

# Witch Hunters

The Order of the Templars of Sigmar, universally known as the Witch Hunters, is an organisation dedicated to the eradication of heretics, be they warlocks, witches, sorcerers, fortune-tellers, necromancers, worshippers of the dark gods, deviants, mutants, blasphemers, sinners, utterers of profanities, servants of Daemons, or composers of corrupting music. Indeed, there are few who altogether escape the suspicions of the Witch Hunters with the possible exception of other Witch Hunters.

It is wise to remember that the practice of magic in all its forms is deemed a most heinous crime in the Empire. Death by fire is the proscribed punishment for this particular heresy. Many of the Witch Hunters' victims treacherously avoid their fate by perishing under torture before making a full confession. In these troubled times the Witch Hunters are kept busy as more and more men turn to the dark arts. The most dangerous of all these heretics are the followers of the Chaos gods. These depraved individuals practise Daemon worship and (it is claimed) even offer human sacrifices in the name of their vile masters. Of all the enemies of Sigmar they are the most abhorrent!

The destruction of Mordheim has fired the Witch Hunters with a new and irresistible sense of purpose. In the light of events the Grand Theogonist has proclaimed Sigmar's punishment on the City of the Damned. The Witch Hunters rejoice that their crusade against widespread corruption has been vindicated. Now they are ready to complete Sigmar's holy purpose by destroying his enemies within the ruins of the city itself. The Grand Theogonist has commanded the Witch Hunters to go unto that place and recover the wyrdstone for Sigmar's temple. Their crusade also pits them into the same arena as their old enemies the so-called Sisters of Sigmar – those loathsome Daemon-worshipping she-heretics whose very existence is a vile affront to the majesty of Sigmar.

Witch Hunters are charismatic rabble-rousers who can soon turn a crowd to their own ends. They are universally dreaded, for everyone has something or someone to hide, and there are countless individuals who would willingly and enthusiastically hunt down and burn their own kin were a Witch Hunter to command them to do so. Bands of Witch Hunters are often accompanied by zealous citizens, Flagellants, and even holy Priests of Sigmar as well as the huge



vicious warhounds which the Witch Hunters employ to track and bring down fugitives.

As men accustomed to fighting Witch Hunters are well-armed and sturdy individuals. They favour hooded cloaks and headgear which conceal their appearance from the overly curious. Some wear chains about their throats to remind them of fallen comrades and old rivalries and also, so it is said, so that the iron might serve as protection against witchcraft.

The followers of the Witch Hunters, the rabble that accompany them to Mordheim, are a far more dire sight indeed – crazed and self-mutilated men who have lost or surrendered all their worldly goods and, most likely, their reason as well.

## Choice of warriors

A Witch Hunter warband must include a minimum of three models. You have 500 gold crowns which you can use to recruit your initial warband. The maximum number of warriors in the warband may never exceed 12.

**Witch Hunter Captain:** Each Witch Hunter warband must have one Witch Hunter Captain.

**Warrior-Priest:** Your warband may include a single Warrior-Priest.

**Witch Hunters:** Your warband may include up to three Witch Hunters.

**Zealots:** Any number of models may be Zealots.

**Flagellants:** Your warband may include up to five Flagellants.

**Warhounds:** Your warband may include up to five Warhounds.



## Starting experience

A **Witch Hunter Captain** starts with 20 experience.

**Witch Hunters** start with 8 experience.

A **Warrior-Priest** starts with 12 experience.

**Henchmen** start with 0 experience.

## Witch Hunter skill table

	Combat	Shooting	Academic	Strength	Speed
Witch Hunter Captain	✓	✓	✓	✓	✓
Witch Hunter	✓	✓	✓		✓
Warrior-Priest	✓		✓	✓	

## Witch Hunter equipment lists

The following lists are used by Witch Hunter warbands to pick their equipment.

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc

### Missile Weapons

Crossbow	25 gc
Pistol	15 gc
(30 for a brace)	
Crossbow pistol	35 gc

### Armour

Light armour	20 gc
Heavy armour	50 gc
Shield	5 gc
Buckler	5 gc
Helmet	10 gc

### FLAGELLANT EQUIPMENT LIST

This list is for Flagellants only

### Hand-to-hand Combat Weapons

Flail	15 gc
Morning star	15 gc
Double-handed weapon	15 gc

### Missile Weapons

None	None
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### Armour

None	None
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### ZEALOT EQUIPMENT LIST

This list is for Zealots only

### Hand-to-hand Combat Weapons

Dagger	1st free/2 gc
Mace	3 gc
Hammer	3 gc
Axe	5 gc
Sword	10 gc
Double-handed weapon	15 gc
Spear	10 gc

### Missile Weapons

Bow	10 gc
Short bow	5 gc

### Armour

Light armour	20 gc
Shield	5 gc
Helmet	10 gc



## 1 Witch Hunter captain

**60 gold crowns to hire**

Driven by fanaticism, Witch Hunter Captains are obsessed with cleansing Mordheim and bringing the justice of Sigmar to all. Carrying the edict of the Grand Theogonist himself, they have the divine right to judge and execute warlocks, witches, Chaos worshippers... in fact all who dare to oppose them.

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

**Weapons/Armour:** A Witch Hunter Captain may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

### SPECIAL RULES

**Leader:** Any warrior within 6" of the Witch Hunter Captain may use his Leadership value when taking Leadership tests.

### Burn the Witch!:

A Witch Hunter Captain *bates* all models who can cast spells.

## 0-3 Witch Hunters

**25 gold crowns to hire**

Witch Hunters are members of the grim Order of Witch Hunters, dedicated to eradicating Chaos and all its minions. Usually they prowl the Old World individually trying and executing the enemies of Sigmar, but the situation in Mordheim requires them to band together.

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

**Weapons/Armour:** Witch Hunters may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

### SPECIAL RULE

**Burn the Witch!:** Witch Hunters *bate* all models who can cast spells.

## 0-1 Warrior-priest

**40 gold crowns to hire**

Many powerful fighting men have come from the ranks of the faithful. The Priests of Sigmar are no exception, and the military wing of the cult is feared and respected throughout the Empire.

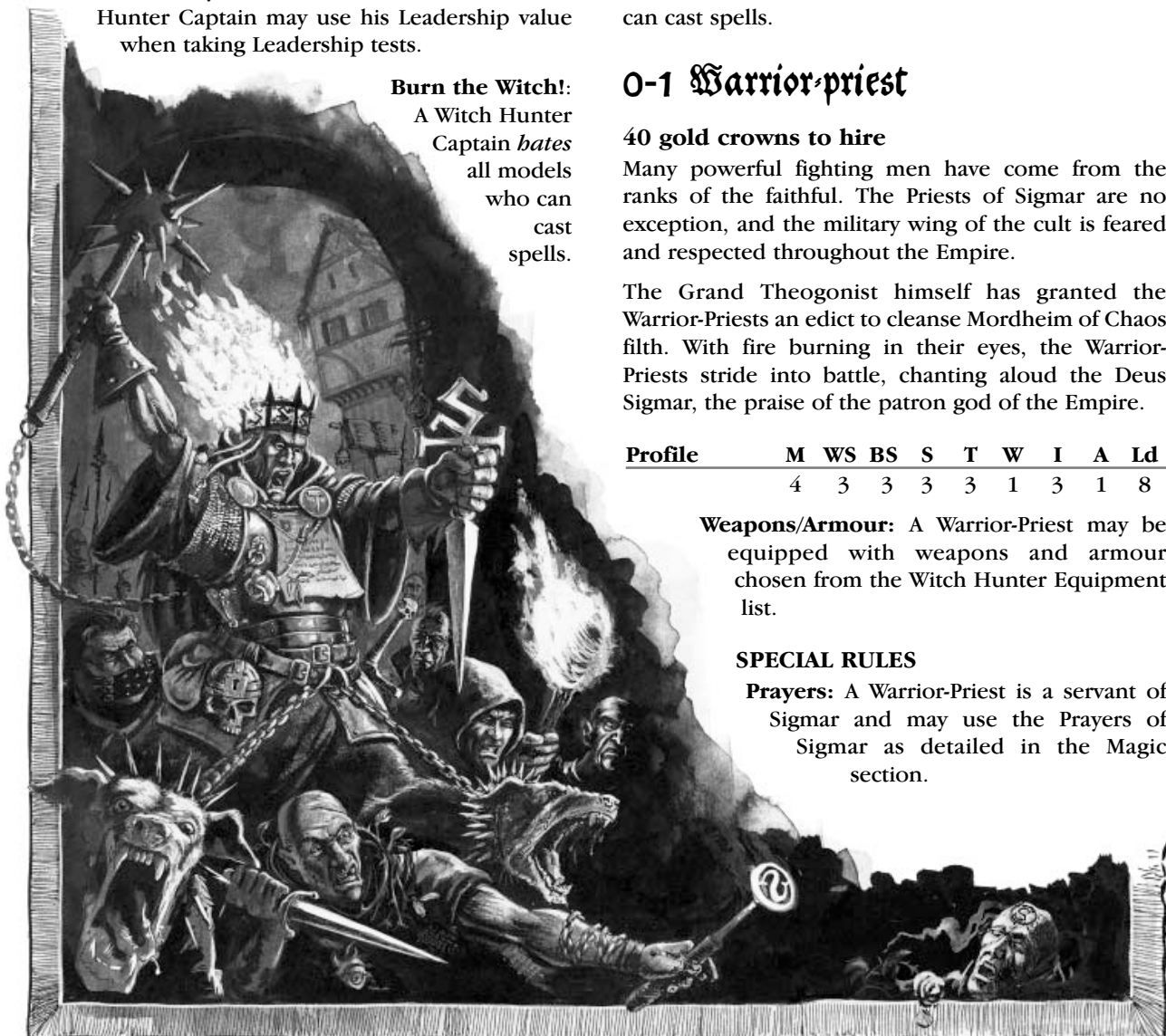
The Grand Theogonist himself has granted the Warrior-Priests an edict to cleanse Mordheim of Chaos filth. With fire burning in their eyes, the Warrior-Priests stride into battle, chanting aloud the Deus Sigmar, the praise of the patron god of the Empire.

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

**Weapons/Armour:** A Warrior-Priest may be equipped with weapons and armour chosen from the Witch Hunter Equipment list.

### SPECIAL RULES

**Prayers:** A Warrior-Priest is a servant of Sigmar and may use the Prayers of Sigmar as detailed in the Magic section.





## Henchmen (Bought in groups of 1-5)



### 0-5 Flagellants

40 gold crowns to hire

Flagellants are fanatics and madmen obsessed with the end of the world. They are often men who have lost their families to war or the ravages of nature, and have also lost their minds. With insane persistence, they travel the length and breadth of the Empire, preaching their view of the end of the world. With their rousing speeches, Witch Hunters can muster these dangerous lunatics to fight in the streets of Mordheim, where no sane man dares tread.

Flagellants are extremely dangerous opponents in close combat, for they have the strength of madmen, and their bodies have become inured to pain because of self-mutilation.

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

**Weapons/Armour:** Flagellants may be equipped with weapons and armour chosen from the Flagellant Equipment list. Flagellants never use missile weapons, even if they gain an Advance roll which would otherwise allow them to do so.

#### SPECIAL RULES

**Fanatical:** Flagellants are convinced that the end of the world is nigh, and nothing in this world holds any terror for them. Flagellants automatically pass all Leadership-based tests they are required to take. A Flagellant may never become a warband leader.

### Zealots

20 gold crowns to hire

When a man loses his family, home and all he cared for, religion is often the last refuge left to him. Such men become wandering pilgrims, bitter and dangerous fanatics who are prepared to avenge their loss at any cost. These men are called Zealots.

Zealots have forsaken their former lives and exist only to destroy evil and the minions of Chaos. Whilst they might have been peasants and craftsmen before, and thus may not be as dangerous in a fight as seasoned mercenaries, their determination and fanaticism should not be underestimated. Witch Hunters find ready allies in their ranks, and many a band of Zealots is led by Witch Hunters.

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

**Weapons/Armour:** Zealots may be equipped with weapons and armour chosen from the Zealot Equipment list.

### 0-5 Warhounds

15 gold crowns to buy

Witch Hunters often keep packs of ferocious hunting dogs. With their huge jaws and powerful bite, they are perfect for hunting down (and tearing apart) any heretics, mutants, deviants and witches.

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

**Weapons/Armour:** Jaws and brutality! Warhounds never use or need weapons and armour.

#### SPECIAL RULES

**Animals:** Warhounds are animals and thus do not gain experience.

