

Sisters of Sigmar v.2.3.1

Warband Special Rules

Sigmarite Vows

Warriors with this rule may not use Axes, Swords, Great Axes, or Great Swords unless a training skill allows them to do so. *(Note that this restriction does not apply to Augurs and Halflings.)*

Sigmar's Favoured

Warriors with this rule start with a free Sigmarite skill, chosen by you *(see Special Skills)*.

Exalted Vision

Warriors with this rule start with two free Augur skills, chosen by you.

Initiate's Vision

Warriors with this rule start with a one free Augur skill, chosen by you. *(Choose separately for each warrior.)*

Warrior Wizard

Warrior may wear armour and cast spells.

Sigmarite and Augur Skills

When Henchmen are promoted to Heroes, warriors with 'Sigmarite Vows' cannot choose Augur skills and warrior *without* 'Sigmarite Vows' cannot choose Sigmarite skills as one of their three skill lists.

Inner Sight

Warrior treats all results of 'Eye Injury' on the campaign injuries chart as 'Full Recovery' instead.

Warband Special Rules

Heirloom

Warrior has this item when hired. It may not be swapped or sold, but may be robbed and discarded as normal.

Righteous Fury

Warriors with this rule *hate* all enemies in the first round of each close combat. *(I.e. all of their close combat attacks have +1 to hit.)*



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Sisters of Sigmar Skill Table

	Combat	Shooting	Academic	Strength	Speed	Sigmarite	Augur
Matriarch	V		V	V	V	V	
Superior	V		V	V	V	V	
Librarian	(+10gc)		V		V	(+10gc)	
Seer			V		V		V
Novice	V	(+10gc)	V	(+10gc)	V	V	

Augur Skills

Guided Strikes

Warrior may re-roll her first natural 1 'to hit' in each close combat phase (*including opponent's*).

Guided Aim (18")

Warrior's shots with missile weapons suffer -1 to hit for shooting further than 18" instead of the normal -1 to hit for shooting further than 12".

Divine Intuition

Warrior may re-roll all failed characteristics tests she has to take that are *not* Leadership tests. Can also be used with Exploration Locations.

Awareness (+3")

Warrior adds +3" to the maximum range she spots *hidden* enemies. (*Stacks with other bonuses, such as from Lantern.*)

Truestrike

Warrior's attacks (*both shooting and close combat*) are Armour Piercing (1). (*Stacks with other Armour Piercing effects she may have.*)

Premonition

All critical hits scored against this warrior have a -D3-1 modifier to rolls on the critical hits chart. (*Stacks with other modifiers he may have.*)

Farsight (+6")

Warrior adds +6" to the maximum range of all missile weapons she is using where the weapon's original range was 12" or more.

Inner Omen

Whenever this warrior is deployed, the warband gains 1 free Power Dice that may be used by any Wizard or Priest in the warband. (*Also applies during Pit Fights.*)

Martial Insight

Must be a hero to choose this skill. Warrior gains +1 WS and access to Combat skills or +1 BS and access to Shooting skills. Choose which.

Blood Portent

Must be a hero to choose this skill. Warrior gains an additional +1 XP in each post-battle sequence where she survived one or more rolls on the Campaign Injuries chart (*i.e. she cannot gain more than 1 XP per post-battle sequence from this skill*).

Warband Special Equipment

Sisterhood Hammer 10gc

Close Combat Weapon: Hammer: Is affected by anything that affects Hammers and can be used by anyone who can use normal Hammers.

Strength Bonus: +1 S in all rounds of combat.

Concussive (1)

Two-handed.

Steel Whip 10gc

Close Combat Weapon: Combat Whip: Is affected by anything that affects Combat Whips, but is a separate proficiency from normal Combat Whips.

Whipcrack (-2 I): At the *start* of *each* close combat phase where wielder is using this weapon (*i.e. also opponent's*), one enemy of your choice that is within 1" of this warrior suffers -2 Initiative to strike order that turn. Not active while wielder is *fleeing*.

Only Club, Axe, Sword or Shield in off hand.

Auspice Dagger 10gc

Special Equipment: Warrior becomes a Priest who knows one random Prayer of Morr each battle. Warrior does *not* know the Signature Prayer of Morr because of this ability, and wielding the dagger does *not* allow warrior to choose more Prayers of Morr when gaining a new skill.

Can only be carried by warriors whose type is Augur Seer.

Aegis Seal 10gc

Special Equipment: Wielder has a 4+ ward save vs. the effects of hostile spells (*other warriors may still be affected*). (*Ward saves cannot be increased beyond 4+*). May be given to Henchmen.

Sacred Ointment 5gc

Special Equipment: Drug: Warrior may ignore the effects of up to two campaign injuries this battle. One use only.



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Sisters of Sigmar Equipment Lists

<p>Matriach and Superiors</p> <p>Close Combat Hammer Great Hammer Combat Whip Steel Whip Morning Star Flail</p> <p>Shooting Sling Bolas Handgun</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Novices, Warriors and Devoted</p> <p>Close Combat Hammer Great Hammer Combat Whip Morning Star Flail</p> <p>Shooting Sling Bolas Handgun</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Augur Seer and Augur Initiates</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling Short Bow Javelins</p> <p>Armour Light Armour</p>
<p>Sister Librarian</p> <p>Close Combat Hammer Great Hammer</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour</p>	<p>Gunnery Sisters</p> <p>Close Combat Hammer</p> <p>Shooting Sling Bolas Blunderbuss Handgun</p> <p>Armour Light Armour Heavy Armour</p>	



HEROINES

0-1 Sigmarite Matriarch

50gc to hire

Starting Experience: 24

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	4	1	8

SPECIAL RULES

Leader (6"), Sigmar's Favoured, Sigmarite Vows, Priest (Prayers of Sigmar): Starts with 1 prayer.

0-2 Sister Superior

30gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	7

SPECIAL RULES

Sigmar's Favoured, Sigmarite Vows

0-1 Sister Librarian

30gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Sigmarite Vows, Warrior Wizard, Wizard (Fire, Light, Heavens or Metal): Starts with 1 spell.

0-1 Augur Seer

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Inner Sight, Exalted Vision

0-3 Sisterhood Novices

15gc to hire

Starting Experience: 0

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	6

SPECIAL RULES

Sigmarite Vows

HENCHWOMEN

Sisterhood Warriors

25gc to hire

Starting Experience: 6

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	3	3	3	3	3	1	7

SPECIAL RULES

Sigmarite Vows

0-2 Augur Initiates

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	2	3	3	3	3	1	7

SPECIAL RULES

Inner Sight, Initiate's Vision

0-4 Sister Devoted

40gc to hire

Starting Experience: 14

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	4	3	3	3	3	3	1	8

SPECIAL RULES

Sigmarite Vows, Righteous Fury, Heirloom: Heavy Armour

0-3 Gunnery Sisters

20gc to hire

Starting Experience: 4

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	2	4	3	3	3	3	1	6

SPECIAL RULES

Sigmarite Vows

0-3 Warhounds

30gc to hire

M	WS	BS	S	T	W	I	A	Ld
6	4	-	4	3	3	4	1	5

SPECIAL RULES

Animals (Cannot Climb; Cannot Hide; Flee 3D6"; Cannot use the Leader's Ld; Cannot Capture Objectives; Fight Unarmed; No Promotion.)

v.2.3.1

Fixed a typo in Augur skills.

v.2.3

Sister Librarian replaces archivist with warrior wizard.

v.2.2

Sister Librarian brought back.

Gunnery Sister brought back.