



# NOVITIATES: UPDATE LOG

---

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

## RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

**Q:** *When inflicting damage while blocking with the **NOVITIATE** **DUELLIST**'s Riposte weapon rule, is this considered to be damage from an attack dice, and can it be reduced or ignored by an opponent's rules?*

**A:** Yes.

## PREVIOUS ERRATAS

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

### STRATEGY PLOYS, DEFENDERS OF THE FAITH

Changed to read:

'Whenever an operative is shooting against, fighting against or retaliating against a friendly **NOVITIATE** operative that contests an objective marker **or one of your mission markers**, 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.'

### STRATEGY PLOYS, BLESSED REJUVENATION

Changed to read:

'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.'

### FIREFIGHT PLOYS, GLORIOUS MARTYRDOM

Additional text added to end of first sentence:

'Use this firefight ploy when a friendly **NOVITIATE** operative is incapacitated, **before it's removed from the killzone**.'

### FIREFIGHT PLOYS, BLAZING INFERNO

First sentence changed to read:

'[...] with a Ministorum flamer and you **inflict damage with** any critical successes.'

### HOSPITALLER OPERATIVE, MEDIC! RULE

Changed to read:

'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 **then** 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**.'

## PREVIOUS RULES COMMENTARIES

**Q:** *If a **NOVITIATE** **PENITENT** is affected by the **EXACTOR** operative's **Whip Into Frenzy** action, how many **Fight** actions can it perform in an activation?*

**A:** Up to four. Two as a result of Whip Into Frenzy and two as a result of Absolution Through Destruction.

# NOVITIATE OPERATIVES

New inductees into the ranks of the Adepta Sororitas, Sisters Novitiate who display great zeal and determination are often deployed together in kill teams to hunt down apostates or root out heretics. In performing such duties, they may one day rise to become full Sisters, spreading the Emperor's light ever further.

2

**'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



## NOVITIATE SUPERIOR

A fully fledged Battle Sister of an Order Militant, a Superior has the task of leading Novitiates 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.

## NOVITIATE MILITANT

Novitiates 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.

## NOVITIATE 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.

## NOVITIATE PURGATUS

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

## NOVITIATE 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.

## NOVITIATE 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.



## NOVITIATE RELIQUARIUS

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

## NOVITIATE HOSPITALLER

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

## NOVITIATE 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.

## NOVITIATE 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.

## NOVITIATE 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.

## NOVITIATE 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.

# NOVITIATES KILL TEAM

4

NOVITIATES » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **NOVITIATE** kill team, including, where relevant, any weapons specified for that operative.

## OPERATIVES

➤ 1 **NOVITIATE** **SUPERIOR** operative with one of the following options:

- Plasma pistol; power weapon
- Relic 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.

## ARCHETYPES



RECON



SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

## SUPERIOR

Power weapon

Plasma pistol



## RELIQUARIUS

Autopistol



## MILITANT

Novitiate blade

Autopistol

Autogun



## DIALOGUS

Dialogus stave



Autopistol

## DUELLIST

Duelling blades



Autopistol

## EXACTOR

Neural whips



## HOSPITALLER

Surgical saw



Autopistol

## PENITENT

Penitent eviscerator

Autopistol



## PRECEPTOR

Mace of the Righteous



## PRONATUS

Autopistol



## PURGATUS

Ministorum flamer



## CONDEMNOR

Condemnor stakethrower

Null rod

