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.

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 2 weapon rule.
- Add 1 to its APL stat (to a maximum of 3).

Within 6" creates an **OBELISK NODE MATRIX**

More than 6"

Combined
**OBELISK NODE
MATRIX**

Combined **OBELISK
NODE MATRIX**
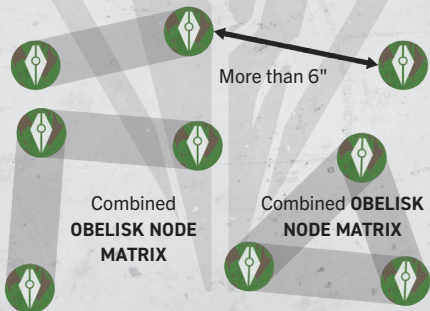
Obelisk Node marker

Molecular Breach token

Matrix Manipulator token

Awakened Obelisk Node token

Phase Shifter token

Reanimate token

Obelisk Node Matrix template