

THE FALLEN SISTERHOOD

Warband Type

Sisters of Sigmar

Warband total cost

32030151515 gold coins

Figher Limit

17 / 15

Treasures

0 pieces

Warband Rules

Your warband has no special rules

Warband Rating

141

Warchest

0 gold coins

Rout Limit

5

Warband Stash

Your stash is empty.

Fighter List

- 1x Priest of Morr
- 1x Sigmarite Matriarch
- 3x Sister Superior
- 1x Augur
- 1x Pit Fighter
- 10x Novices

Corpsefire

Priest of Morr

0

M	WS	BS	S	T	W	I	A	Ld	XP
4"	3	3	3	3	1	3	1	8	0


Protected by Morr

This priest never rolls for serious injury after being taken out of action. Instead on a roll of 4+, the Priest gains a 'Secret of Vantor'.

Death Crier

At the end of any combat phase, the Death Crier may cry out, forcing all knocked down or stunned models within 10" to roll on the injury chart adding +1. to stand up. No experience is gained for putting models out of action this way.

Weapon	Range	Strength	Traits
Holy Staff	Melee	as User	Concussion, Two-handed;Holy Weapon



Andariel

Sigmarite Matriarch

112

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	4	3	3	1	4	1	8	20




Leader

Any warband member within 6 of this warrior may use its Leadership characteristic when taking any Leadership tests.

Hearts of Steel (8)

Any allied warriors within 8 of the warrior become immune to Fear and All Alone tests. In addition, the whole warband gains +1 to any Rout tests they have to make. The effects of this spell last until the caster is knocked down, stunned or put out of action. If cast again the effects are not cumulative, i.e., the maximum bonus to Rout tests remains +1.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Steel Whip	Melee	as User	Cannot be parried, Whipcrack
Sling	16	2	Fire twice at half range




Blood Raven

Sister Superior

62

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	3	3	1	3	1	7	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Steel Whip	Melee	as User	Cannot be parried, Whipcrack
Sling	16	2	Fire twice at half range




Coldcrow

Sister Superior

52

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	3	3	1	3	1	7	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Steel Whip	Melee	as User	Cannot be parried, Whipcrack
Sling	16	2	Fire twice at half range




The Countess

Sister Superior

52

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	3	3	1	3	1	7	8

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Steel Whip	Melee	as User	Cannot be parried, Whipcrack
Sling	16	2	Fire twice at half range



Bone Ash

Augur

42

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	7	0

Blessed Sight

An Augur can re-roll any failed characteristic tests (climbing, resisting spells or any other reason), and any rolls to hit in close combat or shooting. You must accept the second result. In addition, an Augur can use her Blessed Sight to help the Sisterhood when they are searching the city for wyrdstone. If the Augur is not put out of action in the battle, you may roll two dice for her in the exploration phase and pick either dice as the result.

No Armour

The warrior may not wear any armour.

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save
Flail	Melee	+2	Heavy, Two-handed
Sling	16	2	Fire twice at half range

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Rakanishu

Pit Fighter

30

M	WS	BS	S	T	W	I	A	Ld	XP
4"	4	3	4	4	1	4	2	7	17

Weapon	Range	Strength	Traits
Morning Star	Melee	+1	Heavy, Difficult to use
Spiked Gauntlet	Melee	as User	Parry

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Wraiths

4x Novices

60

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

Fallen

3x Novices

45

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

Tainted

3x Novices

45

M	WS	BS	S	T	W	I	A	Ld	XP
4"	2	2	3	3	1	3	1	6	0

Weapon	Range	Strength	Traits
Dagger	Melee	as User	Enemy armour save

WEAPON TRAITS

Lantern

A model that is in possession of a lantern may add +4" to the distance from which he is able to spot hidden enemies.

Concussion

When using this weapon a roll of 2-4 on the injury table is treated as stunned.

Two-handed

A model using this weapon may not use a shield, buckler or additional weapon in close combat. If the model has a shield he still gets a +1 bonus to his armour save against shooting

Holy Weapon

Gain a +1 bonus on all to wound rolls against any Possessed or Undead models. Note that you will still need to score a 6 before any modifiers in order to cause a critical hit. Only Matriarchs and Sister Superiors may carry two Sigmarite warhammers.

Cannot be parried

A model attacked by this weapon cannot use the parry rule

Whipcrack

The wielder of this weapon gains +1A when charging or being charged. When being charged, this attack gains "Strike First". If the wielder is simultaneously charged by two or more opponents they will still only receive a total of +1A. When using two of these weapons, only the first will get the +1A. The second one will only get the normal +1A from using an additional weapon.

Fire twice at half range

May choose to fire twice per turn with an extra -1 to hit penalty on both shots, but only when the warrior did not move and the target is within half range (9?).

Holy Relic

A model with a holy relic will automatically pass the first Leadership test he is required to make in the game. If worn by the leader, it will allow him to automatically pass the first Rout test if he has not taken any Leadership tests before. You can only ignore the first Leadership test in any single game – owning two or more holy relics will not allow you to ignore second and subsequent tests.

Combat Shield

The shield armour save is increased to +2 (instead of +1) when fighting in hand-to-hand combat (when wielded with a one-handed weapon).

Heavy

The Strength bonus applies only in the first turn of each hand-to-hand combat.

Difficult to use

A model using this weapon may not use a second weapon or buckler in his other hand but may carry a shield.

Parry

See the respective rule in the Close Combat section of this rulebook.

Durable

The warrior treats an injury roll of 1-3 as knocked down.