

# SANCTIFIERS

## STRATEGY PLOYS

### THE EMPEROR PROTECTS

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).

### FERVENT BRAWL

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

### ZEALOUS PERSECUTION

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.

### RALLY THE FLOCK

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.

## FIREFIGHT PLOYS

### ROSARIUS

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

### ARDENT ERADICATION

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.

### REDEEMED THROUGH FIRE

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).

### UNWAVERING DEVOTION

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.

## OPERATIVES

### ARCHETYPE: SECURITY / SEEK AND DESTROY

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.

## FACTION RULES

### BLAZE

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 player selects one of the following:

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

### MINISTORUM SERMON

**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, 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**.

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**).

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

## FACTION EQUIPMENT

### SANCTIFICATION ORBS

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

#### 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).
- Cannot perform this action while within control range of an enemy operative.

### PURITY SEALS

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.

### ECCLESIAHORITY TEXTS

In the Ready step of each Strategy phase, roll 3D6: 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).

### IMPERIAL CULT SYMBOLS

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 already resolved aren't affected, e.g. Piercing Crits).

## OPERATIVES

### CONFESSOR

APL 2	MV 6"	SV 5+	W 10
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A	HT	D	WR
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X 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 3" and must end that move in a location where they are still benefiting from the **SERMON**. If this operative is incapacitated before this rule is fully resolved, e.g. from the **Guard** action's interruption, don't remove it from the killzone until this rule has been resolved.

**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.

# SANCTIFIERS

CONFLAGRATOR	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Twin hand flamers				
- Focused	4	2+	3/3 Rng 6", Saturate, Torrent 2", Blaze*	
- Twin torrent	4	2+	3/3 Rng 6", Saturate, Torrent 0", Twin Torrent*, Blaze*	
X Gun butts	4	4+	2/3 -	

**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).

DEATH CULT ASSASSIN	APL 3	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Throwing knives	4	3+	2/5 Rng 6", Silent	
X 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.

DRILL ABBOT	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
X 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.

MIRACULIST	APL 2	MV 6"	SV 4+	W 7
	A	HT	D	WR
⊕ Holy light	4	2+	4/3 Rng 8", Devastating 3, Limited 1, Piercing 1, Saturate, Blaze*	
⊕ Wreathe in fire	4	2+	4/4 Blast 1", Limited 1, Wreathed*, Blaze*	
X Burning hands	1	2+	7/8 Brutal, Limited 1, Blaze*	
X Fists	2	5+	1/2 -	

**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.

MISSIONARY	APL 2	MV 6"	SV 5+	W 8
	A	HT	D	WR
⊕ Brazier of holy fire	4	2+	4/4 Rng 4", Saturate, Torrent 1", Blaze*	
⊕ Meltagun	4	4+	6/3 Rng 6", Devastating 4, Piercing 2	
⊕ Ministorum flamer	4	2+	4/4 Rng 8", Saturate, Torrent 2", Blaze*	
⊕ Plasma gun				
- Standard	4	4+	4/6 Piercing 1	
- Supercharge	4	4+	5/6 Hot, Lethal 5+, Piercing 1	
X Brazier of holy fire	4	4+	4/4 Shock, Blaze*	
X Chainsword	4	4+	4/5 -	
X Gun butt	3	4+	2/3 -	

**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.

PERSECUTOR	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Hand flamer	4	2+	3/3 Rng 6", Saturate, Torrent 1", Blaze*	
X 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.

PREACHER	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Hand flamer	4	2+	3/3 Rng 6", Saturate, Torrent 1", Blaze*	
X Chainsword	4	4+	4/5 -	

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

RELIQUANT	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
⊕ Hand flamer	4	2+	3/3 Rng 6", Saturate, Torrent 1", Blaze*	
X Gun butt	3	4+	2/3 -	

**Cult Icon:** Whenever this operative controls a marker within 4" of this operative, treat the total APL stat of friendly **SANCTIFIER** operatives that contest that marker 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.

SALVATIONIST	APL 2	MV 6"	SV 5+	W 7
	A	HT	D	WR
X 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.

● 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.

CHERUB	APL 2	MV 7"	SV 5+	W 5
	A	HT	D	WR
X 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**.

**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.