Johannas Orphanage

Sisters of Sigmar

Alignment: Lawful

Warband Rating Cale	ulator	Treasu	ry			Stored Equipment
Hero Total Experience:	75 (+5)	Gold Crowns:	0	D. 1	5x Dagger	
Henchmen Total Experience:	53 ` ´			2		
Members (15) x 5:	75	Shards:	0	The same of the sa		
Large Creatures (0) x 20:	0					
Hired Swords: (2)	28 (+10)	Treasure:				
Dramatis Personae: (0) +	0 ` ´	Sell shard:	15			
Total Rating:	246	Routtest:	5 (17)			

Wanband Objective	
Objective: The Damned Shall Burn	
Achievements:	
Vision I	

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.

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.

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Sia	mari	te M	atria	rch		weapon: Dagger, Sling, Sigmarite Warhammer									
						armour: Heavy Armor, Helmet, Rosary									
						rules: Leader, Utter Determination, Pray User [Healing Hand], Vision, Haggle									
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Augur weapon: Sigmarite Warhammer, Sigmarite Warhammer														
7	9					rules: Blessed Sight, No Armor allowed, Step aside, Two-Weapon Master, Strike to Injure, Sprint								
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Sist	er S	uper	ior			weapon: Sigmarite Warhammer, Dagger, Sling armour: Heavy Armor, Helmet											
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		•				armour: Light Armour rules: Fearsome											
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						armour: Light Armor											
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	d sw					armour: Heavy Armor rules: Runesmith, Armour, Armourer, Hate Orcs and Goblins, Hard Head, Hard to Kill											
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	lhel		ema			wea	weapon: Sword, Dagger, Crossbow										
Expert Marksman hired sword						arm	armour: Light Armor										
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