

## WARSCROLL



# WITCH HUNTER



### MISSILE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
Baroque Pistol	9"	1	3+	3+	-1	1

### MELEE WEAPONS

	Range	Attacks	To Hit	To Wound	Rend	Damage
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