

Inquisitor Lord Gunther Kramer

Known as "Black Widow"

As a distinguished member of the Inquisition, Gunther Kramer comes equipped with heavy armor, his magickal weapon the Sword of Inquisition, the Tome Daemonica and his Holy Gun. He has a wooden leg that he proudly carries from a fearsome battle to the death against a Champion of Khorne. Gunther Kramer is a powerful wizard and is therefore allowed spells from both the Light Sphere as Prayers of Sigmar. He must have at least 1 spell from the Sphere of Light.

Hire Fee: 110 GC to hire.

May be Hired: Only Witch Hunters, Inquisition and Sisters of Sigmar warbands may hire Gunther Kramer.

Rating: Gunther Kramer increases a warband's rating by +60 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Gunther Kramer	3	5	5	4	4	3	6	3	10

Weapons/Armour: Gunther Kramer is armed with the *Sword of Inquisition* and his *Holy Gun*, wears heavy armour and carries the *Tome Daemonica*.

Skills : Strike to Injure, Combat Master, Expert Swordsman, Hunter, Sorcery, Warrior Wizard, Resilient.

Special Rules

Psychology: Gunther Kramer is immune to all psychological effects. He cannot be affected by *fear*, or any other psychology rule.

Holy Gun: The Holy Gun is a weapon specially constructed to damage wizards and daemons. It uses normal bullets but the bullets themselves are heavily impregnated with magickal energy. The Holy Gun may be fired in the shooting phase. Against daemons and wizards the Holy Gun causes double wounds and daemons get no [saving](#) throw. In addition, each time a wizard or daemon is damaged by a Holy Gun it will lose the use of one Magick spell (picked randomly) for the rest of the battle.

Range		To Hit				Save
Short	Long	Short	Long	Str	Dam	Mod
O-8	8-16	+2	+1	4	1	-2

Sword of Inquisition: This is a powerful, ancient artifact used by Gunther Kramer to bring justice to the enemies of Mankind.

Range		To Hit				Save	
Short	Long	Short	Long	Str	Dam	Mod	Special
Close	Combat	x	x	5	D3	-2	Parry

Wizard: Gunther Kramer is a wizard and may use both Light spells as Prayers of Sigmar. He must take at least 1 spell from the Sphere of Light.

Tome Daemonica: This tome contains much of the weaknesses and information about daemons that the Inquisition has uncovered, thus it may be used attempt to weaken daemons. All lesser daemons within 12" of the Tome will suffer a -1 to there saves, and to there WS and BS. It also severs any magick powers they may have. Greater Daemons will only be affected if they fail a leadership test on 2d6.