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 **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 2" during that action.

◆ This operative cannot perform this action while within control range of an enemy operative.

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.

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 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	-

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. 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+	3/4	Piercing 1
	Tesla caster (focused)	5	4+	2/3	–
	Tesla caster (living lightning)	5	4+	2/3	Blast 2"
	Claws & tail	4	4+	3/4	–

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 damage on that enemy operative equal to the result.

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

	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, if the target wasn't incapacitated, 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.

CANOPTEK CIRCLE⊙, **NECRON, CANOPTEK, TOMB CRAWLER**

CANOPTEK TOMB CRAWLER

APL	MOVE	SAVE	WOUNDS
▽ 2	➤ 5"	🛡 3+	🔥 21

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.