

# Witch Hunters - Righteous and Pious Pyromaniacs

## Tactics

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based on work at [Archive Pestilen](#)  
& [Mordheim Strategy Guide](#).

The Witch Hunters are a great warband to play in Mordheim! They have an interesting mix of warriors available to them. Their main drawback is that they may only have 12 members in their warband. While this has no implications to the number of heroes they can take (1 leader and 5 other heroes, just like any other warband), this is their main disadvantage. Do not panic! Fortunately their excellent Henchmen more than make up for their lack of members! Against Warbands with a lot of members you may run into trouble until you have a few games under your belt as then you can load up on Flagellants. Further details below.

- **Heroes:** The Witch Hunter Captain has good WS and BS and is fairly cheap at 60 gc. His *Hatred* of Spellcasters will greatly benefit you against most Warbands. He also may pick from all Skills tables when he gains an advance in skills. The only negative for him is his lack of a cheap missile weapon.

Witch Hunters are very cheap! Average Human stats, plus *Hatred* of Spellcasters. Again my only take-away is a lack of cheap missile weapons.

Warrior Priest is very cheap for a Spellcaster. Why Witch Hunters will tolerate one magic over another is beyond logic. But then again, this are Witch Hunters! The Priest has average Human stats except for his LD of 8. His spell selection is good and can make life miserable to the Possessed (Soulfire spell). He has the same weapon choices as the other heroes in the Warband.

- **Henchmen:** Flagellants are rock hard. S4, T4 and immune to *Fear*. They are a tad on the expensive side but considering your Warband may only have 12 members you will not be spending a lot of gc on a bunch of Henchmen. They also are unable to use missile weapons of any kind. *Even if they gain an advance roll which would otherwise allow them to do so.*

Zealots in the other hand are cheap. They have low/average human stats. They may be equipped with bows giving you a cheap missile weapon choice. After a few games you will find yourself leaving Zealots by the wayside in favor of Flagellants. Basically Zealots are a good choice if you can not afford Flagellants.

Warhounds are S4 and a move rate of 6"; all for a cheap 15 gc! Good for adding a little extra oomph to your Warband when you do not have enough gc for another Zealot, or you want to get to an enemy quickly. They can not gain experience so if they die try to purchase Zealots or Flagellants to replace them.

- **Fighting Style:** In many respects, Witch Hunters have much in common with mercenaries. Your style will depend much on the composition of your warband. A defensive player will have Zealots, covering front or flanks with their spears, or defending buildings while ranged fighters search for higher grounds. An offensive player will have Flagellants, probably combined with Warhounds. Both will be at the front, Flagellants just behind whatever

cannon-fodder is fielded. Once the enemy is close enough, they can pounce them, knocking down their opponents to be finished off by who-ever follows. Fear-causing opponents? Get your Flagellants on top of them! They will not be as frightening once they bite the dust.

Warhounds are ideal for a fast sweep. You should have at least 2 of them, were it just to sacrifice them for a voluntary rout. Try to keep them near your Captain, so they can benefit from his leadership. And remember that they are animals, meaning they can't search buildings, or achieve most other objectives. Moving the pack somewhat in front of the warband puts them in a good position to act as cannon-fodder, intercept enemies, or dash out for an attack.

Positioning your heroes is a bit of a dilemma. They can get good ranged weapons, and Witch Hunters can get shooting skills, so it is very tempting to put them in vantage positions with a crossbow. However, while a good archer can down many opponents, it is much less likely to get them Out Of Action than in close combat. Thus many experience points may get lost due to henchmen getting most kills. In that respect, getting pistols for your heroes may be a better choice than crossbows.

Both Captain and Warrior-Priest are expendable. You can hire a new Warrior-Priest if he gets lost, and while you can't re-hire a Captain, he is reasonably replaced by a regular witch hunter. Your Warrior-Priest makes best use of his prayers in -or near-close combat, so make use of him if you can. Your Captain is somewhat more valuable at first, with his superior skills and leadership value; move him in with the pack of Warhounds, being well covered by them at the same time. Alternatively, you can send your Warrior-Priest along with the pack, providing support with the *Hearts of Steel* prayer.

When engaging the enemy, Witch Hunters should fair well against almost any kind of opponent. Their wide selection of equipment, skills and hired swords makes them a pretty versatile warband. On the topic of engagement, there are only few notes to make. Worst enemies may be those that vastly outnumber them (i.e. Skaven), or those that are particularly strong on defense.

Use your Warhounds the best you can. Losing them is not so bad: they are cheap, can't lose equipment, and they don't have experience that might get wasted otherwise. You'll find that many efficient strategies will be along the lines of "release the pack - after them!". Do note that your Warhounds can't reach spots you need to climb onto; there are plenty of alternatives for Witch Hunters though, either having another warrior climb up, or shoot whoever's up there. Flagellants -and ranged fire- should play a key-role in your strategy whenever facing a considerable amount of fear-causing creatures.

Don't forget the *Burn the Witch!* ability of Witch Hunter heroes and their Captain, which gives them an edge against Spellcasters; but then again not so much that you should take risks with them. Use their shooting skills to your advantage, but don't allow it to weaken your combat strength; their ranged fire-power is good, but still too small to base your strategy on. When outnumbered, it may be better to stay on the defense. Use the environment as cover: getting on higher floors, or even simply standing with your backs to the wall. You'll find that pistols are a wonderful thing in such situations!

- **Campaign Tactics:** A starting Witch Hunters warband is pretty strong compared to other starting warbands, especially when taking plenty of Warhounds. Take Warhounds and sacrifice them to get close to your opponents, or better yet to take key opponents. If three Warhounds die while killing an enemy Captain, that is a good conclusion, even if you Rout out of the game. After all, remember that you still gain extra experience and gold for the next battle.
- **Skills:** There is no special skill-list for the Witch Hunters, but they do have access to most of the regular ones. Note that 3 of the academic skills are not available for Witch Hunters, because they concern Spellcasters. Both Witch Hunters and Captain can take shooting skills.
  - Nimble skill will allow those with crossbows to move while shooting.
  - *Hunter* and *Pistolier* skills should be considered when handling pistols.
  - *Battle Tongue* skill for your leader will be very useful if Warhounds play an important part in your strategies to extend his leadership influence by 6", encouraging his pack as they charge forward.

The Priest should focus on defensive skills first, to keep him on his feet, able to put his prayers to good use.

- *Step Aside* allows an extra save in close combat.
- *Resilient* will effectively increase his toughness.
- *Fearsome* will keep him from being charged. While not as impressive as the *Armor of Righteousness* prayer, it's effect is at least permanent.

Promoted henchmen, Zealot or Flagellant, can take any 2 of the basic skill-lists.

Zealots have no particular profile, though shooting is not exactly their thing. Combat, strength and/or speed are the logical choices for them.

If a Flagellant is promoted to a hero, Strength skills are most suitable. If you plan to stick to a flail or double-handed weapon for your Flagellant, I recommend not taking the Combat skill-list, but take the Strength and Speed skill-lists instead. If you want to get your new Flagellant-Hero new weapons, then, you may want him to take the combat skill-list.

- *Weapons Training*, so he can take any close combat weapon he wishes, instead of just the flail or double-handed weapon. You could do the equivalent with the shooting list, but Flagellants are clearly close combat fighters, and will not put their fanatical ability to good use at range.
- *Sprint* and *Lightning Reflexes* will improve his flexibility in engaging fear-causing opponents.
- Unstoppable Charge will increase his chances of inflicting a hit, so you can apply his awesome strength more likely.
- *Strongman* skill is an absolute must if handling a double-handed weapon.