

# SANCTIFIER® FIREFIGHT PLOY

## ROSARIUS

A sacred symbol of office, the Rosarius contains a powerful conversion field generator capable of turning aside incoming blows.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly SANCTIFIER® operative. Ignore that inflicted damage.

# SANCTIFIER<sup>¶</sup> FIREFIGHT PLOY

## ARDENT ERADICATION

For those who stand against the Imperial faith there is only one punishment: death.

Use this firefight ploy after rolling your attack dice for a friendly SANCTIFIER<sup>¶</sup> operative, if it's shooting against or fighting against an enemy operative that's within 3" of a friendly ORATOR operative (or 6" if the ORATOR is a CONFESSOR). You can re-roll any of your attack dice.

# **SANCTIFIER** **FIREFIGHT PLOY**

## **REDEEMED THROUGH FIRE**

There are few more blessed deaths than fiery martyrdom. Such a sacrifice stokes smouldering resolve in the hearts of fellow Sanctifiers.

Use this firefight ploy when a friendly **SANCTIFIER** operative that has a weapon with the Blaze weapon rule is incapacitated, before it's removed from the killzone. Each enemy operative visible to and within 2" of it gains one of your Blaze tokens (if it doesn't already have one).

# **SANCTIFIER** **FIREFIGHT PLOY**

## **UNWAVERING DEVOTION**

Low ranking Sanctifiers will gladly hurl themselves into the path of bullet or blade if doing so will preserve their blessed superiors and ensure victory.

Use this firefight ploy when a friendly **SANCTIFIER**  **ORATOR** or **SANCTIFIER**  **MIRACULIST** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly **SANCTIFIER**  operative (excluding **CONFESSOR**, **MIRACULIST** and **ORATOR**) visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.