



## Novitates

PURGATUS					
	M	APL	GA		
	3	2	1		
	DF	SV	W		
	3	4+	7		
Ministorum flamer	5	2+	2/3		
Rng  Torrent			! Inferno 1		
Gun butt	3	4+	2/3		

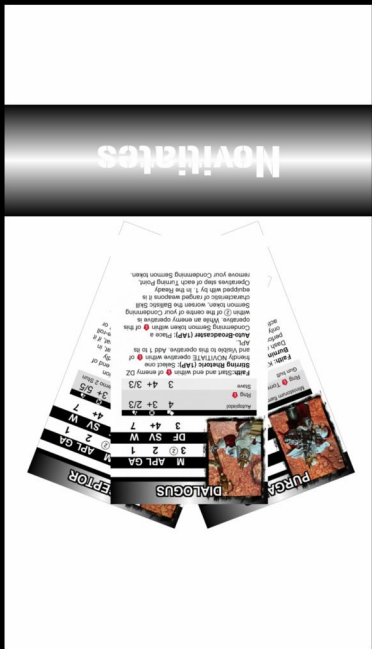
**Faith:** Kill With Shooting; Mission Action  
**Burning Advance (1AP):** Perform a free Dash action with this operative, then perform a free Shoot action with it. You can only select a ministorum flamer for this action's shooting attack.

PRONATUS					
	M	APL	GA		
	3	2	1		
	DF	SV	W		
	3	4+	7		
Autopistol	4	3+	2/3		
Rng					
Gun butt	3	4+	2/3		

**Faith:** Start and end within of enemy DZ; Mission Action  
**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.  
**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.

DIALOGUS					
	M	APL	GA		
	3	2	1		
	DF	SV	W		
	3	4+	7		
Autopistol	4	3+	2/3		
Rng					
Stave	3	4+	3/3		

**Faith:** Start and end within of enemy DZ  
**Stirring Rhetoric (1AP):** Select one friendly NOVITIATE 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.



## Novitates

PURGATUS					
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	DF	SV	W		
	3	4+	7		
Ministorum flamer	5	2+	2/3		
Rng  Torrent			! Inferno 1		
Gun butt	3	4+	2/3		

## Operative

FAQ : 1.8, DECK:4.0  
Datafile: Q3 2023

PRONATUS					
	M	APL	GA		
	3	2	1		
	DF	SV	W		
	3	4+	7		
Autopistol	4	3+	2/3		
Rng					
Gun butt	3	4+	2/3		

## Operative

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DIALOGUS					
	M	APL	GA		
	3	2	1		
	DF	SV	W		
	3	4+	7		
Autopistol	4	3+	2/3		
Rng					
Stave	3	4+	3/3		

## Operative

FAQ : 1.8, DECK:4.0  
Datafile: Q3 2023



## PURGATUS

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Ministorum flamer	5	2+	2/3
Rng ⑥ Torrent ②			! Inferno 1
Gun butt	3	4+	2/3

**Faith:** Kill With Shooting; Mission Action  
**Burning Advance (1AP):** Perform a free Dash action with this operative, then perform a free Shoot action with it. You can only select a ministorum flamer for this action's shooting attack.



## PRECEPTOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Mace of the Righteous	4	3+	5/5
			! Inferno 2 Stun

**Faith:** Kill with Melee; Mission Action  
**Glorious Hymnal (1AP):** Until the end of the Turning Point, each time a friendly NOVITIATE operative fights in combat, in the Roll Attack Dice step of that combat, if it is within ⑥ of this operative, you can re-roll any or all of your attack dice results of 1 or 2.  
**Unflinching Determination:** Each time a shooting attack is made against a friendly NOVITIATE operative, in the Roll Defence Dice step of that shooting attack, if this operative is Visible to and within ⑥ of it, you can re-roll one of your defence dice.



## HOSPITALLER

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Autopistol	4	3+	2/3
Rng ⑥			
Surgical Saw	4	4+	2/3
			! Lethal 5+

**Faith:** Start and end within ⑥ of enemy DZ; Mission Action  
**Mantra of Restoration**  
**Chirurgeon's Tools (1AP):** Select one friendly NOVITIATE operative within ① 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.



## SUPERIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Plasma Pistol	4	2+	5/6
Rng ⑥ AP1			
Overcharge	4	2+	5/6
Rng ⑥ AP2 Hot			
Power Weapon	4	2+	4/6
Lethal 5+			

**Faith:** Kill with Melee; Kill with Shooting; Mission Action  
**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 NOVITIATE operative Visible to and within ⑥ of it. After this operative's activation ends, you can activate that operative.

Operative

Novitiates

Operative

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Operative

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Operative

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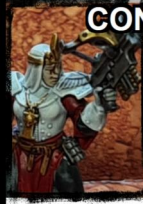


## SUPERIOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	8

Bolt Gun	4	2+	3/4
Gun Butt	3	2+	2/3

**Faith:**Kill with Melee; Kill with Shooting; Mission Action  
**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 NOVITIATE operative Visible to and within ⑥ of it. After this operative's activation ends, you can activate that operative.



## CONDEMNOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Stake Thrower	4	3+	2/3
Silent			! MW2 P1
Null Rod	3	3+	3/3
			! Stun

**Faith:**Kill with Melee; Kill with Shooting  
**Null Rod:** Each time an enemy operative is activated, if it is within ⑥ 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 ⑥ of this operative, 1 additional AP must be subtracted to perform that action.



## EXACTOR

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Neural whips	4	3+	2/3
Rng ⑤ Lethal 5+			! Stun
Neural whips	5	3+	2/3
Lethal 5+			! Stun

**Faith:**Start and end within ⑥ of enemy DZ; Kill with Melee  
**Whip into Frenzy (1AP):** Select one friendly NOVITIATE operative (excluding a NOVITIATE SUPERIOR operative) within ③ of and Visible to this operative. Add 1 to that operative's APL. In addition, if that operative is a NOVITIATE PENITENT operative, until the end of that operative's next activation, add ② to its Movement characteristic (to a maximum of 4 ②).



## PENITENT

M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Auto Pistol	4	3+	2/3
Rng ⑥			
Eviscerator	4	4+	5/6
Brutal			! Reap 2

**Faith:**Kill with Melee; Mission Action  
**Absolution Through Destruction (1AP):** 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).  
**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.

Operative

Novitiates

Operative

Novitiates


Operative

Novitiates

Operative

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RELIQUARIUS




M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Autopistol	4	3+	2/3
Rng ①			
Gun butt	3	4+	2/3

**Faith:**Start and end within ① of enemy DZ; Mission Action  
**Icon of Purity:** Each time a friendly NOVITIATE operative is incapacitated, if this operative is within ① of and Visible to it, roll one D6: on a 4+, that operative can immediately perform a free Shoot action.  
**Plant the Icon (1AP)**

DUELLIST



M	APL	GA
3 ②	2	1
DF	SV	W
3	4+	7

Auto Pistol	4	3+	2/3
Rng ①			
Duelling blades	4	2+	3/4
Lethal 5+	! Expert Riposte		

**Faith:**Kill with Melee; Mission Action

**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.

(3) GLORY TO THE MARTYRS

Reveal this Tac Op when a friendly operative is incapacitated while within ② of the centre of an objective marker.

► If another friendly operative is incapacitated while within ② of the centre of that objective marker, you score 1VP.  
► If you achieve the first condition in any subsequent Turning Points, you score 1VP.

Die on Objective

(1) PURGE WITH FLAME

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 rule, 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.

Kill with Inferno

Operative

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Operative

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Tac Op

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Tac Op

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## (2) RECONSECRATE GROUND

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.

Control Objective

Tac Op

Novitiates

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## DEFENDERS OF THE FAITH

Strategic

2CP

At the start of the Firefight phase, one friendly NOVITIATE operative that is within ② 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.

Start Round Attack

Strategic

Novitiates

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## GLORIOUS MARTYRDOM

Tactical

1CP

Use this Tactical Ploy when a friendly NOVITIATE operative is incapacitated. Each enemy operative within ② of and Visible to that operative suffer 1 mortal wound, and you gain D3 Faith points.

MW + D3 FP on Death

Tactical

Novitiates

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## BURNING WRATH

Tactical

1CP

Select one friendly NOVITIATE PURGATUS operative. Until the end of the turning point, that operative's Ministorum flamer gains:  
D: 3/4  
!Inferno 2

Flamer +1D and Inf 2

Tactical

Novitiates

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## RIGHTEOUS CONDEMNATION

### Tactical

1 CP

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

Crossbow Rerolls

## MANTRA OF RESTORATION

### Ability

Once per Turning Point, the first time another friendly NOVITIATE operative would be incapacitated while Visible to and within 1 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 1 of this operative. Subtract 1 from both operatives' APL.

Hospitalier

## PLANT THE ICON

### Ability

**Plant the Icon (1AP):** Perform this action while within 2 of the centre of an objective marker. Until this operative is next activated, if it is within 2 of the centre of that objective marker, halve the APL of enemy operatives (rounding up) when determining who controls that objective marker.

Reliquarius

## EYES OF THE EMPEROR

### Strategic

1CP

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

Long Range Pistols

Tactical

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Ability

Novitates

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Ability

Novitates

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Strategic

Novitates

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## SANCTIFIED ROUNDS

**Strategic**

**1CP**


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

+1D on Auto

## AEGIS OF THE EMPEROR

**Strategic**

**1CP**

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

MW Psychers

## ICON OF FAITH

**Max: 1**

**2EP**

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

Faith Action

## CHAPLET ECCLESIASTICUS

**2EP**

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

6+ for +1 APL

**Strategic**

**Novitates**

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**Strategic**

**Novitates**

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**Equipment**

**Novitates**

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**Equipment**

**Novitates**

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## ADAMANTIUM-WEAVE SURPLICE

2EP

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

Sv 3+

## FRAG GRENADE

Max: 1

2EP

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

Frag grenade	4	3+	2/3
Rng	🔥	Blast2	Indirect Ltd

## KRAK GRENADE

Max: 1

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:

Krak grenade	4	3+	4/5
Rng	🔥	AP1	Indirect Ltd

## AUTO-CHASTISER

2EP

**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.

Reroll 1's

Equipment

Novitates

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## AUTO-CHASTISER

2EP

**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.

Reroll 1's

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2EP

**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.

Reroll 1's

## AUTO-CHASTISER

2EP

**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.

Reroll 1's

## SAINTED RELIQUAE

2EP

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

Melee crit = +1 FP

Equipment

Novitates

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Equipment

Novitates

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Equipment

Novitates

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Equipment

Novitates

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NOVIATIE KILL TEAM

Security/Recon

1 leader and 9 operatives

- SUPERIOR
- MILITANT
- PENITENT
- PRONATUS
- EXACTOR
- RELIQUARIUS
- HOSPITALLER
- PRECEPTOR
- DIALOGUS
- DUELLIST
- CONDEMNOR
- PURGATUS (x2)

ACTS OF FAITH (1/3)

Faction Ability

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 6 of the enemy drop zone.

ACTS OF FAITH (2/3)

Faction Ability

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).

The Balance Dataslate: You cannot use Acts of Faith to change dice you've re-rolled.

ACTS OF FAITH (3/3)

Faction Ability

- Re-roll 1 dice. 1
- Retain failed hit as a successful normal hit. 2
- Retain normal hit as a critical hit. 3
- Retain failed save as a successful normal save. 2
- Retain normal save as a critical save. 2
- Ignore a mortal wound. This can be used more than once. 1
- Regain D3 lost wounds. This can be used twice per activation 2
- When shot from more than 2 away:

- That friendly operative is treated as being in Cover.
- If Conceal order, always Conceal. 2
- Shooter must select another valid target or AP is refunded

Team

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Abilities

Novitiates

Abilities

Novitiates

Abilities

Novitiates

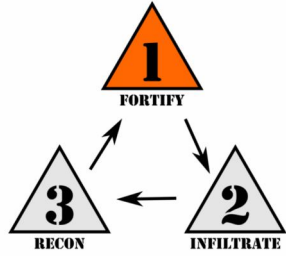
## FORTIFY

### Matched Play

Set up one additional barricade within 1 of your drop zone

### Critical Ops

Set up one additional barricade wholly within your territory. Unlike normal barricades, you can set it up on a Vantage Point.



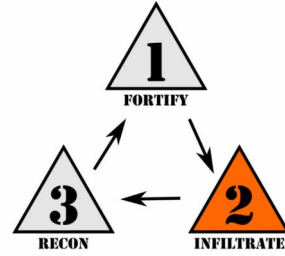
## INFILTRATE

### Matched Play

Once during the first turning point, when you select an operative to activate, you can change its order

### Critical Ops

Once during the first turning point, when you select an operative to activate, you can change its order



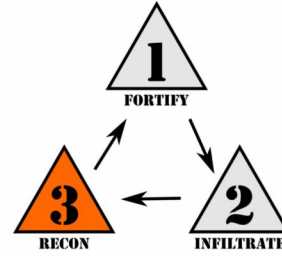
## RECON

### Matched Play

Perform a free Dash action with one operative that is wholly within your drop zone

### Critical Ops

Perform a free Dash action with one friendly operative that is wholly within your drop zone as if it can FLY



## MATCHED PLAY

- DETERMINE MISSION
- READ MISSION BRIEFING
- DETERMINE KILLZONE
- SET UP OBJECTIVE MARKERS
- SET UP THE KILLZONE
- SELECT DROP ZONE
- SELECT A KILL TEAM
- SELECT TAC OPS
- SELECT EQUIPMENT
- SET UP BARRICADES
- SET UP OPERATIVES
- SCOUTING
- BEGIN THE BATTLE

Scouting

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Scouting

Novitiates

Scouting

Novitiates

Matched

Novitiates

## TURN SEQUENCE

- INITIATIVE PHASE  
READY OPERATIVES  
DETERMINE  
INITIATIVE
- STRATEGY PHASE  
GENERATE  
COMMAND POINTS  
PLAY STRATEGIC  
PLOYS  
TARGET REVEAL
- FIREFIGHT PHASE  
PERFORM ACTIONS

## SCORE CARD

COMMAND POINTS	SECONDARY	PRIMARY	
			1
			2
			3
	1	2	
	2	3	
	3	4	

## PHIL TEAM

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Matched

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Scorecard

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Credits

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