

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.

For the purposes of the kill op, your opponent treats your starting number of **HIEROTEK CIRCLE** operatives as 5 (in other words, their kill grade goes up whenever a friendly **HIEROTEK CIRCLE** operative is incapacitated, to a maximum kill grade of 5). **REANIMATED** operatives don't retroactively change any other VPs your opponent has scored, e.g. from tac ops.

HIEROTEK CIRCLE SKULL 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 SKULL APPRENTEK** and **HIEROTEK CIRCLE SKULL 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 the target is visible to this operative, and another friendly **HIEROTEK CIRCLE SKULL APPRENTEK** or **HIEROTEK CIRCLE SKULL 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, that **Shoot** action's conditions, cover and obscured. If you do, this weapon has the Ceaseless weapon rule until the end of that action.

HIEROTEK CIRCLESKULL 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 CIRCLESKULL** operative regains up to 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



Countertemporal Nanomine marker