



# HIEROTEK CIRCLE

## 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 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).

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### 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.

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### 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 ** 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.

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### 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  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.