



KILL TEAM
NOVITIATE

ERRATA 1.2

This document collects amendments to the rules. Amended text within this errata is highlighted in blue. 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 (*) before the page reference.

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 to a critical hit rule.

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 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 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'