## Johannas Orphanage

## **Sisters of Sigmar**

Alignment: Lawful

| Warband Rating Calc         | llator   | Treasu       | ry     | Stored Equipment |           |  |
|-----------------------------|----------|--------------|--------|------------------|-----------|--|
| Hero Total Experience:      | 68 (+5)  | Gold Crowns: | 1      | D. 1             | 4x Dagger |  |
| Henchmen Total Experience:  | 45 ` ´   |              |        | 2                | 99        |  |
| Members ( <b>15</b> ) x 5:  | 75       | Shards:      | 0      | 1                |           |  |
| Large Creatures ( 0 ) x 20: | 0        |              |        |                  |           |  |
| Hired Swords: (2)           | 26 (+10) | Treasure:    |        |                  |           |  |
| Dramatis Personae: (0) +    | 0 ` ′    | Sell shard:  | 15     |                  |           |  |
| Total Rating:               | 229      | Routtest:    | 5 (17) |                  |           |  |

| Wanband Objective                |                                       |
|----------------------------------|---------------------------------------|
| Objective: The Damned Shall Burn |                                       |
| Achievements:<br>Vision I        |                                       |
|                                  | X X X X X X X X X X X X X X X X X X X |

## Notes (Skill Descriptions, Spell Descriptions, etc.):

Rosary: A prayer user wearing a Rosary may re-roll a failed Difficulty test if he has not done anything that turn except moving (no running) or remaining stationary. A Rosary cannot be used in combat.

No Armor allowed: The Model cannot wear any armor.

Sigmarite Warhammer: +1 Strength

Healing Hand (Complexity 5): Any one model within 2 inch 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 inch are stunned or knocked down, they immediately come to their senses, stand up, and continue fighting as normal.

War Horn: A war horn may be sounded once per battle at the beginning of any of the player's turn (just before a rout test). It allows the warband to increase its Leadership by +1. The effect will last until the start of the next turn.

Runesmith(Fury): May Inscribe a Fury rune (roll 2D6. +1A on 7+) to an axe, hammer, sword or two handed weapon. On a roll of 2, the item is shattered (re-roll for Gromril weapons). On a 12 the rune is durable.

| Jo                  | Johanna von Marienburg |      |        |             |         |  |       |      |               |  |  |  |  |  |  |
|---------------------|------------------------|------|--------|-------------|---------|--|-------|------|---------------|--|--|--|--|--|--|
| Sigmarite Matriarch |                        |      |        |             |         | weapon: Dagger, Sling, Sigmarite Warhammer                           |       |      |               |  |  |  |  |  |  |
|                     |                        |      |        |             |         | armour: Heavy Armor, Helmet, Rosary                                  |       |      |               |  |  |  |  |  |  |
|                     |                        |      |        |             |         | rules: Leader, Utter Determination, Pray User [Healing Hand], Vision |       |      |               |  |  |  |  |  |  |
| M                   | Combat<br>WS           | Shoo | ting X | Acader<br>T | nic X S | trength  | X Spe | ed X | Special<br>Sv | $\begin{array}{c} \bullet \\ \bullet $ |  |  |  |  |  |
| 4                   | 4                      | 4    | 3      | 3           | 1       | 4  | 1     | 8    | 4             |  |  |  |  |  |  |

| Theresa       |             |              |   |         |               |      |  |  |  |  |  |  |
|---------------|-------------|--------------|---|---------|---------------|------|--|--|--|--|--|--|
| Augur         |             |              | weapon: Sigmarite Warhammer, Sigmarite Warhammer  |         |               |      |  |  |  |  |  |  |
| Augui         |             |              | rules: Blessed Sight, No Armor allowed, Step aside, Two-Weapon Master, Strike to Injure |         |               |      |  |  |  |  |  |  |
|               |             |              |   |         |               |      |  |  |  |  |  |  |
| Combat Shooti | ng X Acader | nic <u> </u> | trength X   | Speed X | Special<br>Sv |      |  |  |  |  |  |  |
| 4 2 2         | 3 3         | 1            | 3   | 1 7     | -             | 7 xp |  |  |  |  |  |  |

| Ros                         | osa        |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
|-----------------------------|------------|-------------|---|------------|--------------------|--|--|----------------|-----------------------|-------------------------------|--|--|--|--|--|
| Sist                        | er (       | Sup         | erio  | r          |                    | weapon: Sigmarite Warhammer, Dagger, Sling armour: Heavy armor, Helmet |  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    |  | rules: Wyrdstone Hunter  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
|                             | _          |             |   | .          | ic X S             | trength X Speed X Special X X X X X X X X X X X X X X X X X X X        |  |                |                       |                               |  |  |  |  |  |
| 4                           | 4          | 3           | 3   | 4          | 1                  | 3  | 1  | /              | 4                     | 16 xp                         |  |  |  |  |  |
| Em                          | ilia       |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
| Sist                        | er         | Sup         | erio  | r          |                    | weapon: Sigmarite Warhammer, Dagger, Sling                             |  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    | armour: Light armor  |  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
| M Cor                       | nbat<br>WS | Shoot<br>BS | ting XA   | cadem<br>T | ic <b>X</b> S<br>W | trength<br>I   | X Spec   | ed <b>X</b> Sp | ecial<br>Sv           |                               |  |  |  |  |  |
| 4                           | 4          | 3           | 3   | 3          | 1                  | 3  | 1  | 8              | 5                     | 13 xp                         |  |  |  |  |  |
| Maı                         | rie.       |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
| Nov                         |            | !           |   |            |                    |  |  | _              |                       | e Warhammer, Dagger, War Horn |  |  |  |  |  |
|                             |            |             |   |            |                    |  | armour: Heavy armor rules: Fearsome  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    | Tuic   | J. 1 V   | Juiju          | ,,,,,                 |                               |  |  |  |  |  |
| X Cor                       | nbat<br>WS | Shoot<br>BS | ting A  | cadem<br>T | ic <b>X</b> S      | trength<br>I   | Spee<br>A  | ed Sp<br>Ld    | ecial<br>Sv           |                               |  |  |  |  |  |
| 4                           | 2          | 2           | 3   | 3          | 2                  | 3  | 1  | 6              | 4                     | 5 xp                          |  |  |  |  |  |
| Gro                         | mk         | nalo        |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   | nith       | Jo                 | .wea   | lbon   | aGro           | mril                  | Hammer, Dagger                |  |  |  |  |  |
| hire                        |            |             |   |            |                    | arm  | our:   | Heav           | vy ar                 | mour                          |  |  |  |  |  |
|                             |            |             |   |            |                    | ruie   | rules: Runesmith(Fury), Armour, Armourer, Hate Orcs and Goblins, Hard Head, Hard to Kill |                |                       |                               |  |  |  |  |  |
| X Cor                       | nbat<br>WS | Shoot<br>BS | ting A  | cadem<br>T | ic <b>X</b> S<br>W | trength  | Spee   | ed <b>X</b> Sp | ecial<br>Sv           |                               |  |  |  |  |  |
| 3                           | 4          | 3           | 3   | 4          | 2                  | 2  | 1  | 10             | 4                     | 15 xp                         |  |  |  |  |  |
| Will                        | hel        | m           |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
|                             |            |             | rksn  | nan        | 1                  | wea  | pon  | : Swo          | ord, I                | Dagger, Crossbow              |  |  |  |  |  |
| Expert Marksman hired sword |            |             | armour: Light armour rules: Dead Eye Shot, Steady Hands |            |                    |  |  |                |                       |                               |  |  |  |  |  |
|                             |            |             |   |            |                    | ruie   | 5. D   | eau c          | туе с                 | Shot, Steady Hands            |  |  |  |  |  |
| Cor<br>M                    | mbat D     | Shoot<br>BS | ting A  | cadem<br>T | ic S<br>W          | trength<br>I   | Spee   | ed Sp          | ecial<br>Sv           |                               |  |  |  |  |  |
| 4                           | 3          | 4           | 3   | 3          | 1                  | 3  | 1  | 7              | 5                     | 11 xp                         |  |  |  |  |  |
|                             |            |             |   |            |                    |  |  |                |                       |                               |  |  |  |  |  |
| Nov<br>Nov                  |            |             | roup  | 1          |                    | Wea  | non  | · Ste          | ا۱۸/ ام               | nip, Dagger                   |  |  |  |  |  |
| nov<br>x2                   | ice        |             |   |            |                    | ****   | ,p011  | . 0.6          | <b>∪</b> 1 <b>∀</b> ∀ | iip, Dagger                   |  |  |  |  |  |
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| Novi           | ce     |          |          | we    | apoi     | 1. 516   | eei vv   | hip, Dagger          |
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| Sigm           |        |          |          |       |          | n: Da    | aaer.    | Dagger, Sling        |
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| Sigm           |        |          |          | we    | apor     | n: Da    | gger,    | Dagger, Sling        |
| x1             |        |          |          |       |          |          |          |                      |
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| Sigm           | arite  | Sist     | ter      | we    | apor     | n: Da    | ıgger,   | Dagger, Sling        |
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