

Sisters of Sigmar v.1.4

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.)

Archivist

When spells are being randomly generated before the battle, a warrior with this rule may select a single spell and re-roll that result. The second result is final, even if the new spell is the same as the original one. (Roll again if the new roll is a spell that has already been generated by a previous roll.)

Blessed Sight (8") (Augurs)

Warriors with this rule may un-hide any one hidden enemy of their choice within 8" instead of shooting a missile weapon in the shooting phase.

- Using this ability un-hides the Augur if she is hidden herself.
- Cannot be used while fleeing.
- Does not require line of sight.
- Augur may use this ability while engaged in close combat and also the same turn she was deployed and/or made a running move.

Stubborn

Warriors with this rule may re-roll failed fear and panic tests.

Stealth

While this warrior is in cover, enemy shooting at him suffers an additional -1 to hit.

Warband Special Rules

Sigmar's Favoured

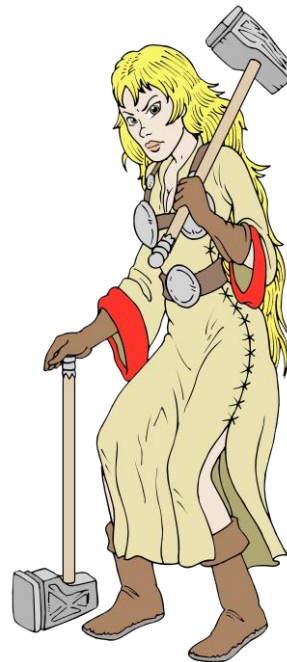
Warriors with this rule start with a free Sigmarite skill, chosen by you (see Special Skills).

Zealous Fury (+1 S)

Warriors with this rule have +1 Strength the turn they charge.

Heirloom

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



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Sisters of Sigmar Skill Table

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

Sisters of Sigmar Equipment Lists

<p>Sigmarite Matriach, Sister Superior, and Sister Devoted</p> <p>Close Combat Hammer Great Hammer Combat Whip Morning Star Flail</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Priestess of Sigmar</p> <p>Close Combat Hammer Great Hammer</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Sister Librarians</p> <p>Close Combat Hammer Great Hammer</p> <p>Shooting Sling</p> <p>Armour None</p>
<p>Augurs</p> <p>Close Combat Hand Weapon Great Weapon</p> <p>Shooting Sling Short Bow</p> <p>Armour Light Armour</p>	<p>Novices</p> <p>Close Combat Hammer Great Hammer Morning Star Flail</p> <p>Shooting Sling</p> <p>Armour Light Armour Heavy Armour Shield</p>	<p>Gunnery Sisters</p> <p>Close Combat Hammer</p> <p>Shooting Sling Handgun Blunderbuss</p> <p>Armour Light Armour Heavy Armour</p>
<p>Halflings</p> <p>Close Combat Hand Weapon</p> <p>Shooting Sling Short Bow Throwing Knives / Stars</p> <p>Armour Light Armour</p>		

HEROINES

0-1 Sigmarite Matriarch

45gc to hire

Starting Experience: 20

Race: Human

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

SPECIAL RULES

Leader (6"), Sigmar's Favoured, Sigmarite Vows

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

Sigmarite Vows, Stubborn

0-1 Priestess of Sigmar

35gc to hire

Starting Experience: 12

Race: Human

M	WS	BS	S	T	W	I	A	Ld
4	3	2	3	3	3	3	1	8

SPECIAL RULES

Sigmarite Vows

Priest (Prayers of Sigmar): Starts with 1 prayer.

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, Archivist

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

0-3 Augurs

15gc to hire

Starting Experience: 2

Race: Human

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

SPECIAL RULES

Blessed Sight (8")

(Augurs do not have 'Sigmarite Vows.')

HENCHWOMEN

Novices

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

0-3 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

0-4 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, Heirloom: Heavy Armour, Zealous Fury (+1 S)

0-3 Halflings

15gc to hire

Starting Experience: 4

Race: Halfling

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

SPECIAL RULES

Stealth

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.)

1.4

Sister Devoted +5gc, Heirloom: Heavy Armour

1.3.3

Sister Devoted may use Shields

Changed Equipment Lists for warriors with Sigmarite Vows to say "Hammer / Great Hammer" instead of "Hand Weapon / Great Weapon" as some players found the old listing confusing.

Clarified that Augurs do not have 'Sigmarite Vows.'

1.3.2

Novices +1 BS, +5gc, +2 XP, may wear Heavy Armour.

Matriarch loses Priest, -5gc, -4 XP, starts with a free Sigmarite skill.

Halflings may use Throwing Knives / Stars

Sister Devoted replace complicated rules with +1 S when charging.

1.3.1

Fixed typo. Hat tip to Daelnoron