

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.