

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.

