

CITIES OF SIGMAR

The free cities of the God-King are bastions of order and justice in realms saturated by horror. They are defended by armies drawn from many different cultures and backgrounds; what these brave soldiers lack in supernatural strength or arcane skill, they make up for with overwhelming firepower and an unbreakable belief in their cause.

Cities of Sigmar warbands work slightly differently to other warbands. When you muster a Cities of Sigmar warband, you must also choose the city from which they hail. To do so, pick 1 of the following city runemarks:

Hammerhal (☉) Anvilgard Loyalists (☉)
 The Living City (☉) Hallowheart (☉)
 Greywater Fastness (☉) Tempest's Eye (☉)
 The Phoenicium (☉)

All fighters in your warband with the **Cities of Sigmar** (☉) faction runemark are also considered to have the chosen runemark of their city, which will determine the abilities to which they have access.

CITIES OF SIGMAR WARBANDS IN CAMPAIGNS

When playing your first campaign battle with a Cities of Sigmar warband, you must choose the city from which they hail and write it on your warband roster. In any future campaign battles with that warband, you must choose the same city runemark as the one written on your roster.

HAMMERHAL FIGHTER ABILITIES

	[Reaction] Martial Discipline: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Add 1 to this fighter's Toughness characteristic during that attack action.
	[Double] Reclaim for Sigmar: A fighter can only use this ability if they are within 3" of an objective. Until the end of this fighter's activation, add 1 to the Strength and Attacks characteristics of melee attack actions made by this fighter.
	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Righteous Purpose: This fighter makes a bonus melee attack action. Then, pick a visible friendly fighter within 3" of this fighter. That fighter makes a bonus melee attack action.

HAMMERHAL HERO ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☉) faction runemark and the Bulwark (☉) runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Triple] For Sigmar and for Hammerhal: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Quad] Twin-tailed Comet: Pick a visible enemy fighter and roll a number of dice equal to the value of this ability. For each roll of 3+, allocate 3 damage points to that fighter.

THE LIVING CITY FIGHTER ABILITIES	
	[Reaction] Dazzling Feint: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. After that action, this fighter makes a bonus disengage action.
	[Double] Hunters of the Hidden Paths: Add 3 to this fighter's Move characteristic for their next move action in this activation.
	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Strike and Melt Away: This fighter makes a bonus attack action. Then, they make either a bonus move action or a bonus disengage action.

THE LIVING CITY HERO ABILITIES	
	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar () faction runemark and the Bulwark () runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Triple] Ambush: A fighter can use this ability only if it is the first battle round. Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by visible friendly fighters while they are within 6" of this fighter.
	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Quad] Lifesurge: Roll 3 dice and add up the total. Then, pick a visible friendly fighter within 9" of this fighter. Remove a number of damage points allocated to that fighter equal to the total rolled.



GREYWATER FASTNESS FIGHTER ABILITIES

	[Reaction] Return Fire: A fighter can make this reaction after they are targeted by an attack action but before the hit rolls are made, if the attacker is within range of at least one of the target's weapons. For each hit roll from that attack action that misses, allocate 1 damage point to the attacking fighter. For each hit roll of 1, allocate 2 damage points to the attacking fighter instead.
	[Double] Greywater Welcome: A fighter can use this ability only if it is the first battle round. This fighter makes a bonus missile attack action.
	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Runic Munitions: This fighter makes a bonus missile attack action. In addition, add the value of this ability to the Strength characteristic of that attack action.

GREYWATER FASTNESS HERO ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☀️) faction runemark and the Bulwark (🛡️) runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Triple] Rune of Unflinching Aim: Until the end of the battle round, add 1 to the damage points allocated to enemy fighters by each critical hit from missile attack actions made by friendly fighters while they are within 6" of this fighter.
	[Quad] Descending Ash Cloud: Until the end of the battle round, subtract 1 from the Attacks characteristic (to a minimum of 1) of attack actions made by enemy fighters while they are within 9" of this fighter.

THE PHOENICIUM FIGHTER ABILITIES

	[Reaction] Indomitable Spirit: A fighter can make this reaction after they are targeted by a melee attack action but before the hit rolls are made. Remove 3 damage points allocated to this fighter.
	[Double] Vengeful Revenant: A fighter can use this ability only if a friendly fighter has been taken down this battle round. This fighter makes a bonus melee attack action.
	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Witness to Destiny: This fighter makes a bonus attack action. In addition, until the end of the battle round, subtract 2 from the damage points allocated to this fighter by each hit and critical hit (to a minimum of 1) made by an enemy fighter.

THE PHOENICIUM HERO ABILITIES

	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☞) faction runemark and the Bulwark (☞) runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Triple] Blessing of the Ur-Phoenix: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of friendly fighters while they are within 3" of this fighter.
	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Quad] Golden Mist: Remove a number of damage points up to the value of this ability allocated to each friendly fighter within 6" of this fighter.



ANVILGARD LOYALISTS FIGHTER ABILITIES

	[Reaction] Cutthroat Strike: A fighter can make this reaction when a visible enemy fighter within 1" of them makes a disengage action but before that fighter moves away. Roll a dice. On a 3+, allocate D6 damage points to that enemy fighter.
	[Double] Merciless Raiders: A fighter can only use this ability if it is the first battle round. Until the end of this fighter's activation, add 2 to the Move characteristic of this fighter and add 1 to the Attacks characteristic of melee attack actions made by this fighter.
 	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
 	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
 	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
 	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Triple] Show No Mercy: This fighter makes a bonus attack action. In addition, if the target of that attack action has 1 or more damage points allocated to them, add half the value of this ability (rounding up) to the damage points allocated to that fighter by each hit and critical hit from that attack action.

ANVILGARD LOYALISTS HERO ABILITIES

 	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☉) faction runemark and the Bulwark (☉) runemark while they are within 3" of this fighter.
  	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
  	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
 	[Triple] Make an Example of the Weak: Pick a visible friendly fighter within 3" of this fighter. That fighter is taken down. Until the end of the battle round, add 1 to the Attacks and Strength characteristics of melee attack actions made by visible friendly fighters while they are within 6" of this fighter.
  	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
  	[Quad] Vitriolic Spray: Pick a visible enemy fighter within 3" of this fighter and roll a number of dice equal to the value of this ability. For each roll of 2+, allocate 3 damage points to that fighter. In addition, until the end of the battle round, halve the Toughness characteristic of that fighter (rounding up).

HALLOWHEART FIGHTER ABILITIES	
	[Reaction] Stern Stuff: A fighter can make this reaction when they are targeted by a melee attack action but before the hit rolls are made. Subtract 1 from the damage points allocated to this fighter by each hit from that attack action (to a minimum of 1).
	[Double] Imbued with Eldritch Energy: Until the end of the battle round, treat the value of abilities used by visible enemy fighters while they are within 3" of this fighter as 1.
 	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
 	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
 	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
 	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Arcane Channelling: Roll a number of dice equal to the value of this ability. For each roll of 4+, add one wild dice to your saved wild dice.

HALLOWHEART HERO ABILITIES	
 	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☉) faction runemark and the Bulwark (☉) runemark while they are within 3" of this fighter.
  	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
  	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
  	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
  	[Triple] Warding Brand: Until the end of the battle round, add half the value of this ability (rounding up) to the Toughness characteristic of friendly fighters while they are within 3" of this fighter.
  	[Quad] Ignite Weapons: Until the end of the battle round, add 1 to the Attacks characteristic of attack actions made by friendly fighters while they are within 6" of this fighter.



TEMPEST'S EYE FIGHTER ABILITIES	
	[Double] Outriders of the Realms: A fighter can only use this ability if it is the first battle round. This fighter makes a bonus move action.
	[Double] Pulverising Strike: Until the end of this fighter's activation, add half the value of this ability (rounding up) to the damage points allocated to enemy fighters by each critical hit from melee attack actions made by this fighter.
	[Double] Rapid Redeploy: A fighter can only use this ability if they are within 1" of an enemy fighter. This fighter makes a bonus disengage action.
	[Triple] Cavalry Charge: Until the end of this fighter's activation, the next time this fighter finishes a move action within 1" of an enemy fighter, pick a visible enemy fighter within 1" of this fighter. Allocate a number of damage points to that fighter equal to the value of this ability.
	[Triple] Volley of Shots: Add half the value of this ability (rounding up) to the Attacks characteristic of the next missile attack action made by this fighter in this activation.
	[Quad] Outmanoeuvre the Foe: Pick a number of visible friendly fighters up to the value of this ability within 6" of this fighter. Those fighters can each make a bonus move action or a bonus disengage action (some can make a bonus move action and others can make a bonus disengage action).

TEMPEST'S EYE HERO ABILITIES	
	[Reaction] Oracular Insight: A fighter can make this reaction after an enemy fighter finishes a move action within 3" of, and visible to, this fighter. Add one wild dice to your saved wild dice.
	[Double] Form Shieldwall: Until the end of the battle round, add 1 to the Toughness characteristic of friendly fighters with the Cities of Sigmar (☚) faction runemark and the Bulwark (☚) runemark while they are within 3" of this fighter.
	[Double] Forgefire: Pick a friendly fighter within 9" of this fighter. Until the end of the battle round, add half the value of this ability (rounding up) to the Strength characteristic of melee attack actions made by that fighter.
	[Double] Perfect Position: This fighter can make a bonus move action up to a number of inches equal to the value of this ability.
	[Triple] Martial Exemplar: A fighter can only use this ability if an enemy fighter has been taken down by an attack action made by them this activation. Until the end of the battle round, add 1 to the Attacks characteristic of melee attack actions made by visible friendly fighters while they are within 9" of this fighter.
	[Triple] Swift as the Wind: Until the end of the battle round, add the value of this ability to the Move characteristic of friendly fighters while they make a move action that starts within 6" of this fighter.
	[Quad] Summon Eagle Strike: Pick a visible enemy fighter and roll a number of dice equal to the value of this ability. For each roll of 4+, allocate 3 damage points to that fighter. In addition, until the end of the battle round, halve the Move characteristic (rounding up) of that fighter.

CITIES OF SIGMAR SHIELDBANDS

SORCERESS 140

3-7	2	3	3	3/6
2	3	3	1/4	

5 3 18

DREADSPEAR 65

2	2	3	1/4	

5 4 8

LORDLING 105

1	3	3	2/4	

5 4 12

BLEAKSWORD 65

1	3	3	1/3	

5 4 8

DRAICH MASTER 155

1	4	4	2/4	

5 4 15

EXECUTIONER 100

1	4	3	2/4	

5 4 10

GUARDMASTER 125

3-12	3	3	1/3	
1	3	3	1/3	

5 3 12

DARKSHARD 90

3-12	2	3	1/3	
1	2	3	1/2	

5 3 8

CAPTAIN OF THE BLACK GUARD 135

2	4	3	2/4	

5 4 15

BLACK GUARD 90

2	3	3	2/4	

5 4 10

DREAD KNIGHT 215

1	5	3	2/4	

8 5 25

DRAKESPAWN KNIGHT 170

2	4	3	2/4	

8 5 20



BATTELMAGE

	3/7	2	3	3/6
	2	3	3	1/4

135

4 | 3 | 18

SHARPSHOOTER WITH GRENADE-LAUNCHING BLUNDERBUSS

	3-10	2	6	2/5
	1	4	3	2/4

205

10 | 3 | 22

FREGUILD GENERAL

	1	4	4	2/4
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150

4 | 4 | 18

PRECEPTOR

	1	4	4	2/4
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225

8 | 5 | 25

FREGUILD SERGEANT

	1	3	4	2/4
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110

4 | 3 | 15

PROPHET

	1	4	3	2/4
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110

4 | 3 | 15

MARKSMAN WITH LONG RIFLE

	6-20	1	4	4/10
	1	3	3	1/3

165

4 | 3 | 15

MARKSMAN WITH REPEATER HANDGUN

	3-12	3	4	1/3
	1	3	3	1/3

140

4 | 3 | 15

GUILD CHAMPION

	1	4	4	2/4
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145

4 | 4 | 15



FREGUILD GUARD WITH SWORD AND SHIELD  **65**

					
1	3	3	3	1/3	



4 **4** **3** **10**

FREGUILD CROSSBOWMAN  **115**

					
6-20	2	3	3	1/3	



4 **3** **3** **10**

FREGUILD GUARD WITH SPEAR  **70**

					
2	3	3	3	1/4	



4 **3** **3** **10**

FREGUILD PISTOLIER  **135**

					
8	3	3	3	1/3	



10 **3** **3** **18**

FREGUILD GUARD WITH HALBERD  **75**

					
2	3	4	4	1/4	



4 **3** **3** **10**

FREGUILD OUTRIDER  **160**

					
3-12	3	4	4	1/3	



10 **3** **3** **18**

FREGUILD GREATSWORD  **80**

					
1	3	3	3	2/4	



4 **4** **3** **10**

DEMIGRYPH KNIGHT  **180**

					
2	4	3	3	2/5	



8 **5** **3** **20**

FREGUILD HANDGUNNER  **90**

					
3-12	2	4	4	1/3	



4 **3** **3** **10**

FLAGELLANT  **65**

					
1	4	3	3	1/3	



4 **3** **3** **10**



IRONBREAKER

60

1	3	3	1/3	



3 5 12

LONGBEARD WITH ANCESTRAL GREAT AXE

75

1	3	4	2/4	



3 4 12

HAMMERER

80

1	3	4	2/5	



3 4 12

GYROCOPTER

195

3-12	2	4	1/3	



12 4 22

IRONDRAKE

85

3-12	2	3	1/4	



3 4 12

GYROBOMBER

220

3-15	3	4	1/3	



10 4 25

LONGBEARD WITH ANCESTRAL WEAPON AND GROMRIL SHIELD

70

1	3	3	2/4	



3 5 12



ASSASSIN

1	5	4	2/4	

185

5 3 18

ANointed

2	4	4	2/5	

180

5 4 18

SHADOW WALKER

3-15	3	3	1/3	
1	3	3	2/4	

135

5 3 12

SHADOW WARRIOR

3-15	2	3	1/3	
1	3	3	1/3	

100

5 3 8

DARK RIDER
HERALD

3-12	3	3	1/3	
1	4	3	2/4	

195

10 4 22

DARK RIDER

3-12	2	3	1/3	
2	4	3	1/4	

155

10 4 18

BLACK ARK
FLEETMASTER

1	4	4	2/4	

145

5 3 18

BLACK ARK CORSAIR
WITH VICIOUS BLADE AND
REPEATER HANDBOW

8	2	3	1/2	
1	3	3	1/3	

75

5 3 8

BLACK ARK REAVER

1	4	3	2/4	

110

5 3 12

BLACK ARK CORSAIR
WITH VICIOUS BLADE AND
WICKED CUTLASS

1	4	3	1/3	

65

5 3 8

KEEPER OF THE
FLAME

2	4	4	2/4	

160

5 4 15

PHOENIX GUARD

2	3	4	2/4	

105

5 4 10

NOMAD PRINCE 170

6-20	2	3	1/2	
2	4	4	2/4	

5 4 18

ETERNAL GUARD 75

2	3	3	1/4	
2	4	4	2/4	

5 4 8

ETERNAL WARDEN 120

1	4	3	2/4	
1	4	4	2/4	

5 4 12

WILDWOOD RANGER 100

2	3	4	2/4	
2	4	4	2/4	

5 3 8

WILDWOOD WARDEN 140

1	4	4	2/4	
1	4	4	2/4	

5 3 12

WILD RIDER 180

2	4	4	2/4	
2	4	4	2/4	

10 3 18

WILD HUNTER 225

1	5	4	2/4	
1	5	4	2/4	

10 3 22

SISTER OF THE THORN 130

8	2	3	1/4	
2	4	3	1/3	

10 3 18

HANDMAIDEN OF THE THORN 190

8	3	3	2/4	
2	4	3	2/4	

10 3 22

SISTER OF THE WATCH 100

3-15	2	4	1/3	
1	3	3	1/3	

5 3 8

HIGH SISTER 145

3-15	3	4	1/3	
1	3	3	2/4	

5 3 12

