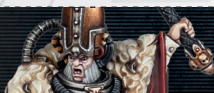




SANCTIFIER CONFESSOR



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**. 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 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 Declaration: 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

25

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: Gallowdark, 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

25

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

25

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 6" 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 6" from this operative has a positive APL stat change and your opponent spends its final AP to move that operative within 6" 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

25

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

25



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

(25)

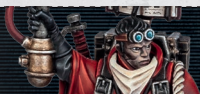
SANCTIFIER MIRACULIST

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

(25)

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
2MOVE
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 contests an objective marker, it's benefitting from the **SERMON**.

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, PREACHER

25

SANCTIFIER RELIQUANT

APL
2MOVE
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 6" 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

25

SANCTIFIER SALVATIONIST

APL
2MOVE
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 and worsen the x of the Piercing weapon rule by 1 (if any). Note that Piercing 1 would therefore be ignored.

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

25

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 3 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



Wreath 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 scourged 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 to 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 against 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.



SANCTIFIER FACTION EQUIPMENT

PURITY SEALS

Affixed to clothing, armour and wargear by way of wax seals, these pieces of parchment are inscribed with holy prayers and blessings.

Once per turning point, when a friendly **SANCTIFIER** operative is shooting or fighting, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.

SANCTIFIER FACTION EQUIPMENT

ECCLESIArchY TEXTS

The orators of the Adeptus Ministorum carry with them many a fiery prayer and excoriating psalm scribed on tattered vellum, designed to inspire their allies and diminish the foe.

In the Ready step of each Strategy phase, roll 2D6: if the result is less than the remaining wounds of a friendly **ORATOR** operative, you gain 1CP. Note that this is done before the Gambit step, so if there isn't a valid **ORATOR** operative, you cannot use this rule during that turning point (e.g. during the first turning point).

SANCTIFIER FACTION EQUIPMENT

IMPERIAL CULT SYMBOLS

Whether carved from stone or wrought in solid gold, blessed religious symbols bestow upon their bearers both fortune and favour.

Once per turning point, when an operative is shooting a friendly **SANCTIFIER** operative that's benefitting from the **SERMON**, when you collect your defence dice, you can use this rule. If you do, change one of the attacker's retained critical successes to a normal success (any weapon rules they've already resolved aren't affected, e.g. Piercing Crits).

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

NOTES:



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.

RULES COMMENTARY

AUGUST '25

This section provides clarification on ambiguous and complex rules interactions.

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.

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**.

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 [...]'

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.'

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**.'

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** [...]'

Relevant part of third sentence changed to read:

'[...] but each **cannot move more than 3"** and must end that move in a location where they are still benefitting from the **SERMON**.'

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.'

PREVIOUS RULES COMMENTARIES

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 my opponent uses a firefight ploy that requires an operative to perform a **Shoot** or **Fight** action (e.g. **HERNKYN** ⚔ **YAEIR** ⚔ 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.

SANCTIFIER OPERATIVES

CONFESSOR



Amongst the most zealous of the Imperium's clergy, Confessors are wandering priests with decades of experience in rooting out traitors and heretics. They are skilled orators possessed of towering charisma.

CHERUB



Grown in flesh-vats, Cherubim are diminutive servitors that undertake a wide variety of ritual tasks and duties. Those that accompany Sanctifiers are often armed with incentivisers to disable fleeing foes.

CONFLAGRATOR



It is said by many a Ministorum Priest that the taint of heresy can only be cleansed in fire. Conflagrators believe wholeheartedly in this credo, wielding hand flammers into battle and incinerating the corrupt without mercy.

DEATH CULT ASSASSIN



Members of extreme sects within the Imperial Cult, Death Cult Assassins are cold-blooded slayers who view killing as an act of worship. In battle, they wield a variety of ritual weapons with skill and grace, leaving a trail of mutilated corpses in their wake.

DRILL ABBOT



Drill Abbots are tasked by the Schola Progenium with turning recruits into fanatical warriors. Veterans of frontline combat, they are commonly recruited to serve within Sanctifier bands as enforcers of military discipline amongst often ad hoc units.

'THE MUTANT MAY MATCH YOU IN STRENGTH, THE HERETIC IN ZEAL AND THE WITCH IN CUNNING. IT IS DISCIPLINE AND STRENGTH OF SPIRIT THAT SEPARATES YOU FROM THESE VILE TRAITORS, AND THE DRILL ABBOT WHO SHALL INSTILL WITHIN YOU THESE TRAITS. LISTEN WELL TO THEIR WORDS.'

- Progenia Scholastica, Volume 1: Discipline

Sanctifier kill teams combat enemies of the faith with fire and fury. They wield a variety of conventional weapons alongside more esoteric equipment utilised by specialist priests of the Adeptus Ministorum and their laity. In addition to their considerable firepower, some Sanctifiers can also bring unique spiritual abilities to the battlefield.

MIRACULIST



On occasion, a Confessor will encounter an individual in whom they believe the Emperor's divine power is made manifest. These strange beings display unnatural powers and insight that often prove invaluable.

MISSIONARY



Missionaries are tasked with spreading the Imperial faith beyond the boundaries of the Imperium. Most are veterans of countless border conflicts, and as such bear a variety of military equipment acquired along the way.

PERSECUTOR



Possessed of frightening zeal, Persecutors relentlessly pursue their heretic prey. Once caught, they butcher and incinerate their victim with a two-handed eviscerator, affixed with a hand flamer.

PREACHER



Preachers are responsible for tending to the spiritual needs of the Imperium's countless worlds, and are commonly attached to military units to bolster their resolve. They are also tasked with rooting out psykers, mutants and heretics, and overseeing their execution.

RELIQUANT



Sanctifier Reliquants bear to battle relics harvested from the bodies of Imperial martyrs. When borne aloft, these invaluable symbols inspire the faithful, inflaming their zeal and banishing fear and doubt from their minds.

SALVATIONIST



As medicae repair damaged bodies, Salvationists tend to tortured souls. They possess a variety of salves, unguents and soothing prayers with which they banish madness, reinforce flagging spirits and embolden their allies against the horrors they may encounter.

SANCTIFIER KILL TEAM

4

SANCTIFIERS » KILL TEAM SELECTION



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

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**

Other than **PREACHER** operatives, your kill team can only include each operative above 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.

ARCHETYPES



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

CONFESSOR



Mace of Censure

CHERUB



Incentiviser

CONFLAGRATOR

Twin hand flamers



DEATH CULT ASSASSIN



DRILL ABBOT

Great hammer



MIRACULIST



MISSIONARY



Holy relic

Holy relic

Brazier of holy fire



Holy relic

Chainsword

Meltagun

Plasma gun



PERSECUTOR

Eviscerator & hand flamer



PREACHER

Chainsword

Hand flamer



RELIQUANT

Hand flamer



SALVATIONIST

Soulstave



DESIGNER'S COMMENTARY

Sanctifiers draw their strength from an unshakeable faith in the Emperor. When they are grouped together, they gain miraculous power that elevates them far beyond what a mere Human civilian should be capable of in the 41st Millennium.

It all begins with their faction rule Ministorum Sermon. One operative becomes the orator, and the faithful congregation are empowered by their sermon. Ensuring your operatives are the correct distance from the orator will be essential, as this is the key way your operatives become greater than their stats suggest. Not only do they ignore damage, but a plethora of other rules (such as strategy plays) rely on this same distance. If you line this up correctly, your kill team will become a mighty procession, marching through the killzone to shoot, fight and endure far greater than if it were stretched apart.

It's not just the orator's sermon that grants additional benefits; other support operatives further lift your kill team, such as the Drill Abbot, Reliquant and Salvationist. Like the aforementioned orator, you'll need to place these operatives in the best position to maximise their auras, but also to keep them protected from enemy assassins looking to break apart your procession. Remember, many of these rules don't require visibility, so you can use terrain and other operatives to keep them safe, while still providing support rules to operatives on the frontline.

This kill team's reliance on its auras can concentrate your operatives to an area of the killzone, giving your opponent more freedom on the peripheries. This is where certain key operatives come in, capable of threatening your opponent even if they aren't near your auras. The Missionary is a veteran who has operated independently on distant planets all across the galaxy; with a holy relic they are capable of moving off independently while still benefitting from the sermon. Furthermore, the Death Cult Assassin is a highly trained solo operative, ready to ambush anyone lurking alone.

Once you have your attack plan in mind, you'll need to execute it. With the exception of a Missionary's plasma gun, Sanctifiers overwhelmingly favour melee and close-range shooting. They have very little hope in a

protracted, long-range firefight, so try marching them to the centre of the killzone, then commence a close-range attack from there. An abundance of flamers gives you reliable damage and punishes enemies that group too closely, while sanctification orbs from equipment allow you to root out operatives attempting to sneak too close to your procession. Applying Blaze tokens will also keep the damage going, potentially finishing off operatives with just a few wounds remaining.

'I AFFIX THEE WITH THE SEAL OF SANCTITY. I BESTOW UPON THEE THE EMPEROR'S BLESSINGS.'

- Ritual of Application

When needed, you also have the Miraculist. This powerful operative has limited weapons, so you'll have to decide the opportune time to unleash them, but they pack a punch when you do. Their Miracle rule keeps them alive that extra bit longer, so if you use them at the right time, they can single-handedly turn the game in your favour.

A significant challenge for this team is figuring out how much of its support rules you should use. Nearly half of your team improves others, so if you play too defensively with them, only the other half is free to threaten enemy operatives and battle for objectives. In each game, you'll have to decide when to forego some buffs so you can effectively apply pressure to your opponent. Fortunately, when the Confessor does this, they have the powerful Mace of Censure and a Commanding Declamation rule to use their powers of persuasion on the enemy.

Overall, the Sanctifiers are a team for players that like to effectively organise their operatives and think many activations ahead. The aim is to elevate the team with clever positioning and supporting rules so it can perform above the sum of its parts.

