

WARHAMMER
40,000

KILL TEAM



NOVITIATES 

ARCHETYPE: SECURITY OR RECON

NOVITIATE KILL TEAM

Below you will find a list of the operatives that make up a **NOVITIATE** kill team, including, where relevant, any wargear those models must be equipped with.

OPERATIVES

- 1 **NOVITIATE SUPERIOR** operative equipped with one of the following options:
 - Boltgun; gun butt.
 - Bolt pistol or plasma pistol; power weapon.
- 9 **NOVITIATE** operatives selected from the following list:
 - **NOVITIATE MILITANT** operative each separately equipped with one of the following options:
 - Autopistol; novitiate blade
 - Autogun; gun butt
 - **NOVITIATE PENITENT**
 - **NOVITIATE PRONATUS**
 - **NOVITIATE EXACTOR**
 - **NOVITIATE RELIQUARIUS**
 - **NOVITIATE HOSPITALLER**
 - **NOVITIATE PRECEPTOR**
 - **NOVITIATE DIALOGUS**
 - **NOVITIATE DUELLIST**
 - **NOVITIATE CONDEMNOR**
 - **NOVITIATE PURGATUS**

NOVITIATE MILITANT operatives can be selected up to nine times, **NOVITIATE PURGATUS** operatives can be selected up to two times and each other option above can be selected once.

NEW CRITICAL HIT RULES

Below you will find a common critical hit rule that certain **NOVITIATE** operatives have.

Inferno x: Each time a friendly operative fights in combat or makes a shooting attack with this weapon, in the Roll Attack Dice step of that combat or shooting attack, if you retain any critical hits, the target gains x Inferno tokens. X is the number after the weapon's Inferno (e.g. Inferno 1). At the end of each Turning Point, roll one D6 for each Inferno token an enemy operative has: on a 4+, that enemy operative suffers 1 mortal wound. After rolling, remove all Inferno tokens that operative has.



TAC OPS

NOVIATIES

If your faction is **NOVIATIE**, you can use the Novitate Tac Ops listed below, as specified in the mission sequence.

PURGE WITH FLAME


Novitate - Faction Tac Op 1

You can reveal this Tac Op in the Target Reveal step of any Turning Point.

- If two or more enemy operatives are incapacitated by attacks made by weapons with the Inferno x **critical hit** you score 1VP.
- If an enemy **LEADER** operative is incapacitated by an attack made by a weapon with the Inferno x critical hit rule, you score 1VP.

RECONSECRATE GROUND


Novitate - Faction Tac Op 2


Reveal this Tac Op in the Target Reveal step of the first Turning Point. Select one objective marker that is not within  of your drop zone:

- At the end of any Turning Point, if friendly operatives control that objective marker, you score 1VP.
- At the end of the battle, if friendly operatives control that objective marker, you score 1VP.

GLORY TO THE MARTYRS

Novitate - Faction Tac Op 3


Reveal this Tac Op when a friendly operative is incapacitated while within  of the centre of an objective marker.

- If another friendly operative is incapacitated while within  of the centre of that objective marker, you score 1VP.
- If you achieve the first condition in any subsequent Turning Points, you score 1VP.

ABILITIES

ACTS OF FAITH

Keep a pool of Faith points. At the start of each Turning Point, if there are any friendly **NOVITIATE** operatives in the kill zone, you gain 3 Faith points. In addition, you gain one Faith point at the end of an activation, if any of the following apply:


- During that activation, a friendly **NOVITIATE** operative with the Combat specialism incapacitated an enemy operative in a combat.
- During that activation, a friendly **NOVITIATE** operative with the Marksman specialism incapacitated an enemy operative with a shooting attack.
- During that activation, a friendly **NOVITIATE** operative with the Staunch specialism performed a mission action.
- A friendly **NOVITIATE** operative with the Scout specialism was activated and finished that activation within  of the enemy drop zone.

Faith points can be subtracted so that friendly **NOVITIATE** operatives can perform Acts of Faith listed below. Each Act of Faith will specify when it can be used, its effect and how many Faith points you must subtract from your total to use it. If you cannot subtract the required Faith points from your total, you cannot use that Act of Faith.

Unless otherwise specified, only one Act of Faith can be used during each activation (friendly or enemy). For example, a shooting attack is made against a friendly **NOVITIATE** operative. In the Roll Defence Dice step of that shooting attack, that operative's controlling player decides to subtract 2 Faith points to use Divine Shield to retain one failed save as a successful normal save. No other Acts of Faith can then be performed during that activation (other than Faithful Blessing).

NOTE: Cannot use Acts of Faith to change dice you've re-rolled.

ACTS OF FAITH

Act of Faith	Cost
Faithful Blessing: When a friendly NOVITIATE operative is fighting in combat or making a shooting attack, or a shooting attack is being made against it, in the Roll Attack Dice step (for the former) or the Roll Defence Dice step (for the latter) of that combat or shooting attack, re-roll one of your attack or defence dice respectively. This Act of Faith can be used more than once in each activation, and can be used with other Acts of Faith.	1 Faith point
Guiding Light: When a friendly NOVITIATE operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, retain one of your failed hits as a successful normal hit.	2 Faith points
Vengeful Strike: When a friendly NOVITIATE operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, retain one of your successful normal hits as a critical hit instead.	3 Faith points
Divine Shield: When a shooting attack is made against a friendly NOVITIATE operative, in the Roll Defence Dice step of that shooting attack, retain one of your failed saves as a successful normal save.	2 Faith points
Armour of Contempt: When a shooting attack is made against a friendly NOVITIATE operative, in the Roll Defence Dice step of that shooting attack, retain one of your successful normal saves as a critical save instead.	2 Faith points
Emperor's Protection: When a friendly NOVITIATE operative suffers a mortal wound, ignore that mortal wound. This Act of Faith can be used more than once in each activation.	1 Faith point
Blessed Rejuvenation: When a friendly NOVITIATE operative is activated, it regains D3 lost wounds. This Act of Faith can be used a maximum of two times in each activation.	2 Faith points
Blinding Aura: When an enemy operative performs a shooting attack, select one friendly NOVITIATE operative. Until the end of that activation, while that friendly operative is more than  from that enemy operative: <ul style="list-style-type: none"> • That friendly operative is treated as being in Cover. • While that friendly operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point). 	2 Faith points

STRATEGIC PLOYS

If your faction is **NOVIATE**, you can use the following Strategic Ploys during a game.

EYES OF THE EMPEROR 1CP

Until the end of the Turning Point, remove the Range special rule from autopistols, bolt pistols and plasma pistols that friendly **NOVIATE** operatives are equipped with.

SANCTIFIED ROUNDS 1CP

Until the end of the Turning Point, add 1 to both Damage characteristics of autoguns and autopistols that friendly **NOVIATE** operatives are equipped with.

AEGIS OF THE EMPEROR 1CP

Until the end of the Turning Point, each time an enemy operative within **◆** of a friendly **NOVIATE** operative performs a psychic action, that enemy operative suffers 1 mortal wound.

DEFENDERS OF THE FAITH 2CP

At the start of the Firefight phase, one friendly **NOVIATE** operative that is within **○** of the centre of each objective marker can **do one of the following (they don't have to do the same)**:

- Perform a free **Shoot** action if it has an Engage order.
- Perform a free **Fight** action if it has an Engage order.

TACTICAL PLOYS

If your faction is **NOVIATE**, you can use the following Tactical Ploys during a game.

GLORIOUS MARTYRDOM 1CP

Use this Tactical Ploy when a friendly **NOVIATE** operative is incapacitated. Each enemy operative within **○** of and Visible to that operative suffer 1 mortal wound, and you gain D3 Faith points.

BURNING WRATH 1CP

Select one friendly **NOVIATE PURGATUS** operative. Until the end of the turning point, that operative's Ministorum flamer has the following profile:

Name	A	BS	D
Ministorum flamer	5	2+	3/4
Special Rules	!		
Rng ◆ , Torrent ○	Inferno 2		

RIGHTEOUS CONDEMNATION 1CP

Use this Tactical Ploy after rolling your attack dice for a shooting attack made by a friendly **NOVIATE CONDEMNOR** operative. You can re-roll any or all of your attack dice for that shooting attack.



NOVIATE MILITANT

Novitates Militant are Battle Sisters in training. They have yet to earn the power armour and boltguns of fully fledged Battle Sisters, but are zealous warriors of the Emperor nonetheless, eager to join the ranks of their Order Militant.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
☉ Autogun	4	3+	2/3	-	-
☉ Autopistol	4	3+	2/3	Rng ●	-
✕ Gun butt	3	4+	2/3	-	-
✕ Noviate blade	4	3+	4/5	Balanced	-

ABILITIES

UNIQUE ACTIONS

NOVIATE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE MILITANT



NOVIATE SUPERIOR

A fully fledged Battle Sister of an Order Militant, a Superior has the task of leading Novitates in battle. They make command decisions, steer the faith of their charges and serve as inspirational examples of how a warrior of the Adepta Sororitas acts at all times.



M	APL	GA
3 ●	2	1
DF	SV	W
3	3+	8

NAME	A	BS/WS	D	SR	!
☉ Bolt pistol	4	2+	3/4	Rng ●	-
☉ Boltgun	4	2+	3/4	-	-
☉ Plasma pistol	Each time this weapon is selected to make a shooting attack with, select one of the profiles below to use:				
- Standard	4	2+	5/6	Rng ●, AP1	-
- Supercharge	4	2+	5/6	Rng ●, AP2, Hot	-
✕ Gun butt	3	2+	2/3	-	-
✕ Power weapon	4	2+	4/6	Lethal 5+	-

ABILITIES

Lead by Example: Each time this operative is activated, if it performs any mission actions or if any enemy operatives are incapacitated as a result of any actions it performs during that activation, you can select one Ready friendly NOVIATE ● operative Visible to and within ● of it. After this operative's activation ends, you can activate that operative.

NOVIATE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, LEADER, NOVIATE SUPERIOR



NOVIATE PENITENT

Some Novitiates are ordered to wield brutal eviscerators as a mark of shame for minor transgressions. Urged to earn their redemption face-to-face with the enemy, such Sisters will fight with unrestrained fury to earn back their honour.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Autopistol	4	3+	2/3	Rng ●	-
⊗ Penitent eviscerator	4	4+	5/6	Brutal	Reap 2

ABILITIES

Zealous Rage: The first time this operative performs a **Fight** action in each of its activations, in the Roll Attack Dice step of that combat, you can re-roll any or all of your attack dice.

UNIQUE ACTIONS

Absolution Through Destruction (1AP): Perform a **Fight** action with this operative. After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (for the second combat, you do not have to select the same target and the Zealous Rage ability has no effect).

NOVIATE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE PENITENT



NOVIATE PURGATUS

Novitiates Purgatus have the holy duty of bringing cleansing flame to the enemies of Mankind. When they unleash their Ministorum flammers at the enemy, they leave little more than ash behind.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Ministorum flamer	5	2+	2/3	Rng ●, Torrent ●	Inferno 1
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

UNIQUE ACTIONS

Burning Advance (1AP): Perform a free **Dash** action with this operative, then perform a free **Shoot** action with it.

NOTE: You can only select a ministorum flamer for this action's shooting attack.

NOVIATE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE PURGATUS



NOVIATE PRONATUS

To serve in the Orders Pronatus a candidate must learn everything there is to know of countless kinds of relics, as well being highly skilled warriors. They are expected to retrieve and guard highly precious – and sometimes extremely dangerous – artefacts.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Autopistol	4	3+	2/3	Rng ◆	-
⊗ Gun butt	3	4+	2/3	-	-

ABILITIES

Relic Seeker: Each time this operative is activated, it can perform one mission action at any point during its activation without subtracting any action points.

UNIQUE ACTIONS

Raise Relic (1AP): You gain 2 Faith points. If this operative performs this action while within ○ of the centre of an objective marker, or while within ◆ of the enemy drop zone, you gain 3 Faith points instead.

NOVIATE ◆, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE PRONATUS



NOVIATE EXACTOR

Some zealous Novitiates are given neural whips with which to inflict physical and mental anguish on the foe. On occasion, the bearer will turn these weapons on fellow Novitiates they feel are lacking in commitment and need to be dissuaded from lapses in bravery and faith.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⊕ Neural whips	5	3+	2/3	Rng ■ , Lethal 5+	Stun
⊗ Neural whips	5	3+	2/3	Lethal 5+	Stun

ABILITIES

UNIQUE ACTIONS

Whip into Frenzy (1AP): Select one friendly **NOVIATE ◆** operative (excluding a **NOVIATE SUPERIOR** operative) within ■ of and Visible to this operative. Add 1 to that operative's APL. In addition, if that operative is a **NOVIATE PENITENT** operative, until the end of that operative's next activation, add ○ to its Movement characteristic (to a maximum of 4 ○)

NOVIATE ◆, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE EXACTOR



NOVIATE RELIQUARIUS

Some Novitiate bear inspiring icons, such as an ornate tapestry, a reliquary containing a saint's mortal remains or a simulacrum of a famous artefact. Novitiate who look upon such relics know the holy power of the God-Emperor is with them, and fight all the harder for it.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	8

NAME	A	BS/WS	D	SR	!
⦿ Autopistol	4	3+	2/3	Rng ●	-
✕ Gun butt	3	4+	2/3	-	-

ABILITIES

Icon of Purity: Each time a friendly **NOVIATE** operative is incapacitated, if this operative is within ● of and Visible to it, roll one D6: on a 4+, that operative can immediately perform a free **Shoot** action.

UNIQUE ACTIONS

Plant the Icon (1AP): Perform this action while within ● of the centre of an objective marker. Until this operative is next activated, if it is within ● of the centre of that objective marker, halve the APL of enemy operatives (rounding up) when determining who controls that objective marker.

NOVIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATE RELIQUARIUS



NOVIATE HOSPITALER

Curing the physical and spiritual ills of the Imperium's battlefield wounded is an onerous task, one that requires countless hours of practice. Novitiate seeking admission into the Order's Hospitaller hone their skills in the field, aiding their fellow Novitiate in whichever way they can.



M	APL	GA
3 ●	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⦿ Autopistol	4	3+	2/3	Rng ●	-
✕ Surgical saw	4	4+	2/3	Lethal 5+	-

ABILITIES

Mantra of Restoration: Once per Turning Point, the first time another friendly **NOVIATE** operative would be incapacitated while Visible to and within ■ of this operative and not within Engagement Range of an enemy operative, if this operative is not within Engagement Range of an enemy operative, this operative can revive it. That operative is not incapacitated, has 1 wound remaining, and if it would have been incapacitated by a shooting attack, any remaining attack dice are discarded. That other friendly operative can then perform a free **Dash** action, but must finish that move within ▲ of this operative. Subtract 1 from both operatives' APL.

UNIQUE ACTIONS

Chirurgian's Tools (1AP): Select one friendly **NOVIATE** operative within ▲ of and Visible to this operative. That operative regains 2D3 lost wounds. An operative cannot be selected for this if it was revived using the Mantra of Restoration ability during the same Turning Point. This operative cannot perform this action if it is within Engagement Range of an enemy operative.

NOVIATE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, MEDIC, NOVIATE HOSPITALER



NOVIATIE PRECEPTOR

These Novitiates are expected to rigidly enforce their Order's precepts, ensuring their fellows faithfully adhere to the prescribed standards. They are often chosen as their Superior's second in command, and serve as exemplars by eagerly striding into the fray to smite the Emperor's foes.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
✕ Mace of the Righteous	4	3+	5/5	-	Inferno 2, Stun

ABILITIES

Unflinching Determination: Each time a shooting attack is made against a friendly **NOVIATIE** operative, in the Roll Defence Dice step of that shooting attack, if this operative is Visible to and within of it, you can re-roll one of your defence dice.

UNIQUE ACTIONS

Glorious Hymnal (1AP): Until the end of the Turning Point, each time a friendly **NOVIATIE** operative fights in combat, in the Roll Attack Dice step of that combat, if it is within of this operative, you can re-roll any or all of your attack dice results of 1 or 2.

NOVIATIE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATIE PRECEPTOR



NOVIATIE DIALOGUS

These Novitiates are in training to join the Orders Dialogus, while learning warfare under the guidance of experienced Battle Sisters. Their training in cryptography makes them of great value to kill teams – they can unlock obscure ciphers and find hidden patterns in communiques.



M	APL	GA
3 ○	2	1

DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
🔄 Autopistol	4	3+	2/3	Rng	-
✕ Dialogus stave	3	4+	3/3	-	-

ABILITIES

-

UNIQUE ACTIONS

Stirring Rhetoric (1AP): Select one friendly **NOVIATIE** operative within of and Visible to this operative. Add 1 to its APL.

Auto-Broadcaster (1AP): Place a Condemning Sermon token within of this operative. While an enemy operative is within of the centre of your Condemning Sermon token, worsen the Ballistic Skill characteristic of ranged weapons it is equipped with by 1. In the Ready Operatives step of each Turning Point, remove your Condemning Sermon token.

NOVIATIE, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATIE DIALOGUS



NOVIATIE DUELLIST

Some Novitiates have a natural affinity for bladework, their reaction times and dexterity greater than that of their fellow warriors. They take to the field eager to prove their skill, wishing to claim the heads of the most capable enemies and emulate the warrior-saints of legend.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⦿ Autopistol	4	3+	2/3	Rng ●	-
✕ Duelling blades	4	2+	3/4	Lethal 5+	Expert Riposte*

ABILITIES

***Expert Riposte:** Each time this operative fights in combat using its duelling blades, in the Resolve Successful Hits step of that combat, each time you parry with a critical hit, also inflict damage equal to the weapon's Critical Damage characteristic.

UNIQUE ACTIONS

NOVIATIE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATIE DUELLIST



NOVIATIE CONDEMNOR

Sorcerers and witches are among the Adepta Sororitas' most hated foes. Such psychic abominations are terrible threats to the Emperor's realm, and cutting them down is a key priority. Novitiates Condemnor are especially equipped to deal with this kind of enemy.



M	APL	GA
3 ●	2	1
DF	SV	W
3	4+	7

NAME	A	BS/WS	D	SR	!
⦿ Condemnor stakethrower	4	3+	2/3	Silent	P1, MW2
✕ Null rod	3	3+	3/3	-	Stun

ABILITIES

Null Rod: Each time an enemy operative is activated, if it is within ● of this operative for that activation, its APL characteristic cannot be higher than 2. Each time an enemy operative would perform a psychic action, if it is within ● of this operative, 1 additional AP must be subtracted to perform that action.

UNIQUE ACTIONS

NOVIATIE ●, IMPERIUM, ADEPTA SORORITAS, <ORDER>, NOVIATIE CONDEMNOR



EQUIPMENT

NOVIATIES operatives in your kill team can be equipped with equipment from this list, as specified in the mission sequence. Any equipment marked with a * can be selected a maximum of two times, and each operative can be equipped with no more than one of each item.

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NOVIATIES • EQUIPMENT

ICON OF FAITH* [2EP]

The operative gains the following ability for the battle:

Icon of Faith: Once per battle, this operative can perform one Act of Faith without you needing to subtract Faith points.

CHAPLET ECCLESIAICUS [2EP]

This operative gains the following ability for the battle:

Chaplet Ecclesiasticus: Each time this operative is activated, roll one D6: on a 6, add 1 to its APL.

ADAMANTINE-WEAVE SURPLICE [2EP]

This operative gains the following ability for the battle:

Adamantium-weave Surplice: This model has a Save characteristic of 3+ instead of 4+.

FRAG GRENADE [2EP]

The operative is equipped with the following ranged weapon for the battle:

Name	A	BS	D
Frag grenade	4	3+	2/3

Special Rules

Rng ●, Blast ●, Indirect, Limited

KRAK GRENADE [3EP]

The operative is equipped with the following ranged weapon for the battle. It cannot make a shooting attack with this weapon by performing an **Overwatch** action:

Name	A	BS	D
Krak grenade	4	3+	4/5

Special Rules

Rng ●, Indirect, AP1, Limited

AUTO-CHASTISER [2EP]

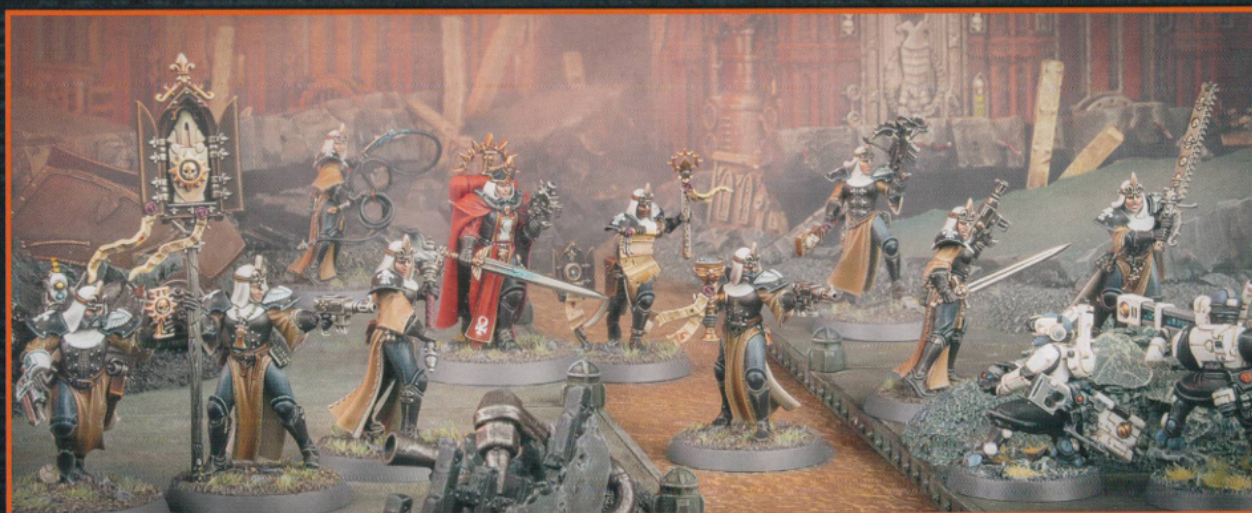
This operative gains the following ability for the battle:

Auto-chastiser: Each time this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, you can re-roll any or all of your attack dice results of 1. If any of your re-rolled dice also result in 1, that operative suffers 1 mortal wound.

SAINTED RELIQUAE [2EP]

This operative gains the following ability for the battle:

Sainted Reliquae: Each time this operative strikes with a critical hit, you gain 1 Faith point.



NOVITIATE SPEC OPS RULES

Over the following pages you will find a selection of rules for Spec Ops campaigns in which you have selected **NOVITIATE** as your faction keyword.

BATTLE HONOURS

Each time a **NOVITIATE** operative gains a Battle Honour, instead of determining one from its specialism, you can instead determine one from the Novitiate Specialist table below. You can either roll one D6 to randomly determine the Battle Honour (re-rolling if it isn't suitable), or you can select an appropriate one. As with any Battle Honour, an operative cannot have the same one more than once (if a duplicate result is rolled, roll again until a different result is rolled).

NOVITIATE SPECIALIST

D6	Specialism
1	Devout: During the first Turning Point, this operative can perform the following action: Pray for Guidance (1AP): You gain 1 CP. Your kill team can only perform this action once.
2	Pious: Each time this operative performs one or more Acts of Faith during an activation, roll one D6: on a 5+, you gain 1 Faith point.
3	Righteous Purpose: Each time an attack dice would inflict critical damage on this operative, you can choose for that attack dice to inflict normal damage instead.
4	Glare of Condemnation: Each time an enemy operative would perform a psychic action, if it is within ■ of one or more friendly operatives with this Battle Honour, 1 additional AP must be subtracted to perform that action.
5	Determined: Each time this operative is activated, if it is within of the centre of an objective marker, add 1 to its APL.
6	Quick of Thought and Action: At the start of each Turning Point, if this operative is not within Engagement Range of an enemy operative, it can immediately perform a free Dash action.



RARE EQUIPMENT

Each time you would determine an item of rare equipment to add to your stash, if your faction is **NOVITIATE**, you can determine one from the table below instead of determining one from another source. To do so, you can either roll one D6 to randomly determine the rare equipment (re-rolling if it isn't suitable), or you can select an appropriate one. As with any item of rare equipment, your stash cannot include more than one of each item (if a duplicate result is rolled, roll again until a different result is rolled).

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NOVITIATES • SPEC OPS RULES • RARE EQUIPMENT

1. RELIC GUNSIGHT [3EP]

Select an autogun the operative is equipped with. It gains the following improvements for the battle:

- Improve its Ballistic Skill characteristic by 1.
- The operative can perform the following action:

TAKE AIM 1AP

Select one enemy operative Visible to this operative. Until the end of this activation, each time this operative makes a shooting attack, treat that enemy operative as if it has an Engage order for that shooting attack.

2. BLESSED BLADE [2EP]

Select a Novitiate blade the operative is equipped with. It gains the following improvements for the battle:

- Improve its Weapon Skill characteristic by 1.
- Add 1 to its Critical Damage characteristic.

3. BLESSED INCENSE [2EP]

NOVITIATE PRECEPTOR operative only. This operative's mace of the righteous gains the Rending critical hit rule and Brutal special rule for the battle.

4. INFERNO ROUNDS [3EP]

Select an autogun or autopistol the operative is equipped with. That weapon gains the Inferno 1 critical hit rule for the battle.

5. SAINT-TOUCHED CLOTH [2EP]

NOVITIATE RELIQUARIUS operative only. That operative gains the following ability for the battle:

Saint-touched Cloth: Add ■ to the range of this model's Icon of Purity ability.

6. PROCLAMATION BROADCASTER [2EP]

The operative gains the following ability for the battle:

Proclamation Broadcaster: Once in this battle, at the start of a Turning Point, this operative can use its Proclamation Broadcaster. If it does, you gain a number of Faith points equal to the number of other friendly **NOVITIATE** operatives Visible to and within ■ of this operative (to a maximum of 4 Faith points).

'RETREAT? I HAVE A SCORE OF THE EMPEROR'S FINEST BATTLE SISTERS AT MY COMMAND, AND YOU THINK A FEW HUNDRED ALIEN SAVAGES ARE CAUSE TO TURN OUR BACK AND FLEE? LET THE ENEMY COME, THEY SHALL FIND NEITHER OUR RESOLVE NOR OUR AIM WAVERING.'

- Sister Superior Lacena, Order of Our Martyred Lady

STRATEGIC ASSETS

Each time you would add an asset to your base of operations, if your faction is **NOVITIATE**, you can select one from the list below instead of selecting one from another source. As with any asset, you can never have more than one of each.

INCENDIARY BOMBS

The kill team is able to call in allied aircraft to strafe the area with promethium bombs, driving any enemy operatives out of cover.

At the start of the Set Up Operatives step of the mission sequence, you can call in Incendiary Bombs. If you do, select one terrain feature that includes any parts with the Vantage Point or Punishing Vantage Point trait. Enemy operatives that are set up on that Vantage Point or Punishing Vantage Point suffer 1 mortal wound.

SANITORIUM

The kill team's base of operations stores a wealth of medical equipment, allowing even grievous wounds to be treated in a sanitary environment.

You can select this asset if your kill team has a Med Bay asset and your dataslate includes a **NOVITIATE HOSPITALLER** operative. After taking Casualty tests for your kill team, select one operative that has any Battle Scars. Remove one Battle Scar from that operative.

SANCTUM

The kill team's base has a sacred chamber, dedicated to housing recovered relics until they can be returned to their rightful home, or a new sacred place.

At the end of each battle, if a **NOVITIATE PRONATUS** operative was selected for deployment, you can roll to determine if they have recovered any relics. Roll one D6, adding 1 if that **NOVITIATE PRONATUS** operative performed any mission actions during that battle: on a 6, they have recovered a relic and returned it to your Sanctum. Keep a note of the number of relics in your Sanctum. At the start of the first Turning Point of each battle, you gain a number of Faith points equal to the number of relics in your Sanctum (to a maximum of 3).



REQUISITIONS

In a Spec Ops campaign, if your faction is **NOVITIATE**, you can use the following Requisitions in addition to those presented in the Kill Team Core Book.

BLESSED MARTYRDOM 1RP

Each Sister slain in service to the Emperor knows their soul goes to join him and furthers his immortal will.

Purchase this Requisition after a game in which one or more friendly **NOVITIATE** operatives failed a Casualty test and were slain. For each friendly **NOVITIATE** operative that was slain in this manner, you can select one **NOVITIATE** operative on your dataslate. That operative gains 1 experience point.

FIELD PUNISHMENT 1RP

Failure is not tolerated within the ranks of the Adepta Sororitas. Any who fail their sisters, even Novitiate, must atone for their sins as a penitent and take up the ceremonial eviscerator kept for such occasions.

Purchase this Requisition after a game. Select one friendly **NOVITIATE** operative that was incapacitated and did not perform any mission actions. Remove that operative from your dataslate and replace it with a **NOVITIATE PENITENT** operative. The new operative has the same number of experience points as the operative that was removed (select its Battle Honours accordingly) and has the same Battle Scars (if any).

SAINT POTENTIA 1RP

It is only through struggle that true devotion is demonstrated. All who are faithful have the potential for sainthood, whether in life or in death.

Purchase this Requisition when a friendly **NOVITIATE** operative gains the Revered rank if your dataslate does not contain any **SAINT POTENTIA** operatives. That operative gains the **SAINT POTENTIA** keyword. At the start of each Turning Point, while a friendly **SAINT POTENTIA** operative is in the killzone, gain 1 Faith point. If a **SAINT POTENTIA** operative is slain while you have a Sanctum asset as part of your base of operations, gain 1 Relic.

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **NOVITIATE**, you can select one from the list opposite instead of selecting one from another source.



PURGE THE UNCLEAN

A noted heretic has been identified working with enemy forces. Root them out and ensure they are unable to spread their heresy any further.

OPERATION 1: TRACK DOWN THE HERETIC

Hunt down and get a positive identification of the target.

Win six games.

OPERATION 2: PURGE WITH FIRE

An all-out assault must be mounted to cut out this threat. Forces must converge on the threat's location and ensure they do not survive. An example must be set to any who would consider spreading their false proclamations among the Emperor's people.

Complete a game in which you scored victory points from the 'Purge with Flame' Tac Op.

COMMENDATION

- Each friendly operative that was selected for deployment earns 1 XP.
- Gain 1 RP for each enemy operative that was incapacitated while it had any Inferno tokens.

If the enemy Leader was incapacitated by an attack made by a weapon with the Inferno x critical hit rule:

- Each friendly operative that has a weapon with the Inferno special rule gains an additional 1 XP.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered a 'Purge Order' Spec Op.

RECLAMATION SWEEP

Many priceless relics have been lost in this sector. Front-line forces cannot be spared, but a small team should be able to carry out a discreet surgical strike into the area to reclaim what has been lost without bringing the wrath of the enemy down upon their heads.

OPERATION 1: RECON SWEEP

Scout out likely locations of destroyed shrines and reliquaries, ready to extract any relics you find.

Complete five games in which you scored victory points from the 'Reconsecrate Ground' or 'Triangulate' Tac Op.

OPERATION 2: COLLECT AND KEEP SAFE

With the relics located, we must now extract these and return them to safety.

Complete a game in which you scored victory points from the 'Retrieval' Tac Op.

COMMENDATION

- You can add up to three items of rare equipment to your stash, or you can increase your asset capacity by one.
- If you have a Sanctum asset, add 1 relic to it.

SPEC OPS BONUS

For the purposes of a mission's Spec Ops bonus, this Spec Op is considered an 'Extraction' Spec Op.

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Adepta Sororitas warriors and the title of your kill team. It also provides you with ideas with which you can build the character and background of your kill team. If you wish to randomly generate these, you can roll the appropriate number of D6 for each of the tables presented here.

KILL TEAM NAME

Adepta Sororitas Novitiate kill teams sometimes take a name related to the Order to which they belong or connected to a holy quest given to them. Others may dedicate themselves to a particular saint; if you would like to do so, you can use the Operative Name Generator opposite to select an appropriate name. In other cases, a Novitiate kill team's Superior may ennoble them in the memory of a glorious crusade of legend, or as angels of vengeance for a particular act of heresy. Many are named for the ideals the kill team is expected to embody, or to signify the vows they have taken. The generator below lets you create your team's name in such a way, by pairing an element representing their ideals with one that represents the manner in which they have vowed to express them, or the object to whom they have made their vow. To generate your Novitiate kill team name, roll first on the top table, then on the bottom table. Alternatively, pick a name using whichever combination feels appropriate, or use them as inspiration to create your own.

D6	NAME
1	Penitents
2	Cleansing Fire
3	Purgators
4	Chastisers
5	Guardians
6	Humble Sisters

D6	NAME
1	Illuminatum
2	Of Blood
3	Of the Creed
4	Of the Heroine Unbowed
5	Redemptive
6	Of Wrath

'THERE IS NO LIGHT BUT THE LIGHT OF THE EMPEROR! THERE IS NO FAITH BUT FAITH IN THE EMPEROR! THERE IS NO TRUTH BUT THE TRUTH OF THE EMPEROR!'

- First Exclamation of the Dialogus
Order of the Resounding Vow



ADEPTA SORORITAS NAMES

2D6	FORENAME	SURNAME
2	Danica	Serenitas
3	Constantia	Bellicos
4	Eleanor	Sacristus
5	Mariah	N'bata
6	Lisbett	Lucinias
7	Kataryn	Honourifica
8	Helenica	Dasyrov
9	Isadore	Caritas
10	Amelia	Vengor
11	Elyza	Shengg
12	Hyldeth	Khazentia

BASE OF OPERATIONS

D6 LOCATION

- 1 Reconsecrated Shrine:** Among this war zone's ruins, this kill team has established their operating base within a defiled shrine – one they have rededicated to the saints and ritually cleansed of foulness.
- 2 Invasion Cathedrum:** Along with much larger forces, this kill team strikes out at the foe from a gigantic invasion cathedrum – dropped into a forward position from orbit – within which they occupy a series of connected cells.
- 3 Under the Eyes of Saints:** This kill team has discovered an unobtrusive hideaway directly beneath a miraculously intact image of a saint. Blessed by the gaze of so holy a figure, their operating base remains hidden and their missions sanctified.
- 4 Underground Imperial Cult:** Guerilla survivors loyal to the Emperor have eagerly shared their network of underground passages, collapsed rooms and newly dug trenches, allowing this kill team to manoeuvre unobserved through the killzone.
- 5 Mausoleum:** This kill team has established itself among the mortal remains of pious servants of the Emperor within a small, crumbling vault.
- 6 Sororitas Rhinos:** This kill team range along the war zone's flanks on distant ambush and interception missions within the blessed hulls of Rhino-armoured transports, their holy weapons and wargear routinely sanctified at the on-board shrines.

BACKGROUND

D6 HUMBLE ORIGINS

- 1 Shrine Guardians:** The honour these Battle Sisters have been given is great, for they are charged with defending places holy to the Emperor.
- 2 Merciless:** Even amongst the Adepta Sororitas, these Sisters' disgust for the mutant, the alien and the heretic is violent in the extreme.
- 3 Unproven:** Never before have these Battle Sisters seen open war. Now is their chance to prove their faith and earn their place amongst their comrades, and they do not mean to waste it.
- 4 Prefects of the Drill-abbots:** During their years in the Schola Progenium, these warriors' martial and spiritual superiority saw them hand-picked by the fearsome Drill-abbots to ruthlessly enforce discipline in their fellow students.
- 5 Eyes Opened to Wickedness:** The depths to which traitors, mutants and witches will sink in their heresy has recently been laid bare before this kill team. With hatred in their hearts, they vehemently yearn to enact the Emperor's vengeance.
- 6 Students of the Saints:** From the Schola Progenium's authoritarian educators to the rigid Dogmata of the Order they now serve, this kill team have assiduously studied the ancient saints of legend and aspire to emulate specific deeds of legend.

SQUAD QUIRK

D6 TRAIT

- 1 Fanatical:** These zealous warriors never retreat, never back down and never concede defeat.
- 2 Vow of Silence:** Speech has been forbidden these warriors until they fulfil their duty.
- 3 Flagellants:** These warriors welcome pain as a gift from the Emperor that brings martial clarity.
- 4 Serene:** The grace of the Emperor fills these warriors; they remain calm no matter what.
- 5 Hymnal to Glory:** As they fight, these Battle Sisters raise their voices in a soaring hymn to the magnificence of the holy God-Emperor.
- 6 Ritualised Maintenance:** Between battles, this kill team rigidly cleave to a prescribed order of cleansing and blessing their weapons, their voices raised in synchronous prayer as they give thanks for their tools of punishment.

++ Adepta Sororitas – Narrative Dataslate ++

.....
Bail Team Name

.....
Player Name

.....
Faction Keyword

.....
Selectable Keyword

.....
Base of Operations

History

Quirks

Requisition Points

Asset Capacity

Spec Ops Log

Cash

Strategic Assets

Notes

Narrative Datacard

Operative

Operative Type

Battle Honours

Battle Scars

Notes

Rested Tally

Experience Points

Specialism

NARRATIVE DATACARD

OPERATIVE:

OPERATIVE TYPE:

BATTLE HONOURS:

BATTLE SCARS:

NOTES:

RESTED TALLY

EXPERIENCE POINTS

Specialism

WARHAMMER
40,000
KILL TEAM
NOVITIATE 
UPDATE 1.4

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (*).

ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

KILL TEAM: CHALNATH

Page 37, Tac Ops, Purge with Flame

Change the relevant part of the first bullet point to read:
'attacks made by weapons with the Inferno X **critical hit** rule.'

Page 40, Acts of Faith, Faithful Blessing

Change the relevant part of the first sentence to read:
'When a friendly **NOVITIATE** operative **is fighting in combat or making a shooting attack, or a shooting attack is being made against it**, in the Roll Attack Dice **step (for the former)** or the Roll Defence Dice step **(for the latter)** of that combat or shooting attack, re-roll one of your attack or defence dice **respectively**.'

Page 40, Acts of Faith, Blinding Aura

Change the final sentence to read:
'Until the end of that activation, while that friendly operative is more than ○ from that enemy operative:

- That friendly operative is treated as being in Cover.
- While that friendly operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).'

Page 41, Defenders of the Faith Strategic Ploy

Change the first sentence to read:
'At the start of the Firefight phase, one friendly **NOVITIATE** operative that is within ○ of the centre of each objective marker can **do one of the following (they don't have to do the same)**.'

Page 41, Burning Wrath Tactical Ploy, Ministorum flamer

Change 'Inferno 2' from a special rule (SR) to a critical hit rule (!).

Page 43, Novitiate Purgatus, Burning Advance unique action

Add the following sentence:
'You can only select a ministorum flamer for this action's shooting attack.'

Page 43, Novitiate Penitent, Absolution Through Destruction unique action

Change this action to read:
'Perform a free **Fight** action with this operative. **After completing that action's fight sequence, if this operative is still within Engagement Range of an enemy operative, you can immediately fight in combat with this operative again (for the second combat, you do not have to select the same target and the Zealous Rage ability has no effect).**'

Page 44, Novitiate Exactor, Whip into Frenzy action

Add the following to the end of the final sentence:
'add ○ to its Movement characteristic **(to a maximum of 4○)**.'

Page 45, Novitiate Hospitaller, Mantra of Restoration ability

Change the relevant part of the first sentence to read:
'the first time **another** friendly **NOVITIATE** operative would be incapacitated'

DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

KILL TEAM: CHALNATH

Q: When specifically during a shooting attack should the Blinding Aura Act of Faith be used?

A: When a **NOVITIATE** operative is selected as a target. Note that this could mean they are no longer a valid target, at which point your opponent must select a different valid target.

*Q: Blinding Aura Act of Faith lasts until the end of the activation. How long does it last when used during the **Overwatch** action?*

A: Until the end of that **Overwatch** action.

Q: For the purposes of generating Faith points, when does an operative have a specialism?

A: In narrative play, the first time it gains a Battle Honour, and you select a specialism for it to progress in.

Q: If an enemy operative makes a shooting attack with an Indirect weapon and I use the Blinding Aura Act of Faith, which takes precedence?

A: Indirect.

Q: If an enemy operative makes a shooting attack with a Barrage weapon and I use the Blinding Aura Act of Faith, which takes precedence?

A: Blinding Aura.

Q: If an enemy operative is incapacitated at the end of a Turning Point due to Inferno tokens, does this count for the Purge with Flame Tac Op?

A: No. It must specifically be the attacks that incapacitate them.

*Q: If an activation is interrupted, can an additional Act of Faith be used during the interruption? For example, if I use an Act of Faith during a **NOVITIATE** operative's activation, then the activation is interrupted by the **PHOBOS STRIKE TEAM** **Track Target** action, can I perform another Act of Faith during the **Track Target**'s **Overwatch** action?*

A: No. You can only perform one Act of Faith between the start and end of the activation: before, during or after the interruption.

Q: If Guilt Reveals Itself (EXACTION SQUAD**) interacts with the Blinding Aura Act of Faith, which takes precedence?*

A: The former.

CLOSE QUARTERS

Q: When using the Defenders of the Faith Strategic Ploy in Close Quarters, can a friendly **NOVITIATE operative perform a **Guard** action instead of a **Shoot** action, as it's treated as a **Shoot** action?*

A: Yes.

THE BALANCE DATASLATE

Q2 2024

This document contains the collected Q2 updates to the rules for game balance improvements. New updates can be identified by the presence of an asterisk (*) bullet point.



CORE RULES

- **New Core Rule:** Some rules allow you to activate operatives in succession before your opponent can activate. Regardless of such rules, you can never activate more than two operatives in the same Turning Point before your opponent has had a turn to activate a ready operative or perform **Overwatch**.
- **New Core Rule:** The Movement characteristic cannot be modified to less than 2○ (even if injured).
- Jump tests: Automatically successful (do not roll).

KILLZONE: BHETA-DECIMA

- Restricted Line of Sight: The target operative is not Visible (instead of Obscured).
- Tactical Ploys that allow one or more operatives to be set up outside of your drop zone, e.g. Sneaky Git, **KOMMANDO** and Dimensional Translocation, **HIEROTEK CIRCLE**. Such operatives must be set up wholly within 2○ of your drop zone.



EQUIPMENT

- You can only select each equipment with the Indirect special rule (e.g. dynamite, krak grenade, fusion grenade) once per battle. If a friendly operative already equipped with such equipment is selected for deployment (e.g. **ASSAULT GRENADIER PATHFINDER** operative), this counts as your selection.



REPLACED ARMY LISTS

Over time, certain new army lists will be introduced that are designed to replace similar army lists from the Compendium. We recommend the newer army list replaces the older one where balance is concerned, particularly in an organised play setting such as a tournament. These army lists and their replacements are as follows:

FORGE WORLD replaced by **HUNTER CLADE**
THOUSAND SONS replaced by **WARPCOVEN**
TROUPE replaced by **VOID-DANCER TROUPE**



CRITICAL OPERATIONS 2022

- Each player cannot score more than 16 victory points in total from the mission objective during the battle (instead of 12), and a maximum of 24 victory points from the game (instead of 20).
- Loot mission action: Each objective marker can be looted a maximum of four times during the battle (instead of three).



KILL TEAM: CHALNATH

PATHFINDER

- A Worthy Cause Tactical Ploy: 2CP. You can only use it once per battle, and only if you don't have the initiative.
- **ASSAULT GRENADEIER PATHFINDER** operative: Delete final sentence of Grenadier ability.
- Change benefit of 5+ Markerlight tokens to: 'In the Select Valid Target step of that shooting attack, the enemy operative is treated as if it has an Engage order unless that enemy operative is in Cover provided by Heavy terrain.'
- Operative selection: 1 less operative.
- Add the following to Kauyon Art of War ability: 'In addition, once in each of their activations, friendly **PATHFINDER** operatives can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).'
- Close Quarters: Each friendly **PATHFINDER** operative can perform the **Guard** action while it has a Conceal order. If it does, interrupt as normal, but instead of making a guard attack it can only perform the **Markerlight** action (if able).
- Operative selection: Selecting **MB3 RECON DRONE** operative no longer requires you to select 1 less operative.
- **DRONE CONTROLLER PATHFINDER** operative gains the following ability: '**Focused EMP Override:** If this operative is in the killzone, friendly **DRONE** operatives can perform the **Operate Hatch** action (ignore the first bullet point of Artificial Intelligence to do so).'
- * **MB3 RECON DRONE** operative's **Analyse** unique action: You can re-roll one of your attack dice (instead of any or all).
- * **DRONE CONTROLLER PATHFINDER** operative's Drone Scout ability: In a battle that uses Hazardous Areas rules, the **DRONE** operative must be set up wholly within 2○ of your drop zone. In a battle that uses Close Quarters rules, you cannot set up the **DRONE** operative as specified. Instead, at the end of the Scouting step, if that **DRONE** operative is wholly within your drop zone and has a Conceal order, it can perform a free **Normal Move** and/or **Operate Hatch** action and its order cannot be changed in the first Turning Point.
- * Recon Sweep Strategic Ploy: You cannot use this ploy during the first turning point.

NOVITIATE

- Auto-chastiser equipment: 2EP.
- Cannot use Acts of Faith to change dice you've re-rolled.



KILL TEAM: NACHMUND

LEGIONARY

- Mutagenic Flesh Strategic Ploy: To a minimum of 3 (instead of 2).
- * Your roster can contain operatives with all four **<MARK OF CHAOS>** keywords, but when selecting a kill team for the battle, you cannot select operatives with the **KHORNE** keyword if you have selected any with **SLAANESH** (and vice versa), and you cannot select operatives with the **NURGLE** keyword if you have selected any with **TZEENTCH** (and vice versa).

CORSAIR VOIDSCARRED

- **VOIDSCARRED GUNNER** operative's shredder: Gains the Rending critical hit rule.
- Outcasts Strategic Ploy: Change distance requirement to ■ (instead of ◆).
- Deadly Ambush Tactical Ploy: If the friendly operative has a Conceal order and is ready, you can change it to Engage to do so.

