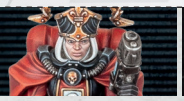
NOVITIATE SUPERIOR



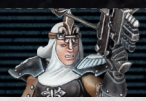
APL	MOVE	SAVE	WOUNDS
3	6"	3+	9

	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 ploy.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, LEADER, SUPERIOR 32

NOVITIATE CONDEMNOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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

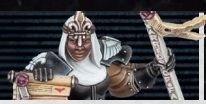
Null Rod: PSYCHIC ranged weapons cannot inflict damage on this operative. For the effects of **PSYCHIC** actions, this operative cannot be selected and is never treated as being within those actions' required distances. Whenever an operative is within 6" of this operative:

- 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.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, CONDEMNOR 28

NOVITIATE DIALOGUS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

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

STIRRING RHETORIC 1AP

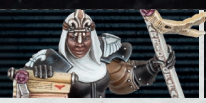
▶ **SUPPORT**. Select one other friendly **NOVITIATE** operative visible to and within 6" of this operative, or within 6" of your Auto-broadcaster marker. Until the end of that operative's next activation, add 1 to its APL stat (to a maximum of 3 after all APL stat changes have been totalled).

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

RULES CONTINUE ON OTHER SIDE ▶

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, DIALOGUS 28

NOVITIATE DIALOGUS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

AUTO-BROADCASTER 0AP

▶ 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	MOVE	SAVE	WOUNDS
2	6"	4+	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 28

NOVITIATE EXACTOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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

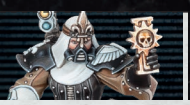
WHIP INTO FRENZY 1AP

▶ 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 APL stat, add 1" to its Move stat, and it can perform two **Fight** actions during its next activation.

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

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, EXACTOR 28

NOVITIATE HOSPITALLER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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, HOSPITALLER 28

NOVITIATE HOSPITALLER



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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	MOVE	SAVE	WOUNDS
2	6"	4+	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 28

NOVITIATE PENITENT



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 28

NOVITIATE PRECEPTOR



APL	MOVE	SAVE	WOUNDS
2	6"	4+	7

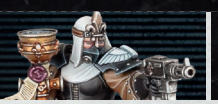
NAME	ATK	HIT	DMG	WR
Mace of the Righteous	4	4+	5/5	Brutal, Severe

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 28

NOVITIATE PRONATUS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 28

NOVITIATE PURGATUS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 ploy for 0CP if this is the specified friendly NOVITIATE operative.

NOVITIATE, IMPERIUM, ADEPTA SORORITAS, PURGATUS 28

NOVITIATE RELIQUARIUS



APL	MOVE	SAVE	WOUNDS
2	6"	4+	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 28

NOTES:

NOTES:

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 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.

NOVITIATES: UPDATE LOG

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 — OCTOBER '26

This section provides clarification on ambiguous and complex rules interactions.

Q: *Can an operative within 6" of a* **CONDEMNOR** *operative be selected for a* **PSYCHIC** *rule or action by another operative outside that distance?*

A: No. An operative cannot benefit from, be selected for, or in any way use a **PSYCHIC** rule while within range of a **CONDEMNOR** operative. All **PSYCHIC** rules have absolutely no effect on operatives within the distance specified by the Null Rod rule.

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.'

EXACTOR OPERATIVE, WHIP INTO FRENZY ACTION

Second sentence changed to read:

'Until the end of that operative's next activation, add 1 to its APL stat, add 1" to its Move stat, and it can perform two **Fight** actions during its next activation~~, and one of them can be free~~.'

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: *When inflicting damage while blocking with the* **NOVITIATE** **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.

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.

'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 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

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**
  - **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.

ARCHETYPES

RECON

SECURITY

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

SUPERIOR



RELIQUARIUS



MILITANT



DIALOGUS



DUELLIST



EXACTOR



HOSPITALLER



PENITENT



PRECEPTOR



PRONATUS



PURGATUS



CONDEMNOR

