

Warband Name: The Righteous Sisterhood (Sisters of Sigmar)											Warband Rating: 109	Rout Limit: 4	Gold Coins: 0	Shards: 0	
Name: Johanna von Marienburg											Type: Sigmarite Matriarch	Experience: 20 [+4]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			Armour:		
4	4	4	3	3	1	4	1	8	-	Sigmarite Warhammer, Sigmarite Warhammer, Short Bow			Helmet		
Rules: Leader, Prayers()															

Name: Rosa											Type: Augur	Experience: 0 [+2]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					
4	2	2	3	3	1	3	1	7	-	Sigmarite Warhammer, Sigmarite Warhammer, Short Bow					
Rules: Blessed Sight, No Armour Allowed															

Name: Emilia											Type: Sister Superior	Experience: 8 [+3]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					
4	3	3	3	3	1	3	1	7	-	Steel Whip, Hammer, Short Bow					

Name: Theresa											Type: Sister Superior	Experience: 8 [+3]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:			Armour:		
4	3	3	3	3	1	3	1	7	-	Steel Whip, Hammer, Short Bow			Helmet		

Name: Indira											Type: Sister Superior	Experience: 8 [+3]			
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					
4	3	3	3	3	1	3	1	7	-	Steel Whip, Hammer, Short Bow					

Name: True Believers											Type: 8 Novice				
M	WS	BS	S	T	W	I	A	LD	Sv	Weapons:					
4	2	2	3	3	1	3	1	6	-	Dagger, Dagger, Short Bow					

* the [+*] notation behind the experience states how many xp you need to gain the next advance

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Skills and other Rules

Leader

Any model within 6" may use the Leaders Leadership instead of its own.

Blessed Sight

An Augur can re-roll any failed characteristic tests, and any rolls to hit in close combat or shooting. If the Augur is not put out of action in the battle, you may roll two dice forher in the exploration phase and pick either dice as the result.

No Armour Allowed

The model may not wear any armour.

Equipment

Helmet

Add +0 to your armour save.

Treat all rolls of "Stunned" on the injury table as "Knocked down".

Sigmarite Warhammer (Strength +1)

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

Steel Whip (Strength +0)

Attacks with this weapon cannot be parried

Hammer (Strength +0)

A roll of 2-4 is treated as stunned when rolling to see the extent of a models injury

Dagger (Strength +0)

Enemy save modifier +1. If it has none, it gets a 6+ armor save

Short Bow (Strength 3, Range 16)