

Warband Name: *The Righteous Sisterhood (Sisters of Sigmar)* Warband Rating: 109 Rout Limit: 4 Gold Coins: 4 Shards: 0

Name: *Johanna von Marienburg* Type: *Sigmarite Matriarch* Experience: 20 [+4]

M WS BS S T W I A LD Sv
4 4 4 3 3 1 4 1 8 -

Weapons:
*Sigmarite Warhammer,
Sigmarite Warhammer,
Sling*

Armour:
Holy Relic

Rules: *Leader, Priest(Armour of Righteousness)*

Name: *Rosa* Type: *Augur* Experience: 0 [+2]

M WS BS S T W I A LD Sv
4 2 2 3 3 1 3 1 7 -

Weapons:
*Sigmarite Warhammer,
Sigmarite Warhammer,
Sling*

Rules: *Blessed Sight, No Armour Allowed*

Name: *Emilia* Type: *Sister Superior* Experience: 8 [+3]

M WS BS S T W I A LD Sv
4 3 3 3 3 1 3 1 7 -

Weapons:
*Steel Whip, Sigmarite
Warhammer, Sling*

Name: *Theresa* Type: *Sister Superior* Experience: 8 [+3]

M WS BS S T W I A LD Sv
4 3 3 3 3 1 3 1 7 -

Weapons:
*Steel Whip, Sigmarite
Warhammer, Sling*

Name: *Indira* Type: *Sister Superior* Experience: 8 [+3]

M WS BS S T W I A LD Sv
4 3 3 3 3 1 3 1 7 -

Weapons:
*Steel Whip, Sigmarite
Warhammer, Sling*

Name: *True Believers* Type: *8 Novice*

M WS BS S T W I A LD Sv
4 2 2 3 3 1 3 1 6 -

Weapons:
Dagger, Dagger

* 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 for her in the exploration phase and pick either dice as the result.

No Armour Allowed

The model may not wear any armour.

Spells

Armour of Righteousness (Prayers of Sigmar) [9+]

The Priest has an armour save of 2+ which replaces his normal armour save. In addition, he causes fear in his enemies and is therefore immune to fear himself.
The effect lasts until the beginning of his next Shooting phase.

Equipment

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

Dagger (Strength +0)

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

Sling (Strength 3, Range 18)

Enemy save modifier +1. If it has none, it gets a 6+ armor save
The weapon may be fired twice in a single shooting phase, but both shots have a -1 to hit modifier.

Holy Relic

Automatically pass the first leadership test this model needs to make (including Rout tests when worn by the leader).