

WITCH HUNTER

Wounds: 2D6
Move: 4
Weapon Skill: 3
Ballistic Skill: 4+
Strength: 3
Toughness: 3 (4)
Initiative: 3
Attacks: 1



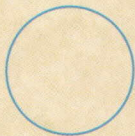
Equipment: Magical Amulets

Weapons: The Witch Hunter fights with a hefty sabre and his trusty pistol. See the back of this card for more details on the Witch Hunter's weapons.

Armour: The Witch Hunter wears a metal gorget around his neck, which gives him +1 Toughness.

Pinning: He escapes from pinning on a roll of 5+.

Special Rules: See the back of this card.



FAITH

ENEMY'S WS	1	2	3	4	5	6	7	8	9	10
TO HIT FOE	2	3	4	4	4	4	5	5	5	6

Weapons: The Witch Hunter fights with a sabre, which causes 1D6+3 Wounds. If he rolls a 6 to hit, he causes an extra Wound (1D6+3+1).

The Witch Hunter also carries a pistol, to engage his opponents at longer range. To hit with the pistol, roll over the Witch Hunter's Ballistic skill on a D6. The pistol has a range of 6 squares, and is a strength 5 weapon (1D6+5 Wounds). Once it is fired, the pistol must be reloaded before it can be fired again. It takes a whole turn to reload, during which time the Witch Hunter may do nothing else. The pistol may not be reloaded while there are Monsters on the same board section. In a single turn, the Witch Hunter may use his pistol or his sabre, but not both. Note that the Witch Hunter may not fire his pistol if he is engaged in hand-to-hand combat, ie pinned.

· SPECIAL RULES ·

Wounds: When rolling for Wounds, the Witch Hunter may re-roll 2's as well as 1's but must always accept the second result.

Faith: The Witch Hunter starts an adventure with 1D6 Faith counters, which he uses up during the game. When you create a new Witch Hunter, roll a dice to see how many Faith counters he has, re-rolling if you get a 1. This is the Witch Hunter's 'Starting Faith' and should be noted on his Adventure Record sheet. The Faith counters go in the Faith box on the front of this card. The Witch Hunter can use one Faith counter to add +1 to any one dice roll he makes. Each time he does this, he must discard a Faith counter. When he has no Faith counters left, he can no longer adjust his dice rolls in this way. The Witch Hunter can use as many Faith counters at one time as he likes, and the modifiers are cumulative. Using 4 Faith counters, for example, could give him +4 to hit for a single attack.

Witch Hunters, Equipment and Treasure

The only hand-to-hand weapons a Witch Hunter may use are any form of sword or dagger, including magical items. He may not wear armour, other than his gorget, nor a helmet, but he may carry a shield and wear furs.

The Witch Hunter may not use missile weapons, other than his pistol. He may use any magical items, such as a Time Freeze Ring, but may not use treasure specifically designed for Wizards.

MAGICAL AMULETS

A Witch Hunter begins the game with 1D6 magical amulets. Roll a dice to see how many you get. If you roll a 1 you may re-roll the dice but must accept the second result. Then roll again to determine what sort each amulet is and make a note of them on your Adventure Record sheet.



Re-roll if you get any duplicate amulets.

Each amulet may be used once per adventure.

1: Amulet of Purity. When this amulet is used, roll a dice for all adjacent Monsters. On a score of 4, 5 or 6 the Monster suffers that many Wounds, with no deductions at all.

2: Amulet of Healing. This amulet can be used at any time to heal D6 Wounds on any one Warrior.

MAGICAL AMULETS

3: Amulet of Holy Fire. The Amulet of Holy Fire shoots a bolt of magical energy towards the Witch Hunter's foe. The attack has a range of 8 squares and hits automatically. This is a Strength 5 attack, with normal deductions.

4: Amulet of Strength. While in use, this amulet gives the Witch Hunter +1D6 Strength for the duration of a whole turn.

5 Amulet of Fury. This amulet gives the Witch Hunter 1 extra Attack in a turn when it is used.

6: Amulet of Alcadizzar. This amulet is used against a Monster of the Witch Hunter's choosing. Select any Monster on the board and roll a dice to see what effect the amulet has:

1-3 The Monster loses 1 Attack this turn.

4-6 The Monster loses 1 Attack this turn and suffers 1D6 Wounds with no deductions.