

CHRONOMANCER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR	
☰☰☰ Aeonstave (ranged)	5	3+	3/3	Blast 2", Lethal 5+, Stun, Magnify*	
☰☰☰ Entropic lance (ranged)	4	3+	5/3	Devastating 3, Piercing 1, Magnify*	
━━━ Aeonstave (melee)	4	4+	3/4	Lethal 5+, Shock	
━━━ Entropic lance (melee)	4	4+	3/6	-	

CHRONOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE®, NECRON, LEADER, CRYPTEK, CHRONOMANCER

CHRONOMANCER ACTIONS



INTERSTITIAL COMMAND

1AP

► **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

TIMESPLINTER

1AP

► **SUPPORT.** Select one other expended friendly **HIEROTEK CIRCLE** operative visible to and within 5" of this operative. Remove it from the killzone and set it back up visible to and within 5" horizontally of this operative, in a location it can be placed. Note that a Comms Device from universal equipment only affects the first distance of this rule.

◆ This operative cannot perform this action while within control range of an enemy operative, during the first turning point, or if a friendly operative has already performed this action during this turning point.

CHRONOMANCER ACTIONS

COUNTERTEMPORAL NANOMINE

1AP

► Place your Countertemporal Nanomine marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. Whenever an enemy operative is within 4" of your Countertemporal Nanomine marker, subtract 2" from its Move stat. When this operative is next activated, is incapacitated or this action is performed again by a friendly operative (whichever comes first), remove that marker.

◆ This operative cannot perform this action while within control range of an enemy operative.

CHRONOMETRON

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until this operative is incapacitated or until this action is performed again by a friendly operative (whichever comes first), subtract 1 from the Atk stat of an operative's weapons whenever it's shooting that selected operative.

◆ This operative cannot perform this action while within control range of an enemy operative.



PSYCHOMANCER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
☰ Abyssal lance (ranged)	5	3+	2/2	Blast 2", 2" Devastating 1, Piercing 2, Magnify*
🗡 Abyssal lance (melee)	4	4+	4/4	Devastating 1

PSYCHOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE®, NECRON, LEADER, CRYPTEK, PSYCHOMANCER

PSYCHOMANCER ACTIONS



INTERSTITIAL COMMAND

1AP

► **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

HARBINGER OF DESPAIR

1AP

► Place your Despair marker visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. When this operative is next activated, is incapacitated or this action is performed again by a friendly operative (whichever comes first), remove that marker.

► Whenever an enemy operative is within 2" of your Despair marker, your opponent must spend 1 additional AP for that enemy operative to perform the **Pick Up Marker** and mission actions. Whenever determining control of a marker, treat the total APL stat of enemy operatives that contest it as 1 lower if at least one of those enemy operatives is within 2" of your Despair marker. Note this isn't a change to the APL stat, so any changes are cumulative with this.

◆ This operative cannot perform this action while within control range of an enemy operative.

PSYCHOMANCER ACTIONS



NIGHTMARE SHROUD

1AP

► Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever an enemy operative within 4" of this operative is shooting, fighting or retaliating, your opponent cannot re-roll their attack dice and cannot retain attack dice results of less than 6 as critical successes (e.g. as a result of the Lethal, Rending or Severe weapon rules).

◆ This operative cannot perform this action while within control range of an enemy operative.

VISION OF MADNESS

1AP

► Select one enemy operative visible to this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), that selected operative gains one of your Madness tokens.

► Whenever your opponent would activate an enemy operative that has one of your Madness tokens, you can roll one D6: if the result is equal to or higher than that enemy operative's APL, they cannot activate it during this activation. If that operative is successfully activated, or there are no other enemy operatives eligible to be activated, remove its Madness token.

◆ This operative cannot perform this action while within control range of an enemy operative.

TECHNOMANCER



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

14

NAME	ATK	HIT	DMG	WR
Staff of light (ranged)	6	3+	3/4	Rending, Magnify*
Staff of light (melee)	4	4+	3/5	Rending

TECHNOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS

HIEROTEK CIRCLE®, NECRON, LEADER, CRYPTEK, TECHNOMANCER

TECHNOMANCER ACTIONS



INTERSTITIAL COMMAND

1AP

► **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTEK**) visible to and within 6" of this operative, or visible to and within 6" of a friendly **DESPOTEK** operative that's visible to this operative. That selected operative can immediately perform a 1AP action for free; it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

CANOPTEK REPAIR

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative to regain up to 2D3 lost wounds.

◆ This operative cannot perform this action while within control range of an enemy operative, or if a friendly operative has already performed this action during this turning point.

TECHNOMANCER ACTIONS



AUGMENT WEAPON

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), select two of the following weapon rules for one weapon from that selected operative's datacard to have: Lethal 5+, Rending, Saturate, Severe. Note that if you select a staff of light or arcane conduit, you only select the additional weapon rules for either the ranged or melee profile of that weapon.

◆ This operative cannot perform this action while within control range of an enemy operative.

REINFORCE METAL

1AP

► **SUPPORT.** Select one friendly **HIEROTEK CIRCLE** operative visible to and within 6" of this operative. Until the start of this operative's next activation, until it's incapacitated or until this action is performed again by a friendly operative (whichever comes first), whenever an attack dice inflicts damage of 3 or more on that operative, subtract 1 from that inflicted damage.

◆ This operative cannot perform this action while within control range of an enemy operative.

PLASMACYTE ACCELERATOR



APL
▼ 2

MOVE
↗ 7"

SAVE
5+

WOUNDS
5

NAME	ATK	HIT	DMG	WR
Spark	4	4+	2/3	Range 4", Piercing 1
Claws	3	5+	1/2	-

Scuttler:

- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative can perform the **Fall Back** action for 1 less AP.
- This operative cannot use any weapons that aren't on its datacard, or perform unique actions other than **Accelerate**.

ACCELERATE

1AP

- Select one friendly **DEATHMARK** or **IMMORTAL** operative visible to and within 6" of this operative. Until the end of that operative's next activation, add 1 to its APL stat.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

PLASMACYTE REANIMATOR

APL
▼ 2MOVE
► 7"SAVE
5+WOUNDS
5

NAME	ATK	HIT	DMG	WR
Atomiser beam	4	4+	3/4	Range 6", Lethal 5+
Claws	3	5+	1/2	-

Scuttler:

- Whenever this operative has a Conceal order and is in cover, it cannot be selected as a valid target, taking precedence over all other rules (e.g. Seek, Vantage terrain) except being within 2".
- This operative can perform the **Fall Back** action for 1 less AP.
- This operative cannot use any weapons that aren't on its datacard, or perform unique actions other than **Reanimate**.

RULES CONTINUE ON OTHER SIDE ►

PLASMACYTE REANIMATOR



APL

▼ 2

MOVE

↗ 7"

SAVE

5+

WOUNDS

5

REANIMATE

1/2AP

► Select one of your Reanimation markers visible to and within 6" of this operative. Roll one D6: on a 3+, a friendly operative is **REANIMATED**; if you spent 1 additional AP, a friendly operative is automatically **REANIMATED** (you don't need to roll one D6). An operative that's **REANIMATED** from this unique action is set up expended if it was already expended during this turning point.

◆ This operative cannot perform this action while within control range of an enemy operative.

APPRENTEK



APL

▼ 3

MOVE

6"

SAVE

3+

WOUNDS

11

NAME	ATK	HIT	DMG	WR
 Arcane conduit (ranged)	4	3+	4/5	Piercing 1, Magnify*
 Arcane conduit (melee)	3	4+	3/5	-

Apprentek Assistance: This operative has the same unique actions as your **CRYPTTEK** operative selected for the battle, but can only perform one **CRYPTTEK** unique action per turning point.

DEATHMARK

APL
▼ 2MOVE
► 5"SAVE
3+WOUNDS
10

NAME	ATK	HIT	DMG	WR	
Synaptic disintegrator	4	2+	4/3	Devastating 2, Heavy (Dash only), Piercing 1, Severe	
Fists	3	3+	3/4	-	

Deathmarked: Whenever this operative ends the **Shoot** action, the target gains one of your Deathmarked tokens if it wasn't incapacitated (the primary target, if relevant). Whenever a friendly **HIEROTEK CIRCLE** **DEATHMARK** operative is shooting an enemy operative that has one of your Deathmarked tokens, that friendly operative's ranged weapons have the Seek weapon rule.

MULTI-DIMENSIONAL VISION

1AP

- ▶ Until the start of this operative's next activation, whenever it's shooting, enemy operatives cannot be obscured.
- ◆ This operative cannot perform this action while within control range of an enemy operative.

IMMORTAL DESPOTEK



APL

▼ 2

MOVE

5"

SAVE

3+

WOUNDS

11

NAME	ATK	HIT	DMG	WR
Gauss blaster	4	3+	4/5	Piercing 1
Tesla carbine	5	3+	3/3	2" Devastating 1
Bayonet	4	3+	3/4	-

Steadfast: Whenever determining control of a marker, you can treat this operative's APL stat as 3. If you do, this takes precedence over all other rules, meaning any changes to its APL stat are ignored for this.

RULES CONTINUE ON OTHER SIDE ►

IMMORTAL DESPOTEK



APL

▼ 2

MOVE

► 5"

SAVE

3+

WOUNDS

11

INTERSTITIAL COMMAND

1AP

- **SUPPORT.** Select one other friendly **HIEROTEK CIRCLE** operative (excluding **APPRENTEK** and **CRYPTEK**) visible to and within 6" of this operative. That selected operative can immediately perform a 1AP action for free (excluding **Accelerate**); it cannot move more than 2" during that action, perform an action it's already performed during this turning point, or perform that action again during this turning point.
- ◆ This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

IMMORTAL GUARDIAN

APL
▼ 2MOVE
→ 5"SAVE
3+WOUNDS
10

NAME	ATK	HIT	DMG	WR
Gauss blaster	4	3+	4/5	Piercing 1
Tesla carbine	5	3+	3/3	2" Devastating 1
Bayonet	4	3+	3/4	-

Steadfast: Whenever determining control of a marker, you can treat this operative's APL stat as 3. If you do, this takes precedence over all other rules, meaning any changes to its APL stat are ignored for this.