



CHRONOMANCER

NAME	ATK	HIT	DMG	WR
Aeonstave (ranged)	5	3+	3/3	Blast 2", Lethal 5+, Stun, Magnify*
Entropic lance (ranged)	4	3+	5/3	Devastating 3, Piercing 1, Magnify*
Aeonstave (melee)	4	4+	3/4	Lethal 5+, Shock
Entropic lance (melee)	4	4+	3/6	-

APL
3MOVE
6"SAVE
3+WOUNDS
14

CHRONOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE, NECRON, LEADER, CRYPTEK, CHRONOMANCER

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CHRONOMANCER ACTIONS

INTERSTITIAL COMMAND

1AP

► **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTAK** and **CRYPTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

TIMESPLINTER

1AP

► **SUPPORT.** Select one other expended friendly **HIEROTEK CIRCLE** operative visible to and within 5" of this operative. Remove it from the killzone and set it back up visible to and within 5" horizontally of this operative, in a location it can be placed. Note that a Comms Device from universal equipment only affects the first distance of this rule.

◆ This operative cannot perform this action while within control range of an enemy operative, during the first turning point, or if a friendly operative has already performed this action during this turning point.

CHRONOMANCER ACTIONS

COUNTERTEMPORAL NANOMINE

1AP

► Place your Countertemporal Nanomine marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. Whenever an enemy operative is within 4" of your Countertemporal Nanomine marker, subtract 2" from its Move stat. When this operative is next activated, is incapacitated or this action is performed again by a friendly operative (whichever comes first), remove that marker.

◆ This operative cannot perform this action while within control range of an enemy operative.

CHRONOMETRON

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until this operative is incapacitated or until this action is performed again by a friendly operative (whichever comes first), subtract 1 from the Atk stat of an operative's weapons whenever it's shooting against, fighting against or retaliating against that selected operative.

◆ This operative cannot perform this action while within control range of an enemy operative.

PSYCHOMANCER

NAME	ATK	HIT	DMG	WR
Abyssal lance (ranged)	5	3+	2/2	Blast 2", 2" Devastating 1, Piercing 2, Magnify*
Abyssal lance (melee)	4	4+	4/4	Devastating 1

APL
3MOVE
6"SAVE
3+WOUNDS
14

PSYCHOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE, NECRON, LEADER, CRYPTEK, PSYCHOMANCER

40



PSYCHOMANCER ACTIONS

INTERSTITIAL COMMAND

1AP

- **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

- ◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

HARBINGER OF DESPAIR

1AP

- Place your Despair marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. When this operative is next activated, is incapacitated or this action is performed again by a friendly operative (whichever comes first), remove that marker.
- Whenever an enemy operative is within 2" of your Despair marker, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions. Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 2" of your Despair marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.

- ◆ This operative cannot perform this action while within control range of an enemy operative.

PSYCHOMANCER ACTIONS

NIGHTMARE SHROUD

1AP

- Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever an enemy operative within 4" of this operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice and cannot retain attack dice results of less than 6 as critical successes (e.g. as a result of the Lethal, Rending or Severe weapon rules).

- ◆ This operative cannot perform this action while within control range of an enemy operative.

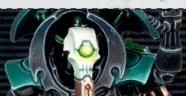
VISION OF MADNESS

1AP

- Select one enemy operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), that selected operative gains one of your Madness tokens.
- Whenever your opponent would activate an enemy operative that has one of your Madness tokens, you can roll one D6: if the result is equal to or higher than that enemy operative's APL, they cannot activate it during this activation. If that operative is successfully activated, or there are no other enemy operatives eligible to be activated, remove its Madness token.

- ◆ This operative cannot perform this action while within control range of an enemy operative.

TECHNOMANCER



APL
3

MOVE
6"

SAVE
3+

WOUNDS
14

NAME	ATK	HIT	DMG	WR
☼☼☼ Staff of light (ranged)	6	3+	3/4	Rending, Magnify*
☼☼☼ Staff of light (melee)	4	4+	3/5	Rending

TECHNOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE, NECRON, LEADER, CRYPTTEK, TECHNOMANCER

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TECHNOMANCER ACTIONS

INTERSTITIAL COMMAND

1AP

- **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

- ◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

CANOPTER REPAIR

1AP

- **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative to regain up to 2D3 lost wounds.

- ◆ This operative cannot perform this action while within control range of an enemy operative, or if a friendly operative has already performed this action during this turning point.



TECHNOMANCER ACTIONS

AUGMENT WEAPON

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), select two of the following weapon rules for one weapon from that selected operative's datacard to have: Lethal 5+, Rending, Saturate, Severe. Note that if you select a staff of light or arcane conduit, you only select the additional weapon rules for either the ranged or melee profile of that weapon.

◆ This operative cannot perform this action while within control range of an enemy operative.

REINFORCE METAL

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever an attack dice inflicts damage of 3 or more on that operative, subtract 1 from that inflicted damage.

◆ This operative cannot perform this action while within control range of an enemy operative.

PLASMACYTE ACCELERATOR



APL

▼ 2

MOVE

➡ 7"

SAVE

🛡 5+

WOUNDS

🔥 5

NAME	ATK	HIT	DMG	WR
🔥 Spark	4	4+	2/3	Range 4", Piercing 1
🔪 Claws	3	5+	1/2	-

Scuttler:

- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative can perform the **Fall Back** action for 1 less AP.
- This operative cannot use any weapons that aren't on its datacard, or perform unique actions other than **Accelerate**.

ACCELERATE

1AP

► Select one friendly **DEATHMARK** or **IMMORTAL** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.

◆ This operative cannot perform this action while within control range of an enemy operative.

HIEROTEK CIRCLE, NECRON, PLASMACYTE, ACCELERATOR

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PLASMACYTE REANIMATOR



APL

▼ 2

MOVE

➡ 7"

SAVE

🛡 5+

WOUNDS

🔥 5

NAME	ATK	HIT	DMG	WR
🔥 Atomiser beam	4	4+	3/4	Range 6", Lethal 5+
🔪 Claws	3	5+	1/2	-

Scuttler:

- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative can perform the **Fall Back** action for 1 less AP.
- This operative cannot use any weapons that aren't on its datacard, or perform unique actions other than **Reanimate**.

RULES CONTINUE ON OTHER SIDE ►

HIEROTEK CIRCLE, NECRON, MEDIC, PLASMACYTE, REANIMATOR

25

PLASMACYTE REANIMATOR



APL

▼ 2

MOVE

➡ 7"

SAVE

🛡 5+

WOUNDS

🔥 5

REANIMATE

1/2AP

► Select one of your Reanimation markers visible to and within 6" of this operative. Roll one D6: on a 3+, a friendly operative is **REANIMATED**; if you spent 1 additional AP, a friendly operative is automatically **REANIMATED** (you don't need to roll one D6). An operative that's **REANIMATED** from this unique action is set up expended if it was already expended during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.



APPRENTK

APL
3MOVE
6"SAVE
3+WOUNDS
11

NAME	ATK	HIT	DMG	WR
Arcane conduit (ranged)	4	3+	4/5	Piercing 1, Magnify*
Arcane conduit (melee)	3	4+	3/5	-

Apprentek Assistance: This operative has the same unique actions as your **CRYPTEK** operative selected for the battle, but can only perform one **CRYPTEK** unique action per turning point.

HIEROTEK CIRCLE, NECRON, APPRENTK

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DEATHMARK

APL
2MOVE
5"SAVE
3+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Synaptic disintegrator	4	2+	4/3	Devastating 2, Heavy (Dash only), Piercing 1, Severe
Fists	3	3+	3/4	-

Deathmarked: Whenever this operative ends the **Shoot** action, the target gains one of your Deathmarked tokens if it wasn't incapacitated (the primary target, if relevant). Whenever a friendly **HIEROTEK CIRCLE** **DEATHMARK** operative is shooting an enemy operative that has one of your Deathmarked tokens, that friendly operative's ranged weapons have the Seek weapon rule.

MULTI-DIMENSIONAL VISION

1AP

▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.

◆ This operative cannot perform this action while within control range of an enemy operative.

HIEROTEK CIRCLE, NECRON, DEATHMARK

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IMMORTAL DESPOTEK

APL
2MOVE
5"SAVE
3+WOUNDS
11

NAME	ATK	HIT	DMG	WR
Gauss blaster	4	3+	4/5	Piercing 1
Tesla carbine	5	3+	3/3	2" Devastating 1
Bayonet	4	3+	3/4	-

Steadfast: Whenever determining control of a marker, you can treat this operative's APL stat as 3. If you do, this takes precedence over all other rules, meaning any changes to its APL stat are ignored for this.

RULES CONTINUE ON OTHER SIDE ▶

HIEROTEK CIRCLE, NECRON, IMMORTAL, DESPOTEK

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IMMORTAL DESPOTEK

APL
2MOVE
5"SAVE
3+WOUNDS
11

INTERSTITIAL COMMAND

1AP

▶ **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTK** and **CRYPTEK**) visible to and within 6" of this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.



IMMORTAL GUARDIAN



APL
▼ 2

MOVE
➡ 5"

SAVE
🛡️ 3+

WOUNDS
🔥 10

NAME	ATK	HIT	DMG	WR
🔫 Gauss blaster	4	3+	4/5	Piercing 1
🔫 Tesla carbine	5	3+	3/3	2" Devastating 1
🔪 Bayonet	4	3+	3/4	-

Steadfast: Whenever determining control of a marker, you can treat this operative's APL stat as 3. If you do, this takes precedence over all other rules, meaning any changes to its APL stat are ignored for this.

HIEROTEK CIRCLES®, NECRON, IMMORTAL, GUARDIAN

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HIEROTEK CIRCLE KILL TEAM

ARCHETYPES: RECON, SECURITY

OPERATIVES

- 1 **HIEROTEK CIRCLE** operative selected from the following list:
 - **CHRONOMANCER** operative 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**

CONTINUES ON OTHER SIDE ▶

- **DESPOTEK** with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet
- **GUARDIAN** with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet

Other than **DEATHMARK** and **GUARDIAN** operatives, your kill team can only include each operative on this list once.

HIEROTEK CIRCLE FACTION RULE

REANIMATION PROTOCOLS

The body of a slain Necron becomes wreathed in an eerie glow. Severed limbs reattach and broken bodies reform in a shower of emerald sparks. Eye-lenses flicker once more and the Necron rises again to rejoin the fight.

The first time each friendly **HIEROTEK CIRCLE** operative is incapacitated, before it's removed from the killzone, place one of your Reanimation markers within its control range. Then remove it as incapacitated, also removing any tokens and rules effects it had (e.g. **CHRONOMANCER** operative's **Chronometron** action, Poison tokens, APL stat changes, being implanted, etc.).

In the Ready step of each Strategy phase, select one of your Reanimation markers and roll one D6: on a 1-2, leave that Reanimation marker in the killzone and repeat this process with a different one of your Reanimation markers (if any); on a 3+, an operative is **REANIMATED**.

CONTINUES ON OTHER SIDE ▶

You can only select each of your Reanimation markers once per turning point, and once you roll a 3+, you don't select any more for that turning point. Whenever an operative is **REANIMATED**:

- Set up the operative that Reanimation marker was placed for (it's no longer incapacitated). It must be placed within 3" of that Reanimation marker and not within control range of enemy operatives (if you cannot do so, treat the roll as 1-2 instead).
- It has 1 wound remaining.
- It has an order of your choice and is ready.
- Remove that Reanimation marker.

As **REANIMATED** operatives are no longer incapacitated, for the purposes of the kill op, this means your opponent's kill grade can go down during the battle (they lose VP accordingly). However, it won't retroactively change any other VPs your opponent has scored, e.g. from tac ops.



HIEROTEK CIRCLE FACTION RULE

MAGNIFY

Necron Crypteks may impose their will over their thralls and underlings, projecting their consciousness into these lesser beings in order to enhance their combat ability and ensure the obliteration of the enemy.

Some **HIEROTEK CIRCLE  APPRETEK** and **HIEROTEK CIRCLE  CRYPTEK** weapons in this team's rules have the Magnify weapon rule below.

***Magnify:** Whenever this operative is performing the **Shoot** action with this weapon, if another friendly **HIEROTEK CIRCLE  APPRETEK** or **HIEROTEK CIRCLE  CRYPTEK** operative has an Engage order and is visible to this operative, you can use this rule. If you do, treat that operative as the active operative for the purposes of determining a valid target, cover and obscured. If you do, this weapon has the Ceaseless weapon rule until the end of that action.

HIEROTEK CIRCLE FACTION RULE

LIVING METAL

The Necrons' semi-sentient metal skin enables them to heal devastating damage in the midst of battle.

In the Ready step of each Strategy phase, after resolving all other rules in this step (e.g. Reanimation Protocols faction rule), each friendly **HIEROTEK CIRCLE  operative** regains D3+1 lost wounds (roll separately for each).

HIEROTEK CIRCLE MARKER/TOKEN GUIDE



Timesplinter token



Nightmare Shroud token



Chronometron token



Augment Weapon token



Multi-dimensional Vision token



Despair marker



Deathmarked token



Reanimation marker



Reinforce Metal token



Magnification Conduits token



Madness token



Phase Shifter token



Counterterporeal Nanomine marker

HIEROTEK CIRCLE STRATEGY PLOY

RELENTLESS ONSLAUGHT

Necrons are relentless and implacable, making up for their lack of accuracy with unthinking determination.

Whenever a friendly **HIEROTEK CIRCLE  operative** is shooting an operative within 8" of it, that friendly operative's ranged weapons have the Balanced weapon rule. Note that when you're using the Magnify weapon rule, this operative must still be within 8" of the target to use this rule (not the other friendly operative from which you're determining a valid target).



HIEROTEK CIRCLE STRATEGY PLOY

UNDYING ANDROIDS

The living metal forms of Necrons are resistant to the majority of weapons wielded by the galaxy's primitive biological species.

Whenever an operative is shooting a friendly **HIEROTEK CIRCLE ** operative, if you cannot retain any cover saves, you can retain one of your defence dice as a normal success without rolling it.

HIEROTEK CIRCLE STRATEGY PLOY

METHODICAL ELIMINATION

Necrons often trade speed of movement for steadfast resilience and unrelenting firepower.

Friendly **HIEROTEK CIRCLE ** operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly **HIEROTEK CIRCLE ** operative is fighting during an activation in which it hasn't moved more than its Move stat, or whenever it's retaliating, its melee weapons have the Accurate 2 weapon rule instead.

HIEROTEK CIRCLE STRATEGY PLOY

COMMAND UNDERLINGS

Necron Crypteks and Apprenteks wield their underlings like puppets, directing their every movement and action in order to confound the enemy.

Select one of the following:

- **SUPPORT.** Each other friendly **HIEROTEK CIRCLE ** operative visible to and within 6" of a friendly **CRYPTEK** operative can immediately perform a free **Dash** action in an order of your choice.
- **SUPPORT.** Each other friendly **HIEROTEK CIRCLE ** operative (excluding **CRYPTEK**) visible to and within 3" of a friendly **APPRENTAK** operative can immediately perform a free **Dash** action in an order of your choice.

HIEROTEK CIRCLE FIREFIGHT PLOY

CORTICAL CONTROL

Crypteks and their Apprentek servants may project their will directly into the minds of their Canoptek constructs, even across vast distances.

Use this firefight ploy when a friendly **HIEROTEK CIRCLE ** **APPRENTAK** or **HIEROTEK CIRCLE ** **CRYPTEK** operative performs a **SUPPORT** unique action. Until the end of that action, for the purposes of selecting another friendly operative, ignore the distance requirement (only visibility is a requirement).



HIEROTEK CIRCLE FIREFIGHT PLOY

REANIMATED FUNCTION

The continual reanimation of fallen Necrons enables the HieroTek Circle to steadily tighten its grip on its objectives.

Use this firefight ploy when determining control of a marker. Select one of your Reanimation markers. Until the start of the next turning point, whenever determining control of a marker, treat that Reanimation marker as a friendly **HIEROTEK CIRCLE** operative that has an APL stat of 1.

HIEROTEK CIRCLE FIREFIGHT PLOY

LIVING LIGHTNING

Tesla weapons project living lightning that grows in power, leaping between targets as it drains life from the living.

Use this firefight ploy when a friendly **HIEROTEK CIRCLE** **IMMORTAL** operative is performing the **Shoot** action and you select a tesla carbine. Until the end of that action, that weapon doesn't have the 2" from its Devastating weapon rule but has the Blast 2" weapon rule.

HIEROTEK CIRCLE FIREFIGHT PLOY

DIMENSIONAL AMBUSH

Shifting between dimensions, a Deathmark reveals its position only when a kill shot presents itself.

Use this firefight ploy during a friendly **HIEROTEK CIRCLE** **DEATHMARK** operative's activation, if it has a Conceal order. During that activation, that operative can perform the **Guard** action regardless of the killzone and while it has a Conceal order (see close quarters rules, *Kill Team Core Book*), but when you perform the free **Shoot** or **Fight** action during the interruption, you must change its order to Engage.

HIEROTEK CIRCLE FACTION EQUIPMENT

MAGNIFICATION CONDUITS

This device allows any Necron well-versed in arcane hypertechnology to peer through the ocular lenses of a nearby thrall and channel ranged attacks through the body of their dominated underling.

Once per turning point, when a friendly **HIEROTEK CIRCLE** **APPRENTICE** or **HIEROTEK CIRCLE** **CRYPTEK** operative is performing the **Shoot** action, you can use this rule. If you do, select one other friendly **HIEROTEK CIRCLE** operative (excluding **PLASMACYTE**) that has an Engage order and is visible to that friendly operative. Until the end of that action, that other friendly operative can be treated as the active operative for the Magnify weapon rule.



HIEROTEK CIRCLE FACTION EQUIPMENT

PHASE SHIFTER

At a moment's notice, a Cryptek can use this device to flit between dimensions to avoid incoming fire.

Once per turning point, when an operative is shooting a friendly **CRYPTEK** operative, at the start of the Roll Defence Dice step, you can use this rule. If you do, worsen the x of the Piercing weapon rule by 1 (if any) until the end of that sequence. Note that Piercing 1 would therefore be ignored.

HIEROTEK CIRCLE FACTION EQUIPMENT

TESSERACT CUBE

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

In the Ready step of each Strategy phase, when you gain CP, if a friendly **CRYPTEK** operative isn't incapacitated, isn't within control range of enemy operatives and hasn't been **REANIMATED** this turning point, you can use this rule. If you do, roll one D6: on a 1, you cannot use this rule for the rest of the battle; on a 4+, you gain 1CP. Once you have gained 2CP from this rule, you cannot use it for the rest of the battle.

HIEROTEK CIRCLE FACTION EQUIPMENT

TESLA WEAVE

Upon the Cryptek's command, an insubstantial web of tesla energy flickers from Necron to Canoptek construct, searing any enemy caught within its leaping arcs.

Once per turning point, when an enemy operative ends the **Charge** action with friendly **HIEROTEK CIRCLE**  operatives within its control range, you can use this rule. If you do, inflict D3+1 damage on that enemy operative.

UNIVERSAL EQUIPMENT

1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

AMMO RESUPPLY

OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.



UNIVERSAL EQUIPMENT

1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Obstructing: Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

UNIVERSAL EQUIPMENT

1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

UNIVERSAL EQUIPMENT

1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snares and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.

UNIVERSAL EQUIPMENT

2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

1X HEAVY BARRICADE

A redoubtable slab of plasteel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.



UNIVERSAL EQUIPMENT

2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

UNIVERSAL EQUIPMENT

UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

STUN GRENADE

1AP

► Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.

◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

UNIVERSAL EQUIPMENT

EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

NAME	ATK	HIT	DMG
🔥 Frag grenade	4	4+	2/4

WR

Range 6", Blast 2", Saturate

NAME	ATK	HIT	DMG
🔥 Krak grenade	4	4+	4/5

WR

Range 6", Piercing 1, Saturate

UNIVERSAL EQUIPMENT

1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

Protective: While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

NOTES:



HIEROTEK CIRCLE: 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.

ERRATA

AUGUST '25

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**.

CHRONOMANCER OPERATIVE, TIMESPLINTER ACTION

Relevant part of second sentence of effect changed to read:

'Select one **other** expended friendly **HIEROTEK CIRCLE** operative [...]'

PREVIOUS ERRATAS

PLASMACYTE OPERATIVES, SCUTTLE RULE

First bullet point changed to read:

‘Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. **Seek**, Vantage terrain) **except being within 2"**.’

CHRONOMANCER OPERATIVE, TIMESPLINTER ACTION

Both distances in second and third sentence of effect changed to ‘**5"**’.

Relevant part of third sentence of effect changed to read:

‘[...] of this operative, **measuring the horizontal distance only**, in a location it can be placed.’

Last sentence of effect changed to read:

‘**Note that a Comms Device from universal equipment only affects the first distance of this rule.**’

Relevant part of condition changed to read:

‘[...] an enemy operative, **during the first turning point, or if a friendly operative has already performed this action during this turning point.**’

CHRONOMANCER OPERATIVE, COUNTERTEMPORAL NANOMINE ACTION

Second sentence of effect changed to read:

‘Whenever an enemy operative is within **4"** of your Countertemporal Nanomine marker, subtract **2"** from its Move stat.’

PSYCHOMANCER OPERATIVE, NIGHTMARE SHROUD ACTION

Relevant part of effect changed to read:

‘[...] whenever an enemy operative within **4"** of this operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice and cannot retain attack dice **results of less than 6 as critical successes (e.g. as a result of the Lethal, Rending or Severe weapon rules).**’

TECHNOMANCER OPERATIVE, CANOPTEK REPAIR ACTION

Effect changed to read:

‘**SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within **6"** of this operative to regain up to **2D3** lost wounds.’

TECHNOMANCER OPERATIVE, AUGMENT WEAPON ACTION

Additional text added to end of effect:

‘**Note that if you select a staff of light or arcane conduit, you only select the additional weapon rules for either the ranged or melee profile of that weapon.**’

CHRONOMANCER, PSYCHOMANCER & TECHNOMANCER OPERATIVES, INTERSTITIAL COMMAND ACTION

Relevant part of second sentence of effect changed to read:

‘[...] visible to and within **6"** of this operative, or **visible to and within 6"** of a friendly **DESPOTEK** operative that’s visible to this operative.’

CHRONOMANCER, PSYCHOMANCER, TECHNOMANCER & IMMORTAL DESPOTEK OPERATIVES, INTERSTITIAL COMMAND ACTION

Relevant part of condition changed to read:

‘[...] an enemy operative, **or while counteracting.**’

FACTION RULES, REANIMATION PROTOCOLS

Second bullet point changed to read:

‘• It has **1 wound** remaining.’

FACTION RULES, MAGNIFY, MAGNIFY WEAPON RULE

Changed to read:

‘Whenever this operative is performing the **Shoot** action with this weapon, if another friendly **HIEROTEK CIRCLE** **APPRENTICE** or **HIEROTEK CIRCLE** **CRYPTEK** operative has an Engage order and is visible to this operative, you can **use this rule. If you do**, treat that operative as the active operative for the purposes of determining a valid target, **cover and obscured**. If you do, this weapon has the Ceaseless weapon rule until the end of that action.’

FACTION EQUIPMENT, TESLA WEAVE

Changed to read:

‘**Once per turning point, when an enemy operative ends the Charge action with friendly **HIEROTEK CIRCLE** operatives within its control range, you can use this rule. If you do, inflict D3+1 damage on that enemy operative.**’

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *How does the Steadfast rule interact with rules that treat the total APL stat of enemy operatives as 1 lower, e.g. **PHOBOS STRIKE TEAM** and **Terror**?*

A: The Steadfast rule would treat the relevant operative's APL stat as 3, but the total APL of those contesting a marker would still be reduced by 1. For example, if one friendly operative that had both the Steadfast rule and was affected by Terror contested a marker, the total APL would be 2; if two friendly operatives with the same conditions contested a marker, the total APL would be 5, etc.

Q: *How does the Magnify weapon rule interact with an enemy operative that's wholly within an area of smoke, when the friendly operative that's being treated as the active operative for determining a valid target, cover and obscured is within 2" of that enemy operative?*

A: Smoke Grenades and similar rules (e.g. **MANDRAKE** and **Weave Darkness**) have no effect in this scenario.

Q: *Can an operative on guard interrupt and perform a point-blank shot against an enemy operative within control range of another friendly operative using the Magnify weapon rule?*

A: No.

HIEROTEK CIRCLE OPERATIVES

Led by ambitious and devious Crypteks, Hierotek Circles employ Necron soldiery and unique Canoptek constructs to further the rise of their own dynasties. They achieve this by learning of their lords' enemies and undermining the power of these rivals through artifice, sabotage, theft and murder.

CHRONOMANCER

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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.

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.

TECHNOMANCER

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

'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





PLASMACYTE ACCELERATOR

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

PLASMACYTE REANIMATOR

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

APPRENTAK

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.

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.

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.

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.

HIEROTEK CIRCLE KILL TEAM

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HIEROTEK CIRCLE » KILL TEAM SELECTION



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

OPERATIVES

- 1 **HIEROTEK CIRCLE** operative selected from the following list:
 - **CHRONOMANCER** operative 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:
 - **APPRENTAK**
 - **DEATHMARK**
 - **DESPOTEK** with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet
 - **GUARDIAN** with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet

Other than **DEATHMARK** and **GUARDIAN** operatives, your kill team can only include each operative on this list once.

ARCHETYPES



RECON



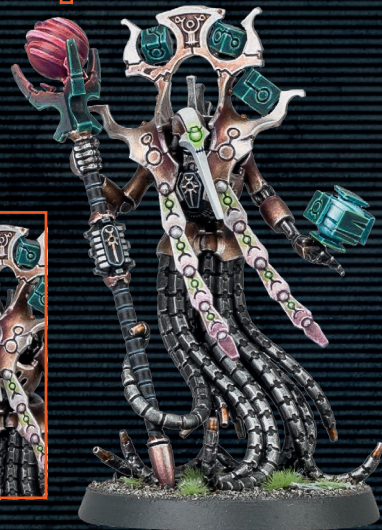
SECURITY

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

CHRONOMANCER

Aeonstave

Entropic lance



PSYCHOMANCER

Abyssal lance



TECHNOMANCER

Staff of light



IMMORTAL DESPOTEK

Gauss blaster

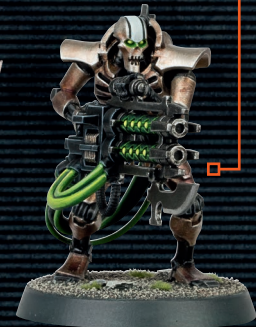


IMMORTAL GUARDIAN

Tesla carbine



Gauss blaster



APPRENTICE

Arcane conduit

PLASMACYTE
ACCELERATORPLASMACYTE
REANIMATOR

DEATHMARK

Synaptic disintegrator



'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 INFLICTED 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