ARCHETYPE: SECURITY / RECON

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.

ABILITIES

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

LIVING METAL

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

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.

In the Ready Operatives step of each Turning Point, after 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 be as close as possible to that Reanimation token and not within Engagement Range of enemy operatives.
- It has D3 wounds remaining.
- It has the order of its remaining 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.

STRATEGIC PLOYS

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

RELENTLESS ONSLAUGHT

Strategic Ploy

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).

INTRACTABLE MARCH

Strategic Ploy

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

UNDYING ANDROIDS

Strategic Ploy

1CP

1CP

1CP

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
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Strategic Ploy

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

Tactical Ploy

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 for 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

Tactical Ploy

Use this Tactical Ploy when a friendly **CRYPTEK** operative is activated. Select one other friendly **HIEROTEK CIRCLE®** operative within 2② of that **CRYPTEK** 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 **CRYPTEK** operative's APL.

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 Circle – 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 for 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 Circle – 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 the 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 Circle - 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 (a) 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.

CORTICAL SUBJUGATION

Tactical Ploy

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 <u>Visible</u> 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).

COMMENCE REANIMATION

Tactical Ploy

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

1CP

1CP

1CP

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

1AP

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 <u>MWx</u> 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.

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 <u>Splash X</u> critical hit rule, inflict mortal wounds on the target and each other operative <u>Visible</u> to and within **3** of it (instead of (2)).

PHASE SHIFTER⁺ [3EP]

CRYPTEK 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.

Nam	IC	A	BS/WS	D
() Dev	ourer nanoscarabs	4	3+	3/4
Special H	lules	!		
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 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.

e	HRONOMANCER 🙉		9 2		M		APL	GA	DF	SV	W	Base
					32)	3	1	3	3+	11	?
	Name	A	BS/WS	D		S	pecial R	iles				!
$\langle \rangle$	Aeonstave	5	4+	3/3		Blas	st (2), Let	hal 5+				Stun
0	Entropic lance	4	4+	5/3			AP1					MW3
X	Aeonstave	3	4+	3/3			Lethal 5	5+				Stun
ж	Entropic lance	3	4+	3/6			-					-

ABILITIES

Living Metal

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 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 (1AP): Select one friendly DEATHMARK or IMMORTAL operative Visible to and within ③ 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 ③ of this operative. Until the end of the Turning Point, 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 ③ of this operative. Each time an enemy operative performs an action in which it moves, if it would move within ④ of that token, subtract ② 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 for of this operative. Until the end of the Turning Point:

- 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.

DATACARD-RELATED

UNVIELDING ANCIENTS , WORTHY OF STUDY , LEECH POWER , CORTICAL SUBJUGATION , Phase Shifter

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

PSYCHOMANCER (C)			Š .	M	APL	GA	DF	SV	W	Base
			1-200	32	3	1	3	3+	11	?
Name	A	BS/WS	D		Special R	ules				!
Abyssal lance	5	4+	2/2	4	AP2, Blas	t ②			S	plash 1
🗙 Abyssal lance	3	4+	2/3		-				1	Reap 3

ABILITIES

Living Metal

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 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 (1AP): 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 end of the Turning Point, that operative is treated as being injured, regardless of any rules that say it cannot be injured.

Nightmare Shroud (1AP): Cryptek action. Until the end of the Turning Point, each time an enemy operative within ③ 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 (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 the next Turning Point, remove that token.

DATACARD-RELATED

UNVIELDING ANCIENTS, WORTHY OF STUDY, LEECH POWER, CORTICAL SUBJUGATION, Phase Shifter

TECHNOMANCER 🕫		S		M	APL	GA	DF	SV	W	Base
			KA -	32	3	1	3	3+	11	?
Name	A	BS/WS	D		Special R	ules				!
Staff of light	6	4+	3/4		AP1					-
X Staff of light	3	4+	3/5		Lethal					-
					ne					

ABILITIES

Living Metal

Magnification Conduit: Each time this operative makes a shooting attack, if a friendly <u>APPRENTEK</u> operative has an Engage order and is <u>Visible</u> to this operative, in the Select Valid Target step of that shooting attack, you can treat that friendly <u>APPRENTEK</u> 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 (1AP): 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 3 of this operative. That friendly operative regains 2D3 lost wounds, or D3 lost wounds if it was successfully reanimated during this Turning Point.

Nanoscarab Repair Swarm (1AP): Cryptek action. Until the end of the Turning Point, 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.

Rites of Reanimation (1AP): Cryptek action. Until the end of the Turning Point, 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 <u>Visible</u> to and within for this operative, this operative can use this ability. If it does so, that friendly HIEROTEK CIRCLE® operative attempts reanimation.

DATACARD-RELATED

CRYPTEK operative's APL.

UNVIELDING ANCIENTS , WORTHY OF STUDY , LEECH POWER , CORTICAL SUBJUGATION , Phase Shifter

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

CORTICAL SUBJUGATION 1CP	PHASE SHIFTER ⁺ [3EP]
Tactical Ploy	CRYPTEK operative only. The operative gains the following ability for the battle:
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).	Phase Shifter: This operative has a 4+ invulnerable save.
LEECH POWER 1CP	
Tactical Ploy	
Use this Tactical Ploy when a friendly CRYPTEK operative is activated. Select one other friendly HIEROTEK CIRCLE® operative within 2(2) of that CRYPTEK 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	

PLASMACYTE ACCELE			% -		M	APL	GA	DF	SV	W	Base
FLASMAUTTE AUGELEI					3 ②	2	1	2	5+	5	?
Name	A	BS/WS	D			Special R	ules				!
Spark	4	4+	2/3			Rng 3					-
🗙 Claws	3	5+	1/2			-					-
ABILITIES				UNIQ	UE ACTIO	NS					
Living Metal Scuttler: • While this operative has a having a Conceal order, r Vantage Point). • This operative can perfor action point (to a minimu • This operative cannot be	egardless of a rm the Fall Bac ım of 0AP).	ny other c <mark>k</mark> actior	rules (e.g. for one le	oper APL d as	ative Visi				EATHMAF operative		to its
DATACARD-RELATED											
UNVIELDING ANCIENTS											

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

PLASMACYTE REANII	MATOR (3)	3	15	M	APL	GA	DF	SV	W	Base
		~	X.	3 ②	2	1	2	5+	5	?
Name	A	BS/WS	D		Special R	ules				!
Spark	4	4+	2/3		Rng 3	1				4
🗙 Claws	3	5+	1/2		-					-
ABILITIES				UNIQUE ACT	IONS					
Living Metal				-						
operative can use this abi	ility. If it does so,	subtrac	t 1 from this	st						
operative can use this abi operative's APL and that f attempts reanimation.	ility. If it does so,	subtrac	t 1 from this							
operative can use this abi operative's APL and that f attempts reanimation. Scuttler: • While this operative ha having a Conceal order Vantage Point).	ility. If it does so, friendly HIEROTE as a Conceal orde r, regardless of a	, subtrac K CIRCL er, it is al iny other	t 1 from this E® operative ways treated rules (e.g.							
having a Conceal order	ility. If it does so, friendly HIEROTE as a Conceal order, r, regardless of a form the Fall Bac mum of 0AP).	subtrac K CIRCL er, it is al iny other ck actior	t 1 from this E® operative ways treated rules (e.g. n for one less							

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

APPRENTEK Ø			Line S	N		APL	GA	DF	SV	W	Base
			783) <u> </u>	3(Ð	2	1	3	3+	10	?
Name	A	BS/WS	D			Special R	lies				!
Arcane conduit	4	4+	3/4			AP1					-
X Arcane conduit	3	4+	3/5			-					-
ARII ITIES				IINIOUE A	TIN:	NS					

Living Metal

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 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.

DATACARD-RELATED

UNYIELDING ANCIENTS , WORTHY OF STUDY ,

HIEROTEK CIRCLE®, NECRON, <DYNASTY>, APPRENTEK

					M	APL	GA	DF	SV	W	Base
DEATHMARK ©		7			2 ②	2	1	3	3+	10	?
Name	A	BS/WS				Special Ru	iles				!
Synaptic disintegrator	4	2+	4/4			AP1, Hea	Concerned and the second				MW1
🗙 Fists	3	3+	3/4	_		-					-
ABILITIES				UNIQ	UE ACTIO	NS					
Living Metal				-							
DATACARD-RELATED	01141-0	21105		Nolon		ONTION .					
INTRACTABLE MARCH , DIMENSI	ONAL C	ONCEAL	LMENT , DIME	Ensional	TRANSLO	DCATION	, Phase	e Ocula	Irs		
HIEROTEK CIRCLE®, NECRON, <d< td=""><td>NASTY</td><td>>, DEAT</td><td>HMARK</td><td></td><td></td><td></td><td></td><td></td><td></td><td></td><td></td></d<>	NASTY	>, DEAT	HMARK								
DIMENSIONAL TRANSLOCATI	ON						-	-	an porfere	the follow	ng action
Factical Ploy Jse this Tactical Ploy in the Set Up Opera	atives ste	on when	VOLL WOULD Set 1		during the b		only. The	operative c	an perform	ule tollow	ing action
operatives. Select one friendly DEATHM	ARK oper	rative to	be set up in a		PHASE	OCULAR	RS				1AP
hat operative is considered to be within nust be activated as normal. When it is,	the killzo	one for a	activation purpos	ses and							ach time this
anywhere in the killzone that is more tha enemy operatives. That operative is treat	n 👩 from	m the en	nemy drop zone	and	enemy op	perative, at t	he end of t	he Roll Atta	ack Dice ste	p of that s	
Move action (subtract action points acco normal. You can only use this Tactical PI	ordingly),	, then co			retained s	successful r	normal hits		, you can ch al hit instead		
iormal. Tou can only use this factical Pl	oy once.				criucal hr	t rule accord	ungiy).				
DIMENSIONAL CONCEALMEN	Т					ABLE M	ARCH				1CP
Strategic Ploy Jntil the end of the Turning Point, friendl	V DEATH	MARK	peratives can be		Strategic Plo Intil the end	-	ing Point	while a frie	endly DEATH	MARK or	IMMORTAL
he following action:	,								Movement		
DIMENSIONAL CONCEALME	NT			1AP							
Change this operative's order.											
You can only use this Strategic Ploy or	nce.										
		_									
					М	APL	GA	DF	SV	W	Base
IMMORTAL DESPOTEK 🖎					2 ②	2	ин 1	3	3+	10	?
Nome											
Name		BC /WC	n		0	Snooial D	ulee				1
Kame () Gauss blaster	A 4	BS/WS 3+	D 4/5		0	Special Ri AP1	ules				!
 ⟨→ Gauss blaster ⟨→ Tesla carbine 	4 5	3+ 3+	4/5 3/3		0	Contraction of the local division of the loc	ules			S	! - Splash 1
 Gauss blaster Tesla carbine Bayonet 	4	3+	4/5			AP1 -	lies			S	-
 Gauss blaster Tesla carbine Bayonet ABILITIES 	4 5	3+ 3+	4/5 3/3		E ACTION	<u>AP1</u> - S		d. 85			Splash 1
 ↔ Gauss blaster ↔ Tesla carbine ★ Bayonet 	4 5	3+ 3+	4/5 3/3	Dema opera	E ACTION Ind (1AP) Itive Visib	AP1 - - S : Select c ole to and	one friend within 🔞	of this	HMARK of operative	or <mark>IMMO</mark> e. Once c	Splash 1 - - RTAL Juring
 Gauss blaster Tesla carbine Bayonet ABILITIES 	4 5	3+ 3+	4/5 3/3	Dema opera this Tr comb	E ACTION and (1AP) tive Visib urning Po bat, makin	AP1 - S Select c ole to and point, when ng a shoor	one friend within de the sele ting attac	of this ected frie ck or a sl	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
 Gauss blaster Tesla carbine Bayonet ABILITIES 	4 5	3+ 3+	4/5 3/3	Dema opera this To comb made	E ACTION and (1AP) tive Visib urning Po at, makir against i	AP1 - S Select c ole to and point, when ng a shoor	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal	4 5	3+ 3+	4/5 3/3	Dema opera this To comb made	E ACTION and (1AP) tive Visib urning Po at, makir against i	AP1 - S Select c ole to and bint, when ag a shoor it, you car	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED 	4 5 4	3+ 3+ 3+	4/5 3/3 3/4	Dema opera this Tr comb made witho	E ACTION Ind (1AP) tive Visib uming Po at, makin a gainst i ut spendi	AP1 - S Select c ole to and bint, when ag a shoor it, you car	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH , Hyperpl 	4 5 4	3+ 3+ 3+	4/5 3/3 3/4 Arcshock P	Dema opera this Tr comb made witho	E ACTION Ind (1AP) tive Visib uming Po at, makin a gainst i ut spendi	AP1 - S Select c ole to and bint, when ag a shoor it, you car	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
Causs blaster Causs blaster Causs blaster Cause blaster C	4 5 4	3+ 3+ 3+	4/5 3/3 3/4 Arcshock P	Dema opera this Tr comb made witho	E ACTION Ind (1AP) tive Visib uming Po at, makin a gainst i ut spendi	AP1 - S Select c ole to and bint, when ag a shoor it, you car	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
Causs blaster Causs blaster Bayonet Bayonet BallITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH, Hyperpl HIEROTEK CIRCLE®, NECRON, <dy< td=""><td>4 5 4</td><td>3+ 3+ 3+</td><td>4/5 3/3 3/4 Arcshock P</td><td>Dema opera this Tr comb made witho</td><td>E ACTION Ind (1AP) tive Visib uming Po at, makin a gainst i ut spendi</td><td>AP1 - S Select c ole to and bint, when ag a shoor it, you car</td><td>one friend within de the sele ting attac n use the</td><td>of this ected frie ck or a sl Comma</td><td>operative ndly oper hooting at</td><td>or IMMO e. Once c rative is f ttack is t</td><td>RTAL during fighting in being</td></dy<>	4 5 4	3+ 3+ 3+	4/5 3/3 3/4 Arcshock P	Dema opera this Tr comb made witho	E ACTION Ind (1AP) tive Visib uming Po at, makin a gainst i ut spendi	AP1 - S Select c ole to and bint, when ag a shoor it, you car	one friend within de the sele ting attac n use the	of this ected frie ck or a sl Comma	operative ndly oper hooting at	or IMMO e. Once c rative is f ttack is t	RTAL during fighting in being
Causs blaster Tesla carbine Bayonet Bablittes Living Metal DATACARD-RELATED INTRACTABLE MARCH, Hyperpl	4 5 4	3+ 3+ 3+	4/5 3/3 3/4 Arcshock P	Dema opera this Tr comb made witho	E ACTION Ind (1AP) tive Visib urning Po at, makin against i ut spendi	AP1 S Select co de to and bint, when g a shoot it, you car ing any Co	one frienc within e the sele ting attace n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting at nd Re-roll	or IMMO e. Once c ative is f ttack is t I Tactica	RTAL Juring inghting in being I Ploy
Causs blaster Causs blaster Causs blaster Cause blaster C	4 5 4 Mase B	3+ 3+ 3+ 3+	A/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Tr comb made witho	E ACTION and (1AP) tive Visib uming Po- art, makin a against i ut spendi	AP1 S S Select co de to and bint, when ing a shoor it, you car ing any C APL 2	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c rative is f ttack is b I Tactica	RTAL Juring Inghting in being I Ploy Base ?
Causs blaster Causs blaster Datacarbine Datacarbine Datacarbine INTRACTABLE MARCH HIEROTEK CIRCLE®, NECRON, <dy< td=""><td>4 5 4</td><td>3+ 3+ 3+</td><td>A/5 3/3 3/4 Arcshock P ORTAL, DESPO</td><td>Dema opera this Tr comb made witho</td><td>E ACTION and (1AP) tive Visib uming Po- art, makin a against i ut spendi</td><td>AP1 S : Select co let to and bint, when g a shoot it, you car ing any Co APL</td><td>one frienc within the sele ting attact n use the ommand</td><td>of this ected frie ck or a sl Comma I points.</td><td>operative ndly oper hooting a nd Re-roll</td><td>or IMMO e. Once c rative is f ttack is b I Tactica</td><td>RTAL Juring fighting in being I Ploy</td></dy<>	4 5 4	3+ 3+ 3+	A/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Tr comb made witho	E ACTION and (1AP) tive Visib uming Po- art, makin a against i ut spendi	AP1 S : Select co let to and bint, when g a shoot it, you car ing any Co APL	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c rative is f ttack is b I Tactica	RTAL Juring fighting in being I Ploy
Causs blaster C	4 5 4 (NASTY A 4 5	3+ 3+ 3+ 3+ (>, IMM(5, IMM(5	4/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Tr comb made witho	E ACTION and (1AP) tive Visib uming Po- art, makin a against i ut spendi	AP1 S S Select co de to and bint, when g a shoot t, you car ing any C APL 2 Special R	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c ative is f ttack is t I Tactica	RTAL Juring fighting in being I Ploy Base ?
Causs blaster C	4 5 4 Nase B (NASTY A 4	3+ 3+ 3+ 3+ (>, IMM(BS/WS 3+	A/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Ti comb made without trojector	E ACTION and (1AP) tive Visib urning Po tat, makin against i ut spendi tu spendi	AP1 S S Select co le to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c ative is f ttack is t I Tactica	RTAL Juring Inghting in being I Ploy Base ? !
Causs blaster C	4 5 4 (NASTY A 4 5	3+ 3+ 3+ 3+ (>, IMM(5, IMM(5	4/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Ti comb made without trojector	E ACTION and (1AP) tive Visib uming Po- art, makin a against i ut spendi	AP1 S S Select co le to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c ative is f ttack is t I Tactica	RTAL Juring fighting in being I Ploy Base ? !
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH , Hyperpl HIEROTEK CIRCLE®, NECRON, <dy< li=""> IMMORTAL GUARDIAN (Gauss blaster Gauss blaster Tesla carbine Bayonet </dy<>	4 5 4 (NASTY A 4 5	3+ 3+ 3+ 3+ (>, IMM(5, IMM(5	4/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Ti comb made without trojector	E ACTION and (1AP) tive Visib urning Po tat, makin against i ut spendi tu spendi	AP1 S S Select co le to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1	one frienc within the sele ting attact n use the ommand	of this ected frie ck or a sl Comma I points.	operative ndly oper hooting a nd Re-roll	or IMMO e. Once c ative is f ttack is t I Tactica	RTAL Juring fighting in being I Ploy Base ? !
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH , Hyperpl HIEROTEK CIRCLE®, NECRON, <dy< p=""> IMMORTAL GUARDIAN © Name Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED</dy<>	A S A Mase B (NASTY A A 4 S 4	3+ 3+ 3+ 3+	4/5 3/3 3/4 3/4 Arcshock P ORTAL, DESPO ORTAL, DESPO 0 4/5 3/3 3/4	Dema opera this Ti comb made witho	E ACTION Ind (1AP) tive Visib urning Pe tat, makin e against i ut spendi r. 22 NUE ACTIO	AP1 S Select co de to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1 - - NS	GA CA TOR [2	of this ceted frie ck or a sl Comma i points. DF 3	operative ndly oper hooting at nnd Re-roll SV 3+	or IMMO e. Once c ative is f ttack is t I Tactica W 10	RTAL during fighting in being I Ploy Base ? I Splash 1 -
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH , Hyperpl HIEROTEK CIRCLE®, NECRON, <dy< p=""> IMMORTAL GUARDIAN © Name Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED</dy<>	A S A Mase B (NASTY A A 4 S 4	3+ 3+ 3+ 3+	4/5 3/3 3/4 Arcshock P ORTAL, DESPO	Dema opera this Ti comb made without rojector TEK UNIQ	E ACTION and (1AP) tive Visib urning Po- at, makin against i ut spendi ut spendi tu sp	AP1 S Select co de to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1 - - NS	CA CA 1 Ules	of this ceted frie ck or a sl Comma i points. DF 3	operative ndly oper hooting at nnd Re-roll SV 3+	or IMMO e. Once c ative is f ttack is t I Tactica W 10	RTAL Juring Inghting in being I Ploy Base ? !
Causs blaster C	A 5 4 (NASTY A 4 5 4 hase B	3+ 3+ 3+ 3+ 3+ 2, IMMO BS/WS 3+ 3+ 3+ 3+ 3+	4/5 3/3 3/4 Arcshock P ORTAL, DESPO ORTAL, DESPO 4/5 3/3 3/4	Dema opera this Ti comb made without trojector TTEK	E ACTION Ind (1AP) tive Visib urning Pe tat, makin against i ut spendi ut spendi 22 NUE ACTIO HOCK P AL operat ability for	AP1 S Select co le to and bint, when g a shoo' it, you car ing any C APL 2 Special R AP1 - - NS ROJEC' ive equipper t the battle	GA CA TOR [1 ed within (the selection the selection the selection CA CA CA CA CA CA CA CA CA CA CA CA CA	of this ceted frie ck or a sl Comma i points. DF 3 3	operative ndly oper hooting at nnd Re-roll SV 3+ ine only. Th	or IMMO e. Once of ative is f ttack is t I Tactica W 10	RTAL during ighting in being I Ploy Base ? I - Splash 1 - ive gains th
 Gauss blaster Tesla carbine Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH , Hyperpl HIEROTEK CIRCLE®, NECRON, <dv< td=""> IMMORTAL GUARDIAN () Name Gauss blaster Tesla carbine X Bayonet ABILITIES Living Metal DATACARD-RELATED INTRACTABLE MARCH HIEROTEK CIRCLE®, NECRON, <dv< td=""></dv<></dv<>	A 5 4 (NASTY A 4 5 4 hase B	3+ 3+ 3+ 3+ 3+ 2, IMMO BS/WS 3+ 3+ 3+ 3+ 3+	4/5 3/3 3/4 Arcshock P ORTAL, DESPO ORTAL, DESPO 4/5 3/3 3/4	Dema opera this Tr comb made without trojector TEK UNIQ - - ARCSH following Arcshocl tesla car	E ACTION and (1AP) tive Visib urning Po- sat, makin against i ut spendi ut spendi tu s	AP1 - - S S S S S S S S S S S S S	CA CA TOR [1 within the selecting attack n use the command CA 1 ules	of this contained frie ck or a sl Comma i points. DF 3 1EP] tesla carb erative ma for the pu	operative indy oper hooting at ind Re-roll SV 3+ ates a shock rposes of t	w 10 se Once c rative is f ttack is t I Tactica W 10 S he operat	RTAL during ighting in being I Ploy Base ? I - Splash 1 - ive gains th