

# HIEROTEK CIRCLE<sup>SKULL</sup> 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<sup>SKULL</sup> APPRENTEK** or **HIEROTEK CIRCLE<sup>SKULL</sup> CRYPTTEK** operative is performing the **Shoot** action, you can use this rule. If you do, select one other friendly **HIEROTEK CIRCLE<sup>SKULL</sup>** 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.

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### 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.

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### 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've gained 2CP from this rule, you cannot use it for the rest of the battle.

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## 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<sup>SKULL</sup>** operatives within its control range, you can use this rule. If you do, inflict D3+1 damage on that enemy operative.