

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 **CRYPTTEK** 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 1CP

Strategic Ploy

Until the end of the **Turning Point**, each time a friendly **HIEROTEK CIRCLE** operative makes a **shooting attack** against a target within 6 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 1CP

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 1CP

Strategic Ploy

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

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 1CP

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 6 from the enemy drop zone and enemy operatives. That operative is treated as having performed a **Normal Move** action (subtract action points accordingly), then continue its activation as normal. You can only use this Tactical Ploy once.

LEECH POWER 1CP

Tactical Ploy

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

CORTICAL SUBJUGATION 1CP

Tactical Ploy

Use this Tactical Ploy when a friendly **CRYPTTEK** operative is selected as the target of a **shooting attack**. Select one other friendly **HIEROTEK CIRCLE** operative that is **Visible** to and within 2 of that friendly **CRYPTTEK** operative and is not within **Engagement Range** of an enemy operative. Resolve that shooting attack against that other friendly operative instead (it is treated as a valid target).

COMMENCE REANIMATION 1CP

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**.

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 6 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 **APPRENTK** 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 6 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 **CRYPTTEK** or **APPRENTK** operative is within 6 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.

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 **MWx** critical hit rule accordingly).

HYPERPHASE BLADE [2EP]

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

TESLA WEAVE [2EP]

The operative gains the following ability for the battle:

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

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**).

PHASE SHIFTER⁺ [3EP]

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

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

DEVOURER NANOSCARABS [3EP]

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

Name	A	BS/WS	D
 Devourer nanoscarabs	4	3+	3/4
Special Rules	!		
Rng,  Indirect, Lethal 5+, Limited	-		

QUANTUM REANIMYTES⁺ [3EP]

The operative gains the following ability for the battle:

Quantum Reanimytes: While a friendly **HIEROTEK CIRCLE** operative is within **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.

CHRONOMANCER



M	APL	GA	DF	SV	W	Base
3(2)	3	1	3	3+	11	?

Name	A	BS/WS	D	Special Rules	!
↻ Aeonstave	5	4+	3/3	Blast (2), Lethal 5+	Stun
↻ Entropic lance	4	4+	5/3	AP1	MW3
✘ Aeonstave	3	4+	3/3	Lethal 5+	Stun
✘ 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 6 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 6 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 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 the next Turning Point, remove that token.

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

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

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

PSYCHOMANCER



M	APL	GA	DF	SV	W	Base
3(2)	3	1	3	3+	11	?

Name	A	BS/WS	D	Special Rules	!
↻ Abyssal lance	5	4+	2/2	AP2, Blast (2)	Splash 1
✘ Abyssal lance	3	4+	2/3	-	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 6 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 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).

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

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

TECHNOMANCER



M	APL	GA	DF	SV	W	Base
3(2)	3	1	3	3+	11	?

Name	A	BS/WS	D	Special Rules	!
 Staff of light	6	4+	3/4	AP1	-
 Staff of light	3	4+	3/5	Lethal 5+	-

ABILITIES

Living Metal

Magnification Conduit: Each time this operative makes a [shooting attack](#), if a friendly [APPRENTK](#) 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 [APPRENTK](#) 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 [6](#) 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](#).

Nanocarab 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 [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.

DATACARD-RELATED

[UNYIELDING ANCIENTS](#), [WORTHY OF STUDY](#), [LEECH POWER](#), [CORTICAL SUBJUGATION](#), [Phase Shifter](#)

[HIEROTEK CIRCLE](#), [NECRON](#), [<DYNASTY>](#), [FLY](#), [MEDIC](#), [LEADER](#), [CRYPTEK](#), [TECHNOMANCER](#)

CORTICAL SUBJUGATION 1CP

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 [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).

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 [CRYPTEK](#) operative's APL.

PHASE SHIFTER[†] [3EP]

[CRYPTEK](#) operative only. The operative gains the following ability for the battle:

Phase Shifter: This operative has a 4+ [invulnerable save](#).

PLASMACYTE ACCELERATOR



M	APL	GA	DF	SV	W	Base
3②	2	1	2	5+	5	?

Name	A	BS/WS	D	Special Rules	!
 Spark	4	4+	2/3	Rng 3	-
 Claws	3	5+	1/2	-	-

ABILITIES

Living Metal

Scuttler:

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

UNIQUE ACTIONS

Accelerate (1AP): Select one friendly [DEATHMARK](#) or [IMMORTAL](#) operative [Visible](#) to and within [3](#) of this operative. Add 1 to its AP.

DATACARD-RELATED

[UNYIELDING ANCIENTS](#),

[HIEROTEK CIRCLE](#), [NECRON](#), <DYNASTY> [FLY](#), [PLASMACYTE](#), [ACCELERATOR](#)

PLASMACYTE REANIMATOR



M	APL	GA	DF	SV	W	Base
3②	2	1	2	5+	5	?

Name	A	BS/WS	D	Special Rules	!
 Spark	4	4+	2/3	Rng 3	-
 Claws	3	5+	1/2	-	-

ABILITIES

Living Metal

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 [6](#) of this operative, this operative can use this ability. If it does so, subtract 1 from this operative's APL and that friendly [HIEROTEK CIRCLE](#) operative attempts [reanimation](#).

Scuttler:

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

UNIQUE ACTIONS

DATACARD-RELATED



[UNYIELDING ANCIENTS](#),

[HIEROTEK CIRCLE](#), [NECRON](#), <DYNASTY> [FLY](#), [MEDIC](#), [PLASMACYTE](#), [REANIMATOR](#)

APPRENTÉK



M	APL	GA	DF	SV	W	Base
3②	2	1	3	3+	10	?

Name	A	BS/WS	D	Special Rules	!
 Arcane conduit	4	4+	3/4	AP1	-
 Arcane conduit	3	4+	3/5	-	-

ABILITIES

Living Metal

Magnification Conduit: Each time this operative makes a [shooting attack](#), if a friendly [CRYPTÉK](#) 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 [CRYPTÉK](#) operative as the [active operative](#) for the purposes of determining [Line of Sight](#). If you do so, in the [Roll Attack Dice](#) step of that shooting attack, you can re-roll any or all of your attack dice results of one result (e.g. results of 2).

UNIQUE ACTIONS

Appretek Assistance (1AP): Perform a free [Cryptek](#) action with this operative that a friendly [CRYPTÉK](#) operative from your kill team has gained, but has not performed during this [Turning Point](#) (see your selected [CRYPTÉK](#) 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> [APPRENTÉK](#)

DEATHMARK

M	APL	GA	DF	SV	W	Base
2(2)	2	1	3	3+	10	?

Name	A	BS/WS	D	Special Rules	!
Synaptic disintegrator	4	2+	4/4	AP1, Heavy	MW1
Fists	3	3+	3/4	-	-

ABILITIES
Living Metal

UNIQUE ACTIONS
 -

DATACARD-RELATED
INTRACTABLE MARCH, DIMENSIONAL CONCEALMENT, DIMENSIONAL TRANSLLOCATION, Phase Oculars

HIEROTEK CIRCLE, NECRON, <DYNASTY>, DEATHMARK

DIMENSIONAL TRANSLLOCATION
1CP

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 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.

PHASE OCULARS [2EP]
1AP

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 MWx critical hit rule accordingly).

DIMENSIONAL CONCEALMENT
1CP

Strategic Ploy

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

INTRACTABLE MARCH
1CP

Strategic Ploy

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

DIMENSIONAL CONCEALMENT
1AP

Change this operative's order.

You can only use this Strategic Ploy once.

IMMORTAL DESPOTEK

M	APL	GA	DF	SV	W	Base
2(2)	2	1	3	3+	10	?

Name	A	BS/WS	D	Special Rules	!
Gauss blaster	4	3+	4/5	AP1	-
Tesla carbine	5	3+	3/3	-	Splash 1
Bayonet	4	3+	3/4	-	-

ABILITIES
Living Metal

UNIQUE ACTIONS
Demand (1AP): Select one friendly **DEATHMARK** or **IMMORTAL** operative Visible to and within of this operative. Once during this Turning Point, when the selected friendly operative is fighting in combat, making a shooting attack or a shooting attack is being made against it, you can use the Command Re-roll Tactical Ploy without spending any Command points.

DATACARD-RELATED
INTRACTABLE MARCH, Hyperphase Blade, Arcshock Projector

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

IMMORTAL GUARDIAN

Name	A	BS/WS	D	Special Rules	!
Gauss blaster	4	3+	4/5	AP1	-
Tesla carbine	5	3+	3/3	-	Splash 1
Bayonet	4	3+	3/4	-	-

ABILITIES
Living Metal

UNIQUE ACTIONS
 -

IMMORTAL GUARDIAN

M	APL	GA	DF	SV	W	Base
2(2)	2	1	3	3+	10	?

ABILITIES
Living Metal

UNIQUE ACTIONS
 -

DATACARD-RELATED
INTRACTABLE MARCH, Hyperphase Blade, Arcshock P

HIEROTEK CIRCLE, NECRON, <DYNASTY>, IMMORTAL, GUARD

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 of it (instead of).