

# SANCTIFIER

# FACTION RULE

## BLAZE

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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<sup>SKULL</sup> 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<sup>SKULL</sup> 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<sup>SKULL</sup> operative is within 3" of a friendly ORATOR operative (or 6" if the ORATOR is a CONFESSOR), that friendly SANCTIFIER<sup>SKULL</sup> 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



Wreathe in Fire  
token



Imperial Cult  
Devotion token



Purity Seals  
token



Imperial Cult  
Symbols token



Sanctification  
Orbs token