SANCTIFIERS

100 PTS

MIRACULIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SALVATIONIST

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

DEATH CULT ASSASSIN

M	T	Sv	W	LD	OC
6"	3	4+	2	7+	1

INVULNERABLE SAVE 4+

MISSIONARY W/ PLASMA GUN

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

MISSIONARY W/ FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ HAND FLAMER

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ TWO HAND FLAMERS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

SANCTIFIER W/ SIMULACRUM IMPERIALIS

M	T	Sv	W	LD	OC
6"	3	6+	1	7+	1

INVULNERABLE SAVE 5+

RANGED WEAPONS

WEAPON	RANGE	A	BS	S	AP	D
Holy fire IGNORES COVER ONE SHOT TORRENT	12"	D6	N/A	6	-1	2
Meltagun MELTA 2	12"	1	4+	9	-4	D6
Ministorum flamer IGNORES COVER TORRENT	12"	D6	N/A	5	0	1
Ministorum hand flamer IGNORES COVER PISTOL TORRENT	12"	D6	N/A	4	0	1

AUFSTELLUNG

1x Miraculist - Equipped with: Holy fire, Burning hands (25mm)

1x Salvationist - Equipped with: Close combat weapon (25mm)

1x Death Cult Assassin - Equipped with: Death Cult blades (25mm)

1x Missionary w/ plasma gun - Equipped with: Sanctifier melee weapon, Holy fire, Meltagun, ➤ Plasma gun - [illegible]tandard, ➤ Plasma gun - [illegible]harge (25mm)

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KEYWORDS: Infantry, Grenades, Imperium, Sanctifiers, Retinue
FACTION KEYWORDS: Agents of the Imperium

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➤ Plasma gun - standard RAPID FIRE 1	24"	1	3+	7	-2	1
➤ Plasma gun - supercharge HAZARDOUS RAPID FIRE 1	24"	1	3+	8	-3	2

MELEE WEAPONS

WEAPON	RANGE	A	WS	S	AP	D
Burning hands DEVASTATING WOUNDS	Melee	1	2+	6	-2	3
Close combat weapon	Melee	2	3+	3	0	1
Death Cult blades PRECISION	Melee	4	2+	4	-2	1
Sanctifier melee weapon	Melee	3	3+	3	0	1

ABILITIES

Attached Unit
If a Ministorum Priest or Inquisitor model from your army with the Leader ability can be attached to a Sisters of Battle Squad, it can be attached to this unit instead. If a Ministorum Priest or Inquisitor model from your army is attached to this unit during the Declare Battle Formations step, that model gains the Scouts 6" ability.

Cherub
Once per battle, you can target this unit with the Command Re-roll Stratagem for 0CP, and can do so even if you have already targeted a different unit with that Stratagem this phase.

Ministorum Sermon
While this unit contains a Ministorum Priest, each time a model in this unit makes a melee attack, add 1 to the Wound roll.

Salvationist Medikit
In your Command phase, if the bearer is on the battlefield, you can return up to D3 destroyed models (excluding Character models) to this unit.

Simulacrum Imperialis
Improve the Leadership characteristic of models in the bearer's unit by 1.

WEAPON ABILITIES

Devastating Wounds
Each time an attack made with a [**DEVASTATING WOUNDS**] weapon results in a critical wound, the attack sequence for that attack ends and the target unit suffers a number of mortal wounds equal to the D characteristic of that weapon. These are inflicted after resolving any normal damage inflicted by those attacks.

Mortal wounds inflicted by [**DEVASTATING WOUNDS**] weapons can damage a maximum of one model for each critical wound; any remaining mortal wounds inflicted by that attack are lost.

*Example: An attack made with a [**DEVASTATING WOUNDS**] weapon with a D characteristic of 3 results in a critical wound against an Intercessor Squad, so inflicts 3 mortal wounds. The first 2 mortal wounds are sufficient to destroy 1 Intercessor model, so the remaining mortal wound is lost.*

Hazardous
Each time a unit is selected to shoot or selected to fight, after that unit has resolved all of its attacks, make a number of hazard rolls (06.03) for that unit equal to the number of [**HAZARDOUS**] weapons you selected in the Select Weapons step.

Ignores Cover
Each time an attack is made with an [**IGNORES COVER**] weapon, the target cannot have the benefit of cover against that attack (13.08), including from rules that give a model or unit the benefit of cover (e.g. Stealth).

Melta
This ability always takes the form [**MELTA** X]. Each time a model makes an attack with a [**MELTA**] weapon, if the target unit was within half range of that weapon in the Select Targets step, until the attacking unit's attacks have been resolved, add X to that weapon's D characteristic.

*Example: A model targets a unit that is within half range of a [**MELTA** 2] weapon with a D characteristic of D6. While resolving those attacks, that weapon has a D characteristic of D6+2.*

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One Shot
Each weapon with this ability can only be selected to make attacks with once per battle.

If a destroyed model is returned to a unit, all of its [**ONE SHOT**] weapons that have already been selected to make attacks with during the battle cannot be selected to make attacks with again.

If a new unit is added to an army, all [**ONE SHOT**] weapons in that unit can be selected to make attacks with once per battle.

Pistol
[**PISTOL**] and [CLOSE-QUARTERS] are identical for all rules purposes.

Units containing one or more models with a [CLOSE-QUARTERS] weapon can shoot using close-quarters shooting (10.06). When using another shooting type, for each model in that unit (excluding MONSTER/VEHICLE models), you can only select one of the following to make attacks with:

- One or more of its [CLOSE-QUARTERS] weapons.

- One or more of its other ranged weapons.

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.

Rapid Fire
This ability always takes the form [**RAPID FIRE** X]. Each time you gather attack dice for a [**RAPID FIRE**] weapon, add X additional attack dice if the target unit was within half range of that weapon in the Select Targets step.

*Example: If a [**RAPID FIRE** 1] weapon with an A characteristic of 1 targets a unit that is within half range, you would gather one additional attack dice for that weapon (for a total of two for that weapon).*

Torrent
Each time an attack is made with a [**TORRENT**] weapon, that attack automatically hits the target.

FACTION RULES

Assigned Agents
If your army Faction is not AGENTS OF THE IMPERIUM, but every model in your army has the IMPERIUM keyword, you can include AGENTS OF THE IMPERIUM units in your army even if they do not have the Faction keyword you selected in the Select Army Faction step. In this case, the maximum number of AGENTS OF THE IMPERIUM units you can include in your army depends on the battle size, as shown below.

Incursion: 1 RETINUE, 1 CHARACTER, 1 REQUISITIONED

Strike Force: 2 RETINUE, 2 CHARACTER, 1 REQUISITIONED

Onslaught: 3 RETINUE, 3 CHARACTER, 2 REQUISITIONED

Note that you can include AGENTS OF THE IMPERIUM DEDICATED TRANSPORT units in such an army as normal, but each unit must start the battle with one or more units embarked within it, or it cannot be deployed for that battle and will count as having been destroyed during the first battle round.

CORE RULES

Scouts 6"
This ability always takes the form Scouts X". In the Resolve Pre-battle Abilities step, if every model in a unit has this ability, you can do one of the following:

- If that unit is in strategic reserves, you can set up that unit anywhere that is wholly within your deployment zone.

- If that unit is wholly within your deployment zone, it can make a scout move.

- If that unit is embarked within a DEDICATED TRANSPORT that is wholly within your deployment zone, and if every model embarked within that DEDICATED TRANSPORT has the Scouts ability, that DEDICATED TRANSPORT can make a scout move.

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