



HIEROTEK CIRCLE

UPDATE 1.2

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 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 **CRYPTTEK** operative selected for deployment is not in the killzone (e.g. it has been incapacitated), can an **APPRETEK** operative still perform the **Apprentek Assistance** action to perform one of that **CRYPTTEK** 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.