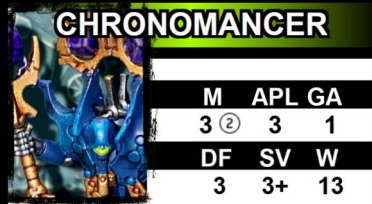
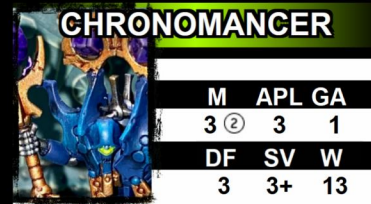


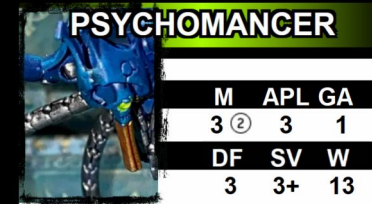
Hierotek Circle



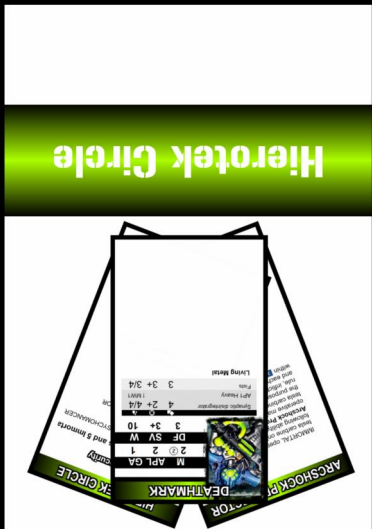
Aeonstave 5 3+ 3/3
Blast (2) Lethal 5+ ! Stun
Aeonstave (Melee) 3 3+ 3/3
Lethal 5+ ! Stun
Command (0AP)
Living Metal
Magnification Conduit
Cryptek Actions
► Timesplinter (1AP)
► Countertemporal Nanomine (1AP)
► Chronometron (1AP)



Entropic lance 4 3+ 5/3
AP1 ! MW3
Entropic lance (Melee) 3 3+ 3/6
Command (0AP)
Living Metal
Magnification Conduit
Cryptek Actions
► Timesplinter (1AP)
► Countertemporal Nanomine (1AP)
► Chronometron (1AP)



Abyssal lance 5 3+ 2/2
Blast (2) AP2 ! Splash 1
Abyssal lance (Melee) 3 3+ 2/3 ! Reap 3
Command (0AP)
Living Metal
Magnification Conduit
Cryptek Actions
► Conjure Trauma (1AP)
► Nightmare Shroud (1AP)
► Harbinger of Despair (1AP)



Hierotek Circle



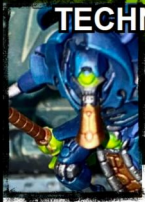
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TECHNOMANCER

M	APL	GA
3 ②	3	1
DF	SV	W
3	3+	13

Staff of light	6	3+	3/4
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AP1

Staff of light (Melee)	3	3+	3/5
------------------------	---	----	-----

Lethal 5+

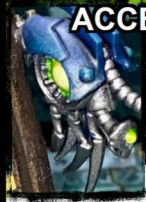
Command (0AP)

Living Metal

Magnification Conduit

Cryptek Actions

- Canoptek Repair (1AP)
- Nanoscarab Repair Swarm (1AP)
- Rites of Reanimation (1AP)



ACCELERATOR

M	APL	GA
3 ②	2	1
DF	SV	W
2	5+	5

Spark	4	4+	2/3
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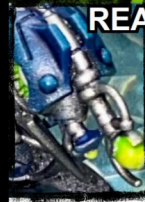
Rng ②

Claws	3	5+	1/2
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Living Metal

Scuttler

Accelerate (0AP): Select one friendly DEATHMARK or IMMORTAL operative Visible to and within ② of this operative. Add 1 to its APL.



REANIMATOR

M	APL	GA
3 ②	2	1
DF	SV	W
2	5+	5

Spark	4	4+	2/3
-------	---	----	-----

Rng ②

Claws	3	5+	1/2
-------	---	----	-----

Living Metal

Scuttler

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 ② of this operative, this operative can use this ability. If it does so, that friendly HIEROTEK CIRCLE operative attempts reanimation.



APPRENTEK

M	APL	GA
3 ②	2	1
DF	SV	W
3	3+	12

Arcane conduit	4	3+	3/4
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AP1

Arcane conduit (melee)	3	3+	3/5
------------------------	---	----	-----

Living Metal Magnification Conduit

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.

Operative

Hierotek Circle

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Operative

Hierotek Circle

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Operative

Hierotek Circle

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Operative

Hierotek Circle

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DEATHMARK

	M	APL	GA
	2	2	1
DF	SV	W	
3	3+	10	

Synaptic disintegrator	4	2+	4/4
AP1 Heavy			! MW1
Fists	3	3+	3/4

Living Metal




DEATHMARK

	M	APL	GA
	2	2	1
DF	SV	W	
3	3+	10	

Synaptic disintegrator	4	2+	4/4
AP1 Heavy			! MW1
Fists	3	3+	3/4

Living Metal




DESPOTEK

	M	APL	GA
	2	2	1
DF	SV	W	
3	3+	12	

Gauss blaster	4	2+	4/5
AP1			
Bayonet	4	2+	3/4

Living Metal
Demand (0AP): Select one friendly DEATHMARK or IMMORTAL operative. Visible to and within 1 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 Play without spending any Command points.



GUARDIAN

	M	APL	GA
	2	2	1
DF	SV	W	
3	3+	10	

Gauss blaster	4	3+	4/5
AP1			
Bayonet	4	3+	3/4

Living Metal

Operative

Hierotek Circle

Operative


Hierotek Circle

Operative

Hierotek Circle

Operative

Hierotek Circle



GUARDIAN

	M	APL	GA
	2	2	1
	DF	SV	W
	3	3+	10

Gauss blaster	4	3+	4/5
AP1			
Bayonet	4	3+	3/4

Living Metal



DESPOTEK

	M	APL	GA
	2	2	1
	DF	SV	W
	3	3+	12

Tesla carbine	5	2+	3/3
			! Splash 1
Bayonet	4	2+	3/4

Living Metal
Demand (0AP): Select one friendly DEATHMARK or IMMORTAL operative. Visible to and within 1 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 Play without spending any Command points.




GUARDIAN

	M	APL	GA
	2	2	1
	DF	SV	W
	3	3+	10

Tesla carbine	5	3+	3/3
			! Splash 1
Bayonet	4	3+	3/4

Living Metal



GUARDIAN

	M	APL	GA
	2	2	1
	DF	SV	W
	3	3+	10

Tesla carbine	5	3+	3/3
			! Splash 1
Bayonet	4	3+	3/4

Living Metal

Operative

Hierotek Circle

Operative

Hierotek Circle

Operative

Hierotek Circle

Operative

Hierotek Circle

(1) UNYIELDING ANCIENTS

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 ② 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 CRYPTTEK or APPRENTTEK operative, you score 1VP.

Control Centre or DZ

(2) UNEARTH ARTIFICE

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 ② 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.

Action on Point

(3) WORTHY OF STUDY

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 CRYPTTEK or APPRENTTEK operative is within ② 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.

Kill and Control

LEECH POWER

Tactical

1CP

Use this Tactical Ploy when a friendly CRYPTTEK operative is activated. Select one other friendly HIEROTEK CIRCLE operative within 2 ② 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.

Take 1AP from friend

Tac Op

Hierotek Circle

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Tac Op

Hierotek Circle

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Tac Op

Hierotek Circle

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Tactical

Hierotek Circle

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CORTICAL SUBJUGATION

Tactical 1CP

Use this Tactical Ploy when a friendly CRYPTEK operative is selected as the target of a shooting attack. Select one other friendly HIEROTEK CIRCLE operative that is Visible to and within ② of that friendly CRYPTEK 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).

Meat Shield

COMMENCE REANIMATION

Tactical 0CP

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

Reanimate

MAGNIFICATION CONDUIT

Ability

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).

APPRENTEK

MAGNIFICATION CONDUIT

Ability

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly APPRENTEK 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 APPRENTEK 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

Tactical

Hierotek Circle

Tactical

Hierotek Circle

Ability

Hierotek Circle

Ability

Hierotek Circle

CRYPTTEK ACTIONS


Ability

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.

CRYPTTEK

COMMAND

Ability

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.

CRYPTTEK

SCUTTLER

Ability


- 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.

PLASMACYTE

RELENTLESS ONSLAUGHT

Strategic

1CP

Until the end of the Turning Point, each time a friendly HIEROTEK CIRCLE operative makes a shooting attack against a target within  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 Technomancer datacard).

Balanced within 6

Ability

Hierotek Circle

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Ability

Hierotek Circle

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Ability

Hierotek Circle

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Strategic

Hierotek Circle

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INTRACTABLE MARCH

Strategic

1CP

Until the end of the Turning Point, while a friendly DEATHMARK or IMMORTAL operative has an Engage order, add ② to its Movement characteristic.

+2 M if Engaged

UNDYING ANDROIDS

Strategic

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.

No Cover: Retain 1 Df

DIMENSIONAL CONCEALMENT

Strategic

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 Play once.

Deathmark can Hide

DIMENSIONAL TRANSLOCATION

Tactical

1CP

Use this Tactical Play 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 ④ 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 Play once.

**Forward Deploy
Deathmark**

Strategic

Hierotek Circle

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Strategic

Hierotek Circle

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Strategic

Hierotek Circle

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Tactical

Hierotek Circle

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CHRONOMETRON

CHRONOMANCER

Chronometron (1AP): Cryptek action. Select one friendly HIEROTEK CIRCLE operative Visible to and within ⑥ 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):

- Add ③ 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.

+3M 5+ Invul

CONJURE TRAUMA

PSYCHOMANCER

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.

Injure Target

NIGHTMARE SHROUD

PSYCHOMANCER

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 ⑥ 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).

No reroll or Crits

HARBINGER OF DESPAIR

PSYCHOMANCER

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 ② 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 ② of, treat enemy operatives' total APL as being 1 less. Note that this is not a modifier. At the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), remove that token.

Mission Acton +1 AP Area

Spell

Hierotek Circle

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Spell

Hierotek Circle

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Spell

Hierotek Circle

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Spell

Hierotek Circle

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CANOPTÉK REPAIR

TECHNOMANCER

Canoptek Repair (1AP): Cryptek action. Select one friendly HIEROTEK CIRCLE operative Visible to and within 3 of this operative. That friendly operative regains 2D3 lost wounds, or D3 lost wounds if it was successfully reanimated during this Turning Point.

Heal 2D3

Spell

Hierotek Circle

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NANOSCARAB REPAIR SWARM

TECHNOMANCER

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 and are reanimated with 1 additional wound remaining.

Team not injured +1 W

Spell

Hierotek Circle

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rites of REANIMATION

TECHNOMANCER

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 6 of this operative, this operative can use this ability. If it does so, that friendly HIEROTEK CIRCLE operative attempts reanimation.

Reanimate Aura

Spell

Hierotek Circle

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PHASE OCULARS

2EP

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

PHASE OCULARS 0AP: 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).

Hit to Crit

Equipment

Hierotek Circle

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PHASE OCULARS

2EP

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

PHASE OCULARS 0AP: 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).

Hit to Crit

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.

Lethal 5+

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.

Lethal 5+

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.

MWs if Charged

Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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ARCSHOCK 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 3 of it (instead of 2).

3 Splash

ARCSHOCK 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 3 of it (instead of 2).

3 Splash

ARCSHOCK 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 3 of it (instead of 2).

3 Splash

PHASE SHIFTER

Max: 1

3EP

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

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

4+ Invul

Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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Equipment

Hierotek Circle

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DEVOURER NANOSCARABS

Max: 1 3EP

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

Devourer nanoscarabs

4 3+ 3/4

Rng ⚡ Indirect Lethal 5+ Limited

QUANTUM REANIMYTES

Max: 1 3EP

The operative gains the following ability for the battle:
Quantum Reanimytes: While a friendly HIEROTEK CIRCLE operative is within 3 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.

4+ Against MWs

TIMESPLINTER

CHRONOMANCER
Timesplinter (1AP): Cryptek action. Select one friendly HIEROTEK CIRCLE operative Visible to and within 6 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.

Gain Invul

COUNTERTEMPORAL NANOMINE

CHRONOMANCER
CounterTemporal Nanomine (1AP): Cryptek action. Place one of your CounterTemporal Nanomine tokens within 6 of this operative. Each time an enemy operative performs an action in which it moves, if it would move within 6 of that token, subtract 2 from the distance it can move during that action. At the start of this operative's next activation, if it's incapacitated, or if another friendly operative performs this action (whichever comes first), remove that token.

-2M Area

Equipment

Hierotek Circle

Equipment

Hierotek Circle

Spell

Hierotek Circle

Spell

Hierotek Circle

HIEROTEK CIRCLE

Recon, Security

1 Cryptek, 2 'Cytes and 5 Immortal

CHRONOMANCER OR PSYCHOMANCER
OR TECHNOMANCER

PLASMACYTE ACCELERATOR

PLASMACYTE REANIMATOR

APPRENTK

IMMORTAL DESPOTEK

DEATHMARK

IMMORTAL GUARDIAN w. GAUSS

IMMORTAL GUARDIAN w. TESLA

REANIMATION PROTOCOLS (2/2)

Faction Ability

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 3+, an operative is successfully reanimated:

- Set up the operative that Reanimation token was placed for.
- It must within 3 of that Reanimation token and not within Engagement Range of enemy operatives.
- It has D3+3 wounds remaining.
- You can select the new order token.
- 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.

LIVING METAL

Faction Ability

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 (1/2)

Faction Ability

Certain rules can allow friendly HIEROTEK CIRCLE operatives to attempt reanimation (e.g. Reanimation Beam). 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.

Team

Hierotek Circle

FAQ : 1.8, DECK:4.1
Date: 03 2023

Abilities

Hierotek Circle

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Abilities

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Abilities

Hierotek Circle

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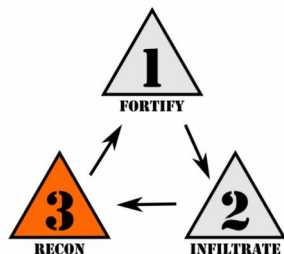
RECON

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



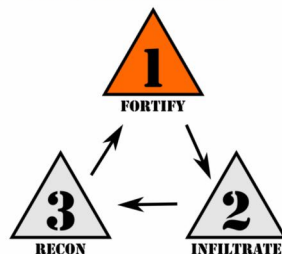
FORTIFY

Matched Play

Set up one additional barricade within 🏠 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.



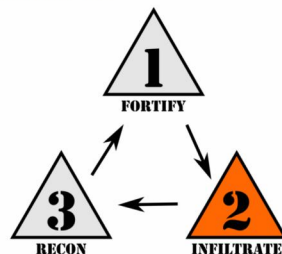
INFILTRATE

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



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

Hierotek Circle

Date: 1.8, DECK: 4.1
Date: 1.8, DECK: 4.1

Scouting

Hierotek Circle

Date: 1.8, DECK: 4.1
Date: 1.8, DECK: 4.1

Scouting

Hierotek Circle

Date: 1.8, DECK: 4.1
Date: 1.8, DECK: 4.1

Matched

Hierotek Circle

Date: 1.8, DECK: 4.1
Date: 1.8, DECK: 4.1

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

Hierotek Circle

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Scorecard

Hierotek Circle

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Credits

Hierotek Circle

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Credits

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