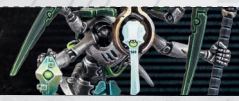
GEOMANCER



APL	MOVE	SAVE	WOUNDS
3	6"	3+	14

	NAME	ATK	HIT	DMG	WR
	Tremorglaive (part matter)	4	3+	4/5	Piercing 1, Piercing Crits 2
	Tremorglaive (quake)	5	3+	1/2	Blast 2", Seek Light, Stun
	Tremorglaive (sweep)	4	4+	4/5	Severe, Shock, Stun

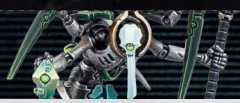
Obelisk Node Control: Whenever this operative would perform a mission action (excluding **Pick Up Marker** or **Retrieve**, Approved Ops 2025), if it requires this operative to control an objective marker, you can instead determine control from one of your **OBELISK NODE** markers (see Obelisk Node Matrix faction rule). Whenever this operative would perform the **Operate Hatch** action, you can open or close a hatchway thats access point is within 1" of one of your **OBELISK NODE** markers instead. Note that you must still fulfil the **Operate Hatch** action's conditions.

GEOMANCER ACTIONS ARE PRESENTED ON THEIR OWN CARDS ▶

CANOPTEK CIRCLE, NECRON, LEADER, CRYPTEK, GEOMANCER

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GEOMANCER ACTIONS



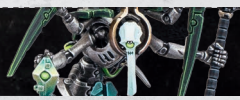
GEOMANTIC DISTURBANCE — 1AP

- Select a point on a terrain feature; that point must be visible to and within 8" of this operative. Separately roll 2D6 for each operative within 2" of that point. If the result is higher than that operative's remaining wounds, inflict damage on it equal to the difference.
- This operative cannot perform this action while it has a Conceal order, or while within control range of an enemy operative.

CANOPTEK CONTROL — 1AP

- **SUPPORT**. Select one friendly CANOPTEK CIRCLE **CANOPTEK** operative visible to and within 6" of this operative. Alternatively, you can select one friendly CANOPTEK CIRCLE **CANOPTEK** operative that's visible to this operative and within your **OBELISK NODE MATRIX (SUPPORT** doesn't apply to this selection). That selected operative can immediately perform a 1AP action for free; it cannot move more than or be removed and set up more than 2" during that action.
- This operative cannot perform this action while within control range of an enemy operative, or while counteracting.

GEOMANCER ACTIONS



MOLECULAR BREACH — 1AP

- **SUPPORT**. Select one friendly CANOPTEK CIRCLE operative visible to and within 6" of this operative. Alternatively, you can select one friendly CANOPTEK CIRCLE operative visible to this operative and within your **OBELISK NODE MATRIX (SUPPORT** doesn't apply to this selection).
- The next time the selected operative performs an action in which it moves, don't move it. Instead, remove it from the killzone and set it back up wholly within a distance equal to its Move stat (or 3" if it was a **Dash**) horizontally of its original location (in a killzone that uses the close quarters rules, e.g. Killzone: Tomb World, this distance can be measured over and through Wall terrain and the operative can be set up on the other side). Note that it gains no additional distance when performing the **Charge** action. It must be set up in a location it can be placed, and unless it's the **Charge** action, it cannot be set up within control range of an enemy operative.
- This operative cannot perform this action while within control range of an enemy operative.

CANOPTEK MACROCYTE ACCELERATOR



APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

	NAME	ATK	HIT	DMG	WR
	Spark	4	4+	2/3	Range 4", Piercing 1
	Claws & spark	3	4+	3/4	Lethal 5+, Stun

RULES CONTINUE ON OTHER SIDE ▶

CANOPTEK CIRCLE, NECRON, CANOPTEK, MACROCYTE, ACCELERATOR

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CANOPTEK MACROCYTE ACCELERATOR



APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

OVERCHARGE 1AP

- Select one other friendly CANOPTEK CIRCLE **CANOPTEK** operative visible to and within 3" of this operative. Alternatively, if this operative is within your **OBELISK NODE MATRIX**, you can select one other friendly CANOPTEK CIRCLE **CANOPTEK** operative within your **OBELISK NODE MATRIX**. Until the end of that selected operative's next activation, add 1 to its APL stat.
- This operative cannot perform this action while within control range of an enemy operative.

CRANIAL OVERLOAD 1AP

- Select one enemy operative visible to and within 3" of this operative. Alternatively, if this operative is within your **OBELISK NODE MATRIX**, you can select one enemy operative within your **OBELISK NODE MATRIX**. Until the end of that enemy operative's next activation, subtract 1 from its APL stat.
- This operative cannot perform this action while within control range of an enemy operative.

CANOPTEK MACROCYTE REANIMATOR



APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

	NAME	ATK	HIT	DMG	WR
	Atomiser beam	4	4+	3/4	Range 6", Lethal 5+
	Claws & tail	4	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ▶

CANOPTEK CIRCLE, NECRON, CANOPTEK, MACROCYTE, REANIMATOR

CANOPTEK MACROCYTE REANIMATOR



APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

Reanimate: Once per turning point, when another friendly CANOPTEK CIRCLE operative would be incapacitated, if that operative is visible to and within 6" of this operative, or if this and that operative are within your **OBELISK NODE MATRIX**, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can immediately perform a free **Dash** action, but must end that action within this operative's control range or within your **OBELISK NODE MATRIX**. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.

NANOSCARAB BEAM 1AP

- Select one friendly CANOPTEK CIRCLE operative visible to and within 6" of this operative. Alternatively, if this operative is within your **OBELISK NODE MATRIX**, you can select one other friendly CANOPTEK CIRCLE operative within your **OBELISK NODE MATRIX**. The selected operative regains up to 3D3 lost wounds. It cannot be an operative that the Reanimate rule was used on during this turning point.
- This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.

CANOPTEK MACROCYTE WARRIOR



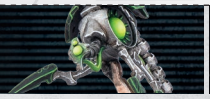
APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

	NAME	ATK	HIT	DMG	WR
	Gauss scalpel	4	4+	2/3	Piercing 1
	Tesla caster (focused)	4	4+	2/3	-
	Tesla caster (living lightning)	4	4+	2/3	Blast 2"
	Claws & tail	3	4+	3/4	-

RULES CONTINUE ON OTHER SIDE ▶

CANOPTEK CIRCLE, NECRON, CANOPTEK, MACROCYTE, WARRIOR

CANOPTEK MACROCYTE WARRIOR



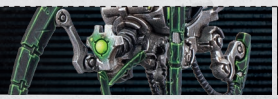
APL	MOVE	SAVE	WOUNDS
2	7"	4+	7

Aggressive Defence: If this operative is incapacitated by an enemy operative within 2" of it, before this operative is removed from the killzone, roll one D3: on a 2+, inflict 1 damage on that enemy operative.

Expendable Construct: This operative is ignored for your opponent's kill/elimination op (when it's incapacitated, and when determining your starting number of operatives). It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives (if it escapes/survives/is incapacitated, determining how many operatives must escape/survive/be incapacitated, etc.).

A Ceaseless Scuttling: As a **STRATEGIC GAMBIT** in each turning point after the first, if you have less than three non-incapacitated friendly **CANOPTEK CIRCLE WARRIOR** operatives, you can set up another one ready and with a Conceal order wholly within your drop zone (you can select its weapon options as normal).

CANOPTEK TOMB CRAWLER



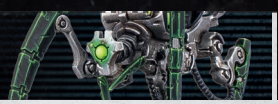
APL	MOVE	SAVE	WOUNDS
2	5"	3+	18

	NAME	ATK	HIT	DMG	WR
	Transdimensional isolator	5	4+	5/6	Dimensional Banishment*
	Twin gauss reapers (focused)	5	4+	4/5	Piercing 1, Severe
	Twin gauss reapers (sweeping)	4	4+	4/5	Piercing 1, Severe, Torrent 1"
	Claws	4	4+	4/4	-

***Dimensional Banishment:** After this operative uses this weapon, if you inflicted damage or retained any critical successes, roll 2D6: if the result is higher than the target's remaining wounds, the target is incapacitated (taking precedence over rules that prevent incapacitation, e.g. Medic!, **FELLGOR RAVAGER** Frenzy) and your opponent cannot place a Reanimation marker (**HIEROTEK CIRCLE**) for that operative, if relevant. This rule has no effect if the target is a **NEMESIS** operative or Red Terror NPO.

RULES CONTINUE ON OTHER SIDE ▶

CANOPTEK TOMB CRAWLER



APL	MOVE	SAVE	WOUNDS
2	5"	3+	18

Weapon Sentinel: Whenever your opponent is selecting a valid target, if this operative has a Conceal order, it cannot use Light terrain for cover. While this can allow this operative to be targeted (assuming it's visible), it doesn't remove its cover save (if any).

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.

NOTES:

CANOPTEK CIRCLE KILL TEAM

ARCHETYPES: RECON, SECURITY

OPERATIVES

- 1 CANOPTEK CIRCLE **GEOMANCER** operative
- 2 CANOPTEK CIRCLE **TOMB CRAWLER** operatives with one of the following options (select separately for each):
  - Twin gauss reapers; claws
  - Transdimensional isolator; claws *
- 1 CANOPTEK CIRCLE **ACCELERATOR** operative
- 1 CANOPTEK CIRCLE **REANIMATOR** operative
- 3 CANOPTEK CIRCLE **WARRIOR** operatives with one of the following options (select separately for each):
  - Gauss scalpel; claws & tail
  - Tesla caster; claws & tail

* Your kill team can only include up to one transdimensional isolator.

CANOPTEK CIRCLE FACTION RULE

OBELISK NODE MATRIX

Obelisk nodes are concentrations of Necron technology, hubs of energy and data streams. Whether raised up from their sites of ancient burial, formed from restructured local matter or phased into place from a pocket dimension, these angular nodes can empower a Cryptek and their servants. Impelled into positions where they can connect in a matrix of power, they aid the Cryptek's ambitions whilst hampering their foes.

As a **STRATEGIC GAMBIT** in the first turning point, place your three **OBELISK NODE** markers wholly within your territory. As a **STRATEGIC GAMBIT** in each turning point after the first, you can move each of your **OBELISK NODE** markers up to 3" horizontally.

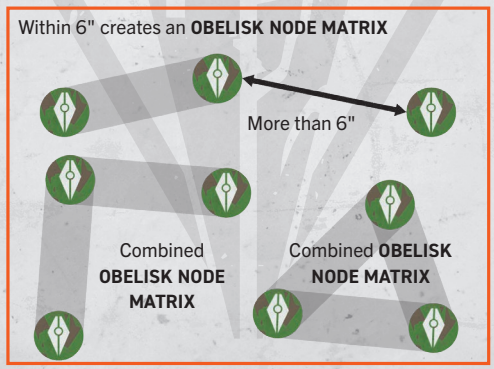
Your **OBELISK NODE** markers control other markers within 1" of them that no enemy operatives contest (treat your **OBELISK NODE** markers as friendly operatives for this purpose). If more than one player would use their **OBELISK NODE** markers to control the same marker, no **OBELISK NODE** markers control it.

CONTINUES ON OTHER SIDE ▶

Whenever one of your **OBELISK NODE** markers is within 6" horizontally of another of your **OBELISK NODE** markers, those markers and the area between them create an **OBELISK NODE MATRIX** above and below (in other words, their height in the killzone is irrelevant). If all three of your **OBELISK NODE** markers fulfil this, it creates a larger combined **OBELISK NODE MATRIX**.

Whenever a friendly CANOPTEK CIRCLE operative is within your **OBELISK NODE MATRIX:**

- Weapons on its datacard have the Accurate 1 weapon rule.
- Add 1 to its APL stat (to a maximum of 3).



CANOPTEK CIRCLE MARKER/TOKEN GUIDE


Obelisk Node marker


Molecular Breach token


Matrix Manipulator token


Awakened Obelisk Node token


Phase Shifter token


Reanimate token


Obelisk Node Matrix template

CANOPTEK CIRCLE
STRATEGY PLOY

HYPERSHIELDING

Quantum energies radiate from the matrix, triggered by warding protocols. The haze consumes solid shot in bursts of viridian light and refracts energy blasts, while its wavering veil confounds targeters.

Whenever an operative is shooting a friendly CANOPTEK CIRCLE operative, if your **OBELISK NODE MATRIX** is intervening, or that friendly operative is within your **OBELISK NODE MATRIX**, you can re-roll any of your defence dice results of one result (e.g. results of 2).

CANOPTEK CIRCLE
STRATEGY PLOY

TRANSDYNAMIC AMPLIFICATION

Curving into arcane lenses that compress slivers of reality, the shimmering matrix magnifies the potency of the Necrons' horrifying energistic technologies.

Whenever a friendly CANOPTEK CIRCLE operative is shooting, if your **OBELISK NODE MATRIX** is intervening, or the target is within your **OBELISK NODE MATRIX**, that friendly operative's weapons have the Ceaseless weapon rule.

CANOPTEK CIRCLE
STRATEGY PLOY

CRYPTOGRAVITIC REPULSION

The universe's fundamental forces have long been mastered by the Necrons. As their foes advance, thudding waves and twisting eddies of gravity amongst the obelisk nodes repel potential trespassers.

Once per action, the first time an enemy operative would move within your **OBELISK NODE MATRIX**, the distance is treated as an additional 1". Note this means if that enemy operative doesn't have sufficient move distance (e.g. it's at the end of its move), that operative cannot move within your **OBELISK NODE MATRIX**.

CANOPTEK CIRCLE
STRATEGY PLOY

SOULDRAIN

A lifeless chill creeps into the hearts of those who would dare to breach the Necrons' realm – an enervating leeching of strength and vitality that leaves them easy prey.

Whenever an enemy operative is within your **OBELISK NODE MATRIX**, or whenever it's fighting or retaliating against a friendly CANOPTEK CIRCLE operative that's within your **OBELISK NODE MATRIX**, subtract 1 from both Dmg stats of that enemy operative's melee weapons (to a minimum of 2) until the end of the activation/counteraction. Note this means if the enemy operative moves through your **OBELISK NODE MATRIX**, apply this change at the end of that move action until the end of the activation/counteraction.

CANOPTEK CIRCLE
FIREFIGHT PLOY

SHIELD FLARE

With a flash, snipers bullets are swallowed in microdimensions; blades pass through suddenly phased matter; slivers of time are erased and rewritten, the strike never connecting after all. The matrix's energies deny the Necrons' verminous foes of the smallest victory over their betters.

Use this firefight ploy when an attack dice inflicts Normal Dmg on a friendly CANOPTEK CIRCLE operative. If your **OBELISK NODE MATRIX** is intervening, or that friendly operative is within your **OBELISK NODE MATRIX**, ignore that inflicted damage. Note your opponent determines intervening (i.e. where on their operative's base to draw the targeting lines from).

CANOPTEK CIRCLE
FIREFIGHT PLOY

ANIMATE OBELISK NODES

Heeding some hidden command, looming obelisk nodes surge into new positions of cosmic conjunction.

Use this firefight ploy when it's your turn to activate or counteract with a friendly operative. Move any number of your **OBELISK NODE** markers instead. They can move up to 6" horizontally combined, and distances are always rounded up to the nearest inch (so if you move a marker 1.5", it's treated as moving it 2"). For example, you could move one marker 6", three markers 1" each, or any combination that doesn't exceed 6" in total. You can also move them 0" (to effectively skip an activation). In any case, your opponent activates as normal afterwards.

CANOPTEK CIRCLE
FIREFIGHT PLOY

NODAL RESPONSE

Eldritch pulses of artificial thought thrum through the obelisk nodes as they adjust the flow of energies and data in response to rapidly changing situations.

Use this firefight ploy during a friendly CANOPTEK CIRCLE operative's activation, before or after it performs an action. You can either change one of the strategy ploys you used during this turning point (only pay additional CP if that ploy costs more), or use a strategy ploy now (pay its CP cost as normal).

CANOPTEK CIRCLE
FIREFIGHT PLOY

SACRIFICIAL THRALL

Canoptek constructs are programmed to shield their master at all costs.

Use this firefight ploy when a friendly CANOPTEK CIRCLE **GEOMANCER** operative is selected as the valid target of a **Shoot** action or to fight against during the **Fight** action. Select one other friendly CANOPTEK CIRCLE **CANOPTEK** operative visible to and within 3" of that first friendly operative to become the valid target or to be fought against (as appropriate) instead (even if it wouldn't normally be valid for this). If it's the **Fight** action, treat that other operative as being within the fighting operative's control range for the duration of that action. If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.

This ploy has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

CANOPTEK CIRCLE
FACTION EQUIPMENT

MATRIX MANIPULATOR

With a flick of their digits, a skilled Geomancer can use this enhanced geomantic manipulator as a surrogate obelisk node to extend the matrix.

Once per battle, during a friendly **CANOPTEK CIRCLE** operative's activation or counteraction, you can use this rule. If you do, until the end of that activation/counteraction, a friendly **CANOPTEK CIRCLE** **GEOMANCER** operative is treated as your fourth **OBELISK NODE** marker.

CANOPTEK CIRCLE
FACTION EQUIPMENT

AWAKENED OBELISK NODES

Seeded into place and activated long ago, these obelisk nodes have absorbed huge stores of local data, ready to gift their controller with a superior edge when the time is right.

After revealing this equipment option, roll one D3. You can use the Animate Obelisk Nodes firefight ploy for 0CP a number of times during the battle equal to the result.

CANOPTEK CIRCLE
FACTION EQUIPMENT

NANOSCARAB CASKETS

These small devices appear to release wisps of spectral vapour. In truth, they are clouds of tiny repair constructs that seal rents in living metal.

Whenever a friendly **CANOPTEK CIRCLE** operative is activated, it regains up to D3 lost wounds.

CANOPTEK CIRCLE
FACTION EQUIPMENT

PHASE SHIFTER

The bearer's form flits between dimensions like a phantom, rendering it exceedingly difficult to land a telling blow upon them.

Once per turning point, when an operative is shooting a friendly **CANOPTEK CIRCLE** **GEOMANCER** 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.

CANOPTEK 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 '26

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.

TOMB CRAWLER OPERATIVE. DIMENSIONAL BANISHMENT WEAPON RULE

Relevant part of first sentence changed to read:
'After this operative uses this weapon, if you inflicted damage or retained any critical successes, ~~if the target wasn't incapacitated,~~ roll 2D6: [. . .]'

PREVIOUS ERRATAS

FACTION RULES, OBELISK NODE MATRIX

Second sentence of first paragraph changed to read:
'As a **STRATEGIC GAMBIT** in each turning point after the first, you can move each of your **OBELISK NODE** markers up to 3" horizontally.'

First bullet point changed to read:
'Weapons on its datacard have the Accurate 1 weapon rule.'

Second bullet point changed to read:
'Add 1 to its APL stat (to a maximum of 3).'

FIREFIGHT PLOYS, SACRIFICIAL THRALL

Relevant part second sentence changed to read:
'Select one other friendly **CANOPTEK CIRCLE** **CANOPTEK** operative [...]'

Additional text added to end of first paragraph:
'If it's the **Shoot** action, that other operative is only in cover or obscured if the original target was.'

FIREFIGHT PLOYS, ANIMATE OBELISK NODES

Relevant part of third sentence changed to read:
'They can move up to 6" horizontally combined, [...]'

GEOMANCER OPERATIVE, TREMORGLAIVE (QUAKE) WEAPON PROFILE

Atk stat changed to '5'
Dmg stats changed to '1/2'

GEOMANCER OPERATIVE, OBELISK NODE CONTROL RULE

Relevant part of first sentence changed to read:
'Whenever this operative would perform a mission action (excluding **Pick Up Marker** or **Retrieve**, Approved Ops 2025), if it requires this operative to [...]'

GEOMANCER OPERATIVE, CANOPTEK CONTROL ACTION

Relevant part of last sentence of effect changed to read:
'[...] during that action, it cannot move more than 2", or must be set up wholly within 2" if it's removed and set up again.'

Condition changed to read:
'This operative cannot perform this action while within control range of an enemy operative, or while counteracting.'

MACROCYTE REANIMATOR OPERATIVE, NANOSCARAB BEAM ACTION

Condition changed to read:
'This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.'

MACROCYTE REANIMATOR OPERATIVE, REANIMATE RULE

Changed to read:
'Once per turning point, when another friendly **CANOPTEK CIRCLE** operative would be incapacitated, if that operative is visible to and within 6" of this operative, or if this and that operative are within your **OBELISK NODE MATRIX**, you can use this rule, providing neither this nor that operative is within control range of an enemy operative. If you do, that friendly operative isn't incapacitated, has 1 wound remaining and cannot be incapacitated for the remainder of the action. After that action, that friendly operative can ~~then~~ immediately perform a free **Dash** action, but must end that action within this operative's control range or within your **OBELISK NODE MATRIX**. Subtract 1 from this and that operative's APL stats until the end of their next activations respectively, and if this rule was used during that friendly operative's activation, that activation ends. You cannot use this rule if this operative is incapacitated, or if it's a **Shoot** action and this operative would be a primary or secondary target.'

TOMB CRAWLER OPERATIVE

Wounds stat changed to '18'.

TOMB CRAWLER OPERATIVE, DIMENSIONAL BANISHMENT WEAPON RULE

Relevant part changed to read:
'[...]: if the result is higher than the target's remaining wounds, the target is incapacitated (taking precedence over rules that prevent incapacitation, e.g. Medic!, **FELLGOR RAVAGER** Frenzy) and your opponent cannot place a Reanimation marker (**HIEROTEK CIRCLE**) for that operative, if relevant. This rule has no effect if the target is a **NEMESIS** operative or Red Terror NPO.'

MACROCYTE WARRIOR OPERATIVE, TESLA CASTER (FOCUSED) & TESLA CASTER (LIVING LIGHTNING) WEAPON PROFILES

Atk stat changed to '4'.

MACROCYTE WARRIOR OPERATIVE, EXPENDABLE CONSTRUCT RULE

Relevant parts of second sentence changed to read:
'It's also ignored for victory conditions and scoring VPs if either require operatives to 'escape', 'survive' or be incapacitated by enemy operatives [...]'

MACROCYTE WARRIOR OPERATIVE, AGGRESSIVE DEFENCE RULE

Relevant parts changed to read:
'[...] on a 2+, inflict 1 damage on that enemy operative ~~equal to the result~~.'

MACROCYTE WARRIOR OPERATIVE, CLAWS & TAIL WEAPON
Atk stat changed to '3'.

MACROCYTE WARRIOR OPERATIVE, GAUSS SCALPEL WEAPON
Dmg stat changed to '2/3'.

PREVIOUS RULES COMMENTARIES

This section provides clarification on ambiguous and complex rules interactions.

Q: *In the example provided in this team's rules where all three* **OBELISK NODE** *markers are within 6", is the 'area between' these markers the entire triangle or just the 20mm wide lines directly between the markers?*

A: The 20mm wide lines.

Q: *When* **OBELISK NODE** *markers are moved, are they affected by Accessible terrain, Obstructing terrain, climbing or dropping?*

A: No, but note that they cannot move through Wall terrain.

Q: *When determining control from an* **OBELISK NODE** *marker using the* **CANOPTEK CIRCLE** **GEOMANCER***'s Obelisk Node Control rule, do I use the* **GEOMANCER***'s APL stat to determine control?*

A: No.

Q: *How should I resolve it if I attempt to use a strategy ploy using the Nodal Response firefight ploy, but that strategy ploy is cancelled by an opponent's rule (e.g.* **INQUISITORIAL AGENT** *Absolute Authority)?*

A: You can either use a different strategy ploy, or have the CP for both that strategy ploy and Nodal Response refunded.

Q: *In a killzone that uses the close quarters rules, is the* **OBELISK NODE MATRIX** *measured through Wall terrain?*

A: No.

Q: *If all three* **WARRIOR** *operatives are incapacitated, can I still set one up as a* **STRATEGIC GAMBIT** *using the A Ceaseless Scuttling rule?*

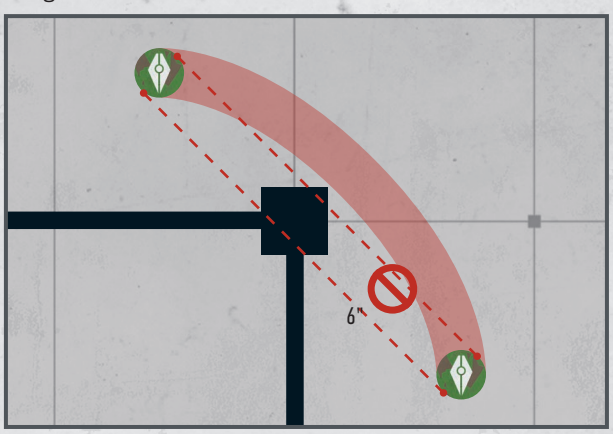
A: Yes.

Q: *If another* **CANOPTEK CIRCLE** **WARRIOR** *operative is set up as a result of the A Ceaseless Scuttling rule, does it count as a new operative for the purposes of other rules (e.g.* **HAND OF THE ARCHON** **SKYSPLINTER ASSASSIN** *Omen)?*

A: Yes.

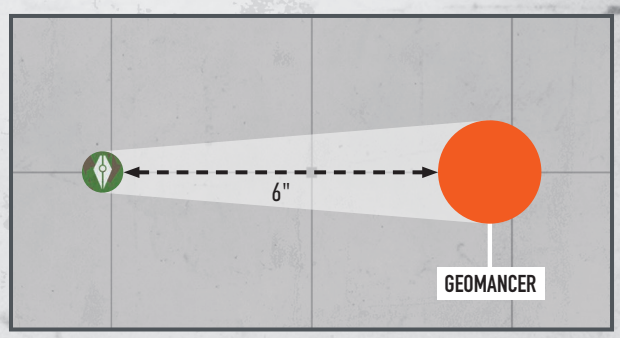
Q: *In killzones that use the close quarters rules, how do I measure the horizontal area between my* **OBELISK NODE** *markers to create my* **OBELISK NODE MATRIX** *if there is Wall terrain partially intervening between them?*

A: You cannot measure between your **OBELISK NODE** markers if Wall terrain is intervening. This means the **OBELISK NODE MATRIX** does not curve around walls, it must be a single straight line.



Q: *When using the Matrix Manipulator faction equipment to measure my* **OBELISK NODE MATRIX***, do I measure a 20mm wide line (as with all other markers) straight to the* **CANOPTEK CIRCLE** **GEOMANCER***'s 50mm base, or do I measure a widening shape to all facing parts of its 50mm base?*

A: A widening shape to all facing parts of its base.



Q: *If a* **TOMB CRAWLER** *incapacitates an enemy* **HIEROTEK CIRCLE** *operative as a result of the *Dimensional Banishment weapon rule, does that enemy operative have a Reanimation token set up for it?*

A: No.

CANOPTEK CIRCLE OPERATIVES

GEOMANCER



Possessing aeons of cryptogeometric knowledge and esoteric technology, Geomancers are Crypteks that manipulate physical strata in a deadly fashion. They channel reverberating energy through their tremorglaives to shatter enemy fortifications, rip through sealed hatches or shiver their foes apart at an atomic level. Using devices known as geomantic manipulators, these arcane scientists can also transmute matter into obelisk nodes, and through these locuses access hidden reserves of power and information.



Canoptek Circle kill teams comprise sinister alien constructs in thrall to their Cryptek master. The emotionless and unliving Canoptek constructs overcome obstacles to a Cryptek's ambitions, whether rock and metal or the bodies of the living, while their master accesses nodes of power and data to charge the constructs' ancient abilities further.

CANOPTEK TOMB CRAWLER



Tomb Crawlers are hulking Canoptek constructs that possess great strength, as capable of shifting tonnes of debris as crushing armoured intruders. Lurking in hidden alcoves for days to millennia, they can activate suddenly to ambush the foe with advanced weapons mounted on their hardened shells.

CANOPTEK MACROCYTE WARRIOR



Macrocyte Warriors use jointed claws and anti-grav technology to manoeuvre through dense and claustrophobic terrain with skittering lunges. Ultimately expendable, they are nonetheless highly lethal, attacking with stabs of knifelike living metal and violent energy bursts.

CANOPTEK MACROCYTE ACCELERATOR



Fitted with an accelerator mandible, these adapted constructs support their Cryptek's other Canopteks and ensure they serve at peak efficiency. They tap into energy reserves throughout a tomb, either transferring the sudden jolt of phasic power or data to other constructs, or using it as a dangerous surge to fry cranial nerves.

CANOPTEK MACROCYTE REANIMATOR



Macrocyte Reanimators are fitted with a compact nanoscarab projector. The beam they fire from it is a carrier wave delivering trillions of microscopic constructs that can repair ruptured Necron technology – whether a tomb's passage or the living metal of its inhabitants. They unthinkingly do the same with living flesh, horrifically reforming it atom by atom.

CANOPTEK CIRCLE KILL TEAM

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

OPERATIVES

- 1 CANOPTEK CIRCLE **GEOMANCER** operative
- 2 CANOPTEK CIRCLE **TOMB CRAWLER** operatives with one of the following options (select separately for each):
  - Twin gauss reapers; claws
  - Transdimensional isolator; claws *
- 1 CANOPTEK CIRCLE **ACCELERATOR** operative
- 1 CANOPTEK CIRCLE **REANIMATOR** operative
- 3 CANOPTEK CIRCLE **WARRIOR** operatives with one of the following options (select separately for each):
  - Gauss scalpel; claws & tail
  - Tesla caster; claws & tail

* Your kill team can only include up to one transdimensional isolator.

ARCHETYPES

RECON

SECURITY

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

GEOMANCER



TOMB CRAWLER



ACCELERATOR



REANIMATOR



WARRIOR



DESIGNER'S COMMENTARY

The Canoptek Circle are a kill team with a large toolbox, but it requires patience and perfection to master. On the surface, they may seem ill-equipped in an environment of hard-bitten killers and specialists, but they're empowered by the technological marvels of the Necrons.

The Obelisk Node Matrix is integral to how the team operates. You place down three Obelisk Node markers, and when close enough to each other they create energy lines between them, forming the Obelisk Node Matrix. When utilising this appropriately, a plethora of additional rules become available to you that lift this team to greater heights. The placement of these markers will be crucial, so take your time assessing the game to decide this. Sometimes you'll want to place them aggressively to maximise your attack, sometimes defensively to keep your operatives alive, and sometimes you'll place them to boost your board control and objective play. You do have a few ways to move the Obelisk Node Matrix during the game, but as the team relies on it so much, try to keep it in the optimal position.

You may find you can't have it all – by placing it one way, it will prevent you using it in another. For example, a horizontal placement of 3 markers stretched out covers a wider area, but can force your operatives to position on that line without a layered defence. A triangle placement of markers can give you defensive layers in your positioning, but equally the Obelisk Node Matrix becomes more concentrated. There are many different approaches available, all suitable for different circumstances, so don't be afraid to experiment and make mistakes to learn.

The Canoptek operatives in your kill team – the Macrocytes and Tomb Crawlers – really benefit when powered up by your Obelisk Node Matrix. Firstly, just being within it will give their weapons Accurate 2 – a considerable reliability boost when fighting and shooting – and it'll also improve their APL by 1. The latter in particular is fantastic for objective control and for sneaking in extra mission actions, but it's only valid whilst the operative is within the matrix. If your operative moves out of the matrix, the APL reverts to normal, so be aware of this.

Macrocyte Warriors have decent guns and some melee threat (especially with the Aggressive Defence rule), but as they are almost completely expendable due to the 'A Ceaseless Scuttling' rule, it frees you up to use them more recklessly. They can be quite aggressive, safe in the knowledge that they won't give up VPs for the kill op and one of them will come back the next turning point. With a 7" Move stat, they are also very quick, so don't be afraid to zip them around!

The Tomb Crawlers will do your heavy lifting. They are tough and their guns are very powerful. It can be tempting to leave these at the back as turrets blasting away anything that appears, but they also work great going forwards. The Geomancer's Molecular Breach action, and the improved APL afforded by the Obelisk Node Matrix or the Accelerator operative's Overcharge action, can all move them up fast to then shoot and fight at close range. They're often tough enough to survive the next activation, and you can then do another action thanks to the Geomancer's Canoptek Control action. If a Tomb Crawler gets into trouble, you can even revive it thanks to the Reanimator operative's Reanimate rule, and can do so from further away if both of them are within your Obelisk Node Matrix.

Whilst your Canoptek operatives scuttle and dart about, powering up from the matrix, your Geomancer is your ace in the hole – the puppeteer at the back manipulating the battle. This operative has some fantastic actions that further add to your capabilities, teleporting operatives around with Molecular Breach, granting extra actions with Canoptek Control, and even sneaking in mission actions through your Obelisk Node markers thanks to its Obelisk Node Control rule. When needed, it's quite capable of stepping forward and being a damage threat thanks to its Geomantic Disturbance action and tremorglaive weapon. It's recommended to play this operative cautiously at the start, however. If you lose it too early, you'll miss out on its flexibility and unique actions, which are great for setting up big plays and scoring you important VPs.

The Canoptek Circle are a team that takes a little longer to get used to, but once you master some of their very characterful and unique rules, you'll feel like a mad Cryptek wielding the power of cosmic technology.