

PROTECTORATE OF SIGMAR

THE CHURCH OF SIGMAR HAS LONG PLAYED AN ACTIVE ROLL IN THE PROTECTION OF THE EMPIRE. WARRIOR PRIESTS HAVE MARCHED WITH GENERALS TO PURGE THE LANDS OF GREENSKIN INVASIONS, AND THEY HAVE STOOD AS STALWART DEFENDERS WHEN THE STORMS OF CHAOS BLEW IN FROM THE NORTH. EACH HIGH RANKING WARRIOR PRIEST HAS AN ENTOURAGE OF WARRIORS THAT FORM HIS PERSONAL GUARD, AND THESE GROUPS ARE KNOWN AS THE PROTECTORATE OF SIGMAR. IN TIMES OF RELATIVE PEACE, THESE BANDS OF MEN LOOK INWARDS TO THE EMPIRE TO RESOLVE ISSUES THAT HAVE TOO LONG BEEN IGNORED. SUCH A TIME IS NOW, AND SUCH A PLACE IS MORDHEIM. WITH EVIL SEETHING OUT FROM EVERY PORE, MORDHEIM LIES IN RUIN AND AWAITS FOR THE HOLY TO BRING HER BACK INTO THE LIGHT. WHILE THE GRAND THEOGONIST HAS ENDORSED THE WITCH HUNTERS TO GATHER THE RABBLE TO SMOKE OUT ANY WHO FOLLOW CHAOS, IT IS THE PROTECTORATE WHO HAVE HIS FULL BLESSING. AS SUCH, HE SENDS THESE BANDS OF HIGHLY TRAINED MEN INTO THE CLUTCHES OF INSANITY TO BRING FORTH SIGMAR'S JUSTICE.

CHOICE OF WARRIORS

A PROTECTORATE OF SIGMAR WARBAND MUST INCLUDE A MINIMUM OF 3 MODELS. YOU HAVE 500 GOLD CROWNS WHICH YOU CAN USE TO RECRUIT YOUR INITIAL WARBAND. THE MAXIMUM NUMBER OF WARRIORS MAY NOT EXCEED 15.

WARRIOR PRIEST: EACH PROTECTORATE WARBAND MUST HAVE ONE WARRIOR PRIEST.

TEMPLARS: YOUR WARBAND MAY INCLUDE TWO TEMPLARS.

ACOLYTES: YOUR WARBAND MAY INCLUDE TWO ACOLYTES..

HUNTSMAN: YOU MAY CHOOSE TO REPLACE ONE TEMPLAR WITH A HUNTSMAN.

ARCHERS: YOUR WARBAND MAY INCLUDE UP TO FIVE ARCHERS.

CRUSADERS: YOUR WARBAND MAY INCLUDE UP TO FIVE CRUSADERS.

HOUNDS: YOUR WARBAND MAY INCLUDE UP TO FIVE HOUNDS.

STARTING EXPERIENCE

WARRIOR PRIESTS START WITH 20 EXPERIENCE

TEMPLARS START WITH 12 EXPERIENCE

HUNTSMEN START WITH 8 EXPERIENCE

ACOLYTES START WITH 2 EXPERIENCE

HENCHMEN START WITH 0 EXPERIENCE

SPECIAL RULES

DEATH OF A LEADER:

SHOULD THE WARRIOR PRIEST FALL, THE ACOLYTE WITH THE MOST EXPERIENCE TAKES UP THE MANTLE OF LEADER. TRANSFER ALL BENEFITS OF THE WARRIOR PRIEST CLASS TO THE ACOLYTE, AND CHANGE HIS TITLE ACCORDINGLY. HE DOES NOT IMMEDIATELY GAIN A PRAYER, AS THAT REQUIRES STUDY AND EXPERIENCE. WITH HIS NEXT ADVANCE, HE MAY CHOOSE TO EITHER TAKE A PRAYER FROM THE LIST, OR ROLL FOR AN ADVANCEMENT. ALL SUBSEQUENT ADVANCEMENTS ARE DONE AS PER THE REGULAR RULES. ONCE PROMOTED, THE ACOLYTE BECOMES A WARRIOR PRIEST, THUS FREEING THE WARBAND TO HIRE ANOTHER ACOLYTE.

Protectorate of Sigmar

	Combat	Shooting	Academic	Strength	Speed
Warrior Priest	✓		✓	✓	✓
Templar	✓			✓	
Acolyte	✓		✓	✓	✓
Huntsman	✓	✓			✓

PROTECTORATE OF SIGMAR EQUIPMENT LIST

Hand to Hand Combat Weapons

Dagger	1st free/2 gc*
Hammer	3 gc
Axe	5 gc
Sword	10 gc*
Spear	10 gc
Double-handed weapon	15 gc

Missile Weapons

Crossbow	.25 gc
Pistol	15 gc
(30 for brace)	
Longbow	15 gc*

Miscellaneous Equipment (Heroes Only)

Holy Water	5 gc
Blessed Bolts	.25 gc*
Holy Relic	15 gc
Shield of Sigmar	.20 gc
Warhammer	15 gc

Armor:

Light Armor	20 gc
Heavy Armor	50 gc
Shield/Buckler	5 gc
Helmet	10 gc

Gunther raised his hand for silence. Only the panting of Patch and Gabriel, leashed and by his side, broke the quiet that ensued. One by one, he heard his men ready. He heard arrows being knocked, and bow-strings tighten. The cool hiss of metal sliding against metal rose to his ears as his loyal troops drew their swords. His grip tightened around his warhammer as he waited for the ranger to return. Bernard had proven invaluable thus far, helping the band seek out and destroy weaker opponents, and sneak past stronger ones. Today, it seems, they were bound to fight. As if on cue, Bernard emerged from the shadows of a nearby tree, sword drawn and already bloodied.

"Beastmen." He stated flatly. Gunther nodded, and Patch and Gabriel seemed to stiffen as if in anticipation. They could definitely sense their masters mood, and were ready for sport. Looking back over his shoulder with his steely gaze, Gunther signaled his men to be ready. Chaos lived and thrived in many forms, and today another band of scum would see Sigmar's justice. Together, the Knights of Sigmar burst forth from the woodlands into the small clearing, their battle-cries promising punishment to the followers of Chaos. The Beastmen barely registered that they were being attacked; their corpses were burning within the hour.



NEW EQUIPMENT

Blessed Bolts	Common	25 gold crowns	Shield of Sigmar	Rare 9	20 gold crowns
Range	Strength	Special Rules	Range	Armor Save	Special Rules
As Weapon	As Weapon	Holy	n/a Faith	6	Shield of

Special Rules:

Holy: Blessed by the Warrior Priest and his Acolytes, the Blessed Bolts may be fired against the enemies of Sigmar. Any Chaotic being, be they Undead, Chaos-infused (mutants or Possessed) or Twister of Magic suffers greatly from these missiles. Add +1S to the weapon when fired against such a target.

Special Rules:

Shield of Faith: Passed down through the church, these shields were borne by men led by the Heldenhammer himself. An aura surrounds these shields, granting their bearer uncanny protection. Anyone protected by a Shield of Sigmar has a special 6+ save versus all ranged attacks. Furthermore, the weight of the shield seems diminished. The -1M penalty for bearing a shield with Heavy Armour does not apply.



HEROES



1 WARRIOR PRIEST

80 GOLD CROWNS TO HIRE

DETERMINED TO BRING MORDHEIM BACK WITHIN THE REALM OF THE CHURCH, THE GRAND THEOGONIST SENDS FORTH HIS FAITHFUL. THE WARRIOR PRIEST, STRONG OF BOTH ARM AND FAITH, IS THE NATURAL CHOICE TO LEAD SUCH A BAND.

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

WEAPONS/ARMOR: THE SIGMARITE WARRIOR PRIEST MAY BE ARMED WITH WEAPONS AND ARMOR FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

SPECIAL RULES:

LEADER: ANY MODELS IN THE WARBAND WITHIN 6" OF THE WARRIOR PRIEST MAY USE HIS LEADERSHIP INSTEAD OF THEIR OWN.

PRAYERS OF SIGMAR: THE WARRIOR PRIEST HAS STUDIED THE PRAYERS OF SIGMAR, AND AS SUCH BEGINS WITH ONE RANDOMLY GENERATED PRAYER. SEE THE MAGIC SECTION.

0-2 TEMPLARS

45 GOLD CROWNS TO HIRE

KNIGHTED, THESE WARRIORS DON THE DARK ROBES OF THE TEMPLAR. SWORN TO PROTECT THE HOLY BRINGERS OF TRUTH AND JUSTICE, THEY WILLINGLY PLACE THEMSELVES WELL WITHIN DANGERS REACH TO FURTHER THE CRUSADE OF THE CHURCH.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	4	3	3	3	1	3	1	7

WEAPONS/ARMOR: THE TEMPLARS MAY BE ARMED WITH WEAPONS AND ARMOR FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

SPECIAL RULES:

ZEALOUS: STRONG IS THE DEVOTION OF THE TEMPLAR. THE MODEL HATES ANY MODEL BELONGING TO A CHAOTIC WARBAND. THIS INCLUDES SKAVEN, POSSESSED, CARNIVAL OF CHAOS, BEASTMEN AND ANY WARBAND THAT HAS A DAEMON IN IT.



Casus belli



O-2 ACOLYTES

25 GOLD CROWNS TO HIRE

RECENT ADDITIONS TO THE CHURCH, THESE YOUNG MEN ARE SENT TO ASSIST THE WARRIOR PRIEST IN HIS DUTIES. SEEN AS A GREAT HONOR TO ACCOMPANY AN ACCOMPLISHED FIELD COMMANDER, THE ACOLYTES YEARN FOR BATTLE, HOPING TO PROVE THEMSELVES WORTHY SERVANTS OF SIGMAR.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	2	3	3	1	3	1	7

WEAPONS/ARMOR: THE ACOLYTES MAY BE ARMED WITH WEAPONS AND ARMOR FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

O-1 HUNTSMAN

(TAKES PLACE OF ONE TEMPLAR)

45 GOLD CROWNS TO HIRE

DUE TO THE WILD AND HARSH CONDITIONS ON THE ROAD TO MORDHEIM, THE CHURCH OFTEN SEEKS OUT THE AID OF THOSE FAMILIAR WITH THE WAY. A HUNTSMAN IS WELL VERSED IN THE WAYS OF THE WILDERNESS, AND EAGERLY OFFER UP THEIR SERVICES TO THOSE OF THE CLOTH.

<u>Profile</u>	<u>M</u>	<u>WS</u>	<u>BS</u>	<u>S</u>	<u>T</u>	<u>W</u>	<u>I</u>	<u>A</u>	<u>Ld</u>
	4	3	4	3	3	1	3	1	7

WEAPONS/ARMOR: THE HUNTSMAN MAY BE ARMED WITH WEAPONS AND ARMOR MARKED AS SUCH * FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

SPECIAL RULES:

BEASTMASTER: A HUNTSMAN IS NATURALLY ATTUNED TO THE EARTH AND BEASTS AROUND HIM. ANY ANIMAL IN THE WARBAND MAY USE THE HUNTSMAN LEADERSHIP CHARACTERISTIC IF IT IS WITHIN 6" OF HIM. ANY HOSTILE BEAST MUCH MAKE A SUCCESSFUL LD TEST TO CHARGE THE HUNTSMAN.



HENCHMEN

0-5 ARCHERS

35 GOLD CROWNS TO HIRE

TRAINED IN THAT ART OF RANGED DEATH, THE ARCHERS OFFER UP A HAIL OF ARROWS TO ANY FOOLISH ENOUGH TO STAND IN THE PATH OF RIGHTEOUSNESS.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	4	3	3	1	3	1	7

WEAPONS/ARMOR: ARCHERS MAY BE ARMED WITH WEAPONS AND ARMOR FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

0-5 CRUSADERS

25 GOLD CROWNS TO HIRE

DEDICATED TO BRINGING THE WORD OF SIGMAR TO ALL, THE LONG ARM OF THE CHURCH IS COMPOSED OF MANY CRUSADERS. BRAVE AND STALWART MEN, THEY MARCH UNDER THE COLORED BANNERS OF THEIR PROTECTORATE, READY TO BRING JUSTICE TO THE EMPIRE.

Profile	M	WS	BS	S	T	W	I	A	Ld
	4	3	3	3	3	1	3	1	7

WEAPONS/ARMOR: CRUSADERS MAY BE ARMED WITH WEAPONS AND ARMOR FROM THE PROTECTORATE OF SIGMAR EQUIPMENT LIST.

0-5 HOUNDS

15 GOLD CROWNS TO HIRE

NEARLY AS LOYAL TO THE WARRIOR PRIEST AS ACOLYTES, THESE SPECIALLY TRAINED CANINES ARE RAISED TO SNIFF OUT EVIL. ONCE DETECTED, THERE IS LITTLE THAT WILL STOP THEM FROM SINKING THEIR TEETH IN AND RENDING IT TO SHREDS.

Profile	M	WS	BS	S	T	W	I	A	Ld
	6	4	0	4	3	1	4	1	6

WEAPONS/ARMOR: JAWS AND BRUTALITY. A HOUND NEVER USES NOR NEEDS WEAPONS OR ARMOR, AND SUFFERS NO PENALTY FOR DOING SO.

SPECIAL RULES:

ANIMALS: HOUNDS ARE ANIMALS, AND THUS GAIN NO EXPERIENCE.

They shouldered their way through the crowd, many within it pausing to gawk. The Red Knights of Sigmar were indeed a sight to behold; crimson sashes draped across their gleaming armor, not a hint of dried blood or dents betraying the fray they had just one day prior with the Beastmen. These mercenaries and fortune hunters who occupied Sigmarhaven were used to those of the common-cloth. Witch Hunters and the rank-and-file Warrior Priests were seen often enough around these parts, but by the stunned gazes that occupied many a face, Gunther could only suppose that it had been some time since they had seen proper soldiers. Even the famed Reiklanders who had set up camp nearby the entrance look ragged and tired. Creased armour and dented shields rested within easy reach of those men who sat around fires, eyeing them with calculating gazes. Ignoring all, Gunther led his Protectorate through the buzz, heading always towards the centre of town, to the temple of Sigmar. Once there, more stunned gazes greeted him, including one from the face of one who should know better.

"Brother Grumm!" Stuttered the Priest, waving his Acolytes back into the Temple. "What are you doing here?"

"We've come to bring Mordheim back from the brink, Brother Verhmon. We'll need supplies, a map, and a place to rest. Tomorrow, we head to the Pit."

Time, at least in the immediate vicinity, stopped cold.

"Certainly you jest, Gunther!" Verhmon protested. "That is sheer insanity! None of those who have ventured near that portion of the city have returned. You cannot throw your..."

"Silence your quivering tongue, Verhmon. I am Gunther Grumm, Warrior Priest of the Red Knights of Sigmar, Head of this Protectorate. We will clear this city of the fallen, and bring it back into the light."

Brother Verhmon looked past Grumm to his men. He saw death in their eyes, the raw acceptance of their fate. What he was surprised not to see was fear. They were determined to do their part in Mordheim, bound by oath to their leader. They would follow Gunther Grumm straight into hell...and indeed, they were about to. Clearing his throat, Brother Verhmon bowed and directed them into the Temple. 'Let us pray,' he thought, 'that the Pillar proves as mighty as the Pit.'

SPECIAL SKILLS

PROTECTION OF SIGMAR

THE PIOUS HAS BEEN BLESSED BY THE CHURCH. ANY SPELL WHICH WOULD AFFECT HIM IS NULLIFIED ON A D6 ROLL OF 4+. NOTE THAT IF THE SPELL IS NULLIFIED IT WILL NOT AFFECT ANY OTHER MODELS EITHER.

UNSHAKEABLE FAITH

SUCH IS THE FAITH OF THE WARRIOR THAT THERE IS LITTLE ROOM FOR DOUBT OR HESITATION IN HIS ACTIONS. WHEN THE OPPORTUNITY ARISES TO SMITE EVIL, ONE MUST BE ABLE TO STRIKE! AS SUCH, THE WARRIOR IS HARDENED AND IMMUNE TO FEAR.

UTTER DETERMINATION

ONLY THE WARRIOR PRIEST MAY HAVE THIS SKILL, WHICH ALLOWS HIM TO RE-ROLL ANY FAILED ROUT TESTS.

ROUSING SERMON

ONLY THE WARRIOR PRIEST MAY HAVE THIS SKILL. THE WARRIOR PRIEST BELLOWS HIS PRAYERS TO SIGMAR, BESEECHING HIS PROTECTOR TO LEND HE AND HIS MEN THE STRENGTH TO FORGE ONWARDS. A ROUSING SERMON MUST BE DECLARED AT THE BEGINNING OF A PLAYERS TURN. THE WARRIOR PRIEST AND ALL FRIENDLY MODELS WITHIN 6" GAIN +1 ATTACK DURING THAT HAND TO HAND COMBAT PHASE. THERE MAY ONLY BE ONE ROUSING SERMON PER GAME.

SIGMARS GUIDANCE

WITH THE BLESSED HAND OF SIGMAR GUIDING HIS AIM, THE WARRIOR LETS LOOSE HIS ARROW. HE MAY FREELY CHOOSE HIS TARGET, AND NOT ONLY THE CLOSEST ENEMY WHEN DECLARING RANGED ATTACKS.



THE PROTECTORATES ARE SELECTIVE WHEN HIRING SWORDS TO ACCOMPANY THEM. AS SUCH, THEY MAY RECRUIT HIRED SWORDS AS IF THEY WERE WITCH HUNTERS.