

Sisters of Sigmar

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Matriarch [1]	4+	Heavy Sword	Hero, Tough(3), Wizard(1)	A, B	35pts
Augur [1]	5+	Light Sword	Blessed Sight, Hero, Tough(3)	C	20pts
Sigmarite Sisters [3]	5+	Light Swords	-	C	20pts
Sister Superiors [3]	4+	Light Swords	Fearless	B, D	35pts

A | Upgrade with one:

Protection of Sigmar (Resistance)	+5pts
Utter Determination (Fearless)	+5pts
Righteous Fury (Furious)	+5pts
Sign of Sigmar (Regeneration)	+10pts

B | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Upgrade with any:

Holy Tome (+1 to spell cast results)	+5pts
Heavy Armor (Armored)	+10pts

Take one:

Steel Whip (6", A1p)	+5pts
Thrown Weapon	+5pts

C | Replace all Light Swords:

Medium Swords	+5pts
Light Maces	+10pts

Equip all models with one:

Steel Whips (6", A1p)	+5pts
Thrown Weapons	+5pts

D | Replace all Light Swords:

Medium Swords	+10pts
Light Maces	+15pts

Equip all models with one:

Steel Whips (6", A1p)	+5pts
Thrown Weapons	+10pts

Special Rules

Blessed Sight: The hero and all friendly units within 3" may re-roll failed hits.

Magic Spells

Shield of Faith (5+): Remove all effects with "until the end of the round" from the wizard.

Hammer of Sigmar (5+): The wizard gets the Piercing rule until the end of the round.

Healing Hand (6+): The wizard and all friendly units within 3" get Regeneration until the end of the round.

Soulfire (7+): All enemy units within 6" take one automatic hit.

Hearts of Steel (7+): All friendly units within 12" get Fearless until the end of the round.

Armour of Righteousness (8+): The wizard gets Armored and Fear until the end of the round.

Pirates

Name [Size]	Quality	Equipment	Special Rules	Upgrades	Cost
Captain [1]	4+	Heavy Sword	Hero, Tough(3)	A, B	25pts
Swabbies [5]	6+	Light Swords	-	C	15pts
Crew [3]	5+	Light Swords	-	D	20pts
Gunners [3]	5+	Pistols	-	E	25pts
Boatswains [3]	5+	Medium Swords	Strider	D	25pts
Mates [3]	4+	Light Swords	-	A, F	25pts

A | Upgrade with one:

Sea Chanty Singer (Fearless)	+5pts
Sea Legs (Strider)	+5pts
Booming Voice (Fear)	+5pts
Swashbuckler (Fast)	+5pts

B | Replace Heavy Sword:

Master Sword	+5pts
Heavy Mace	+15pts

Take one:

Pistol	+5pts
Rifle	+10pts

C | Replace all Light Swords:

Medium Swords	+5pts
Light Maces	+20pts

Equip all models with:

Bows	+10pts
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D | Replace all Light Swords:

Medium Swords	+5pts
Light Maces	+15pts

Equip all models with one:

Pistols	+5pts
Crossbows	+25pts

E | Replace all Pistols:

Rifles	+10pts
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Replace one Pistol:

Blunderbuss (12", A3p)	+5pts
Swivel Gun (36", A3x)	+20pts

F | Replace all Light Swords:

Medium Swords	+10pts
Light Maces	+15pts

Equip all models with one:

Pistols	+10pts
Crossbows	+35pts