



# HIEROTEK CIRCLE

## UPDATE 1.4

As it's revised regularly, this document has a version number; where a version number has a letter, e.g. 1.1a, this means it has had a local amendment, only in that language, to clarify a translation issue or other minor correction. When this document is revised, the version number will be incremented and new updates can be identified by the presence of an asterisk (\*).

### ERRATA

This section collects amendments to the rules. Amended text within this errata is highlighted in blue.

#### **KILL TEAM: SHADOWVAULTS**

##### **Page 54, Cortical Subjugation Tactical Ploy**

Add the following sentence:

'This ploy has no effect on shooting attacks made with weapons that have the Blast or Torrent special rules, or attacks made against each operative within a certain distance of a specified point (e.g. mines).'

##### **Page 58, Plasmacyte Accelerator and Reanimator, Scuttler ability**

Change the second bullet point to read:

'This operative can perform the **Fall Back** action for one less action point (to a minimum of 1AP).'

## DESIGNER'S COMMENTARY

This section presents commentary from game designers to clarify and expand on rare and more complex rules.

### KILL TEAM: SHADOWVAULTS

*Q: If a friendly **CRYPTEK** operative selected for deployment is not in the killzone (e.g. it has been incapacitated), can an **APPRENTEK** operative still perform the **Apprentek Assistance** action to perform one of that **CRYPTEK** operative's Cryptek actions?*

A: Yes.

*Q: When using the **Magnification Conduit** ability, if you are using the other friendly operative as the active operative for **Line of Sight** and it's on a **Vantage Point**, does the shooting attack gain the benefit of that **Vantage Point**?*

A: Yes.

*Q: When a friendly **HIEROTEK CIRCLE** operative is successfully reanimated, does it still have the rules, modifiers and/or additional tokens from before it was incapacitated? For example, invulnerable save from the **Timesplinter** unique action (**CHRONOMANCER**), APL modifiers, **Markerlight** tokens (**PATHFINDER**), etc.*

A: Yes.

*Q: Are the effects of a **CHRONOMANCER**'s **Countertemporal Nanomine** action a modifier to an operative's **Movement** characteristic?*

A: No. It affects the distance they can move, but it does not affect their **Movement** characteristic.

*\*Q: For the purposes of the **Magnification Conduit** ability and determining **Line of Sight**, can I treat the other friendly operative as the active operative even if it's within **Engagement Range** of an enemy operative?*

A: Yes.

*\*Q: After the Q1 2024 **Balance Dataslate**, how do I determine the **Cryptek Actions** available to the **TECHNOMANCER** operative and an **APPRENTEK** operative selected alongside a **TECHNOMANCER**?*

A: When a **TECHNOMANCER** operative is added to your roster or dataslate, it already has the **Rites of Reanimation** ability. It then gains the **Canoptek Repair** and **Nanoscarab Repair Swarm** **Cryptek Actions**. **APPRENTEK** operatives can perform those two **Cryptek Actions**, but cannot use the **Rites of Reanimation** ability as it's no longer a **Cryptek Action**.