

Witch

Cost to Hire:	30pg
Upkeep:	15pg
Rating:	14

Witches are usually outcasts from society who use their magical abilities to scrape a living. They are often shunned by more 'civilised' parties, and so find employment among the less savoury denizens of the world.

Special Rules

Wizard – uses Charm Rituals (see below). Starts with 2 randomly generated spells.

A Witch can only be hired if a D6 roll of 4+ is made. Only one attempt may be made per post-skirmish phase.

A Witch will never charge into combat.

Potions – before a skirmish, a Hero in the party can drink the Witch's potions. Roll a D6.

1: -1 T for the skirmish.

2-3: +1 S for the skirmish.

4-5: +1 T for the skirmish.

6: +1 W for the skirmish.

These bonuses can increase a statistic above the maximum.

Maximum Statistics

Profile	M	WS	BS	S	T	W	I	A	Ld
Human	4	6	6	4	4	3	6	4	9

Equipment

Staff

Warrior Profile

Witch

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

Skills – Academic, Speed

Charm Rituals

1. Scry
2. Curse
3. Dust of the Blind
4. Age of Stone
5. Warrior's Bane
6. Cure

Scry – Difficulty 6

Cast on any friendly model. The model can re-roll D3 rolls and +1 or -1 to the result of the re-roll. Lasts for the turn.

Curse – Difficulty 6

Range 12". Cast on one enemy model. The model must re-roll all successful rolls for this and the next turn.

Dust of the Blind – Difficulty 9

Range 16". Cast on one enemy model. The model cannot shoot, charge, or run, and are at half WS. The model has Random Movement. The spell remains in play until the Witch moves or casts another spell.

Age of Stone – Difficulty 8

Range 12". Cast on one enemy model. Reduce the model's statistics by 1 for the duration of this and their next turn.

Warrior's Bane – Difficulty 7

Range 18". Cast on one enemy model. The model is unable to shoot and can only fight un-armed in close combat. Lasts for the duration of this and their next turn.

Cure – Difficulty 6

Range 6". Cast on all friendly models in range. The models immediately regain a lost wound, and if Knocked Down or Stunned, stand up.