

SANCTIFIERS

Assigned Agents Scouts 6"

MIRACULIST	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
SALVATIONIST	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
DEATH CULT ASSASSIN	M	T	SV	W	LD	OC	RW
	6"	3	4+	2	7+	1	4+
MISSIONARY w/ PLASMA GUN	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
MISSIONARY w/ FLAMER	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
SANCTIFIER w/ HAND FLAMER	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
SANCTIFIER w/ TWO HAND FLAMERS	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+
SANCTIFIER w/ SIMULACRUM IMPERIALIS	M	T	SV	W	LD	OC	RW
	6"	3	6+	1	7+	1	5+

100 PTS

Base 25mm

1KOMMANDO

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.

2BEWEGUNG

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.

3BESCHUSS

Holy fire

IGNORES COVERONE SHOT

TORRENT

12" D6 N/A 6 -1 2

VERWUNDET

2+ T1-33+ T4-54+ T65+ T7-116+ T12+

Meltagun

MELTA 2

12" 1 4+ 9 -4 D6

VERWUNDET

2+ T1-43+ T5-84+ T95+ T10-176+ T18+

Ministorum flamer

IGNORES COVER

TORRENT

12" D6 N/A 5 0 1

VERWUNDET

2+ T1-23+ T3-44+ T55+ T6-96+ T10+

Ministorum hand flamer

IGNORES COVERPISTOLTORRENT

12" D6 N/A 4 0 1

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

Plasma gun - standard

RAPID FIRE 1

24" 1 3+ 7 -2 1

VERWUNDET

2+ T1-33+ T4-64+ T75+ T8-136+ T14+

Plasma gun - supercharge

HAZARDOUSRAPID FIRE 1

24" 1 3+ 8 -3 2

VERWUNDET

2+ T1-43+ T5-74+ T85+ T9-156+ T16+

4ANGRIFF

5NAHKAMPF

Burning hands

DEVASTATING WOUNDS

Melee 1 2+ 6 -2 3

VERWUNDET

2+ T1-33+ T4-54+ T65+ T7-116+ T12+

Close combat weapon

Melee 2 3+ 3 0 1

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

Death Cult blades

PRECISION

Melee 4 2+ 4 -2 1

VERWUNDET

2+ T1-23+ T34+ T45+ T5-76+ T8+

Sanctifier melee weapon

Melee 3 3+ 3 0 1

VERWUNDET

2+ T13+ T24+ T35+ T4-56+ T6+

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.

6VERTEIDIGUNG

Cherub

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

7IMMER / EINMALIG

Simulacrum Imperialis

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

GEGEN DIESE EINHEIT				
Miraculist				
W3 · RW 6+ · 5++ · 1 LP je Modell				
WIRD VERWUNDET MIT				
2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 5++	DS -1 5++	DS -2 5++	DS -3 5++	DS -4 5++
Death Cult Assassin				
W3 · RW 4+ · 4++ · 2 LP je Modell				
WIRD VERWUNDET MIT				
2+ S6+	3+ S4-5	4+ S3	5+ S2	6+ S1
RETTUNGSWURF JE DS				
DS 0 4+	DS -1 4++	DS -2 4++	DS -3 4++	DS -4 4++

REGELN & KEYWORDS KURZ	
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... Scouts 6" This ability always takes the form Scouts X".	
[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... [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...	
[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 mod... [MELTA] This ability always takes the form [MELTA X].	
[ONE SHOT] Each weapon with this ability can only be selected to make attacks with once per battle. [PISTOL] [PISTOL] and [CLOSE-QUARTERS] are identical for all rules purposes.	
[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 m...	
[RAPID FIRE] This ability always takes the form [RAPID FIRE X].	
[TORRENT] Each time an attack is made with a [TORRENT] weapon, that attack automatically hits the target.	

AUFSTELLUNG
1x Miraculist - Equipped with: Holy fire, Burning hands
1x Salvationist - Equipped with: Close combat weapon
1x Death Cult Assassin - Equipped with: Death Cult blades
1x Missionary w/ plasma gun - Equipped with: Sanctifier melee weapon, Holy fire, Meltagun, ► Plasma gun - standard, ► Plasma gun - supercharge
1x Missionary w/ flamer - Equipped with: Sanctifier melee weapon, Ministorum flamer
4x Sanctifier w/ hand flamer - Equipped with: Sanctifier melee weapon, Ministorum hand flamer
1x Sanctifier w/ two hand flammers - Equipped with: Ministorum hand flamer, Close combat weapon
1x Sanctifier w/ simulacrum imperialis - Equipped with: Ministorum hand flamer, Close combat weapon
• Each Missionary w/ plasma gun can replace its Plasma gun with Meltagun.

KEYWORDS Infantry, Grenades, Imperium, Sanctifiers, Retinue · FRAKTION Agents of the Imperium