



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

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

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

A: Yes.

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 [...].'

FACTION RULES, MINISTORUM SERMON

Relevant part of last paragraph changed to read:

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

FIREFIGHT PLOYS, UNWAVERING DEVOTION

Additional text added to end of first paragraph:

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

STRATEGY PLOYS, RALLY THE FLOCK

Second sentence changed to read:

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

FACTION EQUIPMENT, ECCLESIArchY TEXTS

Relevant part of first sentence changed to read:

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

CONFLAGRATOR OPERATIVE, TWIN TORRENT WEAPON RULE

First sentence changed to read:

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

DRILL ABBOT OPERATIVE, NULL SKULL RULE

All three distances changed to **'4"**.

PREACHER OPERATIVE, DEFEND THE FAITH RULE

Relevant part changed to:

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

CONFESSOR OPERATIVE, LEAD THE PROCESSION RULE

Relevant part of first sentence changed to read:

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

Second sentence changed to read:

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

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.'

RELIQUANT OPERATIVE, CULT ICON RULE

Relevant part of first sentence changed to read:

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

SALVATIONIST OPERATIVE, CONVERSION FIELD RULE

Relevant part deleted:

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

PREVIOUS RULES COMMENTARIES

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 YAEGIR** *Stalwart Defence*) and I cancel that action with my **SANCTIFIER** **CONFESSOR** operative's *Commanding Declamation* rule, is the CP refunded?

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

Q: If 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.

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

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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



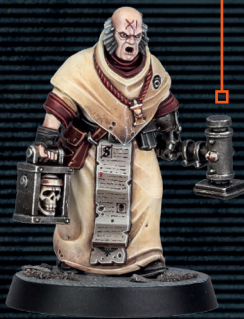
DEATH CULT ASSASSIN



Ritual blades

DRILL ABBOT

Great hammer



MIRACULIST



MISSIONARY



Ministorum flamer

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 ploys*) 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.

