

# HIEROTEK CIRCLESKULL 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 CIRCLESKULL APPRENTEK** or **HIEROTEK CIRCLESKULL 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. For the purposes of the Martyrs tac op (Approved Ops 2025), this ploy has no effect.

# HIEROTEK CIRCLE<sup>SKULL</sup> 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<sup>SKULL</sup> 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<sup>SKULL</sup> 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<sup>SKULL</sup> 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.