

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).

CANOPTÉK 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 **CANOPTÉK 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.

CANOPTK 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**.

CANOPTÉK CIRCLE👁️

STRATEGY PLOY

SOUL DRAIN

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 **CANOPTÉK 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.