



Initial Warband Budget 500 Gold Crowns (dowry to the temple)

Maximum Warband Size 15

Minimum Warband Size 3

Sisters of Sigmar Special Skills

Sign of Sigmar Possessed or Undead opponents lose their first attack against the Priestess in the first round of

Righteous Fury The model hates all Skaven, Undead or Possessed warbands and all models in them.

Protection of Sigmar Any spell which would affect her is nullified on a D6 roll of 4+. Note that if the spell is nullified it

Absolute Faith The Sister may re-roll any Fear tests and does not have to test if she is fighting alone against

Utter Determination Only the Matriarch may have this skill, which allows her to re-roll any failed Rout tests.

Sisters of Sigmar Equipment List

Hand-to-hand Combat Weapons

Dagger 1st free/2 gc

Mace 3 gc

Hammer 3 gc

Sigmarite Warhammer 15 gc

Flail 15 gc

Steel Whip 10 gc

Double-handed Weapon 15 gc

Armour

Light Armour 20 gc

Heavy Armour 50 gc

Shield 5 gc

Buckler 5 gc

Helmet 10 gc

Missile Weapons

Sling 2 gc

Miscellaneous Equipment (Heroines only)

Holy Tome 120 gc

Blessed water 10 gc

Holy relic 15 gc

Heroes

Sigmarite Matriarch

Cost	70 Gold Crowns (dowry to the temple)								
Quantity	1								
Experience	20 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Sigmarite Matriarch	4	4	4	3	3	1	4	1	8
Weapons/Armour	The Sigmarite Matriarch may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.								
Skill Lists	Combat, Shooting, Academic, Strength, Speed, Special								
Special Rules	Leader: Any warband member within 6" of the Sigmarite Matriarch may use her Leadership characteristic when taking any Leadership tests. Prayers of Sigmar: The Matriarch has studied the Prayers of Sigmar. See the Magic section.								

Sister superior

Cost	35 Gold Crowns (dowry to the temple)								
Quantity	0 - 3								
Experience	8 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Sister Superior	4	4	3	3	3	1	3	1	7
Weapons/Armour	A Sister Superior may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.								
Skill Lists	Combat, Shooting, Strength, Speed, Special								
Special Rules	-								



Augur

Cost	25 Gold Crowns (dowry to the temple)								
Quantity	0 - 1								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Augur	4	2	2	3	3	1	3	1	7
Weapons/Armour	The Augurs may be equipped with weapons chosen from the Sisters of Sigmar Equipment list. They never wear armour.								
Skill Lists	Combat, Academic, Speed, Special								
Special Rules	Blessed Sight: An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result. In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put out of action in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.								

Heroes

Sigmarite Sisters

Cost	25 Gold Crowns (dowry to the temple)								
Quantity	Any number of models								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Sigmarite Sister	4	3	3	3	3	1	3	1	7
Weapons/Armour	The Sigmarite Sisters may be equipped with weapons and armour chosen from the Sisters of								

Novices

Cost	15 Gold Crowns (dowry to the temple)								
Quantity	0 - 10								
Experience	0 xp								
Profile	M	WS	BS	S	T	W	I	A	Ld
Novice	4	2	2	3	3	1	3	1	6
Weapons/Armour	The Novices may be equipped with weapons and armour chosen from the Sisters of Sigmar Equipment list.								



Prayers of Sigmar

Those with great faith in the gods can call upon their divine power. The priests of Sigmar can pray for many miracles: healing of wounds, strengthening the resolve of their comrades or the banishment of Daemonic creatures and the Undead.

The Prayers of Sigmar can be used by Witch Hunter Warrior Priests and Sigmarite Matriarchs. A warrior may use the divine power of Sigmar while wearing armour. Prayers of Sigmar are not regarded as spells, so any special protection against spells does not affect them.

D6 Result

1 The Hammer of Sigmar

Difficulty 7

This weapon of the faithful glows with a golden light, imbued as it is with the righteous power of Sigmar.

The wielder gains +2 Strength in hand-to-hand combat and all hits he inflicts cause double damage (e.g., 2 wounds instead of 1). The Priest must test each shooting phase he wants to use the Hammer.

2 Hearts of Steel

Difficulty 8

As the three words of power are spoken, waves of glory surround the servant of Sigmar. The faithful are heartened by the warrior god's presence.

Any allied warriors within 8" of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

3 Soulfire

Difficulty 9

The wrath of Sigmar comes to earth. Purifying flames surround the Priest and wipe out those who resist the righteous fury of the God-Emperor!

All enemy models within 4" of the servant of Sigmar suffer a Strength 3 hit. No armour saves are allowed. The servants of darkness and Chaos are especially susceptible to Sigmar's holy power. Undead and Possessed models in range suffer a Strength 5 hit instead.

4 Shield of Faith

Difficulty 6

A shield of pure white light appears in front of the Priest. As long as his faith remains strong the shield will protect him.

The Priest is immune to all spells. Roll at the beginning of each turn in the recovery phase. On a roll of 1 or 2 the shield disappears.

5 Healing Hand

Difficulty 5

Laying hands upon a wounded comrade, the servant of Sigmar calls upon his Lord to heal the warrior's wounds.

Any one model within 2" of the Priest (including himself) may be healed. The warrior is restored to his full quota of Wounds. In addition, if any friendly models within 2" are *stunned* or *knocked down*, they immediately come to their senses, stand up, and continue fighting as normal.

6 Armour of Righteousness

Difficulty 9

Impenetrable armour covers the Priest and the fiery image of a twin-tailed comet burns above his head.

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes *fear* in his enemies and is therefore immune to *fear* himself. The power of the Armour of Righteousness lasts until the beginning of the Priest's next Shooting phase.