HIEROTEK CIRCLE

STRATEGY PLOYS

RELENTLESS ONSLAUGHT

Whenever a friendly HIEROTEK CIRCLE operative is shooting an operative within 8" of it, that friendly operative's ranged weapons have the Balanced weapon rule. Note that when you're using the Magnify weapon rule, this operative must still be within 8" of the target to use this rule (not the other friendly operative from which you're determining a valid target).

UNDYING ANDROIDS

Whenever an operative is shooting a friendly HIEROTEK CIRCLE operative, if you cannot retain any cover saves, you can retain one of your defence dice as a normal success without rolling it.

METHODICAL ELIMINATION

Friendly HIEROTEK CIRCLE operatives' melee weapons have the Accurate 1 weapon rule. Whenever a friendly HIEROTEK CIRCLE operative is fighting during an activation in which it hasn't moved more than its Move stat, or whenever it's retaliating, its melee weapons have the Accurate 2 weapon rule instead.

COMMAND UNDERLINGS

Select one of the following:
- **SUPPORT**. Each other friendly HIEROTEK CIRCLE operative visible to and within 6" of a friendly **CRYPTEK** operative can immediately perform a free **Dash** action in an order of your choice.
- **SUPPORT**. Each other friendly HIEROTEK CIRCLE operative (excluding **CRYPTEK**) visible to and within 3" of a friendly **APPRENTEK** operative can immediately perform a free **Dash** action in an order of your choice.

FIREFIGHT PLOYS

CORTICAL CONTROL

Use this firefight ploy when a friendly HIEROTEK CIRCLE **APPRENTEK** or HIEROTEK CIRCLE **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).

REANIMATED FUNCTION

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.

LIVING LIGHTNING

Use this firefight ploy when a friendly HIEROTEK CIRCLE **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.

DIMENSIONAL AMBUSH

Use this firefight ploy during a friendly HIEROTEK CIRCLE **DEATHMARK** operative's activation, if it has a Conceal order. During that activation, that operative can perform the **Guard** action (see close quarters rules, *Kill Team Core Book*) in any killzone and while it has a Conceal order, but when you perform the free **Fight** or **Shoot** action during the interruption, you must change its order to Engage.

OPERATIVES

ARCHETYPE: RECON / SECURITY

1 HIEROTEK CIRCLE operative selected from the following list::
- **CHRONOMANCER** operative 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 **GUARDIAN** operatives, your kill team can only include each operative on this list once.

FACTION RULES

REANIMATION PROTOCOLS

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**.

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.

LIVING METAL

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 CIRCLE operative regains D3+1 lost wounds (roll separately for each).

MAGNIFY

Some HIEROTEK CIRCLE **APPRENTEK** and HIEROTEK CIRCLE **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 **APPRENTEK** or HIEROTEK CIRCLE **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.

FACTION EQUIPMENT

MAGNIFICATION CONDUITS

Once per turning point, when a friendly HIEROTEK CIRCLE **APPRENTEK** or HIEROTEK CIRCLE **CRYPTEK** operative is performing the **Shoot** action, you can use this rule. If you do, select one other friendly HIEROTEK CIRCLE 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.

PHASE SHIFTER

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.

TESSERACT CUBE

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

TESLA WEAVE

Once per turning point, when an enemy operative ends the **Charge** action with friendly HIEROTEK CIRCLE operatives within its control range, you can use this rule. If you do, inflict D3+1 damage on that enemy operative.

HIEROTEK CIRCLE (CHRONOMANCER)

CHRONOMANCER			APL 3	MV 6"	SV 3+	W 14

	A	HT	D	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	-

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.

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.

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.

PLASMACYTE ACCELERATOR			APL 2	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Spark	4	4+	2/3	Rng 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 2	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Atomiser beam	4	4+	3/4	Rng 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**.

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	MV 6"	SV 3+	W 11

	A	HT	D	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 **CRYPTEK** operative selected for the battle, but can only perform one **CRYPTEK** unique action per turning point.

DEATHMARK			APL 2	MV 5"	SV 3+	W 10

	A	HT	D	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	MV 5"	SV 3+	W 11

	A	HT	D	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.

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 2	MV 5"	SV 3+	W 10

	A	HT	D	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.

HIEROTEK CIRCLE (PSYCHOMANCER)

PSYCHOMANCER		APL 3	MV 6"	SV 3+	W 14

	A	HT	D	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

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.

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 as, or change attack dice to, critical successes (critical successes must be retained as normal successes instead).
🔴 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.

PLASMACYTE ACCELERATOR		APL 2	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Spark	4	4+	2/3	Rng 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 2	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Atomiser beam	4	4+	3/4	Rng 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**.

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	MV 6"	SV 3+	W 11

	A	HT	D	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 **CRYPTEK** operative selected for the battle, but can only perform one **CRYPTEK** unique action per turning point.

DEATHMARK		APL 2	MV 5"	SV 3+	W 10

	A	HT	D	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	MV 5"	SV 3+	W 11

	A	HT	D	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.

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 2	MV 5"	SV 3+	W 10

	A	HT	D	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.

HIEROTEK CIRCLE (TECHNOMANCER)

TECHNOMANCER		APL 3	MV 6"	SV 3+	W 14

	A	HT	D	WR
⊕ Staff of light (ranged)	6	3+	3/4	Rending, Magnify*
✕ Staff of light (melee)	4	4+	3/5	Rending

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.

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	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Spark	4	4+	2/3	Rng 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 2	MV 7"	SV 5+	W 5

	A	HT	D	WR
⊕ Atomiser beam	4	4+	3/4	Rng 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**.

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	MV 6"	SV 3+	W 11

	A	HT	D	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 **CRYPTEK** operative selected for the battle, but can only perform one **CRYPTEK** unique action per turning point.

DEATHMARK		APL 2	MV 5"	SV 3+	W 10

	A	HT	D	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	MV 5"	SV 3+	W 11

	A	HT	D	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.

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 2	MV 5"	SV 3+	W 10

	A	HT	D	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.