V	



## Warband Special Equipment

### Concealed Blade 5gc

#### Close Combat Weapon

**Fatal:** Attacks with this weapon ignore armour saves (*but not ward or regeneration saves*) when striking at warriors that are down to 1 wound.

**Only Club, Axe or Sword in off hand.**

### Tools of Judgment 10gc

**Special Equipment:** All of warrior's close combat and shooting attacks have an additional +1 Strength vs. Wizards.

**Can only be carried by warriors with the 'Hooded Hunter' rule.**

### Hangman's Shackles 10gc

**Special Equipment:** Warrior has +1 Strength on 'Free Hack' attacks and may re-roll 'Free Hack' attack that failed to wound. May be given to henchmen.

### Aegis Seal 10gc

**Special Equipment:** Wielder has a 4+ ward save vs. the effects of hostile spells (*other warriors may still be affected*). (*Ward saves cannot be increased beyond 4+*). May be given to henchmen.

### Leaden Cloak 10gc

**Special Equipment:** Warrior gains the 'Hooded Hunter' rule. Cannot be worn by Ogres.

### Brazier 10gc

**Special Equipment:** Warrior cannot *hide* and loses 'Stealth' if he has it.

**Set Alight:** All of warrior's close combat attacks with Club, Great Club and Flail are *flaming* and all critical hits inflicted by him with these weapons have an additional +D3 modifier to rolls on the critical hits chart (*stacks with other modifiers*).



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# Witch Hunter Equipment Lists

## Inquisitor and Witch Hunters

**Close Combat**  
Hand Weapon  
Great Weapon  
Combat Whip  
Concealed Blade

**Shooting**  
Throwing Stars / Knives  
Bolas  
Pistol  
Crossbow Pistol  
Light Crossbow  
Crossbow

**Armour**  
Light Armour  
Heavy Armour  
Nets

## Priest of Sigmar

**Close Combat**  
Hand Weapon  
Great Weapon

**Shooting**  
Sling  
Pistol  
Crossbow

**Armour**  
Light Armour  
Heavy Armour  
Shield

## Raven Priest and Raven Knights

**Close Combat**  
Hand Weapon  
Great Weapon  
Halberd  
Morning Star

**Shooting**  
Pistol  
Bow  
Crossbow

**Armour**  
Light Armour  
Heavy Armour  
Shield

## Zealots

**Close Combat**  
Hand Weapon  
Great Weapon  
Spear

**Shooting**  
Sling  
Bow

**Armour**  
Light Armour  
Shield  
Nets

## Informants

**Close Combat**  
Hand Weapon

**Shooting**  
Sling  
Short Bow  
Pistol  
Throwing Stars / Knives  
Crossbow Pistol

**Armour**  
Light Armour

## Flagellants

**Close Combat**  
Great Weapon  
Flail

**Shooting**  
Sling

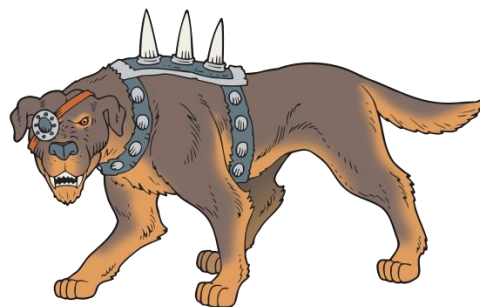
**Armour**  
None

## Halfings

**Close Combat**  
Hand Weapon

**Shooting**  
Sling  
Short Bow  
Throwing Stars / Knives

**Armour**  
Light Armour



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## 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

### 0-2 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	6

#### 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.

### 0-1 Raven Priest

45gc 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

Immune to Fear, Priest (Prayers of Morr): Starts with 1 prayer.

### 0-3 Informants

20gc to hire

Starting Experience: 4

Race: Human

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

#### SPECIAL RULES

Hooded Hunters, Stealth, Expose (+3")

## 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

Fanatical, Devastating Charge (+1 A)

### 0-2 Raven Knights

40gc to hire

Starting Experience: 14

Race: Human

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

#### SPECIAL RULES

Immune to Fear, Heirloom: Heavy Armour

### 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.2.0**

Informants, gain Expose, lose Heirloom: Rope & Hook, moved to Hero type.

Removed Sigilists.

Removed Sigmarite Vows.

Added Henchman Type: Raven Knight.

Raven Knight renamed Priest of Morr.

Priest of Morr gains access to Shooting skills and Immune to Fear.

Sigmarite Priest may use Pistols and Crossbow.

Witch Hunters may use Bolas.

New concept art.

### **v.1.9**

Sigilists' special ability called Absolute Faith to comply with Sigmarite skills name.

Sigilists 0-3

Witch Hunters 0-2

New concept art.

### **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.