



HIEROTEK CIRCLE: UPDATE LOG

Rules will be periodically updated to maintain fair balance and interact more smoothly with the game. Rules changes will be updated directly into online documents and then listed below. Any minor changes to standardise wording that don't have any practical impact on the rule will be updated directly into online documents but not be listed here.

ERRATA

OCTOBER '25

This section collects amendments to the rules. Amended text for clarification and edits are shown in **blue**, while amended text for balance updates are shown in **magenta**.

FACTION RULES, MAGNIFY, MAGNIFY WEAPON RULE

Relevant part of first sentence changed to read:
'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 [...]'

Relevant part of second sentence changed to read:
'[...] for the purposes of determining a valid target, **that Shoot action's conditions**, cover and obscured.'

FACTION RULES, REANIMATION PROTOCOLS

Last paragraph changed to read:
'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.'

CHRONOMANCER OPERATIVE, CHRONOMETRON ACTION

Relevant part of last sentence of effect changed to read:
'[...] subtract 1 from the Atk stat of an operative's weapons whenever it's shooting ~~against, fighting against or retaliating against~~ that selected operative.'

DESPOTEK OPERATIVE, INTERSTITIAL COMMAND ACTION

Relevant part of last sentence of effect changed to read:
'That selected operative can immediately perform a 1AP action for free (**excluding Accelerate**); [...]'

FIREFIGHT PLOYS, REANIMATED FUNCTION

Additional text added to end:
'For the purposes of the Martyrs tac op (Approved Ops 2025), this ploy has no effect.'

PREVIOUS ERRATAS

PLASMACYTE OPERATIVES, SCUTTLER RULE

First bullet point changed to read:

'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"**.'

CHRONOMANCER OPERATIVE, TIMESPLINTER ACTION

Effect changed to read:

'**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.**'

Relevant part of condition changed to read:

'[...] an enemy operative, **during the first turning point, or if a friendly operative has already performed this action during this turning point.**'

CHRONOMANCER OPERATIVE, COUNTERTEMPORAL NANOMINE ACTION

Second sentence of effect changed to read:

'Whenever an enemy operative is within **4"** of your Countertemporal Nanomine marker, subtract **2"** from its Move stat.'

PSYCHOMANCER OPERATIVE, NIGHTMARE SHROUD ACTION

Relevant parts of effect changed to read:

'[...] 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).**'

TECHNOMANCER OPERATIVE, CANOPTEK REPAIR ACTION

Effect changed to read:

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

TECHNOMANCER OPERATIVE, AUGMENT WEAPON ACTION

Additional text added to end of effect:

'**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.**'

CHRONOMANCER, PSYCHOMANCER & TECHNOMANCER OPERATIVES, INTERSTITIAL COMMAND ACTION

Relevant part of second sentence of effect changed to read:

'[...] 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.'

CHRONOMANCER, PSYCHOMANCER, TECHNOMANCER & IMMORTAL DESPOTEK OPERATIVES, INTERSTITIAL COMMAND ACTION

Relevant part of condition changed to read:

'[...] an enemy operative, **or while counteracting.**'

FACTION RULES, REANIMATION PROTOCOLS

Second bullet point changed to read:

'• It has **1 wound** remaining.'

FACTION RULES, MAGNIFY, MAGNIFY WEAPON RULE

Relevant parts changed to read:

'[...] 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, **cover and obscured**. If you do, this weapon has the Ceaseless weapon rule until the end of that action.'

FACTION EQUIPMENT, TESLA WEAVE

Changed to read:

'**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.**'

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *How does the Steadfast rule interact with rules that treat the total APL stat of enemy operatives as 1 lower, e.g. **PHOBOS STRIKE TEAM** Terror?*

A: The Steadfast rule would treat the relevant operative's APL stat as 3, but the total APL of those contesting a marker would still be reduced by 1. For example, if one friendly operative that had both the Steadfast rule and was affected by Terror contested a marker, the total APL would be 2; if two friendly operatives with the same conditions contested a marker, the total APL would be 5, etc.

Q: *How does the Magnify weapon rule interact with an enemy operative that's wholly within an area of smoke, when the friendly operative that's being treated as the active operative for determining a valid target, cover and obscured is within 2" of that enemy operative?*

A: Smoke grenades and similar rules (e.g. **MANDRAKE** Weave Darkness) have no effect in this scenario.

Q: *Can an operative on guard interrupt and perform a point-blank shot against an enemy operative within control range of another friendly operative using the Magnify weapon rule?*

A: No.

HIEROTEK CIRCLE OPERATIVES

Led by ambitious and devious Crypteks, Hierotek Circles employ Necron soldiery and unique Canoptek constructs to further the rise of their own dynasties. They achieve this by learning of their lords' enemies and undermining the power of these rivals through artifice, sabotage, theft and murder.

CHRONOMANCER

2

With their aeonstaves and entropic lances, Chronomancers can slow down or speed up weaponised time. Wily manipulators of temporal energies, they can wither their foes to ancient dust with but a word or a gesture.

PSYCHOMANCER

Psychomancers study the science of fear. They are expert manipulators, conjuring phantasms and temporary hard-light constructs that trigger primal survival instincts in their victims' minds, or overload even the most advanced sensoria. No being is safe from the Psychomancer's art.

TECHNOMANCER

Master manipulators of technology of all kinds, Technomancers are particularly skilled at repairing downed Necrons and Canoptek constructs, or enhancing their abilities.

'EVERY MACHINE AND ENGINE IS MADE UP OF MANY CONSTITUENT PARTS, ALL OF WHICH ARE NECESSARY FOR IT TO FUNCTION. SOMETIMES, HOWEVER, COMPONENTS BREAK, OR CEASE TO WORK OPTIMALLY. WHEN THAT HAPPENS, THE WEAK ELEMENT MUST BE EXCISED AND REPLACED. ALL ARE EXPENDABLE IF NECESSARY, FOR THE FUNCTION OF THE WHOLE.'

- Hamanet the Relentless,
the Magnificent, the Illuminated





PLASMACYTE ACCELERATOR

It is the purpose of these Plasmacytes to enhance the mental processing capabilities of nearby Necrons and improve their operational efficiency.

PLASMACYTE REANIMATOR

These Plasmacytes have been designed to ensure that nearby Necrons reanimate more quickly if they sustain serious damage, using their monomolecular proboscis to inject rapid-repair enabling fluids.

APPRENTAK

More than mere assistants to their Cryptek masters and mistresses, Apprenteks are conduits for their power. They and their staffs serve as nodes and focusing lenses for the Crypteks' abilities, who can even see through their eyes at will.

DEATHMARK

No target can evade the Deathmarks. Watching from dimensional oubliettes, these expert snipers track enemy movements, communications and even teleport signatures before striking. They do so in a blaze of synaptic disintegrator fire that shreds not only their victims' bodies, but also their very minds.

IMMORTAL DESPOTEK

Senior-level Immortals, a Despotek serves as both a mouthpiece and an enforcer for their Cryptek in Hierotek Circles, as well as a strategic conduit. In addition to this, they are superb warriors in their own right.

IMMORTAL GUARDIAN

Immortal Guardians provide their masters with a powerful core of skilled soldiery. Retaining a level of individuality after biotransference, they can employ a number of strategies even without command, and their firepower makes them deadly in close or mid-range engagements.

HIEROTEK CIRCLE KILL TEAM

4

HIEROTEK CIRCLE » KILL TEAM SELECTION



Below you will find a list of the operatives that make up a **HIEROTEK CIRCLE** kill team, including, where relevant, any weapons specified for that operative.

OPERATIVES

- 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**
 - **DESPOTEK** with one of the following options:
 - Gauss blaster; bayonet
 - Tesla carbine; bayonet
 - **GUARDIAN** 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.

ARCHETYPES



RECON



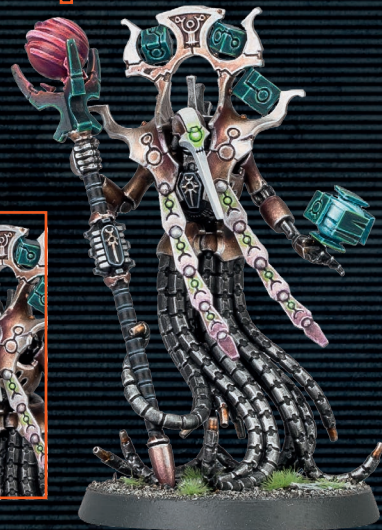
SECURITY

Archetypes are used in certain mission packs, e.g. Approved Ops. The game sequence will specify how.

CHRONOMANCER

Aeonstave

Entropic lance



PSYCHOMANCER

Abyssal lance



TECHNOMANCER

Staff of light



IMMORTAL DESPOTEK

Gauss blaster



IMMORTAL GUARDIAN

Tesla carbine



Gauss blaster



APPRENTEK

Arcane conduit



PLASMACYTE ACCELERATOR



PLASMACYTE REANIMATOR



DEATHMARK

Synaptic disintegrator



'THERE IS MUCH WORK TO BE COMPLETED. A GREAT DEAL HAS BEEN LOST IN THE MILLIONS OF YEARS SINCE WE WENT INTO THE GREAT SLEEP. SIGNIFICANT DAMAGE INFLICTED BY TIME, FOES AND VERMIN MUST BE UNDONE. THE GALAXY IS IN A STATE OF UPHEAVAL. THERE IS NO TIME TO WASTE.'

- Chronomancer Makhret the Truthseer