

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.

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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.

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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.

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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.