

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 skull operatives that haven't been incapacitated (rounding up). Whenever a friendly NOVITIATE skull 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