


SANCTIFIER

FACTION EQUIPMENT

SANCTIFICATION ORBS

These spherical devices contain flammable oils. They shatter, ignite and detonate upon impact with their target, coating the foe in burning liquid.

Once per turning point, one friendly **SANCTIFIER ** operative (excluding **CHERUB**, **DEATH CULT ASSASSIN** and **MIRACULIST**) can perform the following unique action:

CONTINUES ON OTHER SIDE




- ▶ Select one enemy operative visible to and within 6" of this operative. That operative and each other enemy operative within 1" of it takes a doused test. For an operative to take a doused test, roll one D6: on a 3+, it gains one of your Doused tokens.
- ▶ Whenever a friendly **SANCTIFIER** operative is shooting an operative that has one of your Doused tokens with a weapon that has the Blaze weapon rule, that weapon also has the Seek weapon rule.
- ▶ After a friendly **SANCTIFIER** operative uses a weapon that has the Blaze weapon rule against an enemy operative that has one of your Doused tokens, remove that token (even if the Seek weapon rule wasn't used).
- ◆ This operative cannot perform this action while within control range of an enemy operative.

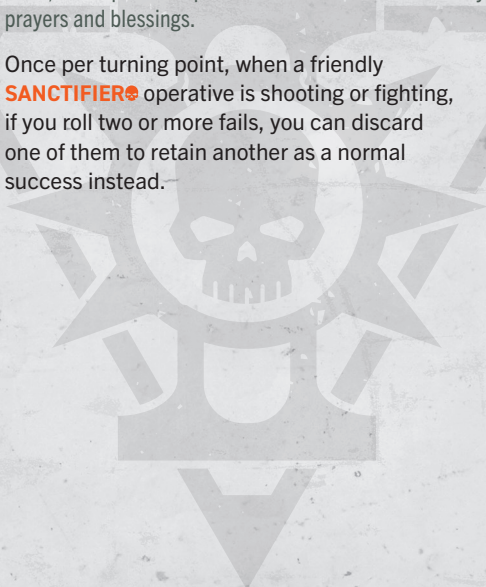
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PURITY SEALS

Affixed to clothing, armour and wargear by way of wax seals, these pieces of parchment are inscribed with holy prayers and blessings.

Once per turning point, when a friendly **SANCTIFIER**  operative is shooting or fighting, if you roll two or more fails, you can discard one of them to retain another as a normal success instead.



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ECCLESIAIRCHY TEXTS

The orators of the Adeptus Ministorum carry with them many a fiery prayer and excoriating psalm scribed on tattered vellum, designed to inspire their allies and diminish the foe.


In the Ready step of each Strategy phase, roll 3D6: if the result is less than the remaining wounds of a friendly **ORATOR** operative, you gain 1CP. Note that this is done before the Gambit step, so if there isn't a valid **ORATOR** operative, you cannot use this rule during that turning point (e.g. during the first turning point).

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IMPERIAL CULT SYMBOLS

Whether carved from stone or wrought in solid gold, blessed religious symbols bestow upon their bearers both fortune and favour.

Once per turning point, when an operative is shooting a friendly **SANCTIFIER ** operative that's benefitting from the **SERMON**, when you collect your defence dice, you can use this rule. If you do, change one of the attacker's retained critical successes to a normal success (any weapon rules they've already resolved aren't affected, e.g. Piercing Crits).