



## NOVIATIE SUPERIOR

APL  
3MOVE  
6"SAVE  
3+WOUNDS  
9

NAME	ATK	HIT	DMG	WR
Plasma pistol (standard)	4	3+	3/5	Range 8", Piercing 1
Plasma pistol (supercharge)	4	3+	4/5	Range 8", Hot, Lethal 5+, Piercing 1
Relic bolt pistol	4	3+	3/5	Range 8", Lethal 5+
Relic boltgun	4	3+	3/5	Lethal 5+
Gun butt	3	3+	2/3	-
Power weapon	4	3+	4/6	Lethal 5+

**Inspirational Example:** Whenever this operative incapacitates an enemy operative, you gain 1 Faith point, or 2 Faith points if that enemy operative had a Wounds stat of 12 or more. This rule has no effect when using the Glorious Martyrdom firefight play.

NOVIATIE, IMPERIUM, ADEPTA SORORITAS, LEADER, SUPERIOR

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## NOVIATIE CONDEMNOR

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Condemnor stakethrower	4	3+	3/3	Anti-PSYKER*, Devastating 2, Piercing Crits 1, Silent
Null rod	4	4+	3/3	Anti-PSYKER*, Shock

**Null Rod:** **PSYCHIC** ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

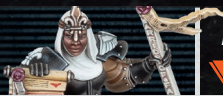
- That operative cannot perform **PSYCHIC** actions or use **PSYCHIC** additional rules.
- That operative cannot use **PSYCHIC** ranged weapons.
- **PSYCHIC** melee weapons have no weapon rules and cannot have Dmg stats higher than 3/4.

\***Anti-PSYKER:** Whenever this weapon is being used against an operative that has the **PSYKER** keyword, add 1 to both Dmg stats of this weapon and it has the Lethal 5+ weapon rule.

NOVIATIE, IMPERIUM, ADEPTA SORORITAS, CONDEMNOR

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## NOVIATIE DIALOGUS

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Dialogus stave	4	4+	3/3	Shock

### STIRRING RHETORIC

1AP

► **SUPPORT.** Select one other friendly **NOVIATIE** operative visible to and within 6" of this operative, or within 6" of your Auto-broadcaster marker. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).

◆ This operative cannot perform this action while within control range of an enemy operative.

RULES CONTINUE ON OTHER SIDE ►

NOVIATIE, IMPERIUM, ADEPTA SORORITAS, DIALOGUS

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## NOVIATIE DIALOGUS

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

### AUTO-BROADCASTER

OAP

► If your Auto-broadcaster marker isn't in the killzone, place it within 8" horizontally of this operative; otherwise, move your Auto-broadcaster marker up to 8" horizontally. If this operative is removed from the killzone, remove your Auto-broadcaster marker from the killzone.

► Whenever an enemy operative within 3" of your Auto-broadcaster marker is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice.

◆ This operative cannot perform this action while within control range of an enemy operative.





## NOVITIATE DUELLIST

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Duelling blades	4	3+	4/5	Ceaseless, Riposte*

\*Riposte: Whenever you block with a critical success, you can also inflict damage equal to the weapon's Critical Dmg stat on the enemy operative in that sequence.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, DUELLIST

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## NOVITIATE EXACTOR

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Neural whips (ranged)	5	3+	2/3	Range 3", Lethal 5+, Stun
Neural whips (melee)	5	3+	2/3	Lethal 5+, Shock

### WHIP INTO FRENZY

1AP

► Select one other friendly **NOVITIATE** operative (excluding **SUPERIOR**) visible to and within 3" of this operative that isn't currently benefitting from the effects of this action. Until the end of that operative's next activation, add 1" to its Move stat, it can perform two **Fight** actions during its next activation, and one of them can be free.

◆ This operative cannot perform this action while within control range of an enemy operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, EXACTOR

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## NOVITIATE HOSPITALER

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Surgical saw	4	4+	2/3	Lethal 5+, Rending

**Medic!** The first time during each turning point that another friendly **NOVITIATE** operative would be incapacitated while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that move within this operative's control range. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

RULES CONTINUE ON OTHER SIDE ►

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, MEDIC, HOSPITALER

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## NOVITIATE HOSPITALER

APL  
2MOVE  
6"SAVE  
4+WOUNDS  
7

### CHIRURGEON'S TOOLS

1AP

► Select one friendly **NOVITIATE** operative within this operative's control range to regain up to 2D3 lost wounds. It cannot be an operative that the **Medic!** rule was used on during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.





## NOVITIATE MILITANT



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME	ATK	HIT	DMG	WR
Autogun	4	4+	2/3	-
Autopistol	4	4+	2/3	Range 8"
Gun butt	3	4+	2/3	-
Novitiate blade	4	4+	4/5	-

**Militant Faith:** Whenever this operative is shooting, fighting or retaliating, if you use an **ACT OF FAITH** during that sequence and an enemy operative is incapacitated, the Faith points spent on that **ACT OF FAITH** are refunded. If you use the Icon of Faith equipment, Faith points are only refunded for one of those **ACTS OF FAITH** (your choice).

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, MILITANT

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## NOVITIATE PENITENT



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Penitent eviscerator	4	4+	5/6	Brutal, Zealous Rage*

\***Zealous Rage:** Whenever this operative is fighting with this weapon, it has the Ceaseless weapon rule.

**Absolution Through Destruction:** Whenever this operative performs the **Fight** action, if it isn't incapacitated, it can immediately perform a free **Fight** action afterwards. This takes precedence over action restrictions, and you cannot perform more than two **Fight** actions in succession as a result of this rule. If this operative is benefitting from the effects of the **Whip Into Frenzy** action (see **EXACTOR**), this applies to each of the **Fight** actions from those effects.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, PENITENT

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## NOVITIATE PRECEPTOR



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME	ATK	HIT	DMG	WR
Mace of the Righteous	4	4+	5/5	Brutal, Severe

**Unflinching Example:** Whenever this operative incapacitates a ready enemy operative within its control range, you gain 1 Faith point, or 2 Faith points if that enemy operative had a Wounds stat of 12 or more.

**Glorious Hymnal: SUPPORT.** Whenever a friendly **NOVITIATE** operative is within 3" of this operative, that friendly operative's weapons have the Severe weapon rule.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, PRECEPTOR

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## NOVITIATE PRONATUS



APL 2 MOVE 6" SAVE 4+ WOUNDS 7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Gun butt	3	4+	2/3	-

**Relic Seeker:** Once during each of this operative's activations, it can perform the **Pick Up Marker**, **Place Marker** or a mission action for 1 less AP.

**Divine Acquisition:** Once per turning point, when this operative performs a mission action that requires it to control an objective or mission marker, you gain a number of Faith points equal to the turning point number.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, PRONATUS

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## NOVITIATE PURGATUS



APL  
2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Ministorum flamer	4	2+	4/4	Range 8", Saturate, Torrent 2"
Gun butt	3	4+	2/3	-

**Purge with Flame:** Once per turning point, you can use the Inferno firefight play for OCP if this is the specified friendly **NOVITIATE** operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, PURGATUS

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## NOVITIATE RELIQUARIUS



APL  
2

MOVE  
6"

SAVE  
4+

WOUNDS  
7

NAME	ATK	HIT	DMG	WR
Autopistol	4	4+	2/3	Range 8"
Gun butt	3	4+	2/3	-

**Icon Bearer:** Whenever determining control of a marker, treat this operative's APL stat as 1 higher. Note this isn't a change to its APL stat, so any changes are cumulative with this.

### RAISE ICON

1AP

You gain 1 Faith point. If this operative controls an objective marker, you also gain a number of Faith points equal to the turning point number.

This operative cannot perform this action more than once per turning point, and cannot perform it while within control range of an enemy operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, RELIQUARIUS

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### NOTES:

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### NOTES:

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## NOVITIATES KILL TEAM

ARCHETYPES: RECON, SECURITY

### OPERATIVES

➤ 1 **NOVITIATE** **SUPERIOR** operative with one of the following options:

- Plasma pistol; power weapon
- Relic boltgun; gun butt
- Relic bolt pistol; power weapon

➤ 9 **NOVITIATE** operatives selected from the following list:

- **CONDEMNOR**
- **DIALOGUS**
- **DUELLIST**
- **EXACTOR**
- **HOSPITALLER**
- **PENITENT**
- **PRECEPTOR**
- **PRONATUS**
- **PURGATUS**
- **RELIQUARIUS**
- **MILITANT** with one of the following options:
  - Autopistol;
  - Novitiate blade
  - Autogun;
  - gun butt

Other than **MILITANT** and **PURGATUS** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **PURGATUS** operatives.

## NOVITIATE FACTION RULE

### ACTS OF FAITH

Such is the zeal of the Adepta Sororitas that in their presence the Emperor's divine will is made manifest.

In the Ready step of each Strategy phase, you gain a number of Faith points equal to half the number of friendly **NOVITIATE** operatives that haven't been incapacitated (rounding up). Whenever a friendly **NOVITIATE** operative is shooting, fighting or retaliating, or an operative is shooting it, in the Roll Attack Dice (or Roll Defence Dice step if an operative is shooting it), you can spend your Faith points to use one **ACT OF FAITH**. You cannot use more than one **ACT OF FAITH** per sequence, and their costs and effects are as follows (see other side of card):

CONTINUES ON OTHER SIDE

### **GUIDANCE**

1 FAITH POINT

You can re-roll one of your dice.

### **BLESSING**

2 FAITH POINTS

You can retain one of your normal successes as a critical success instead.

### **INTERVENTION**

3 FAITH POINTS

You can retain one of your fails as a normal success instead of discarding it.

## NOVITIATE MARKER/TOKEN GUIDE



Blaze token



Whip into Frenzy token



Medic token



Divine Acquisition token



Icon of Faith token



Auto-chastisers token



Faith points (Values 1 & 2)



Auto-broadcaster marker






## NOVITIATE STRATEGY PLOY

### ARDENT VENGEANCE


The heretic, the mutant, the alien: the Adepta Sororitas purge all with equal fervour.

Whenever a friendly **NOVITIATE**  operative is shooting against, fighting against or retaliating against an expended enemy operative, that friendly operative's weapons have the Punishing weapon rule.

## NOVITIATE STRATEGY PLOY

### DEFENDERS OF THE FAITH

All who aspire to join the ranks of the Orders Militant must endure trials of suffering. Faith lends these warriors great resilience.

Whenever an operative is shooting against, fighting against or retaliating against a friendly **NOVITIATE**  operative that contests an objective marker, in the Resolve Attack Dice step of that sequence, you can halve the damage inflicted (rounding up and to a minimum of 2) on that friendly operative from one normal success.

## NOVITIATE STRATEGY PLOY

### BLESSED REJUVENATION


A devout Sister Novitiate may draw upon the wellspring of her faith to salve mind, body and spirit.

Whenever you spend Faith points, at the end of that action, the friendly operative you spent them on can regain up to D3 lost wounds. Note this ploy has no effect if that friendly operative was incapacitated during that action, or if the **ACT OF FAITH** doesn't cost any Faith points, e.g. Auto-chastisers equipment.

## NOVITIATE STRATEGY PLOY

### RIGHTEOUS ADVANCE

Eager to prove themselves worthy, Sisters Novitiate hurl themselves into combat with scant regard for their own lives.

Up to one third of the friendly **NOVITIATE**  operatives in the killzone (rounding down, to a minimum of 1) can immediately perform a free **Dash** action in an order of your choice, but each that does so must end that move closer to its closest enemy operative, its closest objective marker or your opponent's drop zone (you can choose separately for each). You cannot use this ploy during the first turning point.






## NOVITIATE FIREFIGHT PLOY

### GLORIOUS MARTYRDOM


There is no greater honour than to die in service of the Emperor. Such a glorious end provides inspiration to those who witness it.

Use this firefight ploy when a friendly **NOVITIATE**  operative is incapacitated, before it's removed from the killzone. For each enemy operative visible to and within 2" of it, you gain 1 Faith point and inflict D3 damage on that enemy operative (roll separately for each).

## NOVITIATE FIREFIGHT PLOY

### BLAZING INFERNO

The holy flamer is a potent instrument of the Emperor's divine wrath. Heretic, witch, mutant or alien: none may hide from its searing wrath.


Use this firefight ploy when a friendly **NOVITIATE**  operative is shooting with a Ministorum flamer and you inflict damage with any critical successes. The target 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.
- Its controlling player can subtract 1 from that operative's APL stat until the end of that activation to remove that token. Note that this must be done before that operative performs any actions during that activation.

## NOVITIATE FIREFIGHT PLOY

### BLINDING AURA


Faith defies explanation. The most devout and righteous Sisters are said to manifest dazzling halos of light that blind the faithless.

Use this firefight ploy when an enemy operative is performing the **Shoot** action and selects a friendly **NOVITIATE**  operative as the valid target. Until the end of that activation/counteraction, while that friendly operative is more than 2" from that enemy operative, your opponent cannot select it as a valid target. If there are no other valid targets that your opponent can select, that action ends (it's not cancelled, so that operative has still performed it). Note this ploy has no effect if it's not the selected operative, e.g. if it's a secondary target from the Blast weapon rule.

## NOVITIATE FIREFIGHT PLOY

### GUIDED BY FAITH

Whispering a prayer, a Sister Novitiate beseeches the God-Emperor to guide her aim that she may swiftly slay her foe.

Use this firefight ploy when a friendly **NOVITIATE**  operative is performing the **Shoot** action and you're selecting a ranged weapon. Until the end of that action, whenever that operative is shooting an operative within 6" of it, that weapon has the Seek Light weapon rule.





## NOVITIATE FACTION EQUIPMENT

### ICON OF FAITH

Holy icons of the Ecclesiarchy hold great significance to the Sisters who bear them, reinforcing their faith in the heart of battle.

Once per turning point, you can use up to two **ACTS OF FAITH** during a sequence, but each one must be different. This takes precedence over the normal **ACTS OF FAITH** rules.

## NOVITIATE FACTION EQUIPMENT

### SANCTIFIED ROUNDS

Anointed with the blood and tears of saints and blessed by high-ranking members of the clergy, this ammunition is anathema to the unholy.

Whenever a friendly **NOVITIATE** operative is shooting with an autogun, autopistol, relic bolt pistol or relic boltgun, if you spend a Faith point, that weapon has the Piercing Crits 1 weapon rule until the end of that sequence.

## NOVITIATE FACTION EQUIPMENT

### AUTO-CHASTISERS

These instruments of self-flagellation inflict blessed agonies upon the bearer, fanning the flames of their blazing zeal.

Once per turning point, when a friendly **NOVITIATE** operative is shooting, fighting or retaliating, in the Roll Attack Dice step, you can inflict 1-3 damage on that friendly operative (but not enough to incapacitate it). If you do, you can use one **ACT OF FAITH** for free during that sequence with a Faith points cost no more than the damage you inflicted from this rule.

## NOVITIATE FACTION EQUIPMENT

### HOLY EMBROCATIONS

Holy oils and salves dull the pain and focus the mind, enabling a Novitiate to shrug off wounds that would otherwise hobble them.

You can ignore any changes to the Move stat of friendly **NOVITIATE** operatives from being injured.





## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY

DAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spooled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.





## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Insignificant and Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

Once per action, whenever an operative is climbing the terrain feature a ladder is placed against, treat the vertical distance as 1" if the ladder is within that operative's control range during that entire climb.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
☄ Frag grenade	4	4+	2/4

#### WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
☄ Krak grenade	4	4+	4/5

#### WR

Range 6", Piercing 1, Saturate





## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain, except the feet which are Insignificant and Exposed. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ▶

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

### MOVE WITH BARRICADE 1AP

▶ The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g.

**HEARTHKYN SALVAGER** ♣ **FLY**, **MANDRAKE** ♣ **SHADOW PASSAGE**).

▶ Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.

◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the **Fall Back** or **Charge** action.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ▶

### SMOKE GRENADE 1AP

▶ Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.

▶ While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, weapons with the Piercing 2 or Piercing Crits 2 weapon rule have the Piercing 1 or Piercing Crits 1 weapon rule (respectively) instead.

▶ In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to the result have been completed or at the end of the turning point (whichever comes first).

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.





# NOVITIATES: UPDATE LOG

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Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *When inflicting damage while blocking with the **NOVITIATES** **DUELLIST**'s Riposte weapon rule, is this considered to be damage from an attack dice, and can it be reduced or ignored by an opponent's rules?*

**A:** Yes.



## PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### STRATEGY PLOYS, DEFENDERS OF THE FAITH

Changed to read:

‘Whenever an operative is shooting against, fighting against or retaliating against a friendly **NOVITIATE** operative that contests an objective marker ~~or one of your mission markers~~, in the Resolve Attack Dice step of that sequence, you can halve the damage inflicted (rounding up **and to a minimum of 2**) on that friendly operative from one **normal** success.’

### STRATEGY PLOYS, BLESSED REJUVENATION

Changed to read:

‘Whenever you spend Faith points, at the end of that action, the friendly operative you spent them on **can regain up to D3 lost wounds**. Note this ploy has no effect if **that friendly operative was incapacitated during that action, or if the ACT OF FAITH doesn’t cost any Faith points, e.g. Auto-chastisers equipment.**’

### FIREFIGHT PLOYS, GLORIOUS MARTYRDOM

Additional text added to end of first sentence:

‘Use this firefight ploy when a friendly **NOVITIATE** operative is incapacitated, **before it’s removed from the killzone.**’

### FIREFIGHT PLOYS, BLAZING INFERNO

First sentence changed to read:

‘[...] with a Ministorum flamer and you **inflict damage with** any critical successes.’

### HOSPITALLER OPERATIVE, MEDIC! RULE

Changed to read:

‘The first time during each turning point that another friendly **NOVITIATE** operative would be **incapacitated** while visible to and within 3" of this operative, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn’t incapacitated, has 1 wound remaining **and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can then** immediately perform a free **Dash** action, but must end that move within this operative’s control range. Subtract 1 from this and that operative’s APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative’s activation, that activation ends. You cannot use this rule if this operative is incapacitated, **or if it’s a Shoot action and this operative would be a primary or secondary target.**’

## PREVIOUS RULES COMMENTARIES

**Q:** *If a **NOVITIATE** **PENITENT** is affected by the **EXACTOR** operative’s **Whip Into Frenzy** action, how many **Fight** actions can it perform in an activation?*

**A:** Up to four. Two as a result of Whip Into Frenzy and two as a result of Absolution Through Destruction.



# NOVITIATE OPERATIVES

New inductees into the ranks of the Adepta Sororitas, Sisters Novitiate who display great zeal and determination are often deployed together in kill teams to hunt down apostates or root out heretics. In performing such duties, they may one day rise to become full Sisters, spreading the Emperor's light ever further.

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**'THERE IS NO LIGHT BUT THE LIGHT  
OF THE EMPEROR! THERE IS NO  
FAITH BUT FAITH IN THE EMPEROR!  
THERE IS NO TRUTH BUT THE TRUTH  
OF THE EMPEROR!'**

- First Exclamation of the  
Dialogus Order of the Resounding Vow



## NOVITIATE SUPERIOR

A fully fledged Battle Sister of an Order Militant, a Superior has the task of leading Novitiates in battle. They make command decisions, steer the faith of their charges and serve as inspirational examples of how a warrior of the Adepta Sororitas acts at all times.

## NOVITIATE MILITANT

Novitiates Militant are Battle Sisters in training. They have yet to earn the power armour and boltguns of fully fledged Battle Sisters, but are zealous warriors of the Emperor nonetheless, eager to join the ranks of their Order Militant.

## NOVITIATE PENITENT

Some Novitiates are ordered to wield brutal eviscerators as a mark of shame for minor transgressions. Urged to earn their redemption face-to-face with the enemy, such Sisters will fight with unrestrained fury to earn back their honour.

## NOVITIATE PURGATUS

Novitiates Purgatus have the holy duty of bringing cleansing flame to the enemies of Mankind. When they unleash their Ministorum flamers at the enemy, they leave little more than ash behind.

## NOVITIATE PRONATUS

To serve in the Orders Pronatus a candidate must learn everything there is to know of countless kinds of relics, as well as being highly skilled warriors. They are expected to retrieve and guard highly precious – and sometimes extremely dangerous – artefacts.

## NOVITIATE EXACTOR

Some zealous Novitiates are given neural whips with which to inflict physical and mental anguish on the foe. On occasion, the bearer will turn these weapons on fellow Novitiates they feel are lacking in commitment and need to be dissuaded from lapses in bravery and faith.





## NOVITIATE RELIQUARIUS

Some Novitiates bear inspiring icons, such as an ornate tapestry, a reliquary containing a saint's mortal remains or a simulacrum of a famous artefact. Novitiates who look upon such relics know the holy power of the God-Emperor is with them, and fight all the harder for it.

## NOVITIATE HOSPITALLER

Curing the physical and spiritual ills of the Imperium's battlefield wounded is an onerous task, one that requires countless hours of practice. Novitiates seeking admission into the Orders Hospitaller hone their skills in the field, aiding their fellow Novitiates in whichever way they can.

## NOVITIATE PRECEPTOR

These Novitiates are expected to rigidly enforce their Order's precepts, ensuring their fellows faithfully adhere to the prescribed standards. They are often chosen as their Superior's second in command, and serve as exemplars by eagerly striding into the fray to smite the Emperor's foes.

## NOVITIATE DIALOGUS

These Novitiates are in training to join the Orders Dialogus, while learning warfare under the guidance of experienced Battle Sisters. Their training in cryptography makes them of great value to kill teams – they can unlock obscure ciphers and find hidden patterns in communiques.

## NOVITIATE DUELLIST

Some Novitiates have a natural affinity for bladework, their reaction times and dexterity greater than that of their fellow warriors. They take to the field eager to prove their skill, wishing to claim the heads of the most capable enemies and emulate the warrior-saints of legend.

## NOVITIATE CONDEMNOR

Sorcerers and witches are among the Adepta Sororitas' most hated foes. Such psychic abominations are terrible threats to the Emperor's realm, and cutting them down is a key priority. Novitiates Condemnor are especially equipped to deal with this kind of enemy.



# NOVITIATES KILL TEAM

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NOVITIATES » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **NOVITIATE** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

➤ 1 **NOVITIATE** **SUPERIOR** operative with one of the following options:

- Plasma pistol; power weapon
- Relic boltgun; gun butt
- Relic bolt pistol; power weapon

➤ 9 **NOVITIATE** operatives selected from the following list:

- |  |               |
|--|---------------|
| • CONDEMNOR  | • PENITENT    |
| • DIALOGUS   | • PRECEPTOR   |
| • DUELLIST   | • PRONATUS    |
| • EXACTOR  | • PURGATUS    |
| • HOSPITALLER  | • RELIQUARIUS |
| • <b>MILITANT</b> with one of the following options: |               |
| ◦ Autopistol; Novitate blade                         |               |
| ◦ Autogun; gun butt                                  |               |

Other than **MILITANT** and **PURGATUS** operatives, your kill team can only include each operative on this list once. Your kill team can only include up to two **PURGATUS** operatives.

## ARCHETYPES



RECON



SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## SUPERIOR

Power weapon

Plasma pistol



## RELIQUARIUS

Autopistol



## MILITANT

Novitate blade

Autopistol

Autogun





**DIALOGUS**

Dialogus stave



Autopistol

**DUELLIST**

Duelling blades

Autopistol

**EXACTOR**

Neural whips

**HOSPITALLER**

Surgical saw

Autopistol

**PENITENT**

Penitent eviscerator

Autopistol

**PRECEPTOR**

Mace of the Righteous

**PRONATUS**

Autopistol

**PURGATUS**

Ministorum flamer

**CONDEMNOR**

Condemnor stakethrower

Null rod

