

## Frateris Militia

Following the events of the Age of Apostasy and the Reign of Blood, the Ecclesiarchy became subject to the Decree Passive, disbanding its formal military, the Frateris Templar, and preventing it from maintaining a standing force of 'Men Under Arms'. This led to the establishment of the Adepta Sororitas. However these are relatively few in number and cannot be everywhere, and many imperial temples maintain stockpiles of weapons. In the event of an invasion by enemies of the Imperium, or the declaration of a Crusade or War of Faith, these weapons will be handed out to the faithful, who are formed into bands of militia. These zealots make up for their lack of training and experience with fanaticism.

TROOPS	3 POWER	FRATERIS MILITIA								
NAME	M	WS	BS	S	T	W	A	Ld	Sv	
Frater	6"	5+	5+	3	3	1	1	5	6+	
This unit contains 10 Fraters. It may contain up to 10 additional Fraters (+3 Power) or up to 20 additional Fraters (+6 Power). Each model is armed with a laspistol or autopistol and an improvised weapon.										
WEAPON	RANGE	TYPE	S	AP	D	ABILITIES				
Improvised Weapon	Melee	Melee	User	0	1	-				
Lasgun/Autogun	24"	Rapid Fire 1	3	0	1	-				
Laspistol/Autopistol	12"	Pistol 1	3	0	1	-				
Shotgun	12"	Assault 2	3	0	1	-				
Flamer	8"	Assault D6	4	0	1	This weapon automatically hits its target.				
WARGEAR OPTIONS	<ul style="list-style-type: none"> <li>Any Frater may exchange their laspistol or autopistol for a lasgun, autogun or shotgun.</li> <li>One Frater per 10 models in the unit may take a flamer.</li> <li>One Frater may take an Imperial Icon.</li> </ul>									
ABILITIES	<p><b>Imperial Icon:</b> A unit with an Imperial Icon may re-roll morale tests.</p> <p><b>Zealot:</b> You can re-roll failed hit rolls for this unit in a turn in which it charged, or was charged by an enemy unit.</p>									
FACTION KEYWORDS	IMPERIUM, ADEPTUS MINISTORUM									
KEYWORDS	INFANTRY, FRATERIS MILITIA									

Points Per Model: 4