

Adeptus Ministorum



ARMY BOOK

BY THE NETEPIC DISCUSSION GROUP

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Background

The Sisters of Battle are the official fighting arm of the Adeptus Ministorum – the holy church of the Imperium. At the end of the infamous Age of Apostasy, the Ecclesiarchy was forbidden of keeping an army of “men under arms.” The Sisters of Battle are the Ecclesiarchy’s all-female fighting arm, enforcing their doctrines, fighting the enemies of humanity and protecting the servants of the church as they spread the Light of the Emperor to the darkest corners of the galaxy. Due to its all-female membership, the Adeptus Sororitas is often referred to as the Sisterhood, although some still call it by its original name, the Daughters of The Emperor. The Sisterhood is most commonly associated with the Battle Sisters of the Orders Militant, but this is not its only role in the Imperium. There are three other major Orders of the Adeptus Sororitas, and many others numbering perhaps only a few hundred individuals each.

All of the Orders of the Sisterhood are represented in the Imperial Palace on Earth. In addition, extensive Convents house the major Orders throughout the galaxy. The head of each Convent is the Prioress, who is answerable only to the Ecclesiarch himself. Beneath the Prioress are the Canoness and the Sister Superiors for each Order within the Convent. They look after the training of recruits, the performing of regular prayer sessions (usually several a day) and the maintenance of their own affairs. Part of the puritan lifestyle of the Sisterhood is its isolation and it is generally only the Canoness and her most experienced Sister Superiors who will have dealings with outsiders - even Sisters of another Order.

A Frateris Militia army consists of the junior members of the Ecclesiarchy and ordinary laypersons who have taken up arms to defend themselves or take part in a crusade. They are not formally members of the Ecclesiarchy and merely accompany the faithful to battle. Since they are almost always ad hoc formations, they must make do with whatever equipment and weapons they can beg borrow or steal, usually from the local PDF. Under-trained and ill equipped, the Frateris have often prevailed through sheer faith and stubbornness.

The Orders Militant

These Battle Sisters follow the original doctrines of the Daughters of the Emperor. They seek perfection of their martial skills in order to purify their minds and dedicate themselves to the Emperor. The Orders Militant are further broken down into military units, with each squad led by a Sister Superior. The most senior Sister Superiors may have organizational control

over several squads of Battle Sisters, but in conflict every squad is generally considered as an individual entity. The most skilled and experienced Battle Sisters receive further training and become inducted into the most ancient rites of the Order. These elites are known as Seraphim and the most trusted and spiritual of their number become the personal bodyguard of the Orders' Canoness. The oldest and best-known are the Orders Militant of the Ebon Chalice, Valorous Heart, Fiery Heart and the Argent Shroud. More recently created are the Orders of the Bloody Rose and Sacred Rose. Along with physical changes, each order has its own specific color scheme and symbols:

- Order of Our Martyred Lady wears black armor and black cloth with red lining and red weapons.
- Order of the Valorous Heart wears black armor and black cloth with white lining and black weapons.
- Order of the Ebon Chalice wears black armor and white cloth with red lining and red weapons.
- Order of the Argent Shroud wears silver armor and white cloth with red lining and red weapons.
- Order of the Bloody Rose wears red armor and black cloth with white lining and black weapons.
- Order of the Sacred Rose wears white armor and black cloth with red lining and red weapons.

The Orders Hospitaller

The Orders Hospitaller accompany the Imperial Guard and Imperial Navy to provide nursing and medical support. Not only do they provide surgeons, physicians and nurses, they also provide aid to the poor and under-privileged, founding hostels and shelters for the needy. By instilling their own spiritual faith and rigid discipline on others, they save many souls from the darkness and turn potential malcontents and criminals into hard-working Imperial citizens.

The Orders Dialogus & Famulous

Those with an aptitude for translation find their way into the ranks of the Orders Dialogus where they learn even more languages. Though the Imperium has a single language, Imperial Gothic, there are thousands of dialects, slangs, sub-languages and command tongues within it. When a missionary finds a new civilization, a Sister from the Dialogus will be assigned help him learn the native language and communicate with the newly discovered people.

Members of the Orders Famulous are dedicated to the organization of households. They serve the nobles and military officers of the Imperium as advisors and chatelaines. They run the noble families' affairs and direct their businesses. They arrange marriages and agreements between the noble families, quelling long-term feuds and disputes and settling matters that might otherwise jeopardize the stability of the area.

With members in every aspect of society, the Sisterhood can maintain a close eye on the affairs of the Imperium. Adepta Sororitas is useful political as well as social tool, and with the armed might of the Orders Militant, the Sisterhood has the protection and power it needs to operate successfully.

"The heretic and the blasphemer can offer no excuse for their crimes. Those who are pardoned merely live to further shroud humanity from the light of the Emperor with the darkness of their souls."

The Adeptus Ministorum Army

Both the Sisters of Battle and the Frateris Militia are Codex armies and you must put 75% of your points into them. You may put up to 25% of your points into any one Standard Imperial List, or the Standard Eldar List.



Codex Army	At least 75% of your points into...	Up to 25% into...
Sisters of Battle	Sisters of Battle List	One Standard Imperial or Eldar List
Frateris Militia	Frateris Militia List	

Note: The Frateris Militia is a new army list and should be considered optional. You must have the permission of your opponent before running it.

Special Rules

Hatred of Chaos

Due to their intense hatred of Chaos, any Sister of Battle infantry stand fighting in Close Combat with any Chaos or Chaos-allied unit may re-roll any Close Combat dice that roll a 1 or 2.

Special Ability: Holy Rage

The impassioned speeches and powerful oratory that unifies a Frateris Militia army may also be used to drive some of its members into a barely-controlled rage. A unit with the Holy Rage ability may target one Imperial infantry detachment within 15 cm and line of sight. A unit affected by Holy Rage gains +2 CAF, must be given Charge Orders every turn and must engage the enemy if it can.

If a unit affected by Holy Rage needs to make a morale test, it instead loses a random stand as the fanatics purge the traitors and cowards within their ranks. In the End Phase you must test morale for every unit on Holy Rage. If the unit passes its fine, but if it fails it loses both a random stand and Holy Rage.

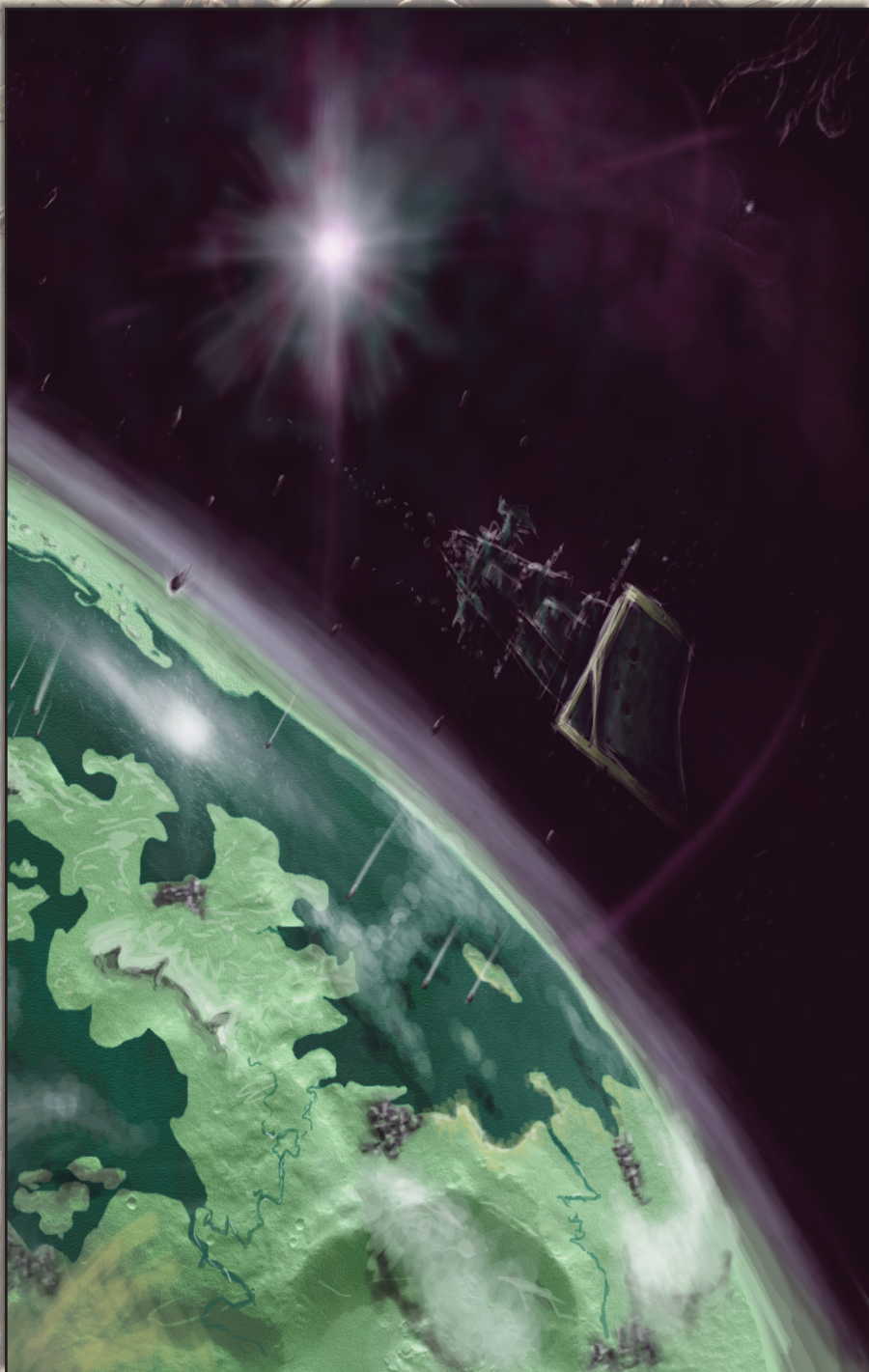
Special Ability: Undisciplined

These units are neither well trained nor organized. If no model in the detachment is within coherency (6 cm) from a commander (any infantry stand with the HQ ability) during the Orders Phase, the unit must make a morale test. If it passes it may be given Advance Orders (only), or else it may not be given orders at all (i.e. the unit may not move and will fire in the Advance Fire Segment).

Sample Army: Order of the Sacred Rose

Army Card	Cost	Notes
1) Sister Company	450	
Special: Justifier Squadron	300	
Support: Retributor Detachment	350	
2) Seraphim Company	500	
Special: Mother Superior	0	
Rhino Squadron	50	
Rhino Squadron	50	
Protector AA	275	
3) Immolator Company	300	
Support: Annihilator Squadron	200	
Support: Predator Squadron	250	
Predator Cleanser Squadron	250	
Total	3000	





Unit Descriptions

Special Units

Canoness

The Canoness is the overall commander of one of the Orders Militant. She is responsible for the spiritual well-being of the Battle Sisters under her command, and is directly responsible to the Prioress of her convent.



Canoness (Seraphim)

Battle Sisters assault troops (Seraphim) and their commanders have jump packs that enable them to move faster and skim above terrain features and man-made obstacles.



Canoness (Punisher)

Battle Sisters bike troops and their commanders have Punisher Bikes that enable them to move faster between terrain features and man-made obstacles.

Cleric

This unit represents a squad of powerful psykers. Because the Ecclesiarchy is very suspicious towards psykers the Clerics must be of above average faith and even then they are being continuously tested. You may only have



one Cleric in your army. They are Psykers and may use one of the following powers each turn:

1. Embolden: All Imperial units within 15 cm (including the Cleric) are immune to morale checks and gain +1 CAF. This lasts until the End Phase.

2. Righteous Fire: The psyker may make an immediate ranged attack on any target within 50 cm and line of sight. This is a physical psychic attack and hits on 4+ with -2 TSM.

3. Destroy Daemon: The Cleric may attack one demonic creature within 25 cm and line of sight. The Cleric rolls 2D6. The other player rolls 3D6 for Greater Daemons and the Eldar Avatar, 2D6 for Wraithguard and Eldar Dreadnoughts and 1D6 for minor Daemon stands and Chaos androids. If the Cleric wins the die roll the enemy model is destroyed and removed. If the enemy wins there is no effect unless the result is greater than twice the Clerics roll. In this case the Cleric is slain due to psychic feedback. Re-roll if the scores are equal.

Confessor

The Confessor's mad rantings and utter devotion to the Emperor drives nearby troops into an unstoppable frenzy. Confessors are HQ units, and may join any infantry detachment. That detachment gains +1 CAF, +1 to its Break and Victory Points (to the Company if appropriate), becomes immune to all morale effects and must be given Charge Orders. They are HQ units and have the Holy Rage ability.



Eradicator

Eradicators are the deadly snipers of the Sisters of Battle, used on clandestine missions to purge high-ranking heretics. They operate independently and do not remain in formation, so the normal 6 cm coherency rule does not apply to them. If they are within cover they cannot be seen at a range of over 25 cm (in other words if the firer is not 25 cm or closer they can not be targeted). VPs are awarded only when all 4 stands are destroyed - if using more than 1 platoon, VPs are awarded for every 4 stands killed.



Eradicators are especially keen in identifying enemy commanders and eliminating them to cause confusion among their ranks. Thus, Eradicators are not bound by the general targeting rules and may attempt to shoot at enemy HQ units even if they are not the closest targets. To do this, the player must first roll a D6 for every stand that attempts to target an HQ unit. On 4+ the Snipers identify the stand and may shoot at it, otherwise they have to shoot at some other target.

Forward Observer

Both speed and accuracy are vital when calling for artillery support, and the Imperium has expertly trained Forward Observers to aid their artillery batteries. They are HQ units and have the Stealth ability.



Grey Knight

The Grey Knights are a unique Space Marine Chapter that belongs to the Ordo-Malleus branch of the Inquisition, rather than to the Adeptus Astartes. Their sole purpose is to confront and destroy Chaos, and they may only be brought to a battle if an opponent fields Chaos units.

Grey Knights are Elite units, and have the Daemon Hunter and Teleport abilities. They also have a 4+ Psychic Save, and both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information).



Hospitaller

Hospitalers are the Healers of the Battle Sisters who carry sophisticated medical equipment to help the wounded soldiers. They are HQ units and have the Medic ability.



Inquisitor

These are the watchdogs of the Imperium, always on the alert to destroy those tainted by Chaos and punish those that sway from Imperial Doctrine. They are Command, Elite and HQ units, are Fearless, and have a 4+ Psychic Save. Due to the fear (or inspiration) they instill, all Imperial detachments within 25 cm are immune to morale checks.



Arbitrator

Arbitrators are zealous and ruthless enforcers of the Imperial edict. Transgressors are dealt with summarily and harshly. Arbitrators lead the Arbites into battle and are Command, Elite and HQ units, and can create an exception to the normal chain of command structure. They may join any Imperial detachment and as long as they stay within coherency, that detachment may always be given orders, regardless of the chain of command.



Missionary

These holy men range from young, fervent hopefuls who spread the word of the Imperial Creed with little guidance and support from the Adeptus Ministorum, to the ancient, wise and toughened members of the Missionarius Galaxia. They are Command and HQ units, and have the Combat Leader and Holy Rage abilities.



Mother Superior

A Mother Superior commands an entire Order of Battle Sisters. Seeing her in the battlefield is an inspiration to the Battle Sisters, so all



Battle Sister units within 10 cm are immune to morale checks and receive +1 CAF. While the Mother Superior is a Free Card, she still takes up a Special Card slot. She may use the following ability once per turn:

Tactical Genius: One Imperial detachment within 10 cm may shift their given orders one step in either direction along the following line: Charge ↔ Advance ↔ First Fire. Charge does not wrap around to First Fire.

Ordo-Malleus Inquisitor

Some Inquisitors are specially trained in the ways and weaknesses of Chaos. These die-hard servants of the Emperor are armed with rare psych-out weaponry, made from the metabolic wastes of the Emperor himself. Armored in elaborate power armor and with esoteric patterns on their bodies, the Ordo-Malleus Inquisitors go forth to cleanse the galaxy.

They are Command, Elite and HQ units, and have a 4+ Psychic Save. They may only be purchased when facing a Chaos force. Both their ranged & Close Combat attacks are considered physical psychic attacks (this means Greater Daemons cannot use Chaos Cards to save themselves – see the Chaos Army Book for more information), and against Daemons the Psycannon has a –2 TSM instead of its normal 0 TSM.



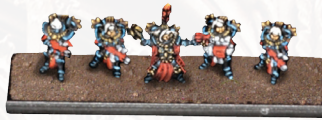
Preacher

These make up the bulk of the Imperial clergy and constitute the command units of the Frateris Militia companies. When not in battle they tend to the day-to-day running of the shrines and chapels and see to the religious needs of their congregations. They are HQ units and have the Holy Rage and Inspirational abilities.



Prioress

Prioress commands a Convent, the Battle Sister equivalent of a battalion. The presence of a Prioress drives Battle Sisters to religious fury toward the enemies of mankind and all Battle Sister units within 10 cm may add +1 to their Close Combat score.



Sisters Repentia

The Repentia accompanied by a Mistress are driven to a Holy Rage. While the Mistress is alive the Repentia (and Mistress) are in a constant state of Holy Rage and may be directed against any enemy the player wishes. At least one stand of Repentia must stay within coherency of the Mistress who is a HQ unit. The Mistress may only grant Holy Rage to the Repentia and not to other formations.



If however the Mistress is killed the benefits of the Holy Rage are instantly lost and Righteous Zeal grips the Repentia instead. As soon as the Mistress is killed the Repentia must make a charge move towards the nearest unengaged enemy unit within LOS assuming they are not already engaged in close combat. From now on the Repentia are unable to respond to commands and so always Charge the enemy in this way and may only be given Charge orders. However they are so eager to seek absolution in Martyrdom that they will Triple their movement.

Sisters Repentia do not give up Victory Points normally, so your opponent does not gain VPs for breaking or destroying them (including Tyranids and Necron). However, if the Sisters Repentia unit remains unbroken by the end phase of the forth game turn, the opponent is granted the full victory points for the unit.

Tech-Priest Engineer

These are trained by the Adeptus Mechanicus in the workings of the Imperial machines. They are HQ units and have the Mechanic ability.



Infantry

Arbites

The interplanetary police force of the Imperium, the Adeptus Arbites are often found in company strength when the rule of law has broken down and the Frateris are on the march. Often their presence is initially to supervise and police, but if serious fighting breaks out they will quickly join the fray and these Elite troops are highly effective in urban surroundings. Arbites come in three types:

Assault: These Arbites are armed with Suppression Shields and Power Mauls. Suppression Shields grant a 5+F save that also applies in Close Combat.

Riot: These Arbites provide additional riot control. Their shotguns are short ranged but deadly accurate.

Support: In full-scale combat situations the Arbites Support troops provide heavy firepower with their Grenade Launchers. Arbites Support stands do not combine barrages. They damage buildings normally.

All Arbites units are represented by Special Cards to represent their relative rarity. Arbites Support Cards may only be attached to an Arbites Company. If an Arbites Company card has been purchased as a special card for one company, other companies may purchase Arbites support cards for their special, and these support cards are added to the Arbites Company card.



Archangel

Archangels are the elite close assault warriors of the Battle Sister armies. Veterans of countless battles they are recruited from the ranks of Seraphim. Archangels are equipped with flight packs that allow them to fly rapidly to their destination. Archangels are rare troops so only one support card is allowed per sister company.



Arco-Flagellant

Arco-Flagellation is a sentence that can be carried out on those found guilty of heresy. Augmented with extensive physical surgery and mental reconditioning, the body is implanted with a fearsome array of lethal weaponry and chemical injectors. Pacifier helmets keep control until a trigger word is spoken and the body is pumped full of combat stims that turn it into a berserk killing machine. They are Fearless. You may only have one Arco-Flagellant Platoon per Confessor and/or Inquisitor in your army.



Celestial

Battle Sisters who show exemplary devotion and aptitude for the arts of war are elevated to Celestials after they have proven themselves in a number of battles. The Celestials are the elite warriors of the Battle Sisters, and only one Support Card may be purchased per Company Card. Due to their experience in urban fighting they gain +1 CAF when fighting in or someone in a building.

Death Cult Assassin

Death Cults can be found on many Imperial worlds. While some are Chaos-spawned and lend servitude to Chaos, others are fanatically devoted to the Imperial Creed, offering those they slay to the Emperor a payment of the blood debt all Mankind owes Him. Death Cultists employ a vast array of exotic ritual weaponry for their work - a dizzying display of whip-scythes, stilettos, needle beamers, and augmentive digi-weapons. They have the Infiltration, Stealth and Independent abilities.



Martyr

Fanatics armed with nothing but a bomb belt. They may be activated in the First Fire Segment and will detonate in place. Centre a normal barrage template over the stand. Anything under the template is hit on 4+ with a TSM of 0. Obviously, the martyr stand is destroyed. Martyrs are not bound by the normal command or coherency rules and give no VPs when they are destroyed – they are already listed as dead anyway.



Militia

The majority of Frateris forces are made up of ill-trained infantry armed with autoguns and various hand weapons. They are Undisciplined.



Novitiate

Novitiates have not yet taken their final vows to become full battle sisters. Their training is still incomplete and they are used for reconnaissance and infiltration. They may infiltrate after initial deployment up to their full charge move before the battle begins.

Retributor

Retributors are the heavy weapon specialists of the Battle Sister armies. Their job is to provide covering fire for their sisters. Due to their experience in urban fighting the cover of their targets counts as one level less than it is. It may not be reduced further than no cover.



Rocket Infantry

These are armed with light Anti-Tank weapons. They are Undisciplined.



Seraphim

Seraphim are the main close assault troops of the Battle Sister armies. Their jump packs allow them to respond to any heretical threat swiftly and efficiently, ignoring terrain features and man-made obstacles. Unlike other Imperial assault troops the Seraphim are equipped with hand flamers that makes them particularly deadly in Close Combat.



Sister

Sisters form the core front line troops in the Battle Sister armies.



Zealot

These are the most fanatical of the followers of the Ministorum. Wielding barbed scourges in one hand and short range flamethrowers in the other, Zealots are used when the complete and utter genocide of the enemy is called for. They are Undisciplined and their weapons Ignore Cover.



Cavalry

Bike

Usually unarmored, these bikes are used for scouting. They are Independent.



Cavalry

Where horses are common, some Frateris arrive mounted. They are Independent.



Justifier

A Justifier is a modified land speeder in use with the elite fast assault squadrons of the Sisters of Battle. Justifiers accompany the Sister's fast attack forces to give fire support and deal with any heavy vehicles the enemies of Mankind might have. The best veterans from Punisher units are chosen for the task of piloting Justifiers.



Punisher

Sisters of Battle have their own specialized fast assault bikes called Punishers, equipped with flamethrowers for efficient purging of heretics. This augments their Close Combat skills as well as maneuverability.



Walkers

Penitent Engine

Part torture device and part dreadnought, the penitent engine contains a heretic who has been interred in a walking torture device to expiate his sins on the battlefield. Armed with two eviscerators and 2 heavy flamers the penitent engine is a fearsome sight indeed to enemies of the Emperor. This unit may choose to suffer from Holy Rage at any time. For the Frateris list, you may take one Penitent Engine Squad for every Confessor in your army.



Purifier

The Sisters of Battle use a specifically modified dreadnought called Purifier. It is used to house a mortally wounded Battle Sister who could not survive otherwise. To be chosen as a Purifier pilot is a high honor and only the best veterans are afforded this chance of serving their emperor. The Purifiers are noted for their fanatical zeal (even for a Battle Sister!).



Vehicles

Chimera APC

This is an upgrade from the Rhino, and carries a turreted multilaser for infantry support. It has Transport 2.



Immolator

An Immolator is an up-armored Rhino mounting a heavy flamer in a small turret. It is an excellent vehicle in city fights and is especially effective in purging heretics who hide from the Imperial justice inside bunkers and fortifications. The flamer uses the large teardrop template, ignores cover and hits on 4+ with 0 TSM.



Laud Hailer Chimera

Fit with pipes that continuously play hymns and speakers that chant Imperial Litanies, the Laud Hailer allows any Frateris unit within 25 cm to reroll failed morale checks.



Exorcist

The Sisters' other Rhino variant is the Exorcist, similar in some ways to the Space Marines' Whirlwind; the Exorcist is a multiple missile-launching platform that fires deadly salvos of Exorcist Missiles. The Exorcist, however, does require line of sight and is much more suitable for destroy-



ing enemy vehicles due to the high strength of its missiles. However, the firepower of these venerable machines is quite erratic, ranging from a devastating hail of missiles to a complete failure to fire. To represent this, the number of barrage points for the Exorcist fire is determined by rolling the Barrage Dice. A Missfire result means the Exorcist cannot fire this turn, but has no other effect. While it uses a template, the Exorcist may not fire indirectly, and does not damage buildings.

Predator Cleanser

A variant of the Annihilator, the Cleanser is armed with a turret-mounted Multi-Melta and sponson Heavy Bolters.



Protector AA Platform

The Protector provides the Sisters of Battle with anti-air cover. It uses the same gun as the Hydra mounted on a Rhino chassis.



Rhino

This is the main Imperial light APC. It has Point Defense (1) and may transport two infantry stands. Unlike the Space Marines, the Sisters do not include the Rhinos in infantry platoons but have separate transport companies.



Truck

These are simple troop transports. They are Open-Topped and have Transport 2.



Vindicator

Built in to the Rhino chassis is an enormous gun that fires a large shell capable of destroying its target and intervening cover. Shots from a Vindicator ignore cover modifiers.



Light Artillery

Infantry Gun

This is a semi-portable, rapid-fire cannon mounted on a wheeled carriage.



Mole Mortar

This is a light artillery piece that, instead of firing the shell in to the air, sends it through the ground to its target; exploding underneath them. Because of this, the weapon ignores both cover and shields of all types.



If a Mole Mortar hits a titan or praetorian, roll a D6. On a 6 the target is trapped within the crater formed by the explosion. Trapped units may shoot normally but, if they wish to exit the crater, must do so on Charge Orders and forgo any ranged attacks as they leave.

Rapier Laser Destroyer

This is a multi-barreled weapon that provides anti-armor support to infantry advances.



Thudd Gun

This is a light artillery piece which pumps out multiple shells in succession.



Heavy Artillery

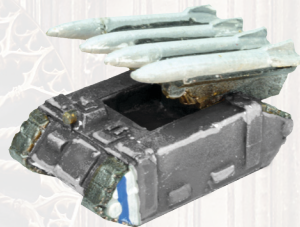
Banisher

Banisher is a twin Thudd gun on a Rhino chassis. The twin Thudd gun uses rocket-assisted munitions for improved range, which also increase armor penetration.



Cardinal

Cardinals fire a barrage of rockets with incendiary warheads which drown the target in a storm of righteous fire. It is used to suppress the enemy and harass his movements while the Sisters move in position. The barrage of these weapons ignores cover and is very effective against infantry in cover.



Off-Board Artillery Barrage

This represents a battery of long-range weapons that have been deployed some distance behind the combat zone, as well as orbital and naval artillery. Off-Board artillery has a Victory Point cost instead of a points cost, and may only be used by Forward Observers. See the Core Rules for details.

Fliers

Thunderbolt Fighter

These are the air superiority fighters of the Imperium.



Superheavies

Gorgon Assault Transport

The Gorgon transport is mainly used in sieges to transport troops directly to heavily fortified enemy positions. Due to the protective plate in front the Gorgon has two armor saves if the shot is coming in from the front arc. It must fail both saves to be destroyed. Gorgons ignore penalties for moving wooded and difficult terrain. If moving through woods, rough ground and minefields, it leaves a corridor behind it that counts as normal terrain. Gorgons are also useful for removing obstacles like barricades, trenches and buildings.



Adeptus Ministorum Army Cards

Sisters of Battle List

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Sister Company	Canoness stand 3 Sisters Detachments	10	2	5	450
Seraphim Company	Seraphim Canoness stand 3 Seraphim Detachments	10	2	5	500
Retributor Company	Canoness stand 3 Retributor Detachments	10	2	9	900
Novitiate Company	Canoness stand 3 Novitiate Detachments	10	3	4	350
Rhino Company	Command Rhino 3 Rhino Detachments	5	3	2	150
Punisher Company	Command Punisher 3 Punisher Detachments	8	2	6	550
Exorcist Company	Command Exorcist 3 Exorcist Detachments	5	2	6	450
Immolator Company	Command Immolator 3 Immolator Detachments	5	2	3	300
Vindicator Company	Command Vindicator 3 Vindicator Detachments	5	2	5	450



Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Mother Superior	Mother Superior stand & Command Rhino	Stand	-	2	Free
Cleric	Cleric stand & Command Rhino	Stand	2	1	100
Prioress	Prioress stand & Command Rhino	Stand	-	1	75
Hospitaller	Hospitaller stand & Command Rhino	Stand	1	1	50
Tech-Priest Engineer Team	2 Tech-Priest Engineers & Command Rhino	2	2	1	100
Forward Observer	Forward Observer stand & Command Rhino	Stand	-	1	50
Inquisitor	Inquisitor stand & Command Rhino	Stand	-	1	100
Ordo-Malleus Inquisitor	Ordo-Malleus Inquisitor & Command Rhino	Stand	-	2	150
Eradicators	4 Eradicator stands	4	1	2	150
Grey Knight Detachment	4 Grey Knight stands	2	2	4	400
Justifier Squadron	5 Land Speeder Justifiers	3	1	4	300
Sisters Repentia	5 Sisters Repentia stands				
1 Mistress HQ	Special	-	4	350	

Frateris Militia List

Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Sisters Detachment	6 Sisters stands	3	2	2	150
Seraphim Detachment	6 Seraphim stands	3	2	2	175
Retributor Detachment	6 Retributor stands	3	2	4	350
Novitiate Detachment	6 Novitiate stands	3	3	1	125
Celestial Detachment	6 Celestial stands	5	1	4	350
Archangel Detachment	6 Archangel stands	5	1	3	275
Cavalry					
Punisher Bike Squadron	5 Punisher Bike stands	3	2	2	200
Walkers					
Penitent Engine Squad	4 Penitent Engines	2	2	1	100
Purifier Detachment	4 Dreadnought Purifiers	2	1	1	100
Robot Squad	4 Robots	4	-	1	100
Vehicles					
Immolator Squadron	3 Immolators	2	2	1	125
Exorcist Squadron	3 Exorcist	2	2	2	150
Predator Cleanser Squadron	3 Predator Cleansers	2	2	2	200
Protector AA Battery	3 Protectors	2	2	3	275
Rhino Transport Squadron	3 Rhinos	2	2	1	50
Repressor Transport Squad	3 Repressor	2	2	1	125
Vindicator Squadron	3 Vindicators	2	2	2	150
Heavy Artillery					
Banisher Battery	3 Banishers	2	2	1	125
Cardinal Battery	3 Cardinals	2	2	2	175
Light Off-Table Barrage	One Light Orbital Barrage Round	NA	NA	NA	1 VP
Heavy Off-Table Barrage	One Heavy Orbital Barrage Round	NA	NA	NA	2 VP
Flyers					
Thunderbolt Squadron	3 Thunderbolt Fighters	2	2	3	250

Company Cards	Contents	Break Point	Morale	Victory Points	Cost
Frateris Militia	Preacher & Command Rhino 3 Militia Detachments	16	5	4	400
Sabre Company	Preacher & Command Rhino 3 Sabre Tank-Hunter Squadrons	5	5	3	300
Support Company	Preacher & Command Rhino 2 Rocket Platoons 2 Rapier Batteries	10	5	4	350
Light Artillery	Preacher & Command Rhino 2 Infantry Gun Batteries Thudd Gun Battery	7	5	3	250
Special Cards	Contents	Break Point	Morale	Victory Points	Cost
Confessor	Confessor stand & Command Rhino	1	-	1	100
Grey Knight Detachment	4 Grey Knight stands	2	2	4	400
Inquisitor	Inquisitor stand & Command Rhino	Stand	-	1	100
Missionary	Missionary stand & Command Rhino	Stand	-	2	150
Arbites Company	Arbitrator, 4 Arbites Riot stands & Command Gorgon 2 Arbites Assault Squads 2 Arbites Riot Squads	15	3	8	800
Arbites Assault Squad	5 Arbites Assault Stands + Gorgon	3	3	2	200
Arbites Riot Squad	5 Arbites Riot Stands + Gorgon	3	3	2	200
Arbites Support Squad	5 Arbites Support stands + Gorgon	3	3	3	300
Support Cards	Contents	Break Point	Morale	Victory Points	Cost
Infantry					
Arco-Flagellant Platoon	4 Arco-Flagellant stands	4	-	2	150
Death Cult	4 Death Cult Assassins	2	2	1	100
Martyr Platoon	5 Martyr stands	5	-	1	100
Militia Platoon	10 Militia stands	5	5	1	100
Recon Platoon	5 Militia Stands & 5 Recon Vehicles	5	5	2	200

Rocket Platoon	5 Rocket stands	3	5	1	100
Zealots	4 Zealots	2	3	1	100
Cavalry					
Bike Squad	5 Bike stands	3	5	1	100
Cavalry Squad	5 Cavalry stands	3	5	1	100
Walkers					
Penitent Engine Squad	4 Penitent Engines	2	2	1	100
Vehicles					
Chimera Squadron	5 Chimeras	3	4	2	150
Laud Hailer Squadron	3 Laud Hailer Chimeras	2	4	2	150
Mammoth Squadron	3 Mammoth Tanks	2	4	3	300
Sabre Tank-Hunter Squadron	3 Sabre Tank-Hunters	2	5	1	100
Truck Transport Squadron	5 Trucks	3	5	1	50
Zulu Anti-Aircraft Battery	5 Zulu AA Guns	3	5	1	100
Light Artillery					
Infantry Gun Battery	4 Infantry Guns	2	5	1	50
Mole Mortar Battery	3 Mole Mortars	2	5	1	100
Rapier Battery	3 Rapier Laser Destroyers	2	5	1	75
Thudd Gun Battery	3 Thudd Guns	2	5	1	100



Summary of Unit Statistics

Troop Type	Move	Save	CAF	Weapons	Range	Attack Dice	To-Hit Roll	TSM	Notes
Special									
Canoness	10 cm	-	+2	Bolters	50 cm	1	5+	0	Command, Elite, HQ
Canoness (Punisher)	30 cm	-	+3	Bolters	25 cm	1	4+	0	Command, Elite, HQ, Ignores Cover
Canoness (Seraphim)	15 cm	-	+3	Bolt pistols	25 cm	2	5+	0	Command, Elite, HQ, Jump Packs
Cleric	10 cm	-	+1	Bolters	50 cm	1	5+	0	HQ , Psychic powers
Confessor	10 cm	6+f	+2	Laspistol	25 cm	1	5+	0	HQ, Holy Rage
Eradicator	10 cm	-	+1	Executioner	75 cm	1	4+	0	Independent, Sniper, Stealth, Unbreakable
Gray Knight	10 cm	4+/6+f	+6	Various	35 cm	2	4+	-1	Daemon Hunter, Elite, Psychic Save 4+, Teleport
Hospitaller	10 cm	-	+1	Bolt pistols	25 cm	1	5+	-2	HQ, Medic
Inquisitor	10 cm	4+f	+6	Various	35 cm	2	4+	-1	Command, Elite, HQ, Fearless, 4+ Psychic Save, Special
Arbitrator	10 cm	5+	+4	Maul & Shotgun	25 cm	2	3+	0	Command, HQ, Elite, Special
Missionary	10 cm	6+f	+3	Laspistol	25 cm	1	5+	0	Combat Leader, Command, HQ, Holy Rage
Mother Superior	10 cm	6+	+4	Bolters	50 cm	2	4+	0	Combat Leader, Elite, Command, HQ, Special
Ordo-Malleus Inquisitor	10 cm	4+f	+6	Psycannon	50 cm	1	4+	0	Command Elite, HQ, Psychic save 4+, Special
Preacher	10 cm	6+	+1	Laspistol	25 cm	1	5+	0	HQ, Holy Rage, Inspirational
Prioress	10 cm	6+	+3	Bolters	50 cm	2	5+	0	Combat Leader, Command, Elite, HQ
Sister Forward Observer	10 cm	-	+2	Bolt Pistol	25 cm	1	5+	0	HQ, Stealth, Special
Sister Repentia	10cm	-	+3	Eviscerator	-	-	-	-	Fearless, Righteous Zeal
Mistress	10cm	-	+2	Neural Whips	-	-	-	-	HQ, Holy Rage
Tech-Priest Engineer	10 cm	-	0	Bolt Pistol	25 cm	1	5+	0	HQ, Mechanic
Infantry									
Arbites - Assault	10 cm	5+f	+2	Shock Maul	-	-	-	-	Elite, Special
Arbites - Riot	10 cm	6+	+1	Shotgun	25 cm	1	3+	0	Elite
Arbites - Support	10 cm	6+	+1	Grenade Launcher	50 cm	3 BP	5+	-1	Elite
Archangel	25 cm	-	+3	Plasma Pistols	25 cm	2	4+	-1	Elite, Flight Pack
Arco-Flagellant	10 cm	6+	+2	Close Combat	-	-	-	-	Fearless
Celestial	10 cm	6+	+2	Plasma Gun	35 cm	2	4+	-1	Elite, Special
Death Cult Assassin	10 cm	6+f	+3	Close Combat	-	-	-	-	Independent, Infiltrate, Stealth
Martyr	10 cm	-	0	Bomb Harness	-	6 BP	4+	0	Special
Militia	10 cm	-	-1	Autoweapons	35 cm	1	6+	0	Undisciplined
Novitiate	10 cm	-	0	Bolt Pistols	25 cm	1	5+	0	Infiltration
Retributor	10 cm	-	0	Heavy Weapons	75 cm	2	5+	-2	Special



Rocket	10 cm	-	-1	Rockets	35 cm	1	4+	-1	Undisciplined
Seraphim	15 cm	-	+2	Hand Flamers	15 cm	1	4+	0	Jump Pack, Ignores Cover
Sister	10 cm	-	+1	Bolters	50 cm	1	5+	0	
Zealot	10 cm	-	+1	Flamethrower	25 cm	1	4+	0	Ignores Cover, Undisciplined
Cavalry									
Bike	25 cm	-	+2	-	-	-	-	-	Independent, PD(1)
Cavalry	20 cm	-	+2	Lance & Pistol	25 cm	1	6+	0	Independent
Punisher	30 cm	-	+4	Flamer	25 cm	1	4+	0	Ignores Cover
Walkers									
Penitent Engine	15 cm	5+	+4	Heavy Flamers	35 cm	2	4+	0	Ignores Cover, Special
Purifier	10 cm	4+	+4	Assault Cannon	50 cm	3	5+	-1	
Robot	10 cm	4+	+2	Lascannon	75 cm	1	5+	-1	Inorganic, Robotic
Vehicles									
Chimera APC	20 cm	3+	+1	Multi- Laser	25 cm	1	4+	0	Transport 2, Turret
Immolator	25 cm	3+	+1	Heavy Flamer	Template	-	4+	0	Ignores Cover, Turret, Transport 1
Justifier	30 cm	6+	+3	Multi-Melta Flamer *	25 cm Template	1 -	3+ 4+	-2 0	Elite, Skimmer * Ignores Cover
Laud Hailer	20 cm	3+	+1	Multi- Laser	25 cm	1	4+	0	Turret
Mammoth	15 cm	3+	+3	Battlecannon * Autocannon	75 cm 75 cm	1 2	5+ 5+	-2 -1	* Turret PD(4)
Exorcist	20 cm	3+	+1	Exorcist missiles Heavy Bolter	75 cm 25 cm	2-10 BP 1	Varies 5+	-2 0	* Turret
Predator Cleanser	25 cm	3+	+2	Heavy Multi-Melta * Heavy Bolter	35 cm 25 cm	2 2	4+ 5+	-2 0	* Turret
Protector	20 cm	4+	0	Autocannon	100 cm	4	5+	-1	AA Unit
Recon Vehicle	30 cm	6+	+1	Heavy Bolter	25 cm	1	5+	0	
Rhino	25 cm	4+	0	-	-	-	-	-	PD(1), Transport 2
Repressor Transport	20 cm	3+	+1	Storm Bolter	35 cm	2	4+	-1	Turret, Transport 2
Sabre Tank-Hunter	25 cm	4+	0	Autocannon	75 cm	1	5+	-2	Turret
Truck	20 cm	6+	-1	-	-	-	-	-	PD(1), Transport 2, Open-Top
Vindicator	20 cm	2+	0	Thunderer	50 cm	1	4+	-3	Ignores Cover
Zulu AA Gun	-	-	-3	Autocannon	75 cm	1	5+	-2	AA
Light Artillery									
Infantry Gun	5 cm	-	-3	Autocannon	75 cm	1	4+	0	
Mole Mortar	5 cm	-	-3	Mole Mortar	150 cm	1 BP@	Varies	0	Ignores Cover, Special
Rapier	5 cm	-	-3	Laser Destroyer	50 cm	1	4+	-3	
Thudd Gun	5 cm	-	-3	Thudd Gun	75 cm	2 BP@	Varies	0	

Heavy Artillery									
Banisher	20 cm	4+	0	Twin Thudd Gun	100 cm	2 BP @	Var.	-1	
Cardinal	20 cm	4+	0	Rocket Launcher	150 cm	2 BP @	Var.	0	Ignores Cover
Light Off-Board Barrage	-	-	-	Orbital Barrage	Special	6 BP	4+	-1	Costs 1 VP
Heavy Off-Board Barrage	-	-	-	Orbital Barrage	Special	10 BP	2+	-2	Costs 2 VP
Fliers									
Marauder Fighter-Bomber	75 cm	3+	+2	Battlecannon	50 cm	1	4+	-2	Flier
				Lascannon	50 cm	3	5+	-1	
				Missiles	50 cm	4 BP	5+	-2	
Thunderbolt Fighter	100 cm	4+	+4	Autocannon Rockets	25 cm 25 cm	3 4BP	5+ 5+	-1 -1	Flier
Superheavies									
Gorgon	10 cm	1+/1+	+4	Mine Thrower	15 cm	1	4+	-3	Transport 6, PD(4), Special

