



WITCH HUNTER



MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
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Baroque Pistol

9"

1

3+

3+

-1

1

MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
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Blessed Rapier

1"

3

3+

4+

-

1

Silver Greatsword

1"

3

3+

3+

-1

1

DESCRIPTION

A Witch Hunter is a single model. All Witch Hunters carry a Baroque Pistol. Some Witch Hunters carry a second Baroque Pistol and a Blessed Rapier to despatch their quarry, while others prefer the surety of a double-handed Silver Greatsword.

ABILITIES

Baroque Pistols: A Witch Hunter equipped with two Baroque Pistols makes 2 attacks in the shooting phase.

Grim Resolve: Roll a dice if a Witch Hunter is targeted or affected by an enemy spell. On a 5 or more, that spell has no effect on the Witch Hunter (but it may affect other units normally).

Sigmar's Judgement: A Witch Hunter's attacks inflict D3 Damage instead of 1 if the target of the attack is a **WIZARD** or a **DAEMON**.

KEYWORDS

ORDER, HUMAN, CELESTIAL, DEVOTED OF SIGMAR, HERO, WITCH HUNTER