

# Laure Croftenssen

By Horacio Gonzalez

Little is known from the past of Laure Croftenssen. She is said to be the youngest daughter of a noble and rich family of Marineburg. Like many of the daughters of the imperial nobility, she was sent to study to a Sisters of Sigmar's convent, where she learned to master her body and mind. When she was novice, the Count of Sylvania sponsored a peregrination to an old Sigmar sanctuary in Sylvania's forests and the convent selected several sisters and novices for escorting the pilgrims, and Laure was in the group. The history doesn't tell us the exact fate of the pilgrims, only says that nobody saw them again. All of them disappear in Sylvania's forests, all of them but Laure, that returned to Marineburg horribly injured and with the fires of determination burning in her eyes. She is said to have left the convent and pursued a career of adventure, driven by the hate to the undead. When she learned about Khemri, its Pyramids, its treasures... and its undead guardians she began the voyage to the desert land, where she has earned the reputation of being one of the most intrepid and successful Tomb Raiders of the country.

- **Hire Fee:** 80 Gold Crowns, 40 gc to a Sisters of Sigmar warband
- **Upkeep:** 1 piece of treasure
- **May be Hired:** Any "non-evil" warband may hire Laure Croftenssen
- **Rating:** Laure Croftenssen increases warband rating by +60 points

Profile	M	WS	BS	S	T	W	I	A	LD
Laure	4	4	4	3	3	2	6	1	8

## Weapons/armor:

Laure uses the Adventures Pair of Handguns, a rifle, and wears no armor.

## Skills:

Leap

Acrobat

Dodge

Climb

Step aside

Lightning Reflexes

Handgun expert (can shoot twice a round with any pair of handguns)

## Special Rules:

**Hate:** Laure Croftenssen hate undeads

**Lone:** Laure is used to wander alone, and she suffers no ill effect from fight alone against several enemies

## Equipment:

### Adventurers Pair of Handguns

You've seen Lara Corft, you know the drill

50 gc, rare 11

Range: 8"            Strength: 4

Special rules: -2 armor save, fast reload

Fast reload: The Adventurers Pair of Handguns are master crafted handguns made from the Empire Guild of Engineers, and it uses a new ammunition load mechanism, faster than traditional reload process. A character with an Adventure Pair of Handguns can fire ONCE in every fire phase (like with a normal pair of handguns) but in hand to hand combat she can choose :

L making two attacks in the first round of close combat and after that picking another weapon

making one attack in every round of hand to hand combat