

WARHAMMER
40,000

KILL TEAM



HIEROTEK CIRCLE



ARCHETYPE: RECON / SECURITY

HIEROTEK CIRCLE KILL TEAM

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

OPERATIVES

- ▶ 1 **CRYPTEK** operative selected from the following list:
 - **CHRONOMANCER** equipped with one of the following options:
 - Aeonstave
 - Entropic lance
 - **PSYCHOMANCER**
 - **TECHNOMANCER**
- ▶ 1 **PLASMACYTE ACCELERATOR** operative
- ▶ 1 **PLASMACYTE REANIMATOR** operative
- ▶ 5 **HIEROTEK CIRCLE** operatives selected from the following list:
 - **APPRENTEK**
 - **DEATHMARK**
 - **IMMORTAL DESPOTEK** equipped with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet
 - **IMMORTAL GUARDIAN** equipped with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet

Other than **DEATHMARK** and **IMMORTAL GUARDIAN** operatives, your kill team can only include each operative above once.

'EVERY MACHINE AND ENGINE IS MADE UP OF MANY CONSTITUENT PARTS, ALL OF WHICH ARE NECESSARY FOR IT TO FUNCTION. SOMETIMES, HOWEVER, COMPONENTS BREAK, OR CEASE TO WORK OPTIMALLY. WHEN THAT HAPPENS, THE WEAK ELEMENT MUST BE EXCISED AND REPLACED. ALL ARE EXPENDABLE IF NECESSARY, FOR THE FUNCTION OF THE WHOLE.'

- Hamanet the Relentless, the Magnificent, the Illuminated



TAC OPS

HIEROTEK CIRCLE

52


HIEROTEK CIRCLE • TAC OPS

If your faction is **HIEROTEK CIRCLE**, you can use the Hierotek Circle Tac Ops listed below, as specified in the mission sequence.

UNYIELDING ANCIENTS


Hierotek – Faction Tac Op 1

Reveal this Tac Op in the Target Reveal step of the first Turning Point.

- At the end of the battle, if three or more friendly **HIEROTEK CIRCLE** operatives (excluding **PLASMACYTE** operatives) are within  of the centre of the killzone and/or your opponent's drop zone, you score 1VP.
- If you achieved the first condition and one of those **HIEROTEK CIRCLE** operatives is a friendly **CRYPTEK** or **APPRENTEK** operative, you score 1VP.

UNEARTH ARTIFICE

Hierotek – Faction Tac Op 2

Reveal this Tac Op in the Target Reveal step of the first Turning Point. Place one of your Artifice tokens anywhere in the killzone that is more than  from your drop zone and not on a terrain feature (unless it has the Insignificant trait). That token is earthed.

- At the end of any Turning Point before the fourth, if you control your unearthed Artifice token, you score 1VP.
- At the end of the battle, if you control your unearthed Artifice token, you score 1VP.

Friendly operatives can perform the following mission action:

UNEARTH ARTIFICE


2AP

An operative can perform this action while it controls your earthed Artifice token. That Artifice token is unearthed. An operative cannot perform this action while within Engagement Range of an enemy operative.

WORTHY OF STUDY

Hierotek – Faction Tac Op 3

Reveal this Tac Op in the Target Reveal step of the first or second Turning Point. Select two of your opponent's operatives; your opponent then selects one of them to be worthy of study. If that enemy operative is incapacitated, before it is removed from the killzone, place one of your Study tokens as close as possible to the centre of its base.

- At the end of any Turning Point, if friendly operatives control your Study token and a friendly **CRYPTEK** or **APPRENTEK** operative is within  of at least one of those friendly operatives, you score 1VP.
- If you achieve the first condition at the end of any subsequent Turning Points, you score 1VP.



ABILITIES

Below, you will find common abilities of the **HIEROTEK CIRCLE** kill team.

LIVING METAL

The Necrons' semi-sentient metal skin lets them heal mid-battle. Glowing grooves cut in the living armour are mended as the skin reforms, and enemy shots that have driven deep into the Necrons' skin are pushed out, leaving not a scratch.

In the Ready Operatives step of each Initiative phase, this operative regains up to 2 lost wounds (or up to 1 lost wound if it is a **PLASMACYTE** operative).

REANIMATION PROTOCOLS

Should a Necron be slain, its body becomes wreathed in an eerie glow. Crawling limbs reattach, sundered torsos and smashed skulls mend amidst emerald sparks and the Necron rises again. Those too catastrophically damaged to reform vanish instead, teleported away to their tombs for repair.

Certain rules can allow friendly **HIEROTEK CIRCLE** operatives to attempt reanimation (e.g. Reanimation Beam, page 58). The first time each friendly **HIEROTEK CIRCLE** operative is incapacitated, if it attempts reanimation, before removing that operative from the killzone, place one of your Reanimation tokens underneath the operative as close as possible to the centre of its base and leave its order token next to it. Note that the second time each friendly **HIEROTEK CIRCLE** operative is incapacitated, it cannot attempt reanimation.

In the Ready Operatives step of each Turning Point, before resolving the Living Metal ability, roll one D6 for each of your Reanimation tokens. On a 1-2, leave that Reanimation token in the killzone. On a 2+, an operative is successfully reanimated:

- Set up the operative within ■ of that Reanimation token was placed (but not within Engagement Range of enemy operatives).
- It has D3+2 wounds remaining.
- It has the order of your choice.
- Remove that Reanimation token.

In narrative play, operatives that are successfully reanimated are not treated as being incapacitated for the purposes of Casualty tests unless they are incapacitated again during that battle.



STRATEGIC PLOYS

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

RELENTLESS ONSLAUGHT 1CP

Until the end of the Turning Point, each time a friendly **HIEROTEK CIRCLE** operative makes a shooting attack against a target within \blacklozenge of it, in the Roll Attack Dice step of that shooting attack, you can re-roll one of your attack dice. This Strategic Ploy has no effect on shooting attacks made using the Magnification Conduit ability (e.g. on page 55).

INTRACTABLE MARCH 1CP

Until the end of the Turning Point, while a friendly **DEATHMARK** or **IMMORTAL** operative has an Engage order, add \bullet to its Movement characteristic.

UNDYING ANDROIDS 1CP

Until the end of the Turning Point, each time a shooting attack is made against a friendly **HIEROTEK CIRCLE** operative that is not in Cover, in the Roll Defence Dice step of that shooting attack, before rolling your defence dice, you can retain one as a successful normal save without rolling it.

DIMENSIONAL CONCEALMENT 1CP

Until the end of the Turning Point, friendly **DEATHMARK** operatives can perform the following action:

DIMENSIONAL CONCEALMENT 1AP

Change this operative's order.

You can only use this Strategic Ploy once.

TACTICAL PLOYS

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

DIMENSIONAL TRANSLOCATION 1CP

Use this Tactical Ploy in the Set Up Operatives step, when you would set up operatives. Select one friendly **DEATHMARK** operative to be set up in a hyperspace dimension instead. In the Firefight phase of the first Turning Point, that operative is considered to be within the killzone for activation purposes and must be activated as normal. When it is, set it up with an order of your choice anywhere in the killzone that is more than \blacklozenge from the enemy drop zone and enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal. You can only use this Tactical Ploy once.

LEECH POWER 1CP

Use this Tactical Ploy when a friendly **CRYPTTEK** operative is activated. Select one other friendly **HIEROTEK CIRCLE** operative within 2 \bullet of that **CRYPTTEK** operative. If that other friendly operative's APL is not negatively modified (in total after applying all modifiers), subtract 1 from its APL and add 1 to that **CRYPTTEK** operative's APL.

CORTICAL SUBJUGATION 1CP

Use this Tactical Ploy when a friendly **CRYPTTEK** operative is selected as the target of a shooting attack. Select one other friendly **HIEROTEK CIRCLE** operative that is Visible to and within \bullet of that friendly **CRYPTTEK** operative and is not within Engagement Range of an enemy operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

COMMENCE REANIMATION 0CP

Use this Tactical Ploy when a friendly **HIEROTEK CIRCLE** operative is incapacitated for the first time during the battle. That operative attempts reanimation (pg 53).

CHRONOMANCER

With their aeonstaves and entropic lances, Chronomancers can slow down or speed up weaponised time. Wily manipulators of temporal energies, they can wither their foes to ancient dust with but a word or a gesture.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 3 ● | 3 | 1 |
| DF | SV | W |
| 3 | 3+ | 13 |

| NAME | A | BS/WS | D | SR | ! |
|------------------|---|-------|-----|--------------------|------|
| ⊕ Aeonstave | 5 | 3+ | 3/3 | Blast ●, Lethal 5+ | Stun |
| ⊕ Entropic lance | 4 | 3+ | 5/3 | AP1 | MW3 |
| ⊗ Aeonstave | 3 | 3+ | 3/3 | Lethal 5+ | Stun |
| ⊗ Entropic lance | 3 | 3+ | 3/6 | - | - |

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRETEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRETEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (0AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ● of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight, Overwatch, 1AP Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Timesplinter (1AP): Cryptek action. Select one friendly **HIEROTEK CIRCLE** operative Visible to and within ● of this operative. Until the start of this operative's next activation if it's incapacitated, or if another friendly operative performs this action (whichever comes first), that operative has an invulnerable save equal to its unmodified Save characteristic.

Countertemporal Nanomine (1AP): Cryptek action. Place one of your Countertemporal Nanomine tokens within ● of this operative. Each time an enemy operative performs an action in which it moves, if it would move within ● of that token, subtract ● from the distance it can move during that action. At the start of the next Turning Point, remove that token.

Chronometron (1AP): Cryptek action. Select one friendly **HIEROTEK CIRCLE** operative Visible to and within ● of this operative. Until the end of the Turning Point:

- Add ■ to that operative's Movement characteristic.
- Each time that operative would lose a wound, roll one D6: on a 5+, that wound is not lost.

HIEROTEK CIRCLE ●, NECRON, <DYNASTY>, FLY, LEADER, CRYPTEK, CHRONOMANCER



PSYCHOMANCER

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the Psychomancer's art.



| | | |
|-----|-----|----|
| M | APL | GA |
| 3 ● | 3 | 1 |
| DF | SV | W |
| 3 | 3+ | 13 |

| NAME | A | BS/WS | D | SR | ! |
|-----------------|---|-------|-----|--------------|----------|
| ⊕ Abyssal lance | 5 | 3+ | 2/2 | AP2, Blast ● | Splash 1 |
| ⊗ Abyssal lance | 3 | 3+ | 2/3 | - | Reap 3 |

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRETEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRETEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (OAP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ● of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight**, **Overwatch**, 1AP **Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Conjure Trauma (1AP): Cryptek action. Select one enemy operative Visible to this operative. Until the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), that operative is treated as being injured, regardless of any rules that say it cannot be injured.

Nightmare Shroud (1AP): Cryptek action. Until the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), each time an enemy operative within ● of this operative fights in combat or makes a shooting attack, in the Roll Attack Dice step of that combat or shooting attack, your opponent cannot re-roll their attack dice and cannot retain attack dice as critical hits (they must be retained as normal hits instead).

Harbinger of Despair (1AP): Cryptek action. Select a point in the killzone Visible to this operative (treat that point as an intended target) that a token can be placed flat upon, e.g. the floor of the killzone or a Vantage Point. Place one of your Despair tokens on that point. Each time an enemy operative would perform a mission action or the **Pick Up** action while within ● of that token, one additional action point must be subtracted for that enemy operative to perform that action. In addition, when determining control of an objective marker that token is within ● of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier. At the start of the next Turning Point, remove that token.



TECHNOMANCER

Master manipulators of technology of all kinds, Technomancers are particularly skilled at repairing downed Necrons and Canoptek constructs, or enhancing their abilities.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 3 ● | 3 | 1 |
| DF | SV | W |
| 3 | 3+ | 13 |

| NAME | A | BS/WS | D | SR | ! |
|------------------|----|-------|-----|-----------|---|
| ☉ Staff of light | 6" | 3+ | 3/4 | AP1 | - |
| ✕ Staff of light | 3 | 3+ | 3/5 | Lethal 5+ | - |

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **APPRETEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **APPRETEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

Cryptek Actions: Cryptek actions are unique actions this operative can perform. When this operative is added to your roster or dataslate, it gains two Cryptek actions – select them from those opposite. This operative cannot gain the same Cryptek action more than once, and cannot perform a Cryptek action it has not gained. Make a note of the Cryptek actions this operative has gained on your roster or dataslate.

UNIQUE ACTIONS

Command (OAP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ● of either this operative or a friendly **IMMORTAL DESPOTEK** operative. That selected friendly operative can immediately perform a free **Fight, Overwatch**, 1AP **Pick Up** or 1AP mission action. This operative cannot perform this action while within Engagement Range of an enemy operative.

CRYPTEK ACTIONS

See Cryptek Actions ability opposite.

Canoptek Repair (1AP): Cryptek action. Select one friendly **HIEROTEK CIRCLE** operative Visible to and within ■ of this operative. That friendly operative regains 2D3 lost wounds, or D3 lost wounds if it was successfully reanimated (pg 53) during this Turning Point.

Nanoscarab Repair Swarm (1AP): Cryptek action. Until the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), friendly **HIEROTEK CIRCLE** operatives cannot be injured. In addition, in the Ready Operatives step of the next Turning Point, friendly **HIEROTEK CIRCLE** operatives regain up to 1 additional lost wound as a result of the Living Metal ability (pg 53) and are reanimated (pg 53) with 1 additional wound remaining.

Rites of Reanimation (1AP): Cryptek action. Until the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), this operative gains the following ability:

Rites of Reanimation: Once in this Turning Point, when another friendly **HIEROTEK CIRCLE** operative would be incapacitated for the first time during the battle, if it is Visible to and within ● of this operative, this operative can use this ability. If it does so, that friendly **HIEROTEK CIRCLE** operative attempts reanimation (pg 53).

HIEROTEK CIRCLE, NECRON, <DYNASTY>, FLY, MEDIC, LEADER, CRYPTEK, TECHNOMANCER



PLASMACYTE ACCELERATOR

It is the purpose of these Plasmacytes to enhance the mental processing capabilities of nearby Necrons and improve their operational efficiency.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 3 ● | 2 | 1 |
| DF | SV | W |
| 2 | 5+ | 5 |

| NAME | A | BS/WS | D | SR | ! |
|---------|---|-------|-----|-------|---|
| ⚡ Spark | 4 | 4+ | 2/3 | Rng ■ | - |
| ✂ Claws | 3 | 5+ | 1/2 | - | - |

ABILITIES

Living Metal (pg 53)

Scuttler:

- While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 0AP).
- This operative cannot be equipped with equipment.

UNIQUE ACTIONS

Accelerate (OAP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ● of this operative. Add 1 to its APL.

HIEROTEK CIRCLE●, NECRON, <DYNASTY>, FLY, PLASMACYTE, ACCELERATOR



PLASMACYTE REANIMATOR

These Plasmacytes have been designed to ensure that nearby Necrons reanimate more quickly if they sustain serious damage, using their monomolecular proboscis to inject rapid-repair enabling fluids.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 3 ● | 2 | 1 |
| DF | SV | W |
| 2 | 5+ | 5 |

| NAME | A | BS/WS | D | SR | ! |
|---------|---|-------|-----|-------|---|
| ⚡ Spark | 4 | 4+ | 2/3 | Rng ■ | - |
| ✂ Claws | 3 | 5+ | 1/2 | - | - |

ABILITIES

Living Metal (pg 53)

Reanimation Beam: Once per Turning Point, when another friendly **HIEROTEK CIRCLE●** operative would be incapacitated for the first time during the battle, if it is within ● of this operative, this operative can use this ability. If it does so, ~~subtract 1 from this operative's APL and that friendly **HIEROTEK CIRCLE●** operative attempts reanimation~~ (pg 53).

Scuttler:

- While this operative has a Conceal order, it is always treated as having a Conceal order, regardless of any other rules (e.g. Vantage Point).
- This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).
- This operative cannot be equipped with equipment.

HIEROTEK CIRCLE●, NECRON, <DYNASTY>, FLY, MEDIC, PLASMACYTE, REANIMATOR



APPRENTEK

More than mere assistants to their Cryptek masters and mistresses, Apprenteks are conduits for their power. They and their staffs serve as nodes and focusing lenses for the Crypteks' abilities, who can even see through their eyes at will.



| | | |
|-----|-----|----|
| M | APL | GA |
| 3 ● | 2 | 1 |
| DF | SV | W |
| 3 | 3+ | 12 |

| NAME | A | BS/WS | D | SR | ! |
|------------------|---|-------|-----|-----|---|
| ⚙ Arcane conduit | 4 | 3+ | 3/4 | AP1 | - |
| ✖ Arcane conduit | 3 | 3+ | 3/5 | - | - |

ABILITIES

Living Metal (pg 53)

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly **CRYPTEK** operative has an Engage order and is Visible to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly **CRYPTEK** operative as the active operative for the purposes of determining Line of Sight. If you do so, in the Roll Attack Dice step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

UNIQUE ACTIONS

Apprentek Assistance (1AP): Perform a free Cryptek action with this operative that a friendly **CRYPTEK** operative from your kill team has gained, but has not performed during this Turning Point (see your selected **CRYPTEK** operative's datacard). That Cryptek action cannot be performed by friendly operatives again during this Turning Point. This operative cannot perform this action while within Engagement Range of an enemy operative.

HIEROTEK CIRCLE ●, NECRON, <DYNASTY>, APPRENTEK



DEATHMARK

No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.



| | | |
|-----|-----|----|
| M | APL | GA |
| 2 ● | 2 | 1 |
| DF | SV | W |
| 3 | 3+ | 10 |

| NAME | A | BS/WS | D | SR | ! |
|--------------------------|---|-------|-----|------------|-----|
| ⚙ Synaptic disintegrator | 4 | 2+ | 4/4 | AP1, Heavy | MW1 |
| ✖ Fists | 3 | 3+ | 3/4 | - | - |

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

HIEROTEK CIRCLE ●, NECRON, <DYNASTY>, DEATHMARK



IMMORTAL DESPOTEK

Senior-level Immortals, a Despotek serves as both a mouthpiece and an enforcer for their Cryptek in Hierotek Circles, as well as a strategic conduit. In addition to this, they are superb warriors in their own right.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 2 ● | 2 | 1 |
| DF | SV | W |
| 3 | 3+ | 12 |

| NAME | A | BS/WS | D | SR | ! |
|-----------------|---|-------|-----|-----|----------|
| ☉ Gauss blaster | 4 | 2+ | 4/5 | AP1 | - |
| ☉ Tesla carbine | 5 | 2+ | 3/3 | - | Splash 1 |
| ✕ Bayonet | 4 | 2+ | 3/4 | - | - |

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

Demand (OAP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within ● of this operative. Once during this Turning Point, when the selected friendly operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy (see the Kill Team Core Book) without spending any Command points.

HIEROTEK CIRCLE ●, NECRON, <DYNASTY>, IMMORTAL, DESPOTEK



IMMORTAL GUARDIAN

Immortal Guardians provide their masters with a powerful core of skilled soldiery. Retaining a level of individuality after biotransference, they can employ a number of strategies even without command, and their firepower makes them deadly in close or mid-range engagements.



| | | |
|-----------|------------|-----------|
| M | APL | GA |
| 2 ● | 2 | 1 |
| DF | SV | W |
| 3 | 3+ | 10 |

| NAME | A | BS/WS | D | SR | ! |
|-----------------|---|-------|-----|-----|----------|
| ☉ Gauss blaster | 4 | 3+ | 4/5 | AP1 | - |
| ☉ Tesla carbine | 5 | 3+ | 3/3 | - | Splash 1 |
| ✕ Bayonet | 4 | 3+ | 3/4 | - | - |

ABILITIES

Living Metal (pg 53)

UNIQUE ACTIONS

HIEROTEK CIRCLE ●, NECRON, <DYNASTY>, IMMORTAL, GUARDIAN



EQUIPMENT

HIEROTEK CIRCLE 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 once, and each operative can be equipped with no more than one of each item.

PHASE OCULARS [2EP]

DEATHMARK operative only. The operative can perform the following action during the battle:

PHASE OCULARS OAP

Select one enemy operative. Until the end of the Turning Point, each time this operative makes a shooting attack with a synaptic disintegrator against that enemy operative, at the end of the Roll Attack Dice step of that shooting attack, if you did not retain any critical hits, you can change one of your retained successful normal hits to a critical hit instead (resolving the MWx critical hit rule accordingly).

HYPERPHASE BLADE [2EP]

IMMORTAL operative only. Select one bayonet the operative is equipped with. That weapon gains the Lethal 5+ special rule for the battle.

TESLA WEAVE [2EP]

The operative gains the following ability for the battle:

Tesla Weave: Each time an enemy operative finishes a **Charge** action within Engagement Range of this operative, roll three D6. For each result of 5+, that enemy operative suffers 1 mortal wound.

ARC SHOCK PROJECTOR [1EP]

IMMORTAL operative equipped with a tesla carbine only. The operative gains the following ability for the battle:

Arcshock Projector: Each time this operative makes a shooting attack with a tesla carbine, for that shooting attack, for the purposes of the Splash X critical hit rule, inflict mortal wounds on the target and each other operative Visible to and within ■ of it (instead of ●).

PHASE SHIFTER+ [3EP]

CRYPTTEK operative only. The operative gains the following ability for the battle:

Phase Shifter: This operative has a 4+ invulnerable save.

DEVOURER NANOSCARABS [3EP]

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

| Name | A | BS | D |
|----------------------|---|----|-----|
| Devourer nanoscarabs | 4 | 3+ | 3/4 |

Special Rules

Rng ■, Indirect, Lethal 5+, Limited

QUANTUM REANIMYTES+ [3EP]

The operative gains the following ability for the battle:

Quantum Reanimytes: While a friendly **HIEROTEK CIRCLE** operative is within ■ of this operative, each time that operative would lose a wound as a result of a mortal wound, roll one D6: on a 4+, that wound is not lost.

'THE TECHNOLOGICAL ACHIEVEMENTS OF OUR KIND SO ECLIPSE THOSE OF THE VERMIN RACES THAT NOW INFEST THE STARS THAT, ON VERY RARE OCCASION, I WONDER WHAT TERROR THEY MUST FEEL WHEN WE WIPE THEIR FELLOWS FROM EXISTENCE? WHAT DESPAIR MUST CRAWL THROUGH THEIR MINDS WHEN THEY SEE THAT THEIR DOOM IS INEVITABLE? THEN I REMIND MYSELF THAT SUCH LESSER SPECIES CANNOT HAVE THE RANGE OF THOUGHT AND EMOTION TO EVEN REALISE WHAT IS HAPPENING TO THEM.'

- Psychomancer Amhut the Unstoppable

HIEROTEK SPEC OPS RULES


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

BATTLE HONOURS

Each time a **HIEROTEK CIRCLE** operative gains a Battle Honour, instead of determining one from its specialism, you can determine one from the Hierotek Circle Specialist table below. Alternatively, if the operative is a **CRYPTEK**, you can instead determine one from the Cryptek Specialist table below. You can either roll one D3 to randomly determine the Battle Honour from the appropriate table (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).

CRYPTEK SPECIALIST

D3 Battle Honour

- Controlling:** Each time this operative performs the **Command** action (e.g. on page 55), you can select one friendly **DEATHMARK** or **IMMORTAL** operative anywhere within the killzone (instead of Visible to and within .
- Ingenious:** This operative gains the remaining Cryptek action from its datacard.
- Collector:** In the Select Equipment step, you can equip this operative with one item of equipment for the battle without spending any equipment points.

HIEROTEK CIRCLE SPECIALIST

D3 Battle Honour

- Enduring:** If this operative was not reanimated during the Turning Point, it can regain up to D3 additional lost wounds as a result of the Living Metal ability (pg 53). If it does so, it cannot regain any lost wounds as a result of the **Canoptek Repair** action (pg 57) during the same Turning Point.
- Revenant:** Each time you roll one D6 for a Reanimation token placed for this operative, add 1 to the result. Each time this operative is successfully reanimated (pg 53), it has 3 wounds remaining (instead of D3).
- Unrelenting:** You can ignore any or all modifiers to this operative's APL and Movement characteristics and it is not affected by the Stun critical hit rule.



RARE EQUIPMENT


Each time you would determine an item of rare equipment to add to your stash, if your faction is **HIEROTEK CIRCLE**, 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).

1. PLASMA CRYSTAL [2EP]

Select one ranged weapon the operative is equipped with. That weapon gains the MW1 critical hit rule for the battle. If the weapon already has the MWx critical hit rule, increase the x by 1 (e.g. MW1 becomes MW2).

2. RESURRECTION BEAM [2EP]


CRYPTEK or **APPRETEK** operative only. The operative gains the following ability for the battle:

Resurrection Beam: Once per Turning Point, before you would roll one D6 for one of your Reanimation tokens (pg 53), if that token is within  of this operative, you can treat the result as a 6 without rolling it.

3. TECH-TENDRILS [3EP]

CRYPTEK operative only. The operative gains the following ability for the battle:

Tech-tendrils:

- While an enemy operative is Visible to and within  of this operative, subtract 1 from the Attacks characteristic of melee weapons that enemy operative is equipped with.
- Once per Turning Point, during this operative's activation, it can perform a mission action or the **Pick Up** action for one less action point (to a minimum of OAP).

4. RAPID REANIMATRIX [1EP]

The operative gains the following ability for the battle:

Rapid Reanimatrix: After the battle, in the Update Dataslates step:

- If this operative was incapacitated during that battle, it automatically passes its Casualty test.
- If this operative has any Battle Scars, you can re-roll its Recovery test.

5. TEMPORIC ORB [3EP]

CRYPTEK operative only. The operative gains the following ability for the battle:

Temporic Orb: Once per battle, after rolling off to determine initiative, this operative can use this ability. If it does so, you can re-roll your dice or add 1 to the result.

6. HUNTER SCARAB [3EP]

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

| Name | A | BS | D |
|---------------|---|----|-----|
| Hunter scarab | 5 | 3+ | 1/1 |

Special Rules

Indirect, Limited, No Cover

!

MW1

'THE PERFECT SHOT. IT IS ALL I STRIVE FOR. WHETHER IT PLUCKS THE HEAD FROM A FOE'S SHOULDERS, DETONATES THE FUEL CELLS OF A LUMBERING VEHICLE OF WAR OR BLINDS SOME LARGE BEAST, NOTHING IS AS SATISFYING. WITH A SINGLE SQUEEZE OF MY WEAPON'S FIRING SYSTEM I CAN TURN THE TIDE OF A WAR AGAINST THE ENEMY OR DRIVE HUGE ARMIES TO FLIGHT. I CAN ALSO SEND KILL TEAMS AND RECONNAISSANCE PARTIES INTO TOTAL DISARRAY, RUINING OUR ENEMIES' PLANS FOR GOOD.'

- Khopesh the All-seeing, Deathmark of the Novokh Dynasty

STRATEGIC ASSETS

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

REPAIR SCARABS

These small Canoptek creatures crawl all over the Necrons' base of operations, identifying the most minute of damage to repair or imperfections to resolve. They do the same with this kill team, ensuring any damage they have sustained is completely removed.

Once after each battle, before rolling a Recovery test for a friendly **HIEROTEK CIRCLE** operative, if that operative was Rested, you can automatically pass that Recovery test.

TESSERACTION CUBE

This device uses dimensional technology to hold considerably more than its size suggests, becoming a vault for all manner of resources and artefacts the Hierotek Circle recovers.

Each time you complete a Spec Ops operation or expedition stage (e.g. Gallowdark expedition, *Kill Team: Into the Dark*), if you won a game during that operation or expedition stage, you gain 1 Requisition point.

DIMENSIONAL GATEWAY

The gateway is an interdimensional oubliette for the operatives to conduct their operations covertly. With it they can deploy swiftly and secretly without using vehicles or aircraft, almost completely undetected.

In the Set Up Operatives step, you can use the Dimensional Translocation Tactical Ploy (pg 54) without spending any Command points, and can select any friendly **HIEROTEK CIRCLE** operative for that Tactical Ploy (instead of just a **DEATHMARK** operative).



REQUISITIONS

In a Spec Ops campaign, if your faction is **HIEROTEK CIRCLE**, you can use the following Requisitions in addition to those presented in other sources.

FAVOURABLE ACQUISITION 1RP

Securing ancient relics and technology will further the research and goals of the Cryptek, and keep them one step ahead of their rivals and enemies.

Purchase this Requisition when you add an item of rare equipment to your stash, or when you increase your asset capacity by one. Select one friendly **CRYPTEK** or **APPRENTEK** operative to earn 2XP.

AMEND PROTOCOL 1RP

The Crypteks modify the codified behaviours of their semi-sentient Necron soldiery to better meet the requirements of the operation.

Purchase this Requisition before or after a game. Select one **DEATHMARK**, **IMMORTAL** or **PLASMACYTE** operative on your dataslate that has not been upgraded with the Proficient Operative Requisition (see the Kill Team Core Book). You can remove any number of its Battle Honours and redetermine them. If you remove all of that operative's Battle Honours, you can change its specialism before re-determining them.

ARCANE TREATMENT 1RP

As masters of esoteric sciences and technologies, the Crypteks have means of repair far beyond that of almost all other Necrons.

Purchase this Requisition after a game. Remove one Battle Scar from a **CRYPTEK** operative on your dataslate.

'THERE IS MUCH WORK TO BE COMPLETED. A GREAT DEAL HAS BEEN LOST IN THE MILLIONS OF YEARS SINCE WE WENT INTO THE GREAT SLEEP. SIGNIFICANT DAMAGE INFLECTED BY TIME, FOES AND VERMIN MUST BE UNDONE. THE GALAXY IS IN A STATE OF UPHEAVAL. THERE IS NO TIME TO WASTE.'

- Chronomancer Makhret the Truthseer

SPEC OPS

Each time you would select a Spec Op for your kill team to be assigned to, if your faction is **HIEROTEK CIRCLE**, you can select one from those found on the following page instead of selecting one from another source.



EXCAVATE NEXUS

The Cryptek of a Hierotek Circle seeks to excavate a long-dormant nexus, made up of ruined structures scattered in the area. A place of mystery, it surely holds much untapped potential and knowledge.

OPERATION 1: UNCOVER STRUCTURES

Myriad ancient ruins can be found throughout the area. In order to understand the nexus' full extent and capabilities, the Hierotek Circle must secure and restore each of them.

Complete five games in which you scored victory points from the 'Unearth Artifice', 'Triangulate' and/or 'Central Control' Tac Op.

OPERATION 2: REACTIVATE THE NEXUS

With the edifices of the ancients restored, the nexus can be reactivated, and its secrets revealed.

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

COMMENDATION

- You gain two Requisition points.
- You can select one **CRYPTEK** or **APPRETEK** operative on your dataslate to gain up to 5XP. This is not affected by a passed Casualty test
- After the battle, all friendly operatives pass Casualty and Recovery tests.

SPEC OPS BONUS

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

FIELD STUDY

Their Cryptek's curiosities have led the Hierotek Circle into the field to study something of great importance and interest to their allies. Information must be gathered, samples collected and all must be transported to safety.

OPERATION 1: COLLECT DATA

Experimentation, calculation and assessment all yield useful data for a Cryptek, leading to intriguing new discoveries that help to further their aims.

Complete five games in which you scored victory points from the 'Worthy of Study', 'Retrieval' and/or 'Mark Target' Tac Op.

OPERATION 2: ACTIVATE DIMENSIONAL TRANSLOCATION

With the data gathered, the Hierotek Circle must activate a dimensional translocation point to return the results of their studies to their dynasty.

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

COMMENDATION

- You gain one Requisition point.
- You can distribute up to 5XP across the operatives on your dataslate (this is not affected by a passed Casualty test).
- You can add one item of rare equipment to your stash, or you can increase your asset capacity by one.

SPEC OPS BONUS

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

NAMES AND DEMEANOURS

This section is a tool to help you determine the names of your Hierotek Circle operatives, the title of your kill team and your kill team's quirks and background. If you wish to generate any of these randomly, roll the appropriate number of dice as indicated by the table(s). Otherwise, choose whichever are your favourites, or use multiple quirks, names or background ideas if you feel they work for your kill team.

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OPERATIVE NAMES

The names on the table below can be used for any Cryptek, Apprentek, Immortal Despotek, Immortal Guardian or Deathmark. If you wish to randomly generate a name for one of your Necrons, you can roll a D66 on each of the tables below. To roll a D66, simply roll two D6, one after the other – the first represents tens, and the second represents digits, giving you a result between 11 and 66.

D66 BEQUEATHED NAME

| | |
|----|------------------------|
| 11 | Ankhep |
| 12 | Tamonhak |
| 13 | Eknotath |
| 14 | Khotek |
| 15 | Thanatar |
| 16 | Amhut |
| 21 | Karok |
| 22 | Zan-Tep |
| 23 | Unakh |
| 24 | Khophec |
| 25 | Tzantath |
| 26 | Tahar |
| 31 | Imonekh |
| 32 | Trazat |
| 33 | Xeoptar |
| 34 | Hamanet |
| 35 | Oberek |
| 36 | Banatur |
| 41 | Ahmnok |
| 42 | Kophesh |
| 43 | Teznet |
| 44 | Odakhar |
| 45 | Kythok |
| 46 | Eknothet |
| 51 | Anubitar |
| 52 | Anokh |
| 53 | Thotep |
| 54 | Anhutek |
| 55 | Ikhatar |
| 56 | Thotmek |
| 61 | Ramatek |
| 62 | Homanat |
| 63 | Taknophet |
| 64 | Makhret |
| 65 | (no first appellation) |
| 66 | Zanatek |

D66 MAGNIFICENT TITLE

| | |
|----|---------------------|
| 11 | the Unliving |
| 12 | the Gilded |
| 13 | the Great |
| 14 | the Exalted |
| 15 | the Loyal |
| 16 | the Cruel |
| 21 | the Storm's Eye |
| 22 | the Bloodied |
| 23 | the Mighty |
| 24 | the Relentless |
| 25 | the Unforgiving |
| 26 | the Merciless |
| 31 | the Glorious |
| 32 | the Devoted |
| 33 | the Victorious |
| 34 | the Destroyer |
| 35 | the Shrouded |
| 36 | the Flenser |
| 41 | the Unstoppable |
| 42 | the Beheader |
| 43 | the Impaler |
| 44 | the Magnificent |
| 45 | the Illuminated |
| 46 | the Executioner |
| 51 | the Phaeron's Hand |
| 52 | of the Eternal Gaze |
| 53 | the Gatekeeper |
| 54 | the All-seeing |
| 55 | the All-knowing |
| 56 | the Starwalker |
| 61 | the Starkiller |
| 62 | the Lifetaker |
| 63 | the Godbreaker |
| 64 | the Torchbearer |
| 65 | the Stormbringer |
| 66 | the Colossus |

'THE LIVING METAL HAS ITS USES. IF A FOE IS PARTICULARLY OBSTINATE, I CAN WAIT A THOUSAND YEARS FOR THEIR EVENTUAL DECAY. WITH MY POWERS, HOWEVER, I CAN SEE HOW THEIR DEMISE TRANSPIRES, AND BRING IT ABOUT ALL THE MORE QUICKLY.'

- Chronomancer Ankhep
the All-knowing



KILL TEAM NAME

To describe the average Cryptek as arrogant would be a considerable understatement. Thus, a great many Hierotek Circles are named for the Cryptek who leads them. To generate a name for your Cryptek, you can roll on the Operative Names Generator Table opposite, pick your favourite or make one up. To find a name for your kill team, roll on either of the tables below, pick your favourite, or invent one of your own choice.

D6 NAME

- 1 Cryptoretinue of [Name of Cryptek]
- 2 Cryptocoterie of [Name of Cryptek]
- 3 Circle of [Name of Cryptek]
- 4 Court of [Name of Cryptek]
- 5 Retinue of [Name of Cryptek]
- 6 Rivalpurge Phalanx of [Name of Cryptek]

D6 NAME

- 1 [Name of Cryptek]'s Acquisition Thralls
- 2 [Name of Cryptek]'s Select
- 3 [Name of Cryptek]'s Artefact Collection Phalanx
- 4 [Name of Cryptek]'s Assassination Phalanx
- 5 [Name of Cryptek]'s Chosen Circle
- 6 [Name of Cryptek]'s Glorifiers

SQUAD QUIRK

D6 GIFT OF AEONS

- 1 **Wreathed in Power:** Some artifice of the Crypteks ensures that these warriors' bodies crackle with a constant energised halo.
- 2 **Deadly Automata:** These warriors stalk into killzones without hesitation, single-mindedly focused on their objective and untroubled by the incoming fire of the foe.
- 3 **Dark Sentience:** These Necrons have retained more of their complex cerebral functions than many of their kind, able to reason, react and hate...
- 4 **Ether-flux:** These warriors have slipped slightly out of sync with time, and flicker in and out of reality like a mirage.
- 5 **Arrogant Hunters:** Rather than dismissing them as mere vermin, this kill team looks down upon the lesser races as game animals to be hunted.
- 6 **Deranged:** The Great Sleep has scrambled the mental engrams of these warriors, leaving them with a variety of tics and fleeting hallucinatory obsessions.

BACKGROUND

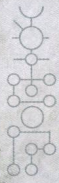
D6 ANCIENT ORIGINS

- 1 **Domination Force:** This kill team comprises those warriors who can best – and most violently – demonstrate the Necrons' utter superiority over the lesser races.
- 2 **The Phaeron's Chosen:** These elite hand-picked warriors are the finest agents of their phaeron.
- 3 **Harbingers:** This kill team is just the tip of the iceberg, the first encroaching force to reach a location and the spearhead for a far greater invasion.
- 4 **Antiquaries:** This kill team roams the galaxy seeking out rare artefacts, mysterious objects and even alien creatures which pique the curiosity of their Cryptek.
- 5 **Unscrupulous Assassins:** The Necrons of this kill team have no qualms about killing anyone or anything that gets in the way of their objective, and will use whatever means necessary to do so.
- 6 **Underhanded Schemers:** This kill team are operating under the radar, pursuing an entirely separate agenda to those who consider themselves superior.

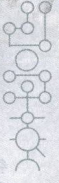
BASE OF OPERATIONS

D6 LOCATION

- 1 **Between the Dimensions:** This kill team moves in and out of reality at will, regrouping for repairs and to secure what they have taken where no foe can ever find them.
- 2 **Great Pyramid:** Upon their tomb world, this kill team operates from their own pyramid – a large and imposing structure exhibiting their power to all.
- 3 **Ruined Enemy Temple:** Whether it be a local shrine or mighty basilica, to show their contempt for the gods and cultures of their weakling foes, this kill team operates from a ruined enemy temple.
- 4 **Personal Collection:** The Cryptek of this kill team keeps a wide variety of souvenirs, artefacts and examples of lesser species in a grand gallery for their own amusement, and it is here this kill team is based between missions.
- 5 **Beneath the Surface:** This kill team operates in maze-like crypts beneath the surface of their tomb world, far from prying eyes.
- 6 **Fast Starship:** The transport of choice for the Cryptek of this kill team is a heavily armed and fast voidship capable of independent operation for many years.



HIEROTEK CIRCLE - NARRATIVE DATASLATE



.....o

Kill Team Name

.....o

Player Name

.....o

Faction Keyword

.....o

Selectable Keyword

.....o

Base of Operations

History

Quirks

Requisition Points

Spec Ops Log:

.....o

.....o

.....o

Asset Capacity

Stash

Strategic Assets

Notes

NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

Specialism



Battle Honours

Battle Scars

Notes



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NARRATIVE DATACARD

Operative

Rested Tally

Experience Points

Operative Type

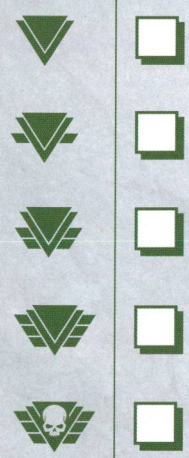
Specialism



Battle Honours

Battle Scars

Notes





HIEROTEK CIRCLE

UPDATE 1.2

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: SHADOWVAULTS

Page 58, Plasmacyte Accelerator and Reanimator, Scuttler ability

Change the second bullet point to read:

'This operative can perform the **Fall Back** action for one less action point (to a minimum of [1AP](#)).'

DESIGNER'S COMMENTARY

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

KILL TEAM: SHADOWVAULTS

*Q: If a friendly **CRYPTEK** operative selected for deployment is not in the killzone (e.g. it has been incapacitated), can an **APPRENTEK** operative still perform the **Apprentek Assistance** action to perform one of that **CRYPTEK** operative's Cryptek actions?*

A: Yes.

Q: When using the Magnification Conduit ability, if you are using the other friendly operative as the active operative for Line of Sight and it's on a Vantage Point, does the shooting attack gain the benefit of that Vantage Point?

A: Yes.

*Q: When a friendly **HIEROTEK CIRCLE** operative is successfully reanimated, does it still have the rules, modifiers and/or additional tokens from before it was incapacitated? For example, invulnerable save from the **Timesplinter** unique action (**CHRONOMANCER**), APL modifiers, Markerlight tokens (**PATHFINDER**), etc.*

A: Yes.

Q: Are the effects of a **CHRONOMANCER's Countertemporal Nanomine action a modifier to an operative's Movement characteristic?*

A: No. It affects the distance they can move, but it does not affect their Movement characteristic.

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: SHADOWVAULTS

HIEROTEK CIRCLE

- * Reanimation Protocols ability: Operatives are successfully reanimated on a 2+, they regain D3+2 lost wounds and can instead be placed within  of that reanimation token (but not within Engagement Range of enemy operatives) with an order of your choice.
- **PLASMACYTE ACCELERATOR** operative's **Accelerate** action: OAP and within  (instead of ).
- **PLASMACYTE REANIMATOR** operative's Reanimation Beam ability: Do not subtract 1 from this operative's APL characteristic for doing so.
- **CRYPTTEK**, **DESPOTEK** and **APPRENTEK** operatives: Add 2 to Wounds characteristic and improve BS/WS characteristic of weapons on their datacard by 1.
- **CRYPTTEK** operatives' **Command** action and **DESPOTEK** operative's **Demand** action: OAP.
- Commence Reanimation Tactical Ploy: OCP.
- **Phase Oculars** action (equipment): OAP.
- **CRYPTTEK** operatives' **Cryptek** actions: Change all instances of 'the end of the Turning Point' and 'the start of the next Turning Point' to 'the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first)'.
- **CHRONOMANCER** operative's **Countertemporal Nanomine** action: If the enemy operative would move within  of your Countertemporal Nanomine token (instead of ), and subtract  from the distance it can move (to a minimum of 2). Note **Dash** actions would therefore be unaffected.
- **TECHNOMANCER** operative's Rites of Reanimation action: Delete first paragraph. Second paragraph becomes an ability (in other words, it no longer requires the operative to perform an action), but subtract 1 from the **TECHNOMANCER** operative's APL if you use that ability.
- **PSYCHOMANCER** operative's **Conjure Trauma** action: In addition, roll one D6. If the result is higher than that enemy operative's APL, subtract 1 from that enemy operative's APL.
- **APPRENTEK** operative: Change APL characteristic to 3.

KASRKIN

- Add 1 to Wounds characteristic of all operatives.
- Add the following to Elite ability: 'In each Strategy phase, add 2 elite points to your pool.'
- Elite ability: After adjusting your first dice, if you discard one of your attack dice, you can spend Elite points to adjust an additional dice, but only one of your remaining failed hits to a normal hit.
- Change second sentence of **RECON-TROOPER** operative's **Warden Auspex** action to: 'Until the end of the Turning Point, each time a friendly **KASRKIN** operative makes a shooting attack, that enemy operative is not Obscured.'
- Foregrip equipment: **GUNNER** and **SHARPSHOOTER** operatives can be equipped with this for 2EP, and it works for ranged weapons on their datacard.
- Add the following equipment:

COMBAT BLADE

1EP

This operative is equipped with the following melee weapon for the battle. Both its Damage characteristics benefit from the For Cadia! Tactical Ploy.

| Name | A | WS | D |
|--------------|---|----|-----|
| Combat blade | 3 | 4+ | 3/4 |