

NOVITIATE

STRATEGY PLOYS

ARDENT VENGEANCE

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.

DEFENDERS OF THE FAITH

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.

BLESSED REJUVENATION

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.

RIGHTEOUS ADVANCE

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.

FIREFIGHT PLOYS

GLORIOUS MARTYRDOM

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).

BLAZING INFERNO

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.

BLINDING AURA

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.

GUIDED BY FAITH

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.

OPERATIVES

ARCHETYPE: RECON / SECURITY

- 1 **NOVITIATE** **SUPERIOR** operative equipped with one of the following options:
- Plasma pistol; power weapon
  - Boltgun; gun butt
  - Relic bolt pistol; power weapon
- 9 **NOVITIATE** operatives selected from the following list:
- CONDEMNOR
  - DIALOGUS
  - DUELLIST
  - EXACTOR
  - HOSPITALLER
  - MILITANT with one of the following options:
    - Autopistol; novitiate blade
    - Autogun; gun butt

- PENITENT
  - PRECEPTOR
  - PRONATUS
  - PURGATUS
  - RELIQUARIUS

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.

FACTION RULES

ACTS OF FAITH

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:

<b>GUIDANCE</b>	<b>1 FAITH POINT</b>
You can re-roll one of your dice.	
<b>BLESSING</b>	<b>2 FAITH POINTS</b>
You can retain one of your normal successes as a critical success instead.	
<b>INTERVENTION</b>	<b>3 FAITH POINTS</b>
You can retain one of your fails as a normal success instead of discarding it.	

FACTION EQUIPMENT

ICON OF FAITH

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.

SANCTIFIED ROUNDS

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.

AUTO-CHASTISERS

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.

HOLY EMBROCATIONS

You can ignore any changes to the Move stat of friendly **NOVITIATE** operatives from being injured.

OPERATIVES

SUPERIOR	APL 3	MV 6"	SV 3+	W 9
A HT D WR				
⊕ Plasma pistol				
- Standard	4	3+	3/5	Rng 8", Piercing 1
- Supercharge	4	3+	4/5	Rng 8", Hot, Lethal 5+, Piercing 1
⊕ Relic bolt pistol	4	3+	3/5	Rng 8", Lethal 5+
⊕ Relic boltgun	4	3+	3/5	Lethal 5+
X Gun butt	3	3+	2/3	-
X 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

CONDEMNOR	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Condemnor stakethrower	4	3+	3/3	Devastating 2, Piercing Crits 1, Silent, Anti-PSYKER*
X Null rod	4	4+	3/3	Shock, Anti-PSYKER*

\***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.

**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.

DIALOGUS	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X Dialogus stave	4	4+	3/3	Shock

STIRRING RHETORIC	1AP	AUTO-BROADCASTER	0AP
● <b>SUPPORT</b> . Select one other friendly <b>NOVITIATE</b> 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).		● 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.	
● This operative cannot perform this action while within control range of an enemy operative.		● 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.	

DUELLIST	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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.

EXACTOR	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Neural whips (ranged)	5	3+	2/3	Rng 3", Lethal 5+, Stun
X Neural whips (melee)	5	3+	2/3	Lethal 5+, Shock

WHIP INTO FRENZY	1AP
<ul style="list-style-type: none"><li>● Select one other friendly <b>NOVITIATE</b> operative (excluding <b>SUPERIOR</b>) visible to and within 3" of this operative that isn't currently benefiting from the effects of this action. Until the end of that operative's next activation, add 1" to its Move stat, it can perform two <b>Fight</b> actions during its next activation, and one of them can be free.</li><li>● Cannot perform this action while within control range of an enemy operative.</li></ul>	

HOSPITALLER	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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.

CHIRURGEON'S TOOLS	1AP
<ul style="list-style-type: none"><li>● Select one friendly <b>NOVITIATE</b> 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.</li><li>● This operative cannot perform this action while within control range of an enemy operative.</li></ul>	

PENITENT	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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.

PRECEPTOR	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
X 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.

PRONATUS	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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.

PURGATUS	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Ministorum flamer	4	2+	4/4	Rng 8", Saturate, Torrent 2"
X Gun butt	3	4+	2/3	-

**Purge with Flame**: Once per turning point, you can use the Blazing Inferno firefight play for 0CP if this is the specified friendly **NOVITIATE** operative.

RELIQUARIUS	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autopistol	4	4+	2/3	Rng 8"
X 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 can only perform this action once per turning point, and cannot perform it while within control range of an enemy operative.	

MILITANT	APL 2	MV 6"	SV 4+	W 7
A	HT	D	WR	
⊕ Autogun	4	4+	2/3	Rng 8"
⊕ Autopistol	4	4+	2/3	-
X Gun butt	3	3+	2/3	-
X 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).