

SANCTIFIER[¶] STRATEGY PLOY

THE EMPEROR PROTECTS

The most dedicated adherents to the Imperial Creed believe that the Emperor protects. They hurl themselves into battle, confident that their faith will shield them.

Whenever an operative is shooting a friendly **SANCTIFIER[¶]** operative that's benefitting from the **SERMON**, you can re-roll any of your defence dice results of one result (e.g. results of 2).

SANCTIFIER[®] STRATEGY PLOY

FERVENT BRAWL

With the intolerant diatribes of the priesthood ringing in their ears, the Sanctifiers fight with a tireless fury.

Whenever a friendly SANCTIFIER[®] operative that's benefitting from the SERMON is fighting or retaliating, its melee weapons have the Ceaseless weapon rule.



SANCTIFIER[®]

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ZEALOUS PERSECUTION

The longer that heresy is allowed to persist, the more indelible the mark it leaves. It must be scoured swiftly and without mercy.

Whenever a friendly SANCTIFIER[®] operative is fighting during an activation in which it performed the **Charge** action, its melee weapons have the Lethal 5+ weapon rule.

SANCTIFIER¶

STRATEGY PLOY

RALLY THE FLOCK

An orator's voice booms above the thunderous din of combat, drawing the faithful back into formation.

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 and visible to (or vice versa) a friendly **ORATOR** operative. You cannot use this ploy during the first turning point.