

SANCTIFIER

FACTION RULE

BLAZE

Only in holy fire can deviance be absolved. With flamer and burning hands the faithful purge the malignant taint of heresy.

Some weapons in this team's rules have the Blaze weapon rule below.

***Blaze:** If you inflict damage with any critical successes, the operative this weapon is being used against gains one of your Blaze tokens (if it doesn't already have one). Whenever an operative that has one of your Blaze tokens is activated, inflict D3 damage on it. Then that operative's controlling player selects one of the following:


- Roll one D6: on a 3+, remove that token.
- Subtract 1 from the operative's APL stat until the end of that activation to remove that token.



SANCTIFIER

FACTION RULE

MINISTORUM SERMON

A mighty orator booms out an impassioned sermon. The fire and brimstone words inflame the zeal of their followers, enabling them to shrug off wounds and remain in the fight.

STRATEGIC GAMBIT. Select one friendly **SANCTIFIER ** operative. If a friendly **CONFESSOR** operative hasn't been incapacitated, you must select it. Until you use this **STRATEGIC GAMBIT** again during the battle, that operative has the **ORATOR** keyword.

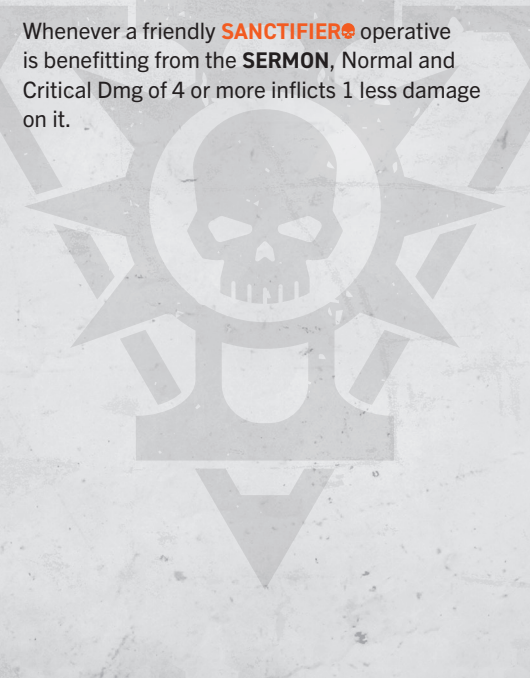
Whenever a friendly **SANCTIFIER ** operative is within 3" of a friendly **ORATOR** operative (or 6" if the **ORATOR** is a **CONFESSOR**), that friendly **SANCTIFIER ** operative is benefitting from the **SERMON**.

CONTINUES ON OTHER SIDE



Whenever a friendly **SANCTIFIER** operative is activated within 3" of a friendly **ORATOR** operative (or 6" if the **ORATOR** is a **CONFESSOR**), that friendly **SANCTIFIER** operative is benefitting from the **SERMON** until the end of that activation (i.e. even if it then moves more than the distance requirement from the **ORATOR** operative).

Whenever a friendly **SANCTIFIER** operative is benefitting from the **SERMON**, Normal and Critical Dmg of 4 or more inflicts 1 less damage on it.



SANCTIFIER

MARKER/TOKEN GUIDE



Blaze token



Commanding
Declamation
token



Burning Hands
token



Orator token



Holy Light
token



Miracle token



Doused token



Wreath in Fire
token



Imperial Cult
Devotion token



Purity Seals
token



Imperial Cult
Symbols token



Sanctification
Orbs token