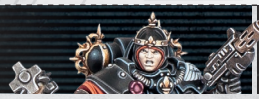
INSIDIANT SUPERIOR



APL	MOVE	SAVE	WOUNDS
3	6"	3+	10

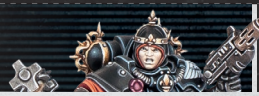
NAME	ATK	HIT	DMG	WR
Inferno pistol	4	3+	4/2	Range 3", Devastating 3, Piercing 2
Relic bolt pistol	4	3+	3/5	Range 8", Lethal 5+
Relic condemnor stakethrower	4	3+	2/2	Devastating 2, Lethal 5+, Piercing Crits 1, Silent, Anti-PSYKER*
Null mace	4	3+	4/4	Shock, Anti-PSYKER*

Holy Example: Once per turning point, if this operative is **INSPIRING**, you can use a firefight ploy for 0CP if this is the specified **CELESTIAN INSIDIANT** operative (including Command Re-roll if the attack or defence dice was rolled for this operative).

RULES CONTINUE ON OTHER SIDE ▶

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, LEADER, SUPERIOR 32

INSIDIANT SUPERIOR



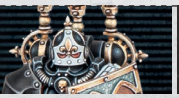
APL	MOVE	SAVE	WOUNDS
3	6"	3+	10

SPIRITUAL MENTOR 1AP

▶ **SUPPORT**. Select one friendly **CELESTIAN INSIDIANT** operative visible to and within 6" of this operative. That operative becomes **INSPIRING**.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

INSIDIANT ABJUROR



APL	MOVE	SAVE	WOUNDS
2	6"	2+	11

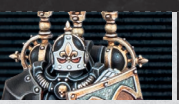
NAME	ATK	HIT	DMG	WR
Blessed sword & praesidium protectiva (defensive)	4	3+	4/6	Shield*
Blessed sword & praesidium protectiva (offensive)	4	3+	4/6	Lethal 5+

***Shield:** Whenever this operative is fighting or retaliating with this weapon profile, each of your blocks can be allocated to block two unresolved successes (instead of one).

RULES CONTINUE ON OTHER SIDE ▶

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, ABJUROR 32

INSIDIANT ABJUROR



APL	MOVE	SAVE	WOUNDS
2	6"	2+	11

Holy Defender: Once per turning point, when a friendly **CELESTIAN INSIDIANT** operative visible to and within 2" of this operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action, you can use this rule. If you do, this operative becomes the valid target or is fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat this operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, this operative is only in cover or obscured if the original target was.

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

INSIDIANT CENSOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

NAME	ATK	HIT	DMG	WR
Virge of admonition	4	4+	5/5	Brutal, Shock, Anti-PSYKER*

Virge of Admonition Icon Bearer: Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

Null Field: This operative starts the battle with a null range of 1". Whenever an enemy operative is within null range of this operative, subtract 2" from the Move stat of that enemy operative and worsen the Hit stat of its weapons by 1 (this isn't cumulative with being injured).

NULLIFYING RITUAL — 1AP

▶ Add 1 to this operative's null range (to a maximum of 5"). Nullification tokens in the marker/token guide are numbered, so use the numbered token equal to this operative's null range.

◆ This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, CENSOR — 32

INSIDIANT CREMATOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

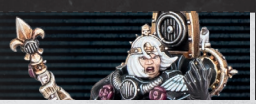
NAME	ATK	HIT	DMG	WR
Hand flamer (standard)	4	2+	3/3	Range 6", Saturate, Torrent 1"
Hand flamer (deluge)	4	2+	3/3	Range 4", Saturate, Seek Light, Torrent 0"[1]
Null mace	4	3+	4/4	Shock, Anti-PSYKER*

Inspirational Pyre: Once per turning point, when this operative inflicts damage on an enemy operative with either profile of its hand flamer but doesn't incapacitate it, you can use this rule. If you do, you can select one friendly CELESTIAN INSIDIANT operative within 6" of this operative to become **INSPIRING**.

[1] Note that 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*).

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, CREMATOR — 32

INSIDIANT DENUNCIA



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

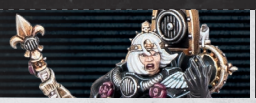
NAME	ATK	HIT	DMG	WR
Voice of condemnation	5	3+	1/1	Range 6", Seek, Stun
Staff of declamation	4	3+	3/3	Shock

Accusing Exorcist: Whenever this operative is **INSPIRING**, the Suspect & Eliminate strategy ploy costs you 0CP if the enemy operative or marker you select is visible to or within 6" of this operative.

RULES CONTINUE ON OTHER SIDE ▶

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, DENUNCIA — 32

INSIDIANT DENUNCIA



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

SPEAK OF HER DEEDS — 1AP

▶ **SUPPORT**. Select an **INSPIRING** friendly CELESTIAN INSIDIANT operative visible to and within 6" of this operative. That operative is no longer **INSPIRING**. Then, select another friendly CELESTIAN INSIDIANT operative visible to and within 6" of this operative. Resolve one **BENEDICTION** from the Martyrdom faction rule on that operative (excluding Exigence).

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

INSIDIANT MORTISANCTUS



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

NAME	ATK	HIT	DMG	WR
Blessed broadsword	4	3+	4/6	Lethal 5+, Brutal

Zealous Ultimatum: Once per battle **STRATEGIC GAMBIT**. Select one enemy operative within 8" of this operative and issue an ultimatum to it. Your opponent must accept or decline that ultimatum (if it's a non-player operative, roll one D6: on a 4+, the ultimatum is accepted, otherwise it's declined).

If the ultimatum is accepted, whenever this operative is fighting against or retaliating against that enemy operative, add 1 to the Atk stat of this operative's blessed broadsword. The first time this operative incapacitates that enemy operative while fighting or retaliating during the battle, add 1 to the Atk stat of this operative's blessed broadsword until the end of the battle. In either case, this is to a maximum of 5.

If the ultimatum is declined, whenever that enemy operative is fighting against or retaliating against a friendly **CELESTIAN INSIDIANT** operative, subtract 1 from the Atk stat of that enemy operative's weapons.

RULES CONTINUE ON OTHER SIDE ▶

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, MORTISANCTUS

32

INSIDIANT MORTISANCTUS



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

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.

INSIDIANT RELIQUARIUS



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Condemnor stakethrower	4	3+	2/2	Devastating 1, Piercing Crits 1, Silent, Anti-PSYKER*
Gun butt	3	3+	2/3	-

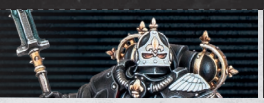
Simulacrum Nullificatus Icon Bearer: Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 3" of this operative. Note this isn't a change to the APL stat, so any changes are cumulative with this.

Devotion: At the end of each of this operative's activations, if it's **INSPIRING** and it controls an objective marker or one of your mission markers, one friendly **CELESTIAN INSIDIANT** operative this operative is visible to and within 6" of becomes **INSPIRING**.

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, RELIQUARIUS

32

INSIDIANT WARRIOR



APL	MOVE	SAVE	WOUNDS
2	6"	3+	9

NAME	ATK	HIT	DMG	WR
Bolt pistol	4	3+	3/4	Range 8"
Condemnor stakethrower	4	3+	2/2	Devastating 1, Piercing Crits 1, Silent, Anti-PSYKER*
Null mace	4	3+	4/4	Shock, Anti-PSYKER*

Inspired Strikes: Whenever this operative is **INSPIRING**, add 1 to the Critical Dmg stat of weapons on its datacard.

CELESTIAN INSIDIANT, IMPERIUM, ADEPTA SORORITAS, WARRIOR

32

CELESTIAN INSIDIANTS KILL TEAM

ARCHETYPE: SECURITY, SEEK & DESTROY

OPERATIVES

↘ 1 CELESTIAN INSIDIANT **SUPERIOR** operative with one of the following options:

- Relic condemnor stakethrower; relic bolt pistol; null mace
- Inferno pistol; null mace

↘ 8 CELESTIAN INSIDIANT operatives selected from the following list:

- **ABJUROR**
- **CENSOR**
- **CREMATOR**
- **DENUNCIA**
- **MORTISANCTUS**
- **RELIQUARIUS**
- **WARRIOR**

Other than **CREMATOR** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **CREMATOR** operatives.

CELESTIAN INSIDIANT FACTION RULE

MARTYRDOM

Vaunted veterans of the Orders Militant, Celestian Insidiants hunt witches with extreme prejudice. Those struck down in the course of their duties become martyrs, their deaths only serving to harden the resolve of their surviving sisters.

Whenever an **INSPIRING** friendly CELESTIAN INSIDIANT operative is incapacitated, before it's removed from the killzone, select one other friendly CELESTIAN INSIDIANT operative that operative is visible to or within 6" of.

Then, that selected operative gains one **BENEDICTION** (incapacitated operatives cannot be selected for a **BENEDICTION**).

CELESTIAN INSIDIANT FACTION RULE

BENEDICTIONS

BENEDICTION	EFFECT
Ardour	Until the end of the battle, add 1 to that operative's APL stat. You cannot select this **BENEDICTION** for a **SUPERIOR** operative.
Wrath	Until the end of the battle, weapons on that operative's datacard have the Ceaseless weapon rule.
Restoration	That operative regains up to D3+2 lost wounds.
Exigence	That operative can immediately perform a free **Charge** or **Dash** action (for the former, it cannot move more than 3"), but must end that move closer to that incapacitated **INSPIRING** operative.

CELESTIAN INSIDIANT FACTION RULE

WEAPONS OF THE WITCH HUNTERS

Celestian Insidiants bear all manner of esoteric weapons, armour and equipment intended to shield them from sorcery and impede the ability of their quarry to channel malefic power.

PSYCHIC ranged weapons cannot inflict damage on friendly CELESTIAN INSIDIANT operatives. For the effects of **PSYCHIC** actions, friendly CELESTIAN INSIDIANT operatives cannot be selected and are never treated as being within those actions' required distances. Whenever an operative is within 3" of a friendly CELESTIAN INSIDIANT operative:

- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

RULE CONTINUES ON OTHER SIDE ▶

Some weapons in this team's rules have the Anti-**PSYKER** weapon rule below.

***Anti-PSYKER:** Whenever this weapon is being used against an operative that has the **PSYKER** keyword, it has the Lethal 5+ weapon rule.

CELESTIAN INSIDIANT
FACTION RULE

INSPIRATION

Veteran Celestians of the Orders Militant lead by example, inspiring their sisters by throwing themselves into the heaviest fighting against the deadliest of enemies.

Whenever a friendly **CELESTIAN INSIDIANT** operative:

- Incapacitates an enemy operative that has a Wounds stat of 6 or more, that friendly operative becomes **INSPIRING**.
- Performs the **Charge** action, before it moves, it becomes **INSPIRING**.

Whenever a friendly **CELESTIAN INSIDIANT** operative is **INSPIRING**, weapons on its datacard have the Severe weapon rule.

CELESTIAN INSIDIANT
MARKER/TOKEN GUIDE


Psyk-Out Grenades token


Vocifera Mortis token


Saintly Relics token


Inspiring token


Suspicion token


Zealous Ultimatum token

CELESTIAN INSIDIANT
MARKER/TOKEN GUIDE


Holy Defender token



Ardour Benediction token


Nullification token


Inspirational Pyre token


Holy Example token


Wrath Benediction token

CELESTIAN INSIDIANT
STRATEGY PLOY

SUSPECT & ELIMINATE

Ruthless in their pursuit of the witch, Celestian Insidiants are swift to condemn those they suspect of heresy. Protestations of innocence are treated with the callous disregard they deserve.

Select one enemy operative or marker. If you select an enemy operative, that operative and each other enemy operative visible to and within 2" of it gains one of your Suspicion tokens until the end of the turning point. If you selected a marker, each enemy operative contesting that marker gains one of your Suspicion tokens until the end of the turning point.

Whenever a friendly **CELESTIAN INSIDIANT** operative is shooting against or fighting against an operative that has one of your Suspicion tokens, that friendly operative's weapons have the Punishing weapon rule.

CELESTIAN INSIDIANT
STRATEGY PLOY

WRATHFUL DETERMINATION

Once the Celestian Insidiants have detected the spoor of sorcery, they will pursue their targets through hails of fire.

Whenever an operative is shooting a friendly **CELESTIAN INSIDIANT** operative that has an Engage order, you can re-roll one of your defence dice.

CELESTIAN INSIDIANT
STRATEGY PLOY

SUFFERING & SACRIFICE

Battlefield veterans all, Celestian Insidiants are inured to pain. Injuries serve only to focus their martial prowess and stoke their zealous rage.

Whenever a wounded friendly **CELESTIAN INSIDIANT** operative is shooting against, fighting against or retaliating against an enemy operative, its weapons have the Balanced weapon rule.

CELESTIAN INSIDIANT
STRATEGY PLOY

HOLY RESILIENCE

Faith is the greatest of the Celestian Insidiants' many weapons. So long as it remains unbroken, they may shrug off even the most crippling of injuries and remain in the fight.

Whenever an **INSPIRING** friendly **CELESTIAN INSIDIANT** operative is fighting or retaliating, Normal and Critical Dmg of 4 or more inflicts 1 less damage on that friendly operative.

CELESTIAN INSIDIANT
FIREFIGHT PLOY

GLORY TO THE MARTYRS

There is no greater inspiration than the glorious death of a martyr.

Use this firefight ploy when a friendly **CELESTIAN INSIDIANT** operative is incapacitated while fighting or retaliating. You can strike the enemy operative in that sequence with one of your unresolved successes before it's removed from the killzone. If that enemy operative is incapacitated as a result, that friendly operative becomes **INSPIRING** before it's removed from the killzone and you can resolve the Martyrdom faction rule.

CELESTIAN INSIDIANT
FIREFIGHT PLOY

FAITH & FURY

Divine rage empowers these warriors to cleave through multiple foes.

Use this firefight ploy when a friendly **CELESTIAN INSIDIANT** operative is fighting and you strike the enemy operative in that sequence with a critical success. After resolving that strike, also inflict D3 damage on each other enemy operative visible to and within 2" of that friendly operative in an order of your choice (roll separately for each). Note that the friendly operative would become **INSPIRING** if any enemy operatives with a Wounds stat of 6 or more are incapacitated as a result of this damage.

CELESTIAN INSIDIANT
FIREFIGHT PLOY

UNSHAKEABLE PURSUIT

Neither fatigue nor terrain can keep a Celestian Insidiant from their quarry.

Use this firefight ploy during a friendly **CELESTIAN INSIDIANT** operative's activation, before or after it performs an action. Until the end of that operative's activation, you can ignore any changes to its Move stat. If that operative is **INSPIRING**, add 1" to its Move stat until the end of that activation. If that operative becomes **INSPIRING** by performing the **Charge** action, you can use this ploy before it moves to gain the additional movement (this takes precedence over stats not changing during an action).

CELESTIAN INSIDIANT
FIREFIGHT PLOY

FERVENT HATE

The Celestian Insidiants embody the hatred and paranoia of their creed.

Use this firefight ploy after rolling your attack dice for a friendly **CELESTIAN INSIDIANT** operative, if it's shooting against, fighting against or retaliating against an enemy operative that doesn't have the **IMPERIUM** keyword. That friendly operative's weapons have the Ceaseless weapon rule until the end of that sequence; if that enemy operative also has the **CHAOS** and/or **PSYKER** keyword, that friendly operative's weapons have the Relentless weapon rule until the end of that sequence instead.

CELESTIAN INSIDIANT
FACTION EQUIPMENT

PSYK-OUT GRENADES

Powerful psyk-out grenades are particularly potent against psykers.

This equipment allows you to select two utility grenades from the utility grenades equipment (see universal equipment) and they must all be stun grenades. If you also select that equipment as normal, you cannot select any stun grenades (i.e. to give you more than two). Whenever an operative takes a stun test as a result of a friendly CELESTIAN INSIDIANT operative performing the **Stun Grenade** action, if the result is a 3+, also inflict damage on it equal to the dice result halved (rounding up). If that first operative has the **PSYKER** keyword, inflict damage on it equal to the dice result instead.

CELESTIAN INSIDIANT
FACTION EQUIPMENT

VOCIFERA MORTIS

Upon the death of its bearer, this device transmits a sombre requiem across the squad's vox-channel, broadcasting the sister's martyrdom.

Once per battle, when an **INSPIRING** friendly CELESTIAN INSIDIANT operative is incapacitated, you can use this rule. If you do, for the Martyrdom faction rule, the other friendly CELESTIAN INSIDIANT operative you select can be one that isn't visible to or within 6" of that operative.

CELESTIAN INSIDIANT
FACTION EQUIPMENT

SAINTLY RELICS

The witch hunters carry a variety of devotional esoterica believed to shield them from harm, enabling them to continue their holy duties.

Whenever an attack dice would inflict damage on a friendly CELESTIAN INSIDIANT operative, you can use this rule. If you do, roll one D6, or two D6 if that operative is **INSPIRING:** if any result is a 6, ignore the damage inflicted from that attack dice. You cannot ignore more than one attack dice per action and two attack dice per battle this way.

CELESTIAN INSIDIANT
FACTION EQUIPMENT

AUTO-FLAGELLATOR

The most devout of Celestian Insidiants may bear beneath their power armour instruments of self-flagellation. At times of great import, these devices inflict agonising pain upon the body, focusing the mind and spirit and driving the recipient to inspirational acts of zealotry.

Whenever a friendly CELESTIAN INSIDIANT operative is activated, you can use this rule. If you do, roll one D6 and inflict damage on that operative equal to half the result (rounding up); on a 4+, that operative also becomes **INSPIRING**. You cannot make more than one friendly operative **INSPIRING** using this rule per turning point.

CELESTIAN INSIDIANTS: 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.

RULES COMMENTARY

OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can an operative within 3" of a* **CELESTIAN INSIDIANT** *operative be selected for a* **PSYCHIC** *rule or action by another operative outside that distance?*

A: No. An operative cannot benefit from, be selected for, or in any way use a **PSYCHIC** rule while within range of a **CELESTIAN INSIDIANT** operative. All **PSYCHIC** rules have absolutely no effect on operatives within the distance specified by the Weapons of the Witch Hunter faction rule.

PREVIOUS ERRATAS

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.

DENUNCIA OPERATIVE, SPEAK OF HER DEEDS ACTION

Last sentence of effect changed to read:
'Resolve one **BENEDICTION** from the Martyrdom faction rule on that operative (excluding Exigence).'

CELESTIAN INSIDIANT OPERATIVES

Celestian Insidiant kill teams comprise a range of specialists, each one trained and outfitted to perform a specific role in the pursuit and destruction of sorcerous foes. Some utilise esoteric relic weapons and equipment drawn from the extensive armouries of their Orders Militant, the bearing of which is a great honour.

SUPERIOR



Often the most experienced of her squad, an Insidiant Superior leads her sisters in ceremony and battle with stern precision. She wears an elaborate helm crest and carries an ornate null mace that signifies her superiority, as well as bearing more potent ranged weapons to wield against the foe.

CENSOR



An Insidiant Censor bears the virge of admonition. This holy device contains a large, short-burst null field projector that, when activated, emits a pulse of null force that emboldens the squad's sisters and weakens the resolve of their enemies.

ABJUROR



An Insidiant Abjuror is responsible for defending her squad from blades, bullets and the profane powers of witches. She interposes herself between the enemy and her sisters burdened with holy relics, turning aside blows and striking down heretics with her blessed sword.

CREMATORS



The Battle Sisters of the Adepta Sororitas believe wholeheartedly in the cleansing powers of liquid flame. The Insidiant Cremator is tasked with burning away the stain of witchcraft with her hand flamer. It is her task to incinerate all trace of abhorrence, reducing psykers and their thralls to piles of smouldering ash and blackened bone.

'ABHOR WITCHCRAFT, MY SISTERS, FOR THERE IS NO HERESY GREATER OR MORE FOUL. SEEK IT OUT AND DESTROY IT WHEREVER IT MAY BE FOUND. LET NEITHER MERCY NOR COMPASSION SWAY YOU FROM YOUR DUTY. YOUR SUSPICION IS ALL THAT IS REQUIRED TO PROCLAIM JUDGEMENT AND ENACT THE ONLY SENTENCE APPROPRIATE FOR SUCH A CRIME: DEATH.'

- Canoness Preceptor Vehemence Crane

DENUNCIA



Having studied with the Orders Dialogus, the Insidiant Denuncia is a practiced orator whose very voice is a weapon. In battle, her fiery verses of banishment and exorcism thunder through the minds of her enemies, wracking them with pain and breaking their concentration.

RELIQUARIUS



An Insidiant Reliquarius bears aloft the simulacrum nullificatus. Wired into its mechanisms is the skull of a Pariah – a mutant whose mind projects a field of negative psychic energy. When activated, it creates an aura of null energy that saps at the foe's will and reduces their combat effectiveness.

MORTISANCTUS



Sombre, stern and utterly implacable, the Insidiant Mortisanctus is an expert swordswomen. Chosen to wield ancient power weapons consecrated in the blood of martyrs and engraved with holy scripture, it is her task to engage the deadliest of foes and to land the killing blow upon the witch. Each swing she makes is both measured and lethal.

WARRIOR



An Insidiant Warrior is a potent anti-psyker fighter equipped with a null mace and condemnor bolt pistol. She aggressively pursues those she perceives as having displayed any trace of sorcery, and the traitors who seek to aid such heretics in escaping the Emperor's judgement.

CELESTIAN INSIDIANTS KILL TEAM

Below you will find a list of the operatives that make up a **CELESTIAN INSIDIANTE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 1 **CELESTIAN INSIDIANTE SUPERIOR** operative with one of the following options:
  - Relic condemnor stakethrower; relic bolt pistol; null mace
  - Inferno pistol; null mace
- 8 **CELESTIAN INSIDIANTE** operatives selected from the following list:
  - **ABJUROR**
  - **CENSOR**
  - **CREMATOR**
  - **DENUNCIA**
  - **MORTISANCTUS**
  - **RELIQUARIUS**
  - **WARRIOR**

Other than **CREMATOR** and **WARRIOR** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **CREMATOR** operatives.

ARCHETYPES

SECURITY

SEEK & DESTROY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

SUPERIOR



RELIQUARIUS



CENSOR



ABJUROR



DENUNCIA



MORTISANCTUS



CREMATOR



WARRIOR



DESIGNER'S COMMENTARY

The Celestian Insidiants are the anti-psyker force of the Adepta Sororitas. As exemplars of witch hunting, they carry anti-psyker weaponry and equipment, and are sent to track down and eliminate all who are guilty – or even just unlucky enough to be suspected – of sorcery. As veteran Celestians, each Insidiant is a fanatical devotee of the Imperial Cult, and longs to be proven a holy example by dying gloriously in service of the God Emperor! To do so, they'll first need to prove their worth.

The Celestian Insidiants' Inspiration and Martyrdom faction rules represent an Insidiant's example of holy rage before she's witnessed falling in battle by her fellow sisters. In them, her zealotry will live on, as they each take powerful benefits in their own quest to become as holy as their martyred fallen sister.

You'll need to find the right pace for these faction rules to properly run your kill team. Early aggression without inspiring or correctly positioned friendly operatives will cause you to lose numbers for no reason, and your late game will struggle due to low operative count. Alternatively, waiting for too long to get in the fight will leave you without access to the powerful Benedictions which allow the Insidiants to punch above their weight.

The Auto-flagellator equipment, the Superior's Spiritual Mentor action and the Denuncia's Speak of Her Deeds action can help you to maintain the pace of your inspiring operatives by resolving Benedictions when you aren't able to make a martyr of a friendly operative, or inspiring another when you know they will soon be making a dangerous play. When learning the team, take notice of the ideal moment to inspire a friendly operative, and when to send them to their final battle. Finding this pace will be critical to your success.

With such a focus on eliminating their enemies, many of the Celestian Insidiants' ploys focus on striking with terrifying damage potential and solid durability. Suspect your enemies of witchcraft and hunt them down with Suspect & Eliminate, or draw strength from your wounds with Suffering & Sacrifice to re-roll one of your attack dice. Wrathful Determination and Holy Resilience will stabilise your defence dice and shrug off incoming damage as your operatives look to rush in and strike down their enemies before becoming martyrs. Within firefight ploys, you have a suite of options for devastating melee combat potential, as well as Fervent Hate, which exemplifies the true goal of the Insidiants: to utterly eliminate the witch and the heretic.

The sword and shield of the Celestian Insidiants are the Mortisanctus, who create memorable last stands between the heroes of each kill team by issuing ultimatums to opponents, and the Abjuror, who selflessly attempts to protects her sisters from any who would strike them down. Of course, the holy trinity of melta, bolter and flamer must be complete, so the Cremators step in with their hand flamers, and inspire their sisters by purging the guilty in fire.

By combining a controlled pace with bursts of aggression, the Celestian Insidiants hunt the witch and the heretic with unwavering surety, striving towards victory for the Adepta Sororitas.