

# 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

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### 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.

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### 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.

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## 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.