SANCTIFIERS

MIRACULIST

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

SALVATIONIST

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

DEATH CULT ASSASSIN

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

MISSIONARY W/ PLASMA GUN

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

MISSIONARY W/ FLAMER

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

SANCTIFIER W/ HAND FLAMER

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

SANCTIFIER W/ TWO HAND FLAMERS

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

SANCTIFIER W/ SIMULACRUM IMPERIALIS

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

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 - standard, ➤ Plasma gun - supercharge (25mm)
1x Missionary w/ flamer - Equipped with: Sanctifier melee weapon, Ministorum flamer (25mm)
4x Sanctifier w/ hand flamer - Equipped with: Sanctifier melee weapon, Ministorum hand flamer (25mm)
1x Sanctifier w/ two hand flamers - Equipped with: Ministorum hand flamer, Close combat weapon (25mm)
1x Sanctifier w/ simulacrum imperialis - Equipped with: Ministorum hand flamer, Close combat weapon (25mm)

Wargear Options:

- Each Missionary w/ plasma gun can replace its Plasma gun with Meltagun.

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

ABILITIES

RULES - Assigned Agents, Scouts 6"

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
➤ 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

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 RULES

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.*

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.