



SANCTUS

60 PTS

M	T	SV	W	LD	OC
6"	3	5+	3	7+	1



RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Cult sniper rifle <small>ANTI-PSYKER 2+, HEAVY, PRECISION</small>	36"	1	3+	7	-2	3

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Close combat weapon	Melee	2	3+	3	0	1
Sanctus bio-dagger <small>ANTI-INFANTRY 3+, PRECISION</small>	Melee	6	2+	3	-2	2

AUFSTELLUNG

1x Sanctus (32mm)

Equipped with: Cult sniper rifle, Close combat weapon, Sanctus bio-dagger

Wargear Options:

- This model can replace its Sanctus bio-dagger with Cult sniper rifle and close combat weapon.

ABILITIES

Cloaked Assassin

If this model is equipped with a Sanctus Bio-dagger, enemy units cannot use the Fire Overwatch Stratagem to shoot at this model. Enemy units cannot target this unit with snap shooting attacks.

Creeping Shadow

If this model is equipped with a Cult Sniper Rifle, In your opponent's Movement phase, if an enemy unit ends a move within 8" of this unit, if this unit is not within Engagement Range of one or more enemy units, this unit can make a Normal move of up to 6".

Psychic Spoor

At the start of the first battle round, select one enemy unit to be this model's prey. Each time this model makes an attack that targets its prey, you can re-roll the Hit roll and you can re-roll the Wound roll.

WEAPON RULES

Anti

This ability always takes the form **[ANTI-X Y+]**. Each time an attack is made with an **[ANTI]** weapon, if the target unit has the keyword denoted by X, an unmodified wound roll of Y+ is a critical wound.

*Example: An attack made with an **[ANTI-VEHICLE 4+]** weapon against a Vehicle unit will result in a critical wound on an unmodified wound roll of 4+, while an attack made with an **[ANTI-PSYKER 2+]** weapon against a Psyker unit will result in a critical wound on an unmodified wound roll of 2+.*

Heavy

In your Shooting phase, each time an attack is made with a **[HEAVY]** weapon, add 1 to the hit roll if all of the following apply to the attacking unit:

- That unit is unengaged.
- That unit was not set up on the battlefield this turn.
- No model in that unit has moved more than 3" this turn.

Precision

While resolving attacks made with one or more **[PRECISION]** weapons, at the start of the Allocation Order step (05.03), if the target unit contains one or more CHARACTER models visible to one or more of the attacking models, the active player can select one allocation group that contains one of those visible CHARACTER models. If they do, until those attacks are resolved, or until that CHARACTER group is destroyed (whichever happens first), that CHARACTER group is the current allocation group.

RULES

Infiltrators

During deployment, if every model in a unit has this ability, it can be set up anywhere on the battlefield that is more than 8" horizontally from your opponent's deployment zone and all enemy units.

Lone Operative

Unless part of an attached unit, this unit is not visible to enemy models unless they are within 12" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within 12" of this unit.

If this ability takes the form Lone Operative X", unless part of an attached unit, this unit is not visible to enemy models unless they are within X" of this unit, and it cannot be targeted by [INDIRECT FIRE] weapons unless the attacking model is within X" of this unit.

Stealth

If every model in a unit has this ability, each time a ranged attack targets that unit, that unit has the benefit of cover against that attack (13.08).