

# Sisters of Sigmar v.2.0

## 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 a 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.)*

### Skirmisher

Warriors with this rule suffer no -1 to hit for Moving and Shooting.

### Dodge: Ranged

All enemy shooting attacks have an additional -1 to hit this warrior. *(No effect vs. spells / prayers.)*

### 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.

## Warband Special Rules

### Inner Sight

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

### 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	
Priestess	V		V	V		V	
Augur			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

Warrior's shots with missile weapons suffer no -1 to hit for shooting at enemies in cover.

### 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 Priest (*not Wizard*) 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:** 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 5gc

**Special Equipment:** Each time an enemy is taken *out of action* within 1" of this warrior, all Priests in the warband gain one random Prayer of Morr in addition to their other Prayers for the rest of the battle. May be given to Henchmen.

- Each Prayer gained from this ability is the same for all Priests in the warband. Do *not* roll separately for each warrior.
- This effect stacks and is *not* active while this warrior is *fleeing*.
- Only one Prayer of Morr will be granted by this ability per enemy that goes *out of action*, no matter how many warriors with Auspice Dagger are within 1" of that enemy.

**Can only be carried by warriors with one or more Augur skills.**

### Sacred Ointment 5gc

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

# Sisters of Sigmar Equipment Lists

Matriach and Superiors	Novices, Warriors and Devoted	Augur Seer and Augur Initiate
<p><b>Close Combat</b>            Hammer            Great Hammer            Combat Whip            Steel Whip            Morning Star            Flail</p> <p><b>Shooting</b>            Sling            Bolas            Handgun</p> <p><b>Armour</b>            Light Armour            Heavy Armour            Shield</p>	<p><b>Close Combat</b>            Hammer            Great Hammer            Combat Whip            Morning Star            Flail</p> <p><b>Shooting</b>            Sling            Bolas            Handgun            Blunderbuss</p> <p><b>Armour</b>            Light Armour            Heavy Armour            Shield</p>	<p><b>Close Combat</b>            Hand Weapon            Great Weapon</p> <p><b>Shooting</b>            Sling            Short Bow            Javelins</p> <p><b>Armour</b>            Light Armour</p>
Priestess of Sigmar	Skirmisher Sisters	
<p><b>Close Combat</b>            Hammer            Great Hammer</p> <p><b>Shooting</b>            Sling            Bolas            Handgun</p> <p><b>Armour</b>            Light Armour            Heavy Armour            Shield</p>	<p><b>Close Combat</b>            Hammer</p> <p><b>Shooting</b>            Sling            Bolas            Blunderbuss            Handgun</p> <p><b>Armour</b>            Light Armour            Shield</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 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 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 Skirmisher Sisters

20gc to hire

Starting Experience: 4

Race: Human

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

### SPECIAL RULES

Sigmarite Vows, Dodge: Ranged

## 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.)