## Johannas Orphanage

## **Sisters of Sigmar**

Alignment: Lawful

Warband Rating Cale	ulator	Treasu	ry			Stored Equipment
Hero Total Experience:	68 (+5)	Gold Crowns:	1	D. 1	4x Dagger	
Henchmen Total Experience:	40 ` ´			2		
Members ( <b>14</b> ) x 5:	70	Shards:	0	1		
Large Creatures ( 0 ) x 20:	0					
Hired Swords: (2)	26 (+10)	Treasure:				
Dramatis Personae: (0) +	0 ` ´	Sell shard:	14			
Total Rating:	219	Routtest:	4 (16)			

Warband Object	tive
Objective: The Damned Shall Burn	
Achievements: Vision I	
	$\mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{X} \mathbf{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.

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.

Jo	Johanna von Marienburg																
Sid	gma	rite	Ma	triar	rch	weapon: Dagger, Sling, Sigmarite Warhammer											
•.	ga				0	armour: Heavy Armor, Helmet, Rosary											
rules: Leader, Utter Determination, Pray User [Healing Hand], Vision																	
X	Combat	Shoo	ting X	Acaden	nic <b>X</b> S	trength	X Spe	ed XS	pecial Sv								
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Th	Theresa											
Αп	gur	te Warhammer, Sigmarite Warhammer										
<i>,</i> (a	ght, No Armor allowed, Step aside, Two-Weapon Master, Strike to Injure											
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Ros	osa																
Sist	ter :	Sup	eric	r			weapon: Sigmarite Warhammer, Dagger, Sling armour: Heavy armor, Helmet										
						rules: Wyrdstone Hunter											
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Em	ilia																
			eric	r		wea	weapon: Sigmarite Warhammer, Dagger, Sling										
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Mai	,i.a																
No.						wea	apon	: Sigi	marit	e Warhammer, Dagger, War Horn							
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						ruie	rules: Fearsome										
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<b>X</b> Co	mbat	Shoo	ting 🔲 A	Acaden	nic <b>X</b> S	trength	Spe	ed <b>X</b> Sp	ecial								
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Wil								. C	المسم	Downey Charach ave							
Expert Marksman							weapon: Sword, Dagger, Crossbow armour: Light armour										
hired sword						rules: Dead Eye Shot, Steady Hands											
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