

Adeptus Ministorum



ARMY CARDS

- @ Combine barrage points from all battery

BP	to-hit
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- #Refer to table to compute to-hit:

- Army indication is between parenthesis for optional units.

- PD is point defence (15cm 1D 6+ (0), 360°, always on First Fire)

- Templates are:

* SB: Standard Barrage, 6cm diameter circle.

* LB: Large Barrage, 12cm diameter circle.

* ST: Small Teardrop, 5cm diameter circle ending a 10 cm long triangle.

*LT: Large Teardrop, 6cm diameter circle ending a 25 cm long triangle.

Sisters of Battle List

<div>Sister Company</div> <div>Sisters of Battle</div> <div>Canoness Stand</div> <div>Sisters Detachment</div> <div>6 Sisters Stands</div> <div>Sisters Detachment</div> <div>6 Sisters Stands</div> <div>Sisters Detachment</div> <div>6 Sisters Stands</div> <div><div>Gold</div><div>Cost: 450</div></div>	<div>Canoness</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolter</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> <div>Command, Elite, HQ</div> <div>Sisters</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolter</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> <div>Break: 10</div> <div>Morale: 2</div> <div>Victory points: 5</div>	Move: 10 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Bolter	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Bolter	50cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Bolter	50cm	1d 5+ (0)																	
Move: 10 cm	Save: -	CAF: +1																	
Weapon	Range	Shoot																	
Bolter	50cm	1d 5+ (0)																	
<div>Seraphim Company</div> <div>Sisters of Battle</div> <div>Seraphim Canoness Stand</div> <div>Seraphim Detachment</div> <div>6 Seraphim Stands</div> <div>Seraphim Detachment</div> <div>6 Seraphim Stands</div> <div>Seraphim Detachment</div> <div>6 Seraphim Stands</div> <div><div>Gold</div><div>Cost: 500</div></div>	<div>Canoness (Seraphim)</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolt Pistol</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> <div>Command, Elite, HQ, Jump Packs</div> <div>Seraphim</div> <div>Infantry (1)</div> <table><tr><td>Move: 15 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Hand Flamers</td><td>15cm</td><td>1d 4+ (0)</td></tr></table> <div>Jump Packs, Ignores cover</div> <div>Break: 10</div> <div>Morale: 2</div> <div>Victory points: 5</div>	Move: 10 cm	Save: -	CAF: +3	Weapon	Range	Shoot	Bolt Pistol	25cm	2d 5+ (0)	Move: 15 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Hand Flamers	15cm	1d 4+ (0)
Move: 10 cm	Save: -	CAF: +3																	
Weapon	Range	Shoot																	
Bolt Pistol	25cm	2d 5+ (0)																	
Move: 15 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Hand Flamers	15cm	1d 4+ (0)																	
<div>Retributor Company</div> <div>Sisters of Battle</div> <div>Canoness Stand</div> <div>Retributor Detachment</div> <div>6 Retributor Stands</div> <div>Retributor Detachment</div> <div>6 Retributor Stands</div> <div>Retributor Detachment</div> <div>6 Retributor Stands</div> <div><div>Gold</div><div>Cost: 900</div></div>	<div>Canoness</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolter</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> <div>Command, Elite, HQ</div> <div>Retributor</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Heavy Weapon</td><td>75cm</td><td>2d 5+ (-2)</td></tr></table> <div>Ignore One level of cover</div> <div>Break: 10</div> <div>Morale: 2</div> <div>Victory points: 9</div>	Move: 10 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Bolter	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Heavy Weapon	75cm	2d 5+ (-2)
Move: 10 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Bolter	50cm	1d 5+ (0)																	
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Heavy Weapon	75cm	2d 5+ (-2)																	
<div>Novitiate Company</div> <div>Sisters of Battle</div> <div>Canoness Stand</div> <div>Novitiate Detachment</div> <div>6 Novitiate Stands</div> <div>Novitiate Detachment</div> <div>6 Novitiate Stands</div> <div>Novitiate Detachment</div> <div>6 Novitiate Stands</div> <div><div>Gold</div><div>Cost: 350</div></div>	<div>Canoness</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolter</td><td>50cm</td><td>1d 5+ (0)</td></tr></table> <div>Command, Elite, HQ</div> <div>Novitiate</div> <div>Infantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Bolt Pistol</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> <div>Infiltration</div> <div>Break: 10</div> <div>Morale: 3</div> <div>Victory points: 4</div>	Move: 10 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Bolter	50cm	1d 5+ (0)	Move: 10 cm	Save: -	CAF: +0	Weapon	Range	Shoot	Bolt Pistol	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Bolter	50cm	1d 5+ (0)																	
Move: 10 cm	Save: -	CAF: +0																	
Weapon	Range	Shoot																	
Bolt Pistol	25cm	1d 5+ (0)																	

Rhino Company

Sisters of Battle

Command Rhino

Rhino Detachment

3 Rhinos

Rhino Detachment

3 Rhinos

Rhino Detachment

3 Rhinos

Gold

Cost: 150

Break: 5

Morale: 3

Victory points: 2

Rhino

Vehicle (3)

Move: 25 cm

Save: 4+

CAF: +0

PD (1), Transport 2

Exorcist Company

Sisters of Battle

Command Exorcist

Exorcist Detachment

3 Exorcists

Exorcist Detachment

3 Exorcists

Exorcist Detachment

3 Exorcists

Gold

Cost: 450

Break: 5

Morale: 2

Victory points: 5

Exorcist

Vehicle (3)

Move: 20 cm

Save: 3+

CAF: +1

Weapon

Range

Shoot

Exorcist Missiles

75cm

2-10BP @ # (-2)

Heavy Bolter

25cm

1d 5+ (0)

MISSFIRE means no shoot

Punisher Company

Sisters of Battle

Canoness on Punisher

Punisher Detachment

5 Punisher Bike Stands

Punisher Detachment

5 Punisher Bike Stands

Punisher Detachment

5 Punisher Bike Stands

Gold

Cost: 550

Break: 8

Morale: 2

Victory points: 6

Canoness (Punisher)

Cavalry (2)

Move: 30 cm

Save: -

CAF: +3

Weapon

Range

Shoot

Flamer

25cm

1d 4+ (0)

Command, Elite, HQ, Ignores Cover

Punisher

Cavalry (2)

Move: 30 cm

Save: -

CAF: +4

Weapon

Range

Shoot

Flamer

25cm

1d 4+ (0)

Ignores Cover

Immulator Company

Sisters of Battle

Command Immulator

Immulator Detachment

3 Immolators

Immulator Detachment

3 Immolators

Immulator Detachment

3 Immolators

Gold

Cost: 300

Break: 5

Morale: 2

Victory points: 3

Immulator

Vehicle (3)

Move: 25 cm

Save: 3+

CAF: +1

Weapon

Range

Shoot

Heavy Flamer

LT

- 4+ (0)

Ignores cover, Turret

Vindicator Company

Sisters of Battle

Command Vindicator

Vindicator Squadron

3 Vindicators

Vindicator Squadron

3 Vindicators

Vindicator Squadron

3 Vindicators

Gold

Cost: 450

Vindicator

Vehicle (3)

Move: 20 cm	Save: 2+	CAF: +0
Weapon	Range	Shoot
Thunderer	50cm	1d 4+ (-3)

Ignores cover

Break: 5

Morale: 2

Victory points: 5

Cleric

Sisters of Battle

Cleric Stand

Command Rhino



Gold

Cost: 100

Cleric

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

HQ, Psyker

1)Embolden: All Imperial detachments within 15cm (including the psyker) become Fearless, immune to all types of morale effects and gain +1 CAF. These effects last until the End Phase.

2)Righteous Fire: The psyker makes a physical psychic attack. Pick a target within 25cm and line of sight, and on a 4+ it takes a hit at -2TSM.

3)Destroy Daemon: Attack one demonic creature within 25cm and LoS. Roll 2D6 for Cleric, and 3D6 for Greater Daemons and Eldar Avatar, 2D6 Wraithguard and Eldar Dreadnoughts, 1D6 minor Daemon and Chaos androids. Reroll if equal. If Cleric wins the enemy is destroyed. Cleric dies if opponent scores more than twice score. Else no effect.

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: stand

Morale: 2

Victory points: 1

Mother Superior

Sisters of Battle

Mother Superior Stand

Command Rhino



Gold

Cost: Free

Mother Superior

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +4
Weapon	Range	Shoot
Bolter	50cm	2d 4+ (0)

Combat Leader, Elite, Command, HQ, all Battle Sister units within 10cm are immune to morale checks and receive +1CAF

Tactical Genius: One Imperial detachment within 10cm may shift their given orders one step in either direction along the following line:Charge - Advance - FirstFire.

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

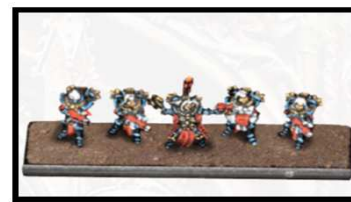
Victory points: 2

Prioress

Sisters of Battle

Prioress Stand

Command Rhino



Gold

Cost: 75

Prioress

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Bolter	50cm	2d 5+ (0)

Combat Leader, Elite, Command, HQ,

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

Victory points: 1

Hospitaler

Sisters of Battle

Hospitaler Stand
Command Rhino



Gold

Cost: 50

Hospitaler

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Bolt Pistols	25cm	1d 5+ (-2)

HQ, Medic

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: 1

Victory points: 1

Forward Observer Team

Sisters of Battle

Forward Observer Stand
Command Rhino



Gold

Cost: 50

Forward Observer

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Tech-Priest Engineer Team

Sisters of Battle

2 Tech-Priest Engineers
Command Rhino



Gold

Cost: 100

Tech-Priest Engineer

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Mechanic

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

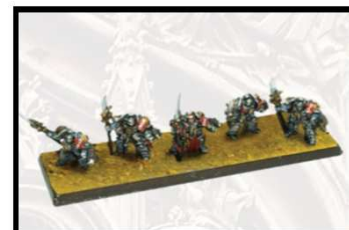
Break: 2 Morale: 2

Victory points: 1

Inquisitor

Sisters of Battle

Inquisitor Stand
Command Rhino



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic save, All Imperial troops within 25cm automatically pass any morale check.

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 1

Ordo-Malleus Inquisitor

Sisters of Battle

Ordo - Malleus Inquisitor Stand
Command Rhino



Gold

Cost: 150

Ordo - Malleus Inquisitor

Infantry (1)

Move: 10 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Psycannon	50cm	1d 4+ (0)
Vs. Deamon	50cm	1d 4+ (-2)

Command, Elite, HQ, Fearless, 4+ Psychic save, Physical
Psychic attack

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand Morale: -

Victory points: 2

Grey Knight Detachment

Sisters of Battle

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

Move: 10 cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Deamon hunter, Elite, 4+ Psychic save, Teleport

Break: 2 Morale: 1

Victory points: 4

Eradicators

Sisters of Battle

4 Eradicator Stands



Gold

Cost: 150

Eradicator

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Executioner	75cm	1d 4+ (0)

Independent, Sniper, Stealth, Unbreakable

Break: 4 Morale: 1

Victory points: 2

Justifier Squadron

Sisters of Battle

5 Land Speeder Justifiers



Gold

Cost: 300

Justifier

Skimmer (2)

Move: 30 cm	Save: 6+	CAF: +3
Weapon	Range	Shoot
Multi-Melta	25cm	1d 3+ (-2)
Flamer *	LT	- 4+ (0)

* ignores cover, Elite, Skimmer

Break: 3 Morale: 1

Victory points: 3

Sisters Repentia

Sisters of Battle

Mistress HQ
5 Sisters Repentia Stands



Gold

Cost: 350

Mistress

Infantry (1)

Move: 10 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Neural Whips	-	-

HQ, Holy Rage

Sisters Repentia

Infantry (1)

Move: 10 cm	Save: -	CAF: +3
Weapon	Range	Shoot
Eviscerator	-	-

Fearless, Righteous Zeal when Mistress killed (must charge at 30cm towards nearest unengaged enemy within LoS)

Optional rule: Deathseekers Give 4 VP to opponent until they are broken.

Break: 3 Morale: -

Victory points: 4

Retributor Detachment

Sisters of Battle

6 Retributor Stands

Gold

Cost: 350

Retributor

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Heavy Weapon	75cm	2d 5+ (-2)

Ignore One level of cover

Break: 3 Morale: 2

Victory points: 4

Novitiate Detachment

Sisters of Battle

6 Novitiate Stands

Gold

Cost: 125

Novitiate

Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

Infiltration

Break: 3 Morale: 3

Victory points: 1

Sisters Detachment

Sisters of Battle

6 Sisters Stands

Gold

Cost: 150

Sisters

Infantry (1)

Move: 10 cm	Save: -	CAF: +1
Weapon	Range	Shoot
Bolter	50cm	1d 5+ (0)

Break: 3 Morale: 2

Victory points: 2

Celestial Detachment

Sisters of Battle

6 Celestial Stands

Maximum: 1 card per company

Gold

Cost: 350

Celestial

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +2
Weapon	Range	Shoot
Plasma Gun	35cm	2d 4+ (-1)

Elite, +1CAF when fighting in (or someone in) building

Break: 5 Morale: 1

Victory points: 4

Seraphim Detachment

Sisters of Battle

6 Seraphim Stands

Gold

Cost: 175

Seraphim

Infantry (1)

Move: 15 cm	Save: -	CAF: +2
Weapon	Range	Shoot
Hand Flamers	15cm	1d 4+ (0)

Jump Packs, Ignores cover

Break: 3 Morale: 2

Victory points: 2

Archangel Detachment

Sisters of Battle

6 Archangel Stands

Maximum: 1 card per company

Gold

Cost: 275

Archangel









Infantry (1)

Move: 25 cm	Save: -	CAF: +3
Weapon	Range	Shoot
Plasma Pistols	25cm	2d 4+ (-1)

Elite, Flight Pack

Break: 5 Morale: 1

Victory points: 3

<div>Punisher Bike Squadron</div> <div>Sisters of Battle</div> <div>5 Punisher Bike Stands</div> <div>Gold  Cost: 200</div>	<div>Punisher Cavalry (2)</div> <table><tr><td>Move: 30 cm</td><td>Save: -</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Flamer</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> <div>Ignores Cover</div> <div>Break: 3 Morale: 2</div> <div>Victory points: 2</div>	Move: 30 cm	Save: -	CAF: +4	Weapon	Range	Shoot	Flamer	25cm	1d 4+ (0)			
Move: 30 cm	Save: -	CAF: +4											
Weapon	Range	Shoot											
Flamer	25cm	1d 4+ (0)											
<div>Penitent Engine Squad</div> <div>Sisters of Battle</div> <div>4 Penitent Engines</div> <div>Maximum: 1 card per confessor</div> <div>Gold  Cost: 100</div>	<div>Penitent Engine Walker (2)</div> <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Flamer</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> <div>Ignores Cover, May choose to suffer from holy rage</div> <div>Break: 2 Morale: 2</div> <div>Victory points: 1</div>	Move: 15 cm	Save: 5+	CAF: +4	Weapon	Range	Shoot	Heavy Flamer	35cm	2d 4+ (0)			
Move: 15 cm	Save: 5+	CAF: +4											
Weapon	Range	Shoot											
Heavy Flamer	35cm	2d 4+ (0)											
<div>Purifier Detachment</div> <div>Sisters of Battle</div> <div>4 Dreadnought Purifier</div> <div>Gold  Cost: 100</div>	<div>Purifier Walker (2)</div> <table><tr><td>Move: 10 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Assault Cannon</td><td>50cm</td><td>3d 5+ (-1)</td></tr></table> <div>Break: 2 Morale: 1</div> <div>Victory points: 1</div>	Move: 10 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Assault Cannon	50cm	3d 5+ (-1)			
Move: 10 cm	Save: 4+	CAF: +4											
Weapon	Range	Shoot											
Assault Cannon	50cm	3d 5+ (-1)											
<div>Robot Squad</div> <div>Sisters of Battle</div> <div>4 Robots</div> <div>Gold  Cost: 100</div>	<div>Robot Walker (2)</div> <table><tr><td>Move: 10 cm</td><td>Save: 4+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Lascannon</td><td>75cm</td><td>1d 5+ (-1)</td></tr></table> <div>Inorganic, Robotic, Quickdraw</div> <div>Break: 4 Morale: -</div> <div>Victory points: 1</div>	Move: 10 cm	Save: 4+	CAF: +2	Weapon	Range	Shoot	Lascannon	75cm	1d 5+ (-1)			
Move: 10 cm	Save: 4+	CAF: +2											
Weapon	Range	Shoot											
Lascannon	75cm	1d 5+ (-1)											
<div>Immolator Squadron</div> <div>Sisters of Battle</div> <div>3 Immolators</div> <div>Gold  Cost: 125</div>	<div>Immolator Vehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Flamer</td><td>LT</td><td>- 4+ (0)</td></tr></table> <div>Ignores cover, Turret</div> <div>Break: 2 Morale: 2</div> <div>Victory points: 1</div>	Move: 25 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Heavy Flamer	LT	- 4+ (0)			
Move: 25 cm	Save: 3+	CAF: +1											
Weapon	Range	Shoot											
Heavy Flamer	LT	- 4+ (0)											
<div>Exorcist Squadron</div> <div>Sisters of Battle</div> <div>3 Exorcists</div> <div>Gold  Cost: 150</div>	<div>Exorcist Vehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Exorcist Missiles</td><td>75cm</td><td>2-10BP @ # (-2)</td></tr><tr><td>Heavy Bolter</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> <div>MISSFIRE means no shoot</div> <div>Break: 2 Morale: 2</div> <div>Victory points: 2</div>	Move: 20 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Exorcist Missiles	75cm	2-10BP @ # (-2)	Heavy Bolter	25cm	1d 5+ (0)
Move: 20 cm	Save: 3+	CAF: +1											
Weapon	Range	Shoot											
Exorcist Missiles	75cm	2-10BP @ # (-2)											
Heavy Bolter	25cm	1d 5+ (0)											
<div>Predator Cleanser Squadron</div> <div>Sisters of Battle</div> <div>3 Predator Cleansers</div> <div>Gold  Cost: 200</div>	<div>Predator Cleanser Vehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 3+</td><td>CAF: +2</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Heavy Multi-Melta*</td><td>35cm</td><td>2d 4+ (-2)</td></tr><tr><td>Heavy Bolters</td><td>25cm</td><td>2d 5+ (0)</td></tr></table> <div>* Turret</div> <div>Break: 2 Morale: 2</div> <div>Victory points: 2</div>	Move: 25 cm	Save: 3+	CAF: +2	Weapon	Range	Shoot	Heavy Multi-Melta*	35cm	2d 4+ (-2)	Heavy Bolters	25cm	2d 5+ (0)
Move: 25 cm	Save: 3+	CAF: +2											
Weapon	Range	Shoot											
Heavy Multi-Melta*	35cm	2d 4+ (-2)											
Heavy Bolters	25cm	2d 5+ (0)											
<div>Protector Anti-Aircraft Battery</div> <div>Sisters of Battle</div> <div>3 Protectors</div> <div>Gold  Cost: 275</div>	<div>Protector Vehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><th>Weapon</th><th>Range</th><th>Shoot</th></tr><tr><td>Autocannon</td><td>100cm</td><td>4d 5+ (-1)</td></tr></table> <div>Anti-Aircraft</div> <div>Break: 2 Morale: 2</div> <div>Victory points: 3</div>	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Autocannon	100cm	4d 5+ (-1)			
Move: 20 cm	Save: 4+	CAF: +0											
Weapon	Range	Shoot											
Autocannon	100cm	4d 5+ (-1)											

<div>Rhino Transport Squadron</div> <div>Sisters of Battle</div> <div>3 Rhino</div> <div>Gold</div> <div>Cost: 50</div>	<div>Rhino</div> <div>Vehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Storm Bolter</td><td>35cm</td><td>2d 4+ (-1)</td></tr></table> <div>PD (1), Transport 2</div> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 1</div>	Move: 25 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Storm Bolter	35cm	2d 4+ (-1)	<div>Cardinal Battery</div> <div>Sisters of Battle</div> <div>3 Cardinals</div> <div>Gold</div> <div>Cost: 175</div>	<div>Cardinal</div> <div>Heavy artillery (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rocket Launcher</td><td>150cm</td><td>2SB @ # (0)</td></tr></table> <div>Ignores cover</div> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 2</div>	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Rocket Launcher	150cm	2SB @ # (0)			
Move: 25 cm	Save: 4+	CAF: +0																						
Weapon	Range	Shoot																						
Storm Bolter	35cm	2d 4+ (-1)																						
Move: 20 cm	Save: 4+	CAF: +0																						
Weapon	Range	Shoot																						
Rocket Launcher	150cm	2SB @ # (0)																						
<div>Repressor Transport Squad</div> <div>Sisters of Battle</div> <div>3 Repressors</div> <div>Gold</div> <div>Cost: 125</div>	<div>Repressor Transport</div> <div>Vehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 3+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Storm Bolter</td><td>35cm</td><td>2d 4+ (-1)</td></tr></table> <div>Turret, Transport 2</div> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 1</div>	Move: 20 cm	Save: 3+	CAF: +1	Weapon	Range	Shoot	Storm Bolter	35cm	2d 4+ (-1)	<div>Light Off-Board Barrage</div> <div>Sisters of Battle</div> <div>One Light Orbital Barrage Round</div> <div>Gold</div> <div>Cost: 1 VP</div>	<div>Light Off-Board Barrage</div> <div>Heavy artillery (3)</div> <table><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Orbital Barrage</td><td>Special</td><td>6BP 4+ (-1)</td></tr></table> <div>Cost 1 VP</div> <div>Break: -</div> <div>Morale: -</div> <div>Victory points: -</div>	Weapon	Range	Shoot	Orbital Barrage	Special	6BP 4+ (-1)						
Move: 20 cm	Save: 3+	CAF: +1																						
Weapon	Range	Shoot																						
Storm Bolter	35cm	2d 4+ (-1)																						
Weapon	Range	Shoot																						
Orbital Barrage	Special	6BP 4+ (-1)																						
<div>Vindicator Squadron</div> <div>Sisters of Battle</div> <div>3 Vindicators</div> <div>Gold</div> <div>Cost: 150</div>	<div>Vindicator</div> <div>Vehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 2+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Thunderer</td><td>50cm</td><td>1d 4+ (-3)</td></tr></table> <div>Ignores cover</div> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 2</div>	Move: 20 cm	Save: 2+	CAF: +0	Weapon	Range	Shoot	Thunderer	50cm	1d 4+ (-3)	<div>Heavy Off-Board Barrage</div> <div>Sisters of Battle</div> <div>One Heavy Orbital Barrage Round</div> <div>Gold</div> <div>Cost: 2 VP</div>	<div>Heavy Off-Board Barrage</div> <div>Heavy artillery (3)</div> <table><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Orbital Barrage</td><td>Special</td><td>10SB 2+ (-2)</td></tr></table> <div>Cost 2 VP</div> <div>Break: -</div> <div>Morale: -</div> <div>Victory points: -</div>	Weapon	Range	Shoot	Orbital Barrage	Special	10SB 2+ (-2)						
Move: 20 cm	Save: 2+	CAF: +0																						
Weapon	Range	Shoot																						
Thunderer	50cm	1d 4+ (-3)																						
Weapon	Range	Shoot																						
Orbital Barrage	Special	10SB 2+ (-2)																						
<div>Banisher Battery</div> <div>Sisters of Battle</div> <div>3 Banishers</div> <div>Gold</div> <div>Cost: 125</div>	<div>Banisher</div> <div>Heavy artillery (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Twin Thudd Gun</td><td>100cm</td><td>2SB @ # (0)</td></tr></table> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 1</div>	Move: 20 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Twin Thudd Gun	100cm	2SB @ # (0)	<div>Thunderbolt Squadron</div> <div>Sisters of Battle</div> <div>3 Thunderbolt Fighters</div> <div>Gold</div> <div>Cost: 250</div>	<div>Thunderbolt Fighter</div> <div>Flyer (3)</div> <table><tr><td>Move: 100 cm</td><td>Save: 4+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>25cm</td><td>3d 5+ (-1)</td></tr><tr><td>Rockets</td><td>25cm</td><td>4BP 5+ (-1)</td></tr></table> <div>Flyer</div> <div>Break: 2</div> <div>Morale: 2</div> <div>Victory points: 3</div>	Move: 100 cm	Save: 4+	CAF: +4	Weapon	Range	Shoot	Autocannon	25cm	3d 5+ (-1)	Rockets	25cm	4BP 5+ (-1)
Move: 20 cm	Save: 4+	CAF: +0																						
Weapon	Range	Shoot																						
Twin Thudd Gun	100cm	2SB @ # (0)																						
Move: 100 cm	Save: 4+	CAF: +4																						
Weapon	Range	Shoot																						
Autocannon	25cm	3d 5+ (-1)																						
Rockets	25cm	4BP 5+ (-1)																						

Frateris Militia List

Frateris Militia

Frateris Militia

Preacher
Command Rhino

Militia Detachment
10 Militia Stands

Militia Detachment
10 Militia Stands

Militia Detachment
10 Militia Stands

GoldCost: 400

PreacherInfantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Holy Rage, Inspirational

MilitiaInfantry (1)

Move: 10 cm	Save: -	CAF: -1
Weapon	Range	Shoot
Autoweapons	35cm	1d 6+ (0)

Undisciplined

RhinoVehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 16Morale: 5

Victory points: 4

Sabre Company

Frateris Militia

Preacher
Command Rhino

Sabre Tank-Hunter Squadron
3 Sabre Tank-Hunters

Sabre Tank-Hunter Squadron
3 Sabre Tank-Hunters

Sabre Tank-Hunter Squadron
3 Sabre Tank-Hunters

GoldCost: 300

PreacherInfantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Holy Rage, Inspirational

Sabre Tank-HunterVehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (-2)

Turret

RhinoVehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 5Morale: 5

Victory points: 3

Support Company

Frateris Militia

Preacher
Command Rhino

Rocket Platoon
5 Rocket Stands

Rocket Platoon
5 Rocket Stands

Rapier Battery
3 Rapiers Laser Destroyers

Rapier Battery
3 Rapiers Laser Destroyers

GoldCost: 350

PreacherInfantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Holy Rage, Inspirational

Rocket PlatoonInfantry (1)

Move: 10 cm	Save: -	CAF: -1
Weapon	Range	Shoot
Rockets	35cm	1d 4+ (-1)

RapierLight artillery (1)

Move: 10 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Laser Destroyer	50cm	1d 4+ (-3)

RhinoVehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 10Morale: 5

Victory points: 4

Light Artillery

Frateris Militia

Preacher
Command Rhino

Infantry Gun Battery
4 Infantry Guns

Infantry Gun Battery
4 Infantry Guns

Thudd Gun Battery
3 Thudd Guns

GoldCost: 250

PreacherInfantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Holy Rage, Inspirational

Infantry GunLight artillery (1)

Move: 5 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Autocannon	75cm	1d 4+ (0)

Thudd GunLight artillery (1)

Move: 5 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Thudd Gun	75cm	2BP @ # (0)

RhinoVehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 7Morale: 5

Victory points: 3

Confessor

Frateris Militia

Confessor Stand
Command Rhino



Gold

Cost: 100

Confessor

Infantry (1)

Move: 10 cm	Save: 6+f	CAF: +2
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

HQ, Holy Rage

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: 1

Morale: -

Victory points: 1

Inquisitor

Frateris Militia

Inquisitor Stand
Command Rhino



Gold

Cost: 100

Inquisitor

Infantry (1)

Move: 10 cm	Save: 4+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Command, Elite, HQ, Fearless, 4+ Psychic save, All Imperial troops within 25cm automatically pass any morale check.

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

Victory points: 1

Grey Knight Detachment

Frateris Militia

4 Grey Knight Stands



Gold

Cost: 400

Grey Knight

Infantry (1)

Move: 10 cm	Save: 4+/6+f	CAF: +6
Weapon	Range	Shoot
Various	35cm	2d 4+ (-1)

Deamon hunter, Elite, 4+ Psychic save, Teleport

Break: 2

Morale: 1

Victory points: 4

Missionary

Frateris Militia

Missionary Stand
Command Rhino



Gold

Cost: 150

Missionary

Infantry (1)

Move: 10 cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
Laspistol	25cm	1d 5+ (0)

Combat Leader, Command, HQ, Holy Rage

Rhino

Vehicle (3)

Move: 25 cm	Save: 4+	CAF: +0
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PD (1), Transport 2

Break: Stand

Morale: -

Victory points: 2

Arbites Company

Frateris Militia

Arbitrator

4 Arbites Riot Stands

Command Gorgon

5 Arbites Assault Stands
Gorgon

5 Arbites Assault Stands
Gorgon

5 Arbites Riot Stands
Gorgon

5 Arbites Riot Stands
Gorgon



Gold

Cost: 800

Arbitrator

Infantry (1)

Move: 10 cm	Save: 5+	CAF: +4
Weapon	Range	Shoot
Maul & Shotgun	25cm	2d 3+ (0)

Command, HQ, Elite, may join any Imperial detachment, bypass Chain of Command

Arbites - Riot

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Weapon	Range	Shoot
Shotgun	25cm	1d 3+ (0)

Elite

Arbites - Assault

Infantry (1)

Move: 10 cm	Save: 5+f	CAF: +2
Weapon	Range	Shoot
Shock Maul	-	-

Elite, 5+f save in CC

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	Save: 1+/1+	CAF: +4
Weapon	Range	Shoot
Mine Thrower	15cm	1d 4+ (-3)

Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement.

Break: 15 Morale: 3

Victory points: 8

Arbites Support Squad

Frateris Militia

5 Arbites Support Stands

Gorgon

Must be attached to an Arbites Company.

Gold

Cost: 300

Arbites - Support

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Grenade Launcher	50cm	3BP 5+ (1)

Elite

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	Save: 1+/1+	CAF: +4
Mine Thrower	15cm	1d 4+ (-3)

Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement.

Break: 3 Morale: 3

Victory points: 3

Arco-Flagellant Platoon

Frateris Militia

4 Arco-Flagellant Stands

Gold

Cost: 150

Arco-Flagellant

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +2
Weapon	Range	Shoot
CC weapons	-	-

Fearless

Break: 4 Morale: -

Victory points: 2

Arbites Assault Squad

Frateris Militia

5 Arbites Assault Stands

Gorgon

Must be attached to an Arbites Company.

Gold

Cost: 200

Arbites - Assault

Infantry (1)

Move: 10 cm	Save: 5+f	CAF: +2
Shock Maul	-	-

Elite, 5+f save in CC

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	Save: 1+/1+	CAF: +4
Mine Thrower	15cm	1d 4+ (-3)

Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement.

Break: 3 Morale: 3

Victory points: 2

Death Cult

Frateris Militia

4 Death Cult Assassins

Gold

Cost: 100

Death Cult Assassin

Infantry (1)

Move: 10 cm	Save: 6+f	CAF: +3
Weapon	Range	Shoot
CC weapons	-	-

Independent, Infiltrate, Stealth,

Break: 2 Morale: 2

Victory points: 1

Arbites Riot Squad

Frateris Militia

5 Arbites Riot Stands

Gorgon

Must be attached to an Arbites Company.

Gold

Cost: 200

Arbites - Riot

Infantry (1)

Move: 10 cm	Save: 6+	CAF: +1
Shotgun	25cm	1d 3+ (0)

Elite

Gorgon Heavy APC

Superheavy (4)

Move: 10 cm	Save: 1+/1+	CAF: +4
Mine Thrower	15cm	1d 4+ (-3)

Transport 6, PD (4), Twice armor save on front arc, Superheavy, ignores and cleans woods / Difficult terrain / Mines during movement.

Break: 3 Morale: 3

Victory points: 2

Martyr Platoon

Frateris Militia

5 Martyr Stands

Gold

Cost: 100

Martyr









Infantry (1)

Move: 10 cm	Save: -	CAF: +0
Weapon	Range	Shoot
Bomb Harness	-	6BP 4+ (0)

Special, may detonate (6BP 4+ (0) in the First Fire segment.

Break: 5 Morale: -

Victory points: 1

<div>Militia Platoon</div> <div>Frateris Militia</div> <div>10 Militia Stands</div> <div>Gold  Cost: 100</div>	<div>MilitiaInfantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autoweapons</td><td>35cm</td><td>1d 6+ (0)</td></tr></table> <div>Undisciplined</div> <div>Break: 5Morale: 5</div> <div>Victory points: 1</div>	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Autoweapons	35cm	1d 6+ (0)									
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Autoweapons	35cm	1d 6+ (0)																	
<div>Recon Platoon</div> <div>Frateris Militia</div> <div>5 Militia Stands 5 Recon Vehicles</div> <div>Gold  Cost: 200</div>	<div>MilitiaInfantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autoweapons</td><td>35cm</td><td>1d 6+ (0)</td></tr></table> <div>Undisciplined</div> <div>Recon VehicleVehicle (3)</div> <table><tr><td>Move: 30 cm</td><td>Save: 6+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Heavy Bolter</td><td>25cm</td><td>1d 5+ (0)</td></tr></table> <div>Transport 1</div> <div>Break: 5Morale: 5</div> <div>Victory points: 2</div>	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Autoweapons	35cm	1d 6+ (0)	Move: 30 cm	Save: 6+	CAF: +1	Weapon	Range	Shoot	Heavy Bolter	25cm	1d 5+ (0)
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Autoweapons	35cm	1d 6+ (0)																	
Move: 30 cm	Save: 6+	CAF: +1																	
Weapon	Range	Shoot																	
Heavy Bolter	25cm	1d 5+ (0)																	
<div>Rocket Platoon</div> <div>Frateris Militia</div> <div>5 Rocket Stands</div> <div>Gold  Cost: 100</div>	<div>RocketInfantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Rockets</td><td>35cm</td><td>1d 4+ (-1)</td></tr></table> <div>Break: 3Morale: 5</div> <div>Victory points: 1</div>	Move: 10 cm	Save: -	CAF: -1	Weapon	Range	Shoot	Rockets	35cm	1d 4+ (-1)									
Move: 10 cm	Save: -	CAF: -1																	
Weapon	Range	Shoot																	
Rockets	35cm	1d 4+ (-1)																	
<div>Zealots</div> <div>Frateris Militia</div> <div>4 Zealots</div> <div>Gold  Cost: 100</div>	<div>ZealotInfantry (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Flamethrower</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> <div>Ignores Cover, Undisciplined</div> <div>Break: 2Morale: 3</div> <div>Victory points: 1</div>	Move: 10 cm	Save: -	CAF: +1	Weapon	Range	Shoot	Flamethrower	25cm	1d 4+ (0)									
Move: 10 cm	Save: -	CAF: +1																	
Weapon	Range	Shoot																	
Flamethrower	25cm	1d 4+ (0)																	
<div>Bike Squad</div> <div>Frateris Militia</div> <div>5 Bike Stands</div> <div>Gold  Cost: 100</div>	<div>BikeCavalry (2)</div> <table><tr><td>Move: 25 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table> <div>Independent, PD(1)</div> <div>Break: 3Morale: 5</div> <div>Victory points: 1</div>	Move: 25 cm	Save: -	CAF: +2	Weapon	Range	Shoot	-	-	-									
Move: 25 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
-	-	-																	
<div>Cavalry Squad</div> <div>Frateris Militia</div> <div>5 Cavalry Stands</div> <div>Gold  Cost: 100</div>	<div>CavalryCavalry (2)</div> <table><tr><td>Move: 20 cm</td><td>Save: -</td><td>CAF: +2</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Lance & Pistol</td><td>25cm</td><td>1d 6+ (0)</td></tr></table> <div>Independent</div> <div>Break: 3Morale: 5</div> <div>Victory points: 1</div>	Move: 20 cm	Save: -	CAF: +2	Weapon	Range	Shoot	Lance & Pistol	25cm	1d 6+ (0)									
Move: 20 cm	Save: -	CAF: +2																	
Weapon	Range	Shoot																	
Lance & Pistol	25cm	1d 6+ (0)																	
<div>Penitent Engine Squad</div> <div>Frateris Militia</div> <div>4 Penitent Engines</div> <div>Maximum: 1 card per confessor</div> <div>Gold  Cost: 100</div>	<div>Penitent EngineWalker (2)</div> <table><tr><td>Move: 15 cm</td><td>Save: 5+</td><td>CAF: +4</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Heavy Flamer</td><td>35cm</td><td>2d 4+ (0)</td></tr></table> <div>Ignores Cover, May choose to suffer from holy rage</div> <div>Break: 2Morale: 2</div> <div>Victory points: 1</div>	Move: 15 cm	Save: 5+	CAF: +4	Weapon	Range	Shoot	Heavy Flamer	35cm	2d 4+ (0)									
Move: 15 cm	Save: 5+	CAF: +4																	
Weapon	Range	Shoot																	
Heavy Flamer	35cm	2d 4+ (0)																	
<div>Chimera Squadron</div> <div>Frateris Militia</div> <div>5 Chimeras</div> <div>Gold  Cost: 150</div>	<div>Chimera APCVehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> <div>Turret, Transport 2</div> <div>Break: 3Morale: 4</div> <div>Victory points: 2</div>	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)									
Move: 20 cm	Save: 4+	CAF: +1																	
Weapon	Range	Shoot																	
Multi-Laser	25cm	1d 4+ (0)																	

<div>Laud Hailer Squadron</div> <div>Frateris Militia</div> <div>3 Laud Hailer Chimeras</div> <div>Gold Cost: 150</div>	<div>Laud Hailer ChimeraVehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 4+</td><td>CAF: +1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Multi-Laser</td><td>25cm</td><td>1d 4+ (0)</td></tr></table> <div>Turret, Any Frateris unit within 25 cm may reroll failed morale checks.</div> <div>Break: 2Morale: 4</div> <div>Victory points: 2</div>	Move: 20 cm	Save: 4+	CAF: +1	Weapon	Range	Shoot	Multi-Laser	25cm	1d 4+ (0)			
Move: 20 cm	Save: 4+	CAF: +1											
Weapon	Range	Shoot											
Multi-Laser	25cm	1d 4+ (0)											
<div>Mammoth Squadron</div> <div>Frateris Militia</div> <div>3 Mammoth Tanks</div> <div>Gold Cost: 300</div>	<div>MammothVehicle (3)</div> <table><tr><td>Move: 15 cm</td><td>Save: 3+</td><td>CAF: +3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Battlecannon *</td><td>75cm</td><td>1d 5+ (-2)</td></tr><tr><td>Autocannon</td><td>75cm</td><td>2d 5+ (-1)</td></tr></table> <div>* Turret, PD (4)</div> <div>Break: 2Morale: 4</div> <div>Victory points: 3</div>	Move: 15 cm	Save: 3+	CAF: +3	Weapon	Range	Shoot	Battlecannon *	75cm	1d 5+ (-2)	Autocannon	75cm	2d 5+ (-1)
Move: 15 cm	Save: 3+	CAF: +3											
Weapon	Range	Shoot											
Battlecannon *	75cm	1d 5+ (-2)											
Autocannon	75cm	2d 5+ (-1)											
<div>Sabre Tank-Hunter Squadron</div> <div>Frateris Militia</div> <div>3 Sabre Tank-Hunters</div> <div>Gold Cost: 100</div>	<div>Sabre Tank-HunterVehicle (3)</div> <table><tr><td>Move: 25 cm</td><td>Save: 4+</td><td>CAF: +0</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> <div>Turret</div> <div>Break: 2Morale: 5</div> <div>Victory points: 1</div>	Move: 25 cm	Save: 4+	CAF: +0	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)			
Move: 25 cm	Save: 4+	CAF: +0											
Weapon	Range	Shoot											
Autocannon	75cm	1d 5+ (-2)											
<div>Truck Transport Squadron</div> <div>Frateris Militia</div> <div>5 Trucks</div> <div>Gold Cost: 50</div>	<div>TruckVehicle (3)</div> <table><tr><td>Move: 20 cm</td><td>Save: 6+</td><td>CAF: -1</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>-</td><td>-</td><td>-</td></tr></table> <div>PD(1), Transport 2, Open-Top</div> <div>Break: 3Morale: 5</div> <div>Victory points: 1</div>	Move: 20 cm	Save: 6+	CAF: -1	Weapon	Range	Shoot	-	-	-			
Move: 20 cm	Save: 6+	CAF: -1											
Weapon	Range	Shoot											
-	-	-											
<div>Zulu Anti-Aircraft Battery</div> <div>Frateris Militia</div> <div>5 Zulu Anti-Aircraft Guns</div> <div>Gold Cost: 100</div>	<div>Zulu AA GunVehicle (3)</div> <table><tr><td>Move: -</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 5+ (-2)</td></tr></table> <div>Quickdraw, Anti-Aircraft</div> <div>Break: 3Morale: 5</div> <div>Victory points: 1</div>	Move: -	Save: -	CAF: -3	Weapon	Range	Shoot	Autocannon	75cm	1d 5+ (-2)			
Move: -	Save: -	CAF: -3											
Weapon	Range	Shoot											
Autocannon	75cm	1d 5+ (-2)											
<div>Infantry Gun Battery</div> <div>Frateris Militia</div> <div>4 Infantry Guns</div> <div>Gold Cost: 50</div>	<div>Infantry GunLight artillery (1)</div> <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Autocannon</td><td>75cm</td><td>1d 4+ (0)</td></tr></table> <div>Break: 2Morale: 5</div> <div>Victory points: 1</div>	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Autocannon	75cm	1d 4+ (0)			
Move: 5 cm	Save: -	CAF: -3											
Weapon	Range	Shoot											
Autocannon	75cm	1d 4+ (0)											
<div>Mole Mortar Battery</div> <div>Frateris Militia</div> <div>3 Mole Mortars</div> <div>Gold Cost: 100</div>	<div>Mole MortarLight artillery (1)</div> <table><tr><td>Move: 5 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Mole Mortar</td><td>150cm</td><td>1BP @ # (0)</td></tr></table> <div>Ignores cover, Ignores shields, Traps titans or Praetorians on a roll of 6 on a D6 (it can't move unless it is on Charge orders and cancels all ranged attacks.</div> <div>Break: 2Morale: 5</div> <div>Victory points: 1</div>	Move: 5 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Mole Mortar	150cm	1BP @ # (0)			
Move: 5 cm	Save: -	CAF: -3											
Weapon	Range	Shoot											
Mole Mortar	150cm	1BP @ # (0)											
<div>Rapier Battery</div> <div>Frateris Militia</div> <div>3 Rapiers Laser Destroyers</div> <div>Gold Cost: 75</div>	<div>RapierLight artillery (1)</div> <table><tr><td>Move: 10 cm</td><td>Save: -</td><td>CAF: -3</td></tr><tr><td>Weapon</td><td>Range</td><td>Shoot</td></tr><tr><td>Laser Destroyer</td><td>50cm</td><td>1d 4+ (-3)</td></tr></table> <div>Break: 2Morale: 5</div> <div>Victory points: 1</div>	Move: 10 cm	Save: -	CAF: -3	Weapon	Range	Shoot	Laser Destroyer	50cm	1d 4+ (-3)			
Move: 10 cm	Save: -	CAF: -3											
Weapon	Range	Shoot											
Laser Destroyer	50cm	1d 4+ (-3)											

Thudd Gun Battery

Frateris Militia

3 Thudd Guns

Gold

Cost: 100

Thudd Gun

Light artillery (1)

Move: 5 cm	Save: -	CAF: -3
Weapon	Range	Shoot
Thudd Gun	75cm	2BP @ # (0)

Break: 2

Morale: 5

Victory points: 1