

# Witch Hunter

<b>Cost to Hire:</b>	30pg
<b>Upkeep:</b>	15pg
<b>Rating:</b>	15

*Witch Hunters will join an adventuring party if that party shares their goals – to hunt down evil and stamp out magic use.*

## Special Rules

A Witch Hunter will only join a Witch Hunter Party for one skirmish. They will never join a party that has a model with the Wizard rule that uses Rituals. This does not apply to a model that uses Prayers.

May re-roll Fear tests.

If the party takes the a model with the Leader special rule Out of Action, and that model is undead, Dark God aligned, a Ratman, a Beastman, or a Daemon, the Witch Hunter's upkeep for that skirmish is only 5pg.

## Maximum Statistics

<b>Profile</b>	<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
Human	4	6	6	4	4	3	6	4	9

## Equipment

Duelling or Crossbow Pistol (player's choice), Sword, Dagger. Starts every skirmish with Holy Water and Garlic.

## Warrior Profile

### Witch Hunter

<b>M</b>	<b>WS</b>	<b>BS</b>	<b>S</b>	<b>T</b>	<b>W</b>	<b>I</b>	<b>A</b>	<b>Ld</b>
4	4	4	3	3	1	4	1	8

**Skills** – Combat, Speed, Shooting, Academic, Strength