




























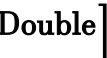














Order of Azyr (Witch Hunters in Warcry)

Points	Leaders	Weapons				Abilities				
215	Witch Hunter	Sword				  	1	5	4	2-4
	Captain	Pistol								2-4
	Pistol and Sword		5	4	22		8	3	4	
235	Witch Hunter	Sword				  	1	3	4	2-4
	Captain Crossbow	Crossbow	5	4	22		3-15	3	4	2-6
150	Warrior Priest	Sword	4	4	22	 	1	4	4	2-4

Points	Fighters	Weapons				Abilities				
125	Witch Hunter Great Weapon	2h Sword	4	4	12		1	4	4	2-5
125	Witch Hunter Pistol and Sword	Sword					1	3	3	2-4
		Pistol	4	3	12		8	3	3	1-3
70	War Hound	Jaws	8	3	10		1	3	3	1-3
90	Zealot Greatweapon	2h Axe	4	3	10		1	3	4	2-5

65	Zealot Spear	Spear	4	3	10		2	3	3	1-4
70	Zealot Sword & Shield	Sword	4	4	10		1	3	3	1-3
80	Zealot with Crossbow	Dagger					1	2	3	1-2
		Crossbow	4	3	10		3-15	2	3	1-3
65	Flagellant	Mace	4	3	10		1	4	3	1-3

Witch Hunter Fighter Abilities	Witch Hunter Leader Abilities
<p>All:  Walk With Sigmar: Make a bonus move action equal to half the value of this ability. Or the full value if it would put the fighter within range of an objective.</p>	<p> [Double] Sigmar Provides: If targeting an enemy fighter affected by either the Shield Stun or Hound's Harry ability, add +1 attacks and +1 strength until the end of this fighter's activation.</p>
<p> [Double] Shield Stun: Pick a fighter within 1" of this fighter and roll a single die as a standard attack with a strength of 4. If the attack was successful the target of this action cannot activate for the rest of the battle round.</p>	<p>  [Double] Inquisitor's Mark: Pick an enemy fighter within 20" of this fighter. Until the end of the battle round add 1 to the attacks characteristic to attack actions that target that fighter.</p>
<p> [Double] Sigmar's Glorious Cleavage: Choose an enemy</p>	<p>  [Triple] Healing Hand: Pick a friendly fighter within</p>

<p>fighter within 1” of this fighter and make an attack action. If there is another enemy fighter within 1” of the initial targeted enemy fighter make a separate attack action against them as well.</p>	<p>9” of this fighter. Roll 2D6 and remove the resulting roll amount of wounds from that fighter.</p>
<p> [Triple] The Hound's Harry: If this fighter is within 1” of an enemy fighter that fighter cannot make any move or disengage actions. This effect persists until this fighter is taken down or disengages.</p>	<p> [Triple] Sigmar's Chosen: Any friendly fighter that rolls a critical during an attack action within 6” of this fighter gets an additional attack for each critical rolled. This lasts until the end of the current battle round.</p>
<p> [Triple] Glorious Martyrs: This fighter must have it least 1 wound to use this ability. Pick an enemy fighter within 4” of this fighter. Roll 2D6 and deal the result as damage to that fighter. The fighter that used this ability is then considered taken down and removed from the board.</p>	
<p> [Quad] Pinned Down: After this fighter makes an attack action with a range of 3” or more, pick another friendly fighter with this runemark and line of sight of the same enemy fighter than make a bonus range 3” or more attack with them. This bonus attack has +1 strength.</p>	<p> [Quad] Soulfire: All friendly fighters within 6” of this fighter gain +1 attacks with a range of 3”, additionally all enemy fighters within 6” of this fighter take 1 wound for each time a friendly fighter activates for the remainder of the battle round. This effect starts once the ability is used.</p>

