



SANCTIFIER CONFESSOR



APL **2** MOVE **6"** SAVE **5+** WOUNDS **10**

NAME	A	HIT	D	WR
Mace of Censure	4	3+	5/5	Brutal, Shock

Lead the Procession: In each turning point after the first, whenever this operative is an **ORATOR** and performs the **Charge**, **Fall Back** or **Reposition** action during its activation, you can use this rule before it moves. If you do, determine each other friendly **SANCTIFIER** operative that's benefitting from the **SERMON** and is visible to this operative (or vice versa). After this operative ends that action, each of those friendly **SANCTIFIER** operatives can immediately perform a free **Charge**, **Fall Back** or **Reposition** action in an order of your choice (choose separately for each), but each cannot move more than or be removed and set up more than 3" and must end that move in a location where they are still benefitting from the **SERMON**. If this operative is incapacitated before this rule is fully resolved, e.g. from the **Guard** action's interruption (see close quarters rules, *Kill Team Core Book*), don't remove it from the killzone until this rule has been resolved.

RULES CONTINUE ON OTHER SIDE ►

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, LEADER, CONFESSOR

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SANCTIFIER CONFESSOR



APL **2** MOVE **6"** SAVE **5+** WOUNDS **10**

Commanding Declamation: Whenever an enemy operative would perform an action during an activation or counteraction while visible to and within 6" of this operative, you can use this rule. If you do, roll one D6: if the result is higher than that enemy operative's APL stat:

- It cannot perform that action during that activation/counteraction (the AP spent on it isn't refunded). If it's a counteraction, that counteraction ends.
- You cannot use this rule again during the battle.

SANCTIFIER CHERUB



APL **2** MOVE **7"** SAVE **5+** WOUNDS **5**

NAME	A	HIT	D	WR
Incentiviser	3	5+	1/3	Shock

Cherub:

- Whenever determining control of an objective marker, treat this operative's APL stat as 1 lower. Note this isn't a change to its APL stat, so any changes are cumulative with this.
- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative cannot use any weapons that aren't on its datacard, or perform unique actions other than **Incentivise**.

RULES CONTINUE ON OTHER SIDE ►

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, CHERUB

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SANCTIFIER CHERUB



APL **2** MOVE **7"** SAVE **5+** WOUNDS **5**

Fly: Whenever this operative is performing the **Charge**, **Fall Back** or **Reposition** action, it can **FLY**. If it does, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance cannot be measured over or through Wall terrain). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.

INCENTIVISE

1AP

► **SUPPORT.** Select one other friendly **SANCTIFIER** operative (excluding **CONFESSOR**, **DEATH CULT ASSASSIN**, **MIRACULIST** and **ORATOR**) visible to and within 2" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.



SANCTIFIER CONFLAGRATOR



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Twin hand flamers (focused)	4	2+	3/3	Range 6", Saturate, Torrent 2", Blaze*
Twin hand flamers (twin torrent)	4	2+	3/3	Range 6", Saturate, Torrent 0", Twin Torrent ¹ , Blaze*
Gun butts	4	4+	2/3	-

¹**Twin Torrent:** Select up to two different valid targets that aren't within control range of friendly operatives. Shoot with this weapon against both of them in an order of your choice (roll each sequence separately). Torrent 0" means you cannot select secondary targets, but this weapon still has the Torrent weapon rule for all other rules purposes, e.g. the Condensed Stronghold rule (see Killzone: Volkus, *Kill Team Core Book*).

Sanctification Rack: This operative can perform the **Sanctification Orb** action (see faction equipment). Doing so in this manner doesn't count towards the once per turning point limit (i.e. if you also select that equipment for other operatives).

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, CONFLAGRATOR

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SANCTIFIER DEATH CULT ASSASSIN



APL **3** MOVE **6"** SAVE **5+** WOUNDS **8**

NAME	A	HIT	D	WR
Throwing knives	4	3+	2/5	Range 6", Silent
Ritual blades	4	2+	4/6	-

Bladed Stance: Whenever this operative is fighting or retaliating, you can resolve one of your successes before the normal order. If you do, that success must be used to block.

TRAINED ASSASSIN 1AP

▶ Change this operative's order.

◆ This operative cannot perform this action while within control range of an enemy operative.

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, DEATH CULT ASSASSIN

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SANCTIFIER DRILL ABBOT



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Great hammer	4	4+	4/4	Brutal, Shock

Schola Progenium Disciplinarian: Whenever a friendly **SANCTIFIER®** operative is within 6" of this operative, you can ignore any changes to that operative's stats from being injured (including its weapons' stats).

Null Skull: Whenever an enemy operative is within 4" of this operative, that enemy operative's APL stat cannot be added to (remove all positive APL stat changes it has). If an enemy operative that's more than 4" from this operative has a positive APL stat change and your opponent spends its final AP to move that operative within 4" of this operative, this can cause your opponent to have spent more AP than its APL stat – this is permitted in this situation.

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, DRILL ABBOT

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SANCTIFIER PERSECUTOR



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Hand flamer	4	3+	3/3	Range 6", Saturate, Torrent 1", Blaze*
Eviscerator	4	4+	5/6	Brutal

Merciless Castigation: The first time this operative performs the **Fight** action during each of its activations, if neither it nor the enemy operative in that sequence is incapacitated, this operative can immediately perform a free **Fight** action afterwards, but you cannot select any other enemy operative to fight against during that action (and only if it's still valid to fight against). This takes precedence over action restrictions.

Fanatical Retribution: If this operative is incapacitated during the **Fight** action, you can strike the enemy operative in that sequence with one of your unresolved successes before this operative is removed from the killzone.

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, PERSECUTOR

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SANCTIFIER MIRACULIST

APL
2MOVE
6"SAVE
4+WOUNDS
7

NAME	A	HIT	D	WR
Holy light	4	2+	4/3	Range 8", Devastating 3, Limited 1, Piercing 1, Saturate, Blaze*
Wreath in fire	4	2+	4/4	Blast 1", Limited 1, Wreathed ¹ , Blaze*
Burning hands	1	2+	7/8	Brutal, Limited 1, Blaze*
Fists	2	5+	1/2	-

RULES CONTINUE ON OTHER SIDE ►

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, MIRACULIST

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SANCTIFIER MIRACULIST

APL
2MOVE
6"SAVE
4+WOUNDS
7

¹**Wreathed:** This operative can perform the **Shoot** action with this weapon while within control range of an enemy operative. Don't select a valid target. Instead, this operative is always the primary target, but only shoot against secondary targets and they cannot be in cover or obscured (in other words, determine Blast from this operative, but this operative isn't affected).

Miracle: The first time this operative would be incapacitated during the battle, it's not incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. All remaining attack dice are discarded (including yours if this operative is fighting or retaliating), then this operative can immediately perform a free **Dash** or **Fall Back** action (for the latter, it cannot move more than 3"), even if it's performed an action that prevents it from performing those actions.

SANCTIFIER MISSIONARY

APL
2MOVE
6"SAVE
5+WOUNDS
8

NAME	A	HIT	D	WR
Brazier of holy fire	4	2+	4/4	Range 4", Saturate, Torrent 1", Blaze*
Meltagun	4	4+	6/3	Range 6", Devastating 4, Piercing 2
Ministorum flamer	4	2+	4/4	Range 8", Saturate, Torrent 2", Blaze*
Plasma gun (standard)	4	4+	4/6	Piercing 1
Plasma gun (supercharge)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
Brazier of holy fire	4	4+	4/4	Shock, Blaze*
Chainsword	4	4+	4/5	-
Gun butt	3	4+	2/3	-

RULES CONTINUE ON OTHER SIDE ►

SANCTIFIER®, IMPERIUM, ADEPTUS MINISTORUM, MISSIONARY

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SANCTIFIER MISSIONARY

APL
2MOVE
6"SAVE
5+WOUNDS
8

Holy Relic: If this operative has a holy relic, it's always benefitting from the **SERMON**.

Spread the Word of the God-Emperor: Whenever this operative is more than 6" from other friendly operatives, its weapons have the Severe weapon rule.



SANCTIFIER PREACHER



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1", Blaze*
Chainsword	4	4+	4/5	-

Defend the Faith: Whenever this operative controls an objective marker, it's benefitting from the **SERMON**.

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, PREACHER

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SANCTIFIER RELIQUANT



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Hand flamer	4	2+	3/3	Range 6", Saturate, Torrent 1", Blaze*
Gun butt	3	4+	2/3	-

Cult Icon: Whenever determining control of a marker within 4" of this operative, treat the total APL stat of friendly **SANCTIFIER** operatives that contest it as 1 higher if at least one friendly **SANCTIFIER** operative contests that marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.

Imperial Cult Devotion: Once per turning point, when a ready friendly **SANCTIFIER** operative is incapacitated while visible to and within 6" of this operative, you can use this rule. If you do, before that operative is removed from the killzone, it can perform one free action (excluding **Fight**), and you can change its order to do so. It's then removed from the killzone as normal.

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, RELIQUANT

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SANCTIFIER SALVATIONIST



APL **2** MOVE **6"** SAVE **5+** WOUNDS **7**

NAME	A	HIT	D	WR
Soulstave	3	5+	2/3	-

Conversion Field: Whenever an operative more than 6" from this operative is shooting a friendly **SANCTIFIER** operative within 6" of this operative, improve that friendly operative's Save stat by 1.

MEDIKIT 1AP

- Select one friendly **SANCTIFIER** operative within this operative's control range to regain up to 2D3 lost wounds.
- This operative cannot perform this action while within control range of an enemy operative.

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, MEDIC, SALVATIONIST

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NOTES:



SANCTIFIERS KILL TEAM

ARCHETYPES: SECURITY, SEEK & DESTROY

OPERATIVES

- 1 **SANCTIFIER** **CONFESSOR** operative
- 1 **SANCTIFIER** **CHERUB** operative
- 9 **SANCTIFIER** operatives selected from the following list:
 - **CONFLAGRATOR**
 - **DEATH CULT ASSASSIN**
 - **DRILL ABBOT**
 - **MIRACULIST**
 - **MISSIONARY** with one of the following options:
 - Ministorum flamer; brazier of holy fire*
 - Ministorum flamer; gun butt; holy relic
 - **MISSIONARY** with one of the following options:
 - Meltagun; chainsword; holy relic
 - Plasma gun; chainsword; brazier of holy fire*
 - **PERSECUTOR**
 - **PREACHER**
 - **RELIQUANT**
 - **SALVATIONIST**

CONTINUES ON OTHER SIDE ▶

Other than **PREACHER** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to four **PREACHER** operatives.

* You cannot select an option that includes a brazier of holy fire more than once per battle.

SANCTIFIER FACTION RULE

BLAZE

Only in holy fire can deviance be absolved. With flamer and burning hands the faithful purge the malignant taint of heresy.

Some weapons in this team's rules have the Blaze weapon rule below.

***Blaze:** If you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Blaze tokens (if it doesn't already have one). Whenever an operative that has one of your Blaze tokens is activated, inflict D3 damage on it. Then that operative's controlling player selects one of the following:

- Roll one D6: on a 3+, remove that token.
- Subtract 1 from the operative's APL stat until the end of that activation to remove that token.

SANCTIFIER FACTION RULE

MINISTORUM SERMON

A mighty orator booms out an impassioned sermon. The fire and brimstone words inflame the zeal of their followers, enabling them to shrug off wounds and remain in the fight.

STRATEGIC GAMBIT. Select one friendly **SANCTIFIER** operative. If a friendly **CONFESSOR** operative hasn't been incapacitated, you must select it. Until you use this **STRATEGIC GAMBIT** again during the battle, that operative has the **ORATOR** keyword.

Whenever a friendly **SANCTIFIER** operative is within 3" of a friendly **ORATOR** operative (or 6" if the **ORATOR** is a **CONFESSOR**), that friendly **SANCTIFIER** operative is benefitting from the **SERMON**.

CONTINUES ON OTHER SIDE ▶



Whenever a friendly **SANCTIFIER** operative is activated within 3" of a friendly **ORATOR** operative (or 6" if the **ORATOR** is a **CONFESSOR**), that friendly **SANCTIFIER** operative is benefitting from the **SERMON** until the end of that activation (i.e. even if it then moves more than the distance requirement from the **ORATOR** operative).

Whenever a friendly **SANCTIFIER** operative is benefitting from the **SERMON**, Normal and Critical Dmg of 4 or more inflicts 1 less damage on it.

SANCTIFIER MARKER/TOKEN GUIDE



Blaze token



Commanding Decamation token



Burning Hands token



Orator token



Holy Light token



Miracle token



Doused token



Wreathe in Fire token



Imperial Cult Devotion token



Purity Seals token



Imperial Cult Symbols token



Sanctification Orbs token

SANCTIFIER STRATEGY PLOY

THE EMPEROR PROTECTS

The most dedicated adherents to the Imperial Creed believe that the Emperor protects. They hurl themselves into battle, confident that their faith will shield them.

Whenever an operative is shooting a friendly **SANCTIFIER** operative that's benefitting from the **SERMON**, you can re-roll any of your defence dice results of one result (e.g. results of 2).

SANCTIFIER STRATEGY PLOY

FERVENT BRAWL

With the intolerant diatribes of the priesthood ringing in their ears, the Sanctifiers fight with a tireless fury.

Whenever a friendly **SANCTIFIER** operative that's benefitting from the **SERMON** is fighting or retaliating, its melee weapons have the Ceaseless weapon rule.



SANCTIFIER STRATEGY PLOY

ZEALOUS PERSECUTION

The longer that heresy is allowed to persist, the more indelible the mark it leaves. It must be scoured swiftly and without mercy.

Whenever a friendly **SANCTIFIER** operative is fighting during an activation in which it performed the **Charge** action, its melee weapons have the Lethal 5+ weapon rule.

SANCTIFIER STRATEGY PLOY

RALLY THE FLOCK

An orator's voice booms above the thunderous din of combat, drawing the faithful back into formation.

Each friendly **SANCTIFIER** operative (excluding **ORATOR**) that's benefitting from the **SERMON** can immediately perform a free **Dash** or **Fall Back** action in an order of your choice (choose separately for each and, for the latter, it cannot move more than 3"). Each that does so must end that move closer and visible to (or vice versa) a friendly **ORATOR** operative. You cannot use this ploy during the first turning point.

SANCTIFIER FIREFIGHT PLOY

ROSARIUS

A sacred symbol of office, the Rosarius contains a powerful conversion field generator capable of turning aside incoming blows.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly **SANCTIFIER** operative. Ignore that inflicted damage.

SANCTIFIER FIREFIGHT PLOY

ARDENT ERADICATION

For those who stand against the Imperial faith there is only one punishment: death.

Use this firefight ploy after rolling your attack dice for a friendly **SANCTIFIER** operative, if it's shooting against or fighting against an enemy operative that's within 3" of a friendly **ORATOR** operative (or 6" if the **ORATOR** is a **CONFESSOR**). You can re-roll any of your attack dice.



SANCTIFIER FIREFIGHT PLOY

REDEEMED THROUGH FIRE

There are few more blessed deaths than fiery martyrdom. Such a sacrifice stokes smoldering resolve in the hearts of fellow Sanctifiers.

Use this firefight ploy when a friendly **SANCTIFIER** operative that has a weapon with the Blaze weapon rule is incapacitated, before it's removed from the killzone. Each enemy operative visible to and within 2" of it gains one of your Blaze tokens (if it doesn't already have one).

SANCTIFIER FIREFIGHT PLOY

UNWAVERING DEVOTION

Low ranking Sanctifiers will gladly hurl themselves into the path of bullet or blade if doing so will preserve their blessed superiors and ensure victory.

Use this firefight ploy when a friendly **SANCTIFIER** **ORATOR** or **SANCTIFIER** **MIRACULIST** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **SANCTIFIER** operative (excluding **CONFESSOR**, **MIRACULIST** and **ORATOR**) visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

SANCTIFIER FACTION EQUIPMENT

SANCTIFICATION ORBS

These spherical devices contain flammable oils. They shatter, ignite and detonate upon impact with their target, coating the foe in burning liquid.

Once per turning point, one friendly **SANCTIFIER** operative (excluding **CHERUB**, **DEATH CULT ASSASSIN** and **MIRACULIST**) can perform the following unique action:

CONTINUES ON OTHER SIDE 

SANCTIFICATION ORB 1AP

- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other enemy operative within 1" of it takes a doused test. For an operative to take a doused test, roll one D6: on a 3+, it gains one of your Doused tokens.
- ▶ Whenever a friendly **SANCTIFIER** operative is shooting an operative that has one of your Doused tokens with a weapon that has the Blaze weapon rule, that weapon also has the Seek weapon rule.
- ▶ After a friendly **SANCTIFIER** operative uses a weapon that has the Blaze weapon rule against an enemy operative that has one of your Doused tokens, remove that token (even if the Seek weapon rule wasn't used).
- ◆ This operative cannot perform this action while within control range of an enemy operative.



SANCTIFIERS: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

FEBRUARY '26

This section collects amendments to the rules. Amended text for clarification and edits are shown in [blue](#), while amended text for balance updates are shown in [magenta](#).

CONFESSOR OPERATIVE, LEAD THE PROCESSION RULE

Relevant part of third sentence changed to read:
'[...] but each cannot move more than [or be removed and set up more than 3"](#) and must end that move in a location where they are still benefitting from the **SERMON**.'

PREVIOUS ERRATAS

FACTION RULES, BLAZE, BLAZE WEAPON RULE

Relevant part of first sentence changed to read:

'If you **inflict damage** with any critical successes, the operative this weapon is being used against gains one of your Blaze tokens [...]'

FACTION RULES, MINISTORUM SERMON

Relevant part of last paragraph changed to read:

'[...] Normal and Critical Dmg of **4** or more inflicts 1 less damage on it.'

FIREFIGHT PLOYS, UNWAVERING DEVOTION

Additional text added to end of first paragraph:

'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

STRATEGY PLOYS, RALLY THE FLOCK

Second sentence changed to read:

'Each that does so must end that move closer **and visible to (or vice versa)** a friendly **ORATOR** operative.'

FACTION EQUIPMENT, ECCLESIArchY TEXTS

Relevant part of first sentence changed to read:

'In the Ready step of each Strategy phase, roll **3D6**: [...]'

CONFLAGRATOR OPERATIVE, TWIN TORRENT WEAPON RULE

First sentence changed to read:

'Select up to two **different** valid targets **that aren't within control range of friendly operatives**.'

DRILL ABBOT OPERATIVE, NULL SKULL RULE

All three distances changed to '4''.

PREACHER OPERATIVE, DEFEND THE FAITH RULE

Relevant part changed to:

'Whenever this operative **controls** an objective marker, [...]'

CONFESSOR OPERATIVE, LEAD THE PROCESSION RULE

Relevant part of first sentence changed to read:

'**In each turning point after the first**, whenever this operative is an **ORATOR** [...]'

Second sentence changed to read:

'If you do, determine each other friendly **SANCTIFIER** operative that's benefitting from the **SERMON** **and is visible to this operative (or vice versa)**.'

CHERUB OPERATIVE, CHERUB RULE

Second bullet point changed to read:

'Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2"**.'

RELIQUANT OPERATIVE, IMPERIAL CULT DEVOTION RULE

First sentence changed to read:

'Once per turning point, when a ready friendly **SANCTIFIER** operative is incapacitated **while visible to and** within 6" of this operative, you can use this rule.'

RELIQUANT OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:

'Whenever determining control of a marker within **4"** of this operative, [...]'

SALVATIONIST OPERATIVE, CONVERSION FIELD RULE

Relevant part deleted:

'Whenever an operative more than 6" from this operative is shooting a friendly **SANCTIFIER** operative within 6" of this operative, improve that friendly operative's Save stat by 1 **and worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.**'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: Some rules require an operative to shoot or fight against a specific operative or its activation is cancelled (e.g. **MANDRAKE** **DIRGEMAW** *Haunting Focus*, **EXACTION SQUAD** *Execution Order*). If my opponent uses such a rule and I cancel that **Shoot** or **Fight** action with my **SANCTIFIER** **CONFESSOR** operative's *Commanding Declamation* rule, what happens?

A: Do not cancel that enemy operative's activation. It can continue to perform actions other than the prevented one as normal.

Q: If the **CONFESSOR** operative's *Commanding Declamation* rule prevents an enemy operative on guard from performing the **Shoot** or **Fight** action, does that enemy operative remain on guard?

A: Yes, assuming all other conditions of remaining on guard are still met.

Q: If my opponent uses a firefight ploy that requires an operative to perform a **Shoot** or **Fight** action (e.g. **HERNKYN YAEGIR** *Stalwart Defence*) and I cancel that action with my **SANCTIFIER** **CONFESSOR** operative's *Commanding Declamation* rule, is the CP refunded?

A: No. Similarly, any rules with a restricted number of uses (e.g. **CORSAIR VOIDSCARRED** **FELARCH** *One Step Ahead*) that are prevented would still be considered used.

Q: If I use the **SANCTIFIER** **CONFESSOR**'s *Commanding Declamation* rule to cancel a **Fight** or **Shoot** action that my opponent attempted to perform as a result of their operative being on guard, can my opponent then choose to use the other action instead during that interruption?

A: Yes.