

NetEPIC 5.0 Army Book  
Adeptus Ministorum  
Version of January 8th, 2009

- @ : Combine barrage points from all battery

<b>BP</b>	<b>to-hit</b>
1-2	6+
3-4	5+
5-6	4+
7-8	3+
9+	2+

- ⊗ : refer table to compute to-hit :

- Army indication is between parenthesis for optional units.
- PD is point defense (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 10cm long triangle
  - LT : Large Teardrop, 6cm diameter circle ending a 25cm long triangle

# Sisters of Battle List

## Sister Company

*Sisters of Battle*

Canoness stand

Sisters Detachment

6 Sisters stands

Sisters Detachment

6 Sisters stands

Sisters Detachment

6 Sisters stands

**Cost : 450**

### Canoness

*Infantry (1)*

Move	Weapon	Range	Save	-	CAF	Shoot
10cm	Bolters	50cm	5+		+2	1d 5+ (0)

*Command, Elite, HQ*

### Sisters

*Infantry (1)*

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

**Break : 10**

**Morale : 2**

**Victory Points : 5**

### Canoness (Seraphim)

*Infantry (1)*

Move	Weapon	Range	Save	-	CAF	Shoot
15cm	Bolt Pistols	25cm	5+		+3	2d 5+ (0)

*Command, Elite, HQ, Jump Packs*

### Seraphim

*Infantry (1)*

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

*Jump Pack, Ignores Cover*

**Break : 10**

**Morale : 2**

**Victory Points : 5**

## Seraphim Company

*Sisters of Battle*

Seraphim Canoness stand

Seraphim Detachment

6 Seraphim stands

Seraphim Detachment

6 Seraphim stands

Seraphim Detachment

6 Seraphim stands

**Cost : 500**

## Retributor Company

*Sisters of Battle*

Canoness stand

Retributor Detachment

6 Retributor stands

Retributor Detachment

6 Retributor stands

Retributor Detachment

6 Retributor stands

**Cost : 900**

### Canoness

*Infantry (1)*

Move	Weapon	Range	Save	-	CAF	Shoot
10cm	Bolters	50cm	5+		+2	1d 5+ (0)

*Command, Elite, HQ*

### Retributor

*Infantry (1)*

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

*Ignore one level of cover*

**Break : 10**

**Morale : 2**

**Victory Points : 9**

### Canoness

*Infantry (1)*

Move	Weapon	Range	Save	-	CAF	Shoot
10cm	Bolters	50cm	5+		+2	1d 5+ (0)

*Command, Elite, HQ*

### Novitiate

*Infantry (1)*

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

*Infiltration*

**Break : 10**

**Morale : 3**

**Victory Points : 4**

**Rhino Company**  
Sisters of Battle

Command Rhino  
Rhino Detachment  
3 Rhinos  
Rhino Detachment  
3 Rhinos  
Rhino Detachment  
3 Rhinos

**Cost : 150**

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

*Vehicle (3)*

Break : 5 Morale : 3  
Victory Points : 2

**Exorcist Company**  
Sisters of Battle

Command Exorcist  
Exorcist Detachment  
3 Exorcists  
Exorcist Detachment  
3 Exorcists  
Exorcist Detachment  
3 Exorcists

**Cost : 450**

**Exorcist**  
Move : 20cm Save : 3+ CAF : +1  
Weapon Range Shoot  
Exorcist Missiles 75cm 2-10SB ⊗ (-2)  
Heavy Bolter 25cm 1d 5+ (0)  
MISFIRE means not shoot

*Vehicle (3)*

Break : 6 Morale : 2  
Victory Points : 5

**Punisher Company**  
Sisters of Battle

Cannonness on Punisher  
Punisher Detachment  
5 Punisher Bike stands  
Punisher Detachment  
5 Punisher Bike stands  
Punisher Detachment  
5 Punisher Bike stands

**Cost : 550**

**Punisher**  
Move : 30cm Save : - CAF : +4  
Weapon Range Shoot  
Flamer 25cm 1d 4+ (0)  
Ignores Cover, Skimmer

*Cavalry (2)*

Break : 8 Morale : 2  
Victory Points : 6

**Immulator Company**  
Sisters of Battle

Command Immulator  
Immulator Detachment  
3 Immulators  
Immulator Detachment  
3 Immulators  
Immulator Detachment  
3 Immulators

**Cost : 300**

**Immulator**  
Move : 25cm Save : 3+ CAF : +1  
Weapon Range Shoot  
Heavy Flamer Template - 4+ (0)  
Ignores Cover, Turret

*Vehicle (3)*

Break : 5 Morale : 2  
Victory Points : 3

## Vindicator Company

*Sisters of Battle*

Command Vindicator

Vindicator Detachment

3 Vindicators

Vindicator Detachment

3 Vindicators

Vindicator Detachment

3 Vindicators

**Cost : 450**

### Vindicator

*Vehicle (3)*

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

*Ignores Cover*

**Break : 5** **Morale : 2**

**Victory Points : 3**

### Mother Superior

*Infantry (1)*

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

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

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

### Rhino

*Vehicle (3)*

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

**Break : Stand** **Morale : -**

**Victory Points : 2**

## Mother Superior

*Sisters of Battle*

Mother Superior stand  
Command Rhino

**Cost : Free**

## Cleric

*Sisters of Battle*

Cleric stand  
Command Rhino

### Cleric

*Infantry (1)*

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

*HQ, Psyker*

1) **Embolden:** Imperial units within 15cm are immune to morale checks and gain +1 CAF until the End Phase.

2) **Righteous Fire:** Physical Psychic attack, range 50cm and LoS, 1d 4+ (-2).

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

**Break : Stand** **Morale : 2**

**Victory Points : 1**

### Prioress

*Infantry (1)*

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

*Combat Leader, Command, Elite, HQ*

## Prioress

*Sisters of Battle*

Prioress stand  
Command Rhino

**Cost : 100**

### Rhino

*Vehicle (3)*

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

**Break : Stand** **Morale : -**

**Victory Points : 1**

**Cost : 75**

## Hospitaler

*Sisters of Battle*

Hospitaler stand  
Command Rhino

**Cost : 50**

### Hospitaler

*Infantry (1)*

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

HQ, Medic

### Rhino

*Vehicle (3)*

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

**Break : Stand** **Morale : 1**  
**Victory Points : 1**

## Tech-Priest Engineer Team

*Sisters of Battle*

2 Tech-Priest Engineers  
Command Rhino

**Cost : 100**

### Tech-Priest Engineer

*Infantry (1)*

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

HQ, Mechanic

### Rhino

*Vehicle (3)*

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

**Break : 2** **Morale : 2**  
**Victory Points : 1**

## Forward Observer

*Sisters of Battle*

Forward Observer stand  
Command Rhino

**Cost : 50**

### Sister Forward Observer

*Infantry (1)*

Move : 10cm	Save : -	CAF : +2
Weapon	Range	Shoot
Bolt Pistol	25cm	1d 5+ (0)

HQ, Stealth, Forward Observer

### Rhino

*Vehicle (3)*

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

**Break : Stand** **Morale : -**  
**Victory Points : 1**

## Inquisitor

*Sisters of Battle*

Inquisitor stand  
Command Rhino

**Cost : 100**

### Inquisitor

*Infantry (1)*

Move : 10cm	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

### Rhino

*Vehicle (3)*

Move : 25cm	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  
Command Rhino

Cost : 150

### Ordo-Malleus Inquisitor

Infantry (1)

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

Command, Elite, HQ, 4+ Psychic Save, physical psychic attacks

### Rhino

Vehicle (3)

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

Break : Stand Morale : -  
Victory Points : 2

## Eradicators

Sisters of Battle

4 Eradicator stands

### Eradicator

Infantry (1)

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

Independent, Sniper, Stealth, Unbreakable

Break : 4 Morale : 1  
Victory Points : 2

## Grey Knight Detachment

Sisters of Battle

4 Grey Knight stands

### Grey Knight

Infantry (1)

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

Deamon Hunter, Elite, 4+ Psychic Save, Teleport

Break : 2 Morale : 2  
Victory Points : 4

## Justifier Squadron

Sisters of Battle

6 Land Speeder Justifiers

### Justifier

Cavalry (2)

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

**Cost : 350**

**Victory Points : 4**

**Cost : 150**

**Break : 3    Morale : 2**  
**Victory Points : 2**

## Seraphim Detachment

Sisters of Battle

6 Seraphim stands

**Cost : 175**

**Break : 3    Morale : 2**  
**Victory Points : 2**

### Mistress

Infantry (1)

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

HQ, Holy Rage

### Sister Repentia

Infantry (1)

Move : 10cm	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 : -**

### Sisters

Infantry (1)

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

Sisters of Battle

6 Sisters stands

### Seraphim

Infantry (1)

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

*Jump Pack, Ignores Cover*

Sisters of Battle

6 Seraphim stands

**Cost : 175**

**Break : 3    Morale : 2**  
**Victory Points : 2**

### Retributor

Infantry (1)

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

*Ignore one level of cover*

Sisters of Battle

6 Retributor stands

**Cost : 350**

**Break : 3    Morale : 2**  
**Victory Points : 4**

### Novitiate

Infantry (1)

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

*Infiltration*

Sisters of Battle

6 Novitiate stands

**Cost : 125**

**Break : 3    Morale : 3**  
**Victory Points : 1**

### Celestial

Infantry (1)

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

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

Sisters of Battle

6 Celestial stands

*Maximum 1 card per Company*

**Cost : 350**

**Break : 5    Morale : 1**  
**Victory Points : 4**

### Archangel

Infantry (1)

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

*Elite, Flight Pack*

Sisters of Battle

6 Archangel stands

**Cost : 275**

**Break : 5    Morale : 1**  
**Victory Points : 3**

**Punisher Bike Squadron**

*Sisters of Battle*

5 Punisher Bike stands

**Cost : 200**

**Break : 3    Morale : 2**  
**Victory Points : 2**

Punisher				Cavalry (2)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
30cm	Flamer	5+	-	25cm	1d 4+ (0)	4+	+4

*Ignores Cover, Skimmer*

**Penitent Engine Squad**

*Sisters of Battle*

4 Penitent Engines

*Maximum 1 Squad per Confessor.*

**Cost : 100**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Penitent Engine				Walker (2)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
15cm	Heavy Flamers	5+	5+	35cm	2d 4+ (0)	4+	+4

*Ignores Cover, may choose to suffer from Holy Rage*

**Robot Squad**

*Sisters of Battle*

4 Robots

**Cost : 100**

**Break : 4    Morale : -**  
**Victory Points : 1**

Robot				Walker (2)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
10cm	Lascannon	4+	4+	75cm	1d 5+ (-1)	2+	+2

*Inorganic, Robotic*

**Immulator Squadron**

*Sisters of Battle*

3 Immulators

**Cost : 125**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Immulator				Vehicle (3)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
25cm	Heavy Flamer	3+	3+	Template	- 4+ (0)	4+	+1

*Ignores Cover, Turret*

**Exorcist Squadron**

*Sisters of Battle*

3 Exorcists

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Exorcist				Vehicle (3)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
20cm	Exorcist Missiles	3+	3+	75cm	2-10SB ⊗ (-2)	+	+1
	Heavy Bolter			25cm	1d 5+ (0)		

*MISFIRE means not shoot*

**Predator Cleanser Squadron**

*Sisters of Battle*

3 Predator Cleansers

**Cost : 200**

**Break : 2    Morale : 2**  
**Victory Points : 2**

Predator Cleanser				Vehicle (3)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
25cm	Heavy Multi-Melta *	3+	3+	35cm	2d 4+ (-2)	+	+2
	Heavy Bolters			25cm	2d 5+ (0)		

*\* Turret*

**Protector A.A Battery**

*Sisters of Battle*

3 Protectors

**Cost : 275**

**Break : 2    Morale : 2**  
**Victory Points : 3**

Protector				Vehicle (3)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
20cm	Autocannon	4+	4+	100cm	4d 5+ (-1)	+	+0

*Anti-Aircraft*

**Rhino Transport Squadron**

*Sisters of Battle*

3 Rhinos

**Cost : 50**

**Break : 2    Morale : 2**  
**Victory Points : 1**

Rhino				Vehicle (3)			
Move	Weapon	Save	CAF	Range	Shoot	CAF	CAF
25cm		4+	4+			+	+0

*PD(1), Transport 2*

**Repressor Transport Squad**

*Sisters of Battle*

3 Repressors

**Cost : 135**

**Break : 2    Morale : 2**  
**Victory Points : 1**

**Repressor Transport** *Vehicle (3)*

Move : 20cm	Save : 3+	CAF : +1
Weapon	Range	Shoot
Storm Bolter	35cm	2d 4+ (-1)

*Turret, Transport 2*

**Vindicator Detachment**

*Sisters of Battle*

3 Vindicators

**Cost : 150**

**Break : 2    Morale : 2**  
**Victory Points : 2**

**Vindicator** *Vehicle (3)*

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

*Ignores Cover*

**Banisher Battery**

*Sisters of Battle*

3 Banishers

**Cost : 125**

**Break : 2    Morale : 2**  
**Victory Points : 1**

**Banisher** *Heavy Art. (3)*

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Twin Thudd Gun	100cm	2SB@ ⊗ (-1)

**Cardinal Battery**

*Sisters of Battle*

3 Cardinals

**Cost : 175**

**Break : 2    Morale : 2**  
**Victory Points : 2**

**Cardinal** *Heavy Art. (3)*

Move : 20cm	Save : 4+	CAF : +0
Weapon	Range	Shoot
Rocket Launcher	150cm	2SB@ ⊗ (0)

*Ignores Cover*

**Light Off-Board Barrage**

*Sisters of Battle*

One Light Orbital Barrage Round

**Cost : 1 VP**

**Break : -    Morale : -**  
**Victory Points : -**

**Light Off-Board Barrage**

Move : -	Save : -	CAF : -
Weapon	Range	Shoot
Orbital Barrage	Special	6SB 4+ (-1)

*Costs 1 VP*

**Heavy Off-Table Barrage**

*Sisters of Battle*

One Heavy Orbital Barrage Round

**Cost : 2 VP**

**Break : -    Morale : -**  
**Victory Points : -**

**Heavy Off-Board Barrage**

Move : -	Save : -	CAF : -
Weapon	Range	Shoot
Orbital Barrage	Special	10SB 2+ (-2)

*Costs 2 VP*

**Thunderbolt Squadron**

*Sisters of Battle*

3 Thunderbolt Fighters

**Cost : 250**

**Break : 2    Morale : 2**  
**Victory Points : 3**

**Thunderbolt Fighter** *Flyer (3)*

Move : 100cm	Save : 4+	CAF : +4
Weapon	Range	Shoot
Autocannon	25cm	3d 5+ (-1)
Rockets	25cm	4SB 5+ (-1)

*Flyer*

# 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

**Cost : 400**

### Preacher

Infantry (1)

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

HQ, Holy Rage, Inspirational

### Rhino

Vehicle (3)

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

### Militia

Infantry (1)

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

Undisciplined

Break : 16    Morale : 5

**Victory Points : 4**

### Preacher

Infantry (1)

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

HQ, Holy Rage, Inspirational

### Rhino

Vehicle (3)

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

### Sabre Tank-Hunter

Vehicle (3)

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

Turret

Break : 5    Morale : 5

**Victory Points : 3**

## 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

**Cost : 300**

## Support Company

Frateris Militia

Preacher  
Command Rhino

Rocket Platoon

5 Rocket stands

Rocket Platoon

5 Rocket stands

Rapier Battery

3 Rapier Laser Destroyers

Rapier Battery

3 Rapier Laser Destroyers

**Cost : 350**

## Confessor

Frateris Militia

Confessor stand  
Command Rhino

### Preacher

Infantry (1)

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

HQ, Holy Rage, Inspirational

### Rhino

Vehicle (3)

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

### Rocket

Infantry (1)

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

Undisciplined

### Rapier

Light Art. (1)

Move : 5cm	Save : -	CAF : -3
Weapon	Range	Shoot
Laser Destroyer	50cm	1d 4+ (-3)

Break : 10    Morale : 5

**Victory Points : 4**

### Confessor

Infantry (1)

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

HQ, Holy Rage

### Rhino

Vehicle (3)

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

Break : 1    Morale : -

**Victory Points : 1**

## Grey Knight Detachment

Frateris Militia

4 Grey Knight stands

**Cost : 400**

Break : 2    Morale : 2  
**Victory Points : 4**

### Grey Knight

Infantry (1)

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

Deamon Hunter, Elite, 4+ Psychic Save, Teleport

## Missionary

Frateris Militia

Missionary stand  
Command Rhino

**Cost : 150**

Break : Stand    Morale : -  
**Victory Points : 2**

### Missionary

Infantry (1)

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

Combat Leader, Command, HQ, Holy Rage

### Rhino

Vehicle (3)

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

## Inquisitor

Frateris Militia

Inquisitor stand  
Command Rhino

**Cost : 100**

Break : 2    Morale : 2  
**Victory Points : 4**

### Inquisitor

Infantry (1)

Move : 10cm	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

### Rhino

Vehicle (3)

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

## Arbites Company

Frateris Militia

Arbitrator  
4 Arbites stands  
Command Gorgon

5 Arbites Assault Stands  
Gorgon

5 Arbites Assault Stands  
Gorgon

5 Arbites Riot Stands  
Gorgon

5 Arbites Riot Stands  
Gorgon

**Cost : 800**

Break : Stand    Morale : -  
**Victory Points : 2**

### Arbitrator

Infantry (1)

Move : 10cm	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 - Support

Infantry (1)

Move : 10cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Grenade Launcher	50cm	3SB 5+ (-1)

Elite

### Arbites - Assault

Infantry (1)

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

Elite, 5+f save in CC

### Arbites - Riot

Infantry (1)

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

Elite

### Gorgon

Super-Heavy (4)

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

Transport 6, PD(4), Twice armor save on front arc, ignores and cleans wooded, difficult terrain and mines during movement

Break : 15    Morale : 3  
**Victory Points : 8**

**Arbites Assault Squad**

Frateris Militia

5 Arbites Assault Stands  
Gorgon  
Must be attached to an Arbites Company.

**Cost : 200**

**Arbites - Assault** *Infantry (1)*

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

*Elite, 5+f save in CC*

**Gorgon** *SuperHeavy (4)*

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

*Transport 6, PD(4), Twice armor save on front arc, ignores and cleans wooded, difficult terrain and mines during movement*

**Break : 3** **Morale : 3**  
**Victory Points : 2**

**Arbites Riot Squad**

Frateris Militia

5 Arbites Riot Stands  
Gorgon  
Must be attached to an Arbites Company.

**Cost : 200**

**Arbites - Riot** *Infantry (1)*

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

*Elite*

**Gorgon** *SuperHeavy (4)*

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

*Transport 6, PD(4), Twice armor save on front arc, ignores and cleans wooded, difficult terrain and mines during movement*

**Break : 3** **Morale : 3**  
**Victory Points : 2**

**Arbites Support Squad**

Frateris Militia

5 Arbites Support stands  
Gorgon  
Must be attached to an Arbites Company.

**Cost : 300**

**Arbites - Support** *Infantry (1)*

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

*Elite*

**Gorgon** *SuperHeavy (4)*

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

*Transport 6, PD(4), Twice armor save on front arc, ignores and cleans wooded, difficult terrain and mines during movement*

**Break : 3** **Morale : 3**  
**Victory Points : 3**

**Arco-Flagellant Platoon**

Frateris Militia

4 Arco-Flagellant stands

**Cost : 150**

**Arco-Flagellant** *Infantry (1)*

Move : 10cm	Save : 6+	CAF : +2
Weapon	Range	Shoot
Close Combat	-	-

*Fearless*

**Break : 4** **Morale : -**  
**Victory Points : 2**

**Death Cult**

Frateris Militia

4 Death Cult Assassins

**Cost : 100**

**Death Cult Assassin** *Infantry (1)*

Move : 10cm	Save : 6+f	CAF : +3
Weapon	Range	Shoot
Close Combat	-	-

*Independent, Infiltrate, Stealth*

**Break : 2** **Morale : 2**  
**Victory Points : 1**

**Martyr Platoon**

Frateris Militia

5 Martyr stands

**Cost : 100**

**Martyr** *Infantry (1)*

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

*No command or coherency rule, can detonate in the Fire Fire segment*

**Break : 5** **Morale : -**  
**Victory Points : 1**

**Militia Platoon**

Frateris Militia

10 Militia stands

**Cost : 100**

**Militia** *Infantry (1)*

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

*Undisciplined*

**Break : 5** **Morale : 5**  
**Victory Points : 1**

**Recon Platoon**

Frateris Militia

5 Tactical Stands  
5 Recon Vehicles

**Cost : 200**

**Tactical** *Infantry (1)*

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

**Recon Vehicle** *Vehicle (3)*

Move : 30cm	Save : 6+	CAF : +1
Weapon	Range	Shoot
Heavy Bolter	25cm	1d 5+ (0)

**Break : 5** **Morale : 5**  
**Victory Points : 2**

**Rocket Platoon**  
Frateris Militia

5 Rocket stands

**Cost : 100**

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

*Infantry (1)*

Break : 3 Morale : 5  
**Victory Points : 1**

**Zealots**  
Frateris Militia

4 Zealots

**Cost : 100**

**Zealot**  
Move : 10cm Save : - CAF : +1  
Weapon Range Shoot  
Flamethrower 25cm 1d 4+ (0)  
Ignores Cover, Undisciplined

*Infantry (1)*

Break : 2 Morale : 3  
**Victory Points : 1**

**Bike Squad**  
Frateris Militia

5 Bike stands

**Cost : 100**

**Bike**  
Move : 25cm Save : - CAF : +2  
Weapon Range Shoot  
- - -  
Independent, PD(1)

*Cavalry (2)*

Break : 3 Morale : 5  
**Victory Points : 1**

**Cavalry Squad**  
Frateris Militia

5 Cavalry stands

**Cost : 100**

**Cavalry**  
Move : 20cm Save : - CAF : +2  
Weapon Range Shoot  
Lance & Pistol 25cm 1d 6+ (0)  
Independent

*Cavalry (2)*

Break : 3 Morale : 5  
**Victory Points : 1**

**Penitent Engine Squad**  
Frateris Militia

4 Penitent Engines

Maximum 1 Squad per Confessor.  
**Cost : 100**

**Penitent Engine**  
Move : 15cm Save : 5+ CAF : +4  
Weapon Range Shoot  
Heavy Flamers 35cm 2d 4+ (0)  
Ignores Cover, may choose to suffer from Holy Rage

*Walker (2)*

Break : 2 Morale : 2  
**Victory Points : 1**

**Chimera Squadron**  
Frateris Militia

5 Chimeras

**Cost : 150**

**Chimera APC**  
Move : 20cm Save : 3+ CAF : +1  
Weapon Range Shoot  
Multi-Laser 25cm 1d 4+ (0)  
Turret, Transport 2

*Vehicle (3)*

Break : 3 Morale : 4  
**Victory Points : 2**

**Laud Hailer Squadron**  
Frateris Militia

3 Laud Hailer Chimeras

**Cost : 150**

**Laud Hailer**  
Move : 20cm Save : 3+ CAF : +1  
Weapon Range Shoot  
Multi-Laser 25cm 1d 4+ (0)  
Turret

*Vehicle (3)*

Break : 2 Morale : 4  
**Victory Points : 2**

**Mammoth Squadron**  
Frateris Militia

3 Mammoth Tanks

**Cost : 300**

**Mammoth**  
Move : 15cm Save : 3+ CAF : +3  
Weapon Range Shoot  
Battlecannon \* 75cm 1d 5+ (-2)  
Autocannon 75cm 2d 5+ (-1)  
\* Turret, PD(4)

*Vehicle (3)*

Break : 2 Morale : 4  
**Victory Points : 3**



**Sabre Tank-Hunter Squadron**  
Frateris Militia

3 Sabre Tank-Hunters

**Cost : 100**

**Break : 2    Morale : 5**  
**Victory Points : 1**

**Sabre Tank-Hunter** *Vehicle (3)*

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

Turret

**Truck Transport Squadron**  
Frateris Militia

5 Trucks

**Cost : 50**

**Break : 3    Morale : 5**  
**Victory Points : 1**

**Truck** *Vehicle (3)*

Move : 20cm	Save : 6+	CAF : -1
<i>PD(1), Transport 2, Open-Top Vehicle</i>		

**Zulu Anti-Aircraft Battery**  
Frateris Militia

5 Zulu Anti-Aircraft Guns

**Cost : 100**

**Break : 3    Morale : 5**  
**Victory Points : 1**

**Zulu AA Gun** *Vehicle (3)*

Move : -	Save : -	CAF : -3
Weapon	Range	Shoot
Autocannon	75cm	1d 5+ (-2)

*Anti-Aircraft*

**Infantry Gun Battery**  
Frateris Militia

4 Infantry Guns

**Cost : 50**

**Break : 2    Morale : 5**  
**Victory Points : 1**

**Infantry Gun** *Light Art. (1)*

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

**Mole Mortar Battery**  
Frateris Militia

3 Mole Mortars

**Cost : 100**

**Break : 2    Morale : 5**  
**Victory Points : 1**

**Mole Mortar** *Light Art. (1)*

Move : 5cm	Save : -	CAF : -3
Weapon	Range	Shoot
Mole Mortar	150cm	1SB@ ⊗ (0)

*Ignores Cover, Ignore Shields, traps Titan or Praetorian on a roll of 6 on a D6 (it can't move unless it is on Charge Orders and cancels all ranged attacks)*

**Rapier Battery**  
Frateris Militia

3 Rapier Laser Destroyers

**Cost : 75**

**Break : 2    Morale : 5**  
**Victory Points : 1**

**Rapier** *Light Art. (1)*

Move : 5cm	Save : -	CAF : -3
Weapon	Range	Shoot
Laser Destroyer	50cm	1d 4+ (-3)

**Thudd Gun Battery**  
Frateris Militia

3 Thudd Guns

**Cost : 100**

**Break : 2    Morale : 5**  
**Victory Points : 1**

**Thudd Gun** *Light Art. (1)*

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