

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 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

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. Vantage terrain).
- 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 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 valid targets. 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 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 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 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 MIRACULIST



APL
▼ 2

MOVE
➡ 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*
🔥🔥🔥 Wreathe 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 MIRACULIST



APL
▼ 2

MOVE
➡ 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
▼ 2

MOVE
➡ 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 MISSIONARY



APL

▼ 2

MOVE

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

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 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 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 SALVATIONIST



APL
▼ 2

MOVE
➡ 6"

SAVE
🛡️ 5+

WOUNDS
🔥 7

NAME

A

HIT

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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.