

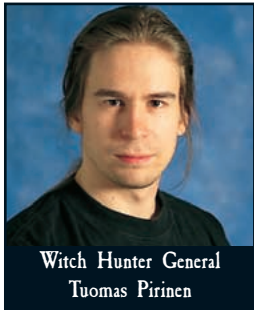
DOGS  
OF WAR  
CHARACTERS  
FOR HIRE

# WARHAMMER ARMIES Dogs of War

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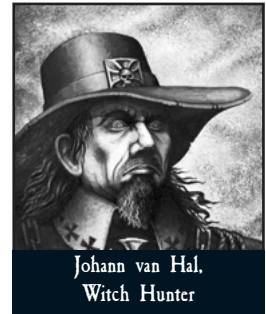
## BURN THE WITCH!

By *Tuomas Pirinen*



Witch Hunter General  
Tuomas Pirinen

*In the grim reality of the Old World, secret cults plot the coming of Chaos, Sorcerers meddle with dark magics and the Undead stalk the earth. But there are those who battle against the unnatural horrors of the Old World. They are the Witch Hunters – driven men who wander the Old World rooting out evil. Witch Hunter General Tuomas Pirinen opens up his journal and brings us the tale of one of the most grim and haunted of Witch Hunters – Johann van Hal & Wilhelm Hasburg, Priest of Sigmar.*



Johann van Hal,  
Witch Hunter

### DOGS OF WAR CHARACTERS

Just as there are regiments of mercenaries to hire, there are just as many lone freelancers. These individuals wander the Old World, selling their skills to the highest bidder. Many are thieves and brigands, and some are hard bitten mercenaries who will not (or cannot) join one of the many mercenary regiments. There are thrill-seeking Imperial nobles, fanatical Witch Hunters and even specialists such as siege engineers, wizards or assassins.

### READY FOR HIRE

The Witch Hunters count as a Regiment of Renown and their points cost is added to the Dogs of War regiment allocation. Regiments of Renown can also be incorporated into your existing Warhammer armies very easily. Just add the regiment's points cost to the allies allocation of your army list. So with no further ado, White Dwarf brings you the grim tale of the Witch Hunters Johann van Hal and Wilhelm Hasburg.



▲ Wilhelm Hasburg – Priest of Sigmar



▲ Witch Hunter Johann van Hal

## THE WITCH HUNTERS JOHANN VAN HAL & WILHELM HASBURG

*Sculpted by Paul Muller*



*Hired by a determined Mercenary General, the Witch Hunters prepare to destroy a foul Vampire Count.*

# THE WITCH HUNTERS

Witch Hunters are a secret order of scattered men, obsessed with the destruction of Chaos, Undead, mutants, deviants, unbelievers, blasphemers and potentially anyone else except other Witch Hunters. Many people find their fanaticism disturbing and their extreme beliefs threatening, so the Witch Hunters are rarely welcome to stay anywhere for long. Who knows who will fall under suspicion next? A single wrong word may condemn you!

Johann van Hal is perhaps the most famous of all the Witch Hunters of the age, the slayer of Vampire Gunther von Blodfel and the man who purged the haunted castle of Reikwald. Where he comes from or why he has chosen to become a Witch Hunter is unknown. Johann does not talk about his past, and it is unwise to question this grim and moody man about things he does not want to discuss. But those who are well versed in the lore of the Empire know that he shares the name of the infamous Vanhal, the dreaded Necromancer of ancient times. All the descendants of Vanhal have strived to atone for the evil deeds of their ancestor, but without success. For each evil Sorcerer destroyed ten new ones step onto the path of Damnation. For every Vampire slain an entire noble family will be infected with the curse of Vampirism. One can only guess the weight of guilt and angst that Johann carries.

Johann has only one companion, and he is not part of the order of Witch Hunters. He is Wilhelm Hasburg, a priest of Sigmar whose temple was burned by Chaos worshippers. Some say he became insane watching his life's work go up in flames, but none dare to dispute his faith and piety, which he shows with horrific self-mutilation and ceaseless prophecies of the end of the world. It is believed that his faith and continuous prayers protect him from evil magic, and he is certainly able to crush the skull of any blasphemer, using the staff that he found in the ruins of his temple.

When facing supernatural foes, many desperate generals draw the Mark of the Hammer on road signs and town gates, calling the legendary Witch Hunter to come to their aid. Johann will offer his services to anyone who is willing to pay. All the gold that he does not need himself is donated to the church of Sigmar.

So when the forces of Undeath threaten or the darkness of Chaos falls upon the Old World, Johann van Hal and Wilhelm come. They face the most terrible foes without fear, and attack foul Undead or terrifying Daemons with cold fury and hatred burning in their eyes. After the battle they claim their prize and depart without a word – and most men are happy to see them go.



## THE REGIMENT

**Captain:** Johann van Hal.

**Motto:** Burn them all!

**Battle-cry:** "It's a witch!" is not Johann's official battlecry, but is often the last thing his opponents hear.

**Appearance:** Dark and grim. Johann wears a dark cloak and a floppy, black, leather hat. His eyes are bloodshot and full of fanaticism. Wilhelm Hasburg wears the cloak of a Sigmarite priest and carries the great book the 'Hammer of Witches' as well as a staff topped with the jawbone of an ox.

**For Hire:** All Warhammer armies except Undead, Dark Elves (burn those Witch Elves!), Skaven or Chaos may hire Johann and Wilhelm.

**Points:** Johann van Hal and Wilhelm Hasburg cost a total of 230 points.

Profile	M	WS	BS	S	T	W	I	A	Ld
Johann van Hal	4	5	5	4	4	2	4	3	9
Wilhelm Hasburg	4	4	4	4	4	2	2	2	7

**Weapons/Armour:** Johann carries a brace of pistols, hand weapons, an assorted collection of stakes, holy relics and the Stake of Sigmar. Wilhelm is armed with the Holy Staff and carries the great book – the Hammer of Witches.

**Armour Save:** None (special magical dispel – see below).

## MAGIC ITEMS

### Stake of Sigmar

**Enchanted Item** ..... 30 points  
*This ancient relic is said to be a fragment of the tree felled by Sigmar with a single stroke when the Unberogen tribe started building the city of Altdorf. It was held in the temple of Sigmar at Obersdorf until the town was sacked by Orcs and Goblins and the relic was lost. Now it is carried by Johann van Hal.*

The Stake of Sigmar fills Johann with the strength and purpose of Sigmar himself. It doubles Johann's Strength when he is fighting against any Undead creatures or any Daemons. This gives him an effective Strength of 8. Johann may also use the stake against Vampires in hand-to-hand combat. If he does this, a single unsaved wound caused by him automatically slays any Vampire outright.

### Holy Staff

**Magic Weapon** ..... 50 points  
*Atop this ironwood staff is mounted the jawbone which, it is said, was used by Sigmar when he single-handedly destroyed an army of Skaven. Wilhelm found it buried under the ruins of his temple.*

Wilhelm may add +2 to his Strength when fighting in hand-to-hand combat. In addition the staff will automatically wound any Skaven, Daemon or Undead Creature.

## SPECIAL RULES

**Formation:** Johann and Wilhelm always fight together and cannot join any other units.

**Psychology:** Johann and Wilhelm are utterly dedicated to their work of hunting down Chaos worshippers and Vampires. During the long, lonely years they have met and defeated the most horrifying creatures and blasphemous monsters. Because of their experiences Johann and Wilhelm are immune to psychology. The only exception is that they *bate* all models in any Chaos army and all Undead creatures.

**Witch Hunter Weapons:** Johann is armed with pistols loaded with silver bullets and a sword blessed by Wilhelm. Thus all his attacks count as magical (negating Daemonic saves and making him capable of wounding ethereal creatures).

**Wilhelm Hasburg:** Wilhelm is a fanatical priest of Sigmar, obsessed with the destruction of the forces of Undeath and Chaos. When he reads the litanies of banishment from his holy book called 'the Hammer of Witches', he radiates an aura of holiness and utter faith. Any Chaos, Dark Magic or Necromantic spell targeted towards him or Johann is dispelled on a D6 roll of 4+.