

# Sisters of Sigmar v.1.3.2

## 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.

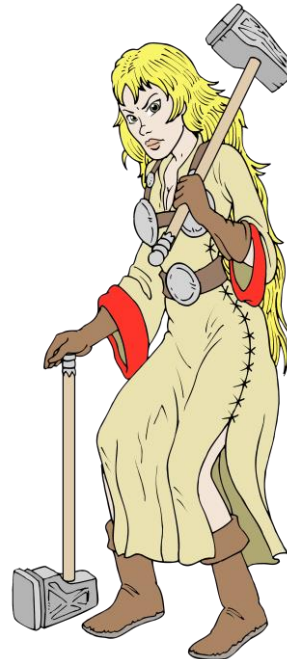
## Warband Special Rules

### 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.



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

## 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

35gc 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, 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.)

### **1.3.2**

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