

Witch Hunters

Witch Hunters are devoted to the cleansing of corruption. They will go to great lengths to hunt down foul creatures and magic users.

Maximum Statistics

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

Starting Gold	Model Count
500pg	3-12

Hired Hands and Legendary Figures

Hired Hands	Legendary Figures
<ul style="list-style-type: none">• Bard• Beast Hunter• Bounty Hunter• Deathseeker• Duelist• Elven Ranger• Ogre Mercenary• Prospector• Roadwarden• Scout• Winter Ranger• Witch Hunter	<ul style="list-style-type: none">• Emyur, the Dawnblade• Mad Michael• Yahn the SNEAK

Heroes

Hero	Number Allowed	Start XP	Cost to Hire
Captain	1	20	60pg
Warrior Priest	1	12	40pg
Witch Hunter	1-3	8	25pg

Henchmen

Henchmen	Number Allowed	Cost to Hire
Flagellant	1-5	40pg
Zealot	-	20pg
Warhound	1-5	15pg

Equipment

Witch Hunter	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield / Buckler	5pg
Sword / Helmet	10pg
Double-handed Weapon	15pg
Pistol	15pg (30pg for a brace)
Light Armour	20pg
Crossbow	25pg
Heavy Armour	50pg

Flagellant	Cost to Equip
Flail / Morning Star / Double-handed Weapon	15pg

Zealot	Cost to Equip
Dagger	1 st free / 2pg
Mace / Hammer	3pg
Axe / Shield	5pg
Sword / Spear / Bow / Helmet	10pg
Double-handed Weapon	15pg
Light Armour	20pg

Warrior Profiles

Captain

A Witch Hunter Captain is a former military leader who has been given an edict by a High Priest of Sonnstahl to judge and execute heretics.

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

Equipment – any from Witch Hunter list.

Skills – Combat, Shooting, Academic, Strength, Speed

Special Rules

Leader

Hatred (any model with the Wizard special rule)

Warrior Priest

A Warrior Priest is a representative of the High Priest, and the spiritual leader of the party.

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

Equipment – any from Witch Hunter list.

Skills – Combat, Academic, Strength

Special Rules

Wizard (uses Prayers of Sonnstahl)

Witch Hunter

Elite killers, Witch Hunters have devoted most of their lives to tracking down and murdering magic users.

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

Equipment – any from Witch Hunter list.

Skills – Combat, Shooting, Academic, Speed

Special Rules

Hatred (any model with the Wizard special rule)

Flagellant

Flagellants are religious fanatics who follow the party unquestioningly.

M	WS	BS	S	T	W	I	A	Ld
4	3	3	4	4	1	3	1	10

Equipment – any from Flagellant list.

Special Rules

May never use Missile Weapons or Blackpowder Weapons for any reason whatsoever.

Immune to Psychology

Zealot

Zealots are peasant pilgrims who have forsaken their old lives to assist the party.

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

Equipment – any from Zealot list.

Warhound

Warhounds are used by the party to sniff out heretics.

M	WS	BS	S	T	W	I	A	Ld
6	4	0	4	3	1	4	1	5

Equipment – teeth

Special Rules

Animal

Prayers of Sonnstahl

1. Hammer of Sonnstahl
2. Hearts of Steel
3. Soulfire
4. Shield of Faith
5. Healing Hand
6. Armour of Righteousness

Hammer of Sonnstahl – Difficulty 7

Cast on self. The warrior gains +2 S in close combat and Multiple Wounds (2). This lasts until the caster's next magic phase.

Hearts of Steel – Difficulty 8

Range 8". Effects all friendly models within range. These models within range are Immune to Psychology, and the party leader gains +1 Ld when taking a Rout test (to a max of 10). This lasts until the caster is Knocked Down, Stunned, or taken Out of Action.

Soulfire – Difficulty 9

Range 4". Effects all enemies within range. Each enemy takes a S3 hit with no armour saves allowed. Against any Daemonic, Undead, or suitably supernatural creature, the hit is instead S5.

Shield of Faith – Difficulty 6

Cast on self. The caster is immune to all Prayers and Rituals. At the beginning of each of the caster's turns, roll a D6. On a 1-2, the shield disappears.

Healing Hand – Difficulty 5

Range 2". Targets a friendly model within range. The target is restored to full W. If the target is Knocked Down or Stunned, they immediately stand up and continue as normal.

Armour of Righteousness – Difficulty 9

Cast on self. The caster gains a 2+ armour save and causes Fear. Lasts until the caster's next Magic Phase.