


SANCTIFIER CONFESSOR

2

6"

5+

10

NAME	ATK	HIT	DMG	WR
 <b>Mace of Censure</b>	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


**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.

**Brutal:** Your opponent can only block with critical successes.

**Shock:** The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or one of their critical successes if there are none).

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, LEADER, CONFESSOR




SANCTIFIER CHERUB

2

7"

5+

5

NAME	ATK	HIT	DMG	WR
 <b>Inventivisor</b>	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**.

**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


AP: 1

 **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.

**Shock:** The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or one of their critical successes if there are none).

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, CHERUB



SANCTIFIER DEATH CULT ASSASSIN

2

6"

5+

8

	NAME	ATK	HIT	DMG	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

AP: 1

- ▶ Change this operative's order.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

**Silent:** An operative can perform the **Shoot** action with this weapon while it has a Conceal order.

**Range 6":** Only operatives within 6 of the active operative can be valid targets.



SANCTIFIER DRILL ABBOT

2

6"

5+

7

	NAME	ATK	HIT	DMG	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.

**Brutal:** Your opponent can only block with critical successes.


**Shock:** The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or one of their critical successes if there are none).


SANCTIFIER👤, IMPERIUM, ADEPTUS MINISTORUM, DEATH CULT ASSASSIN


SANCTIFIER👤, IMPERIUM, ADEPTUS MINISTORUM, DRILL ABBOT








SANCTIFIER MIRACULIST

2

6"

4+

7


	NAME	ATK	HIT	DMG	WR
	Holy light	4	2+	4/3	Range 8", Devastating 3, Limited 1, Piercing 1, Saturate, Blaze*
	Wreath of fire	4	2+	4/4	Blast 1", Limited 1, Wreathed*, Blaze*
	Burning hands	1	2+	7/8	Brutal, Limited 1, Blaze*
	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.


**Blast 1":** The target you select is the primary target. After shooting the primary target, shoot with this weapon against each secondary target in an order of your choice (roll each sequence separately). Secondary targets are other operatives visible to and within 1" of the primary target (they are all valid targets, regardless of a Conceal order). Secondary targets are in cover and obscured if the primary target was.


**Brutal:** Your opponent can only block with critical successes.







SANCTIFIER MISSIONARY

2

6"

5+

8

	NAME	ATK	HIT	DMG	WR
	Brazier of holy fire	4	2+	4/3	Range 4", Saturate, Torrent 1", Blaze*
	Ministorum flamer	4	2+	4/4	Range 8", Saturate, Torrent 2", Blaze*
	Brazier of holy fire	4	4+	4/4	Shock, Blaze*

**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.

**Saturate:** The defender cannot retain cover saves.

**Severe:** If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.

**Shock:** The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or one of their critical successes if there are none).


**Torrent 1":** Select a valid target as normal as the primary target, then select any number of other valid targets within 1" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

**Torrent 2":** Select a valid target as normal as the primary target, then select any number of other valid targets within 2" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

**Range 4":** Only operatives within 4" of the active operative can be valid targets.

SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, MIRACULIST

SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, MISSIONARY



SANCTIFIER MISSIONARY

2

6"

5+

8

	NAME	ATK	HIT	DMG	WR
🔥🔥🔥	Ministorum flamer	4	2+	4/4	Range 8", Saturate, Torrent 2", Blaze*
🔫	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.

**Saturate:** The defender cannot retain cover saves.

**Severe:** If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.

**Torrent 2":** Select a valid target as normal as the primary target, then select any number of other valid targets within 2" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

**Range 8":** Only operatives within 8 of the active operative can be valid targets.



SANCTIFIER MISSIONARY

2

6"

5+

8

	NAME	ATK	HIT	DMG	WR
🔥🔥🔥	Meltagun	4	4+	6/3	Blast 6", Devastating 4, Piercing 2
⚔️	Chainsword	4	4+	4/5	

**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.


**Blast 6":** The target you select is the primary target. After shooting the primary target, shoot with this weapon against each secondary target in an order of your choice (roll each sequence separately). Secondary targets are other operatives visible to and within 6 of the primary target (they are all valid targets, regardless of a Conceal order). Secondary targets are in cover and obscured if the primary target was.

**Piercing 2:** The defender collects 2 less defence dice. If the rule is Piercing Crits 2, this only comes into effect if you retain any critical successes.


**Severe:** If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.


SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, MISSIONARY


SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, MISSIONARY









SANCTIFIER MISSIONARY









	NAME	ATK	HIT	DMG	WR
	Brazier of holy fire	4	2+	4/3	Range 4", Saturate, Torrent 1", Blaze*
	Plasma gun (standard)	4	4+	4/6	Piercing 1
	Plasma gun (supercharged)	4	4+	5/6	Hot, Lethal 5+, Piercing 1
	Brazier of holy fire	4	4+	4/4	Shock, Blaze*
	Chainsword	4	4+	4/5	

**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.


**Hot:** After an operative uses this weapon, roll one D6: if the result is less than the weapon's Hit stat, inflict damage on that operative equal to the result multiplied by two. If it's used multiple times in one action (e.g. Blast), still only roll one D6.

**Piercing 1:** The defender collects 1 less defence dice. If the rule is Piercing Crits 1, this only comes into effect if you retain any critical successes.


**Saturate:** The defender cannot retain cover saves.


**Severe:** If you don't retain any critical successes, you can change one of your normal successes to a critical success. Any rules that take effect as a result of retaining a critical success (e.g. Devastating, Piercing Crits, etc.) still do.


**Shock:** The first time you strike with a critical success in each sequence, also discard one of your opponent's unresolved normal successes (or one of their critical successes if there are none).






SANCTIFIER PERSECUTOR









	NAME	ATK	HIT	DMG	WR
	Hand flamer	4	3+	3/3	Range 6", Saturate, Torrent 1", Blaze*
	Evisverator	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.

**Brutal:** Your opponent can only block with critical successes.


**Saturate:** The defender cannot retain cover saves.

**Torrent 1":** Select a valid target as normal as the primary target, then select any number of other valid targets within 1" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).


**Range 6":** Only operatives within 6 of the active operative can be valid targets.


SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, MISSIONARY


SANCTIFIER👹, IMPERIUM, ADEPTUS MINISTORUM, PERSECUTOR






SANCTIFIER PREACHER

2

6"

5+

7


	NAME	ATK	HIT	DMG	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**.


**Saturate:** The defender cannot retain cover saves.


**Torrent 1":** Select a valid target as normal as the primary target, then select any number of other valid targets within 1" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).


**Range 6":** Only operatives within 6 of the active operative can be valid targets.






SANCTIFIER RELIQUANT

2

6"

5+

7

	NAME	ATK	HIT	DMG	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.


**Saturate:** The defender cannot retain cover saves.

**Torrent 1":** Select a valid target as normal as the primary target, then select any number of other valid targets within 1" of the first valid target as secondary targets. Shoot with this weapon against all of them in an order of your choice (roll each sequence separately).

**Range 6":** Only operatives within 6 of the active operative can be valid targets.

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, PREACHER

SANCTIFIER, IMPERIUM, ADEPTUS MINISTORUM, RELIQUANT




### SANCTIFIER SALVATIONIST

2

6"

5+


7


NAME	ATK	HIT	DMG	WR
 <b>Soulstave</b>	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**

AP: 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.

**Piercing 1:** The defender collects 1 less defence dice. If the rule is Piercing Crits 1, this only comes into effect if you retain any critical successes.

**SANCTIFIER**, IMPERIUM, ADEPTUS MINISTORUM, MEDIC, SALVATIONIST


### FACTION RULE

**BLAZE**



Some weapons in this team's rules have the Blaze weapon rule below.

**Blaze:** If you retain 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.

FACTION RULE	STRATEGY PLOY
<div data-bbox="730 446 1308 495">MINISTORUM SERMON</div> <p><b>STRATEGIC GAMBIT.</b> Select one friendly <b>SANCTIFIER</b> operative. If a friendly <b>CONFESSOR</b> operative hasn't been incapacitated, you must select it. Until you use this <b>STRATEGIC GAMBIT</b> again during the battle, that operative has the <b>ORATOR</b> keyword.</p> <p>Whenever a friendly <b>SANCTIFIER</b> operative is within 3" of a friendly <b>ORATOR</b> operative (or 6" if the <b>ORATOR</b> is a <b>CONFESSOR</b>), that friendly <b>SANCTIFIER</b> operative is benefitting from the <b>SERMON</b>.</p> <p>Whenever a friendly <b>SANCTIFIER</b> operative is activated within 3" of a friendly <b>ORATOR</b> operative (or 6" if the <b>ORATOR</b> is a <b>CONFESSOR</b>), that friendly <b>SANCTIFIER</b> operative is benefitting from the <b>SERMON</b> until the end of that activation (i.e. even if it then moves more than the distance requirement from the <b>ORATOR</b> operative).</p> <p>Whenever a friendly <b>SANCTIFIER</b> operative is benefitting from the <b>SERMON</b>, Normal and Critical Dmg of 3 or more inflicts 1 less damage on it.</p>	<div data-bbox="1404 446 1982 495">THE EMPEROR PROTECTS</div> <p>Whenever an operative is shooting a friendly <b>SANCTIFIER</b> operative that's benefitting from the <b>SERMON</b>, you can re-roll any of your defence dice results of one result (e.g. results of 2).</p> 



STRATEGY PLOY	STRATEGY PLOY
<div data-bbox="730 446 1308 495">FERVENT BRAWL</div> <p>Whenever a friendly <b>SANCTIFIER</b> operative that's benefitting from the <b>SERMON</b> is fighting or retaliating, its melee weapons have the Ceaseless weapon rule.</p> <p><b>Ceaseless:</b> You can re-roll any of your attack dice results of one result (e.g. results of 2)</p> 	<div data-bbox="1402 446 1980 495">ZEALOUS PERSECUTION</div> <p>Whenever a friendly <b>SANCTIFIER</b> operative is fighting during an activation in which it performed the <b>Charge</b> action, its melee weapons have the Lethal 5+ weapon rule.</p> <p><b>Lethal 5+:</b> Your successes equal to or greater than 5 are critical successes.</p> 

STRATEGY PLOY

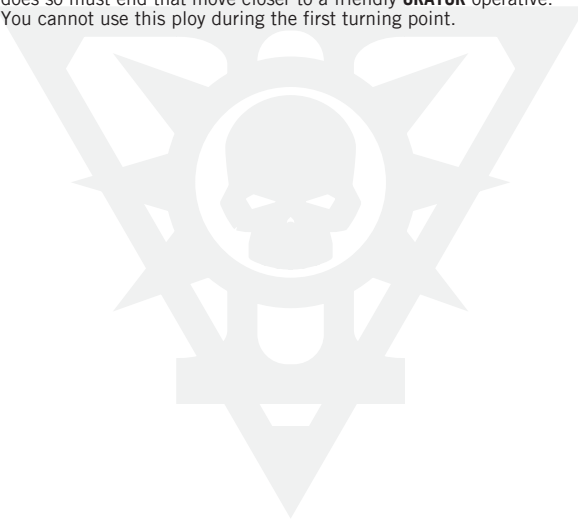
RALLY THE FLOCK

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 to a friendly **ORATOR** operative. You cannot use this ploy during the first turning point.

FIREFIGHT PLOY

ROSARIUS

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



FIREFIGHT PLOY

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



FIREFIGHT PLOY




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).



FIREFIGHT PLOY

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.

FACTION EQUIPMENT

SANCTIFICATION ORBS

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

SANCTIFICATION ORB	AP: None
 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 <b>SANCTIFIER</b>  operative is shooting against an operative that has one of your Doused tokens with a weapon that has the <b>Blaze</b> weapon rule, that weapon also has the <b>Seek</b> weapon rule.	
 After a friendly <b>SANCTIFIER</b>  operative uses a weapon that has the <b>Blaze</b> weapon rule against an enemy operative that has one of your Doused tokens, remove that token (even if the <b>Seek</b> weapon rule wasn't used).	
 This operative cannot perform this action while within control range of an enemy operative.	

FACTION EQUIPMENT

PURITY SEALS

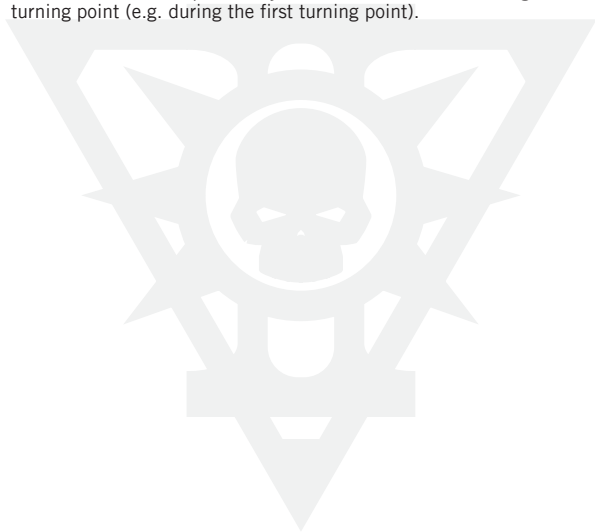
Once per turning point, when a friendly **SANCTIFIER** operative is shooting or fighting, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.



FACTION EQUIPMENT

ECCLESIAARCHY TEXTS

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).



## FACTION EQUIPMENT

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



## Patreons

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