



## GEOMANCER



APL **▼ 3** MOVE **6"** SAVE **3+** WOUNDS **14**

NAME	ATK	HIT	DMG	WR
Tremorglaive (part matter)	4	3+	4/5	Piercing 1, Piercing Crits 2
Tremorglaive (quake)	6	3+	1/3	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, 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 that's 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

(50)

## 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.

## CANOPTEK MACROCYTE ACCELERATOR



APL **▼ 2** MOVE **7"** SAVE **4+** WOUNDS **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

(28)



## CANOPTEK MACROCYTE ACCELERATOR

APL  
▼ 2MOVE  
7"SAVE  
4+WOUNDS  
7

## OVERCHARGE

1AP

► Select one other friendly CANOPTEK CIRCLE-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-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  
▼ 2MOVE  
7"SAVE  
4+WOUNDS  
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

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## CANOPTEK MACROCYTE REANIMATOR

APL  
▼ 2MOVE  
7"SAVE  
4+WOUNDS  
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.

## CANOPTEK MACROCYTE WARRIOR

APL  
▼ 2MOVE  
7"SAVE  
4+WOUNDS  
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	-

RULES CONTINUE ON OTHER SIDE ►

CANOPTEK CIRCLE, NECRON, CANOPTEK, MACROCYTE, WARRIOR

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## CANOPTEK MACROCYTE WARRIOR

APL ▼2 MOVE 7" SAVE 4+ WOUNDS 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

APL ▼2 MOVE 5" SAVE 3+ WOUNDS 21

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.

**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.

CANOPTEK CIRCLE®, NECRON, CANOPTEK, TOMB CRAWLER

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### NOTES:

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### NOTES:

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## 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

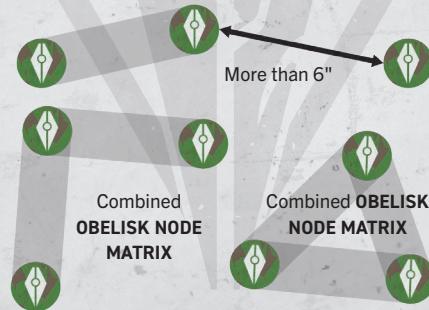
\* Your kill team can only include up to one transdimensional isolator.

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.

Within 6" creates an OBELISK NODE MATRIX



## 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 your OBELISK NODE markers up to 3" each.

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 ►

## 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<sup>©</sup> 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<sup>©</sup>** 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<sup>©</sup> STRATEGY PLOY

### TRANS\_DYNAMIC AMPLIFICATION

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

Whenever a friendly **CANOPTEK CIRCLE<sup>©</sup>** 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<sup>©</sup> 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<sup>©</sup> 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<sup>©</sup>** 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. Move any number of your OBELISK NODE markers instead. They can move up to 6" 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<sup>•</sup> 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<sup>•</sup> operative's activation or counteraction, you can use this rule. If you do, until the end of that activation/counteraction, a friendly CANOPTEK CIRCLE<sup>•</sup> GEOMANCER operative is treated as your fourth OBELISK NODE marker.

## CANOPTEK CIRCLE<sup>•</sup> 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 OCP a number of times during the battle equal to the result.

## CANOPTEK CIRCLE<sup>•</sup> 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<sup>•</sup> operative is activated, it regains up to D3 lost wounds.

## CANOPTEK CIRCLE<sup>•</sup> 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<sup>•</sup> 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.



## UNIVERSAL EQUIPMENT

### 1X AMMO CACHE

Whether stockpiles deliberately set out for warriors to access quickly, or the abandoned munitions of the slain, these caches can prove vital for a swift reload in the heat of battle.

Before the battle, you can set up one of your Ammo Cache markers wholly within your territory. Friendly operatives can perform the following mission action during the battle.

#### AMMO RESUPPLY OAP

- ▶ One of your Ammo Cache markers the active operative controls is used during this turning point.
- ▶ Until the start of the next turning point, whenever this operative is shooting with a weapon from its datacard, you can re-roll one of your attack dice.
- ◆ An operative cannot perform this action while within control range of an enemy operative, if that marker isn't yours, or if that marker has been used this turning point.

## UNIVERSAL EQUIPMENT

### 1X RAZOR WIRE

Spoiled rapidly out and affixed to jutting posts, razor wire acts as an easily deployed barrier and a painful deterrent to enemy operatives seeking to attack along particular routes.

Razor wire is Exposed and Obstructing terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Obstructing:** Whenever an operative would cross over this terrain feature within 1" of it, treat the distance as an additional 1".

## UNIVERSAL EQUIPMENT

### 1X COMMS DEVICE

Communications devices can be swiftly hijacked and employed to coordinate operations or call in support during a firefight.

Before the battle, you can set up one of your Comms Device markers wholly within your territory. While a friendly operative controls this marker, add 3" to the distance requirements of its **SUPPORT** rules that refer to friendly operatives (e.g. 'select one friendly operative within 6"' would be 9" instead). Note that you cannot benefit from your opponent's Comms Device markers.

## UNIVERSAL EQUIPMENT

### 1X MINES

The battlefields of the 41st Millennium are plagued by myriad types of mine, from simple frag charges to monofilament web-snare and microplasma charges. Ultimately, all serve a similar, horrible purpose.

Before the battle, you can set up one of your Mines markers wholly within your territory and more than 2" from other markers, access points and Accessible terrain. The first time that marker is within an operative's control range, remove that marker and inflict D3+3 damage on that operative.



## UNIVERSAL EQUIPMENT

### 2X LIGHT BARRICADES

Designed to be lugged into place and then deployed by operatives and combat engineers, these barriers are proof against small arms fire.

Light barricades are Light terrain, except the feet, which are Insignificant and Exposed. Before the battle, you can set up any of them wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

### 1X HEAVY BARRICADE

A redoubtable slab of plastel and adamantine, this layered protective barrier provides shelter amidst the fiercest firefights.

A heavy barricade is Heavy terrain. Before the battle, you can set it up wholly within 4" of your drop zone, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

## UNIVERSAL EQUIPMENT

### 2X LADDERS

Carried into battle in their compacted forms, these ladders provide a rapid route of ingress to strongholds, or access to vital vantage points.

Ladders are Exposed terrain. Before the battle, you can set up any of them as follows:

- Wholly within your territory.
- Upright against terrain that's at least 2" tall.
- More than 2" from other equipment terrain features.
- More than 1" from doors and access points.

In addition, an operative can either move through ladders as if they aren't there (but cannot finish on them), or climb them. Once per action, whenever an operative is climbing this terrain feature, treat the vertical distance as 1". Note that if an operative then continues climbing another terrain feature during that action (including another ladder), that distance is determined as normal.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

#### STUN GRENADE

1AP

- Select one enemy operative visible to and within 6" of this operative. That operative and each other operative within 1" of it takes a stun test. For an operative to take a stun test, roll one D6: on a 3+, subtract 1 from its APL stat until the end of its next activation.
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.

## UNIVERSAL EQUIPMENT

### EXPLOSIVE GRENADES

A variety of offensive grenades are employed by the forces of the 41st Millennium. These range from simple fragmentation grenades to plasma and gravitic concussion grenades, while even more exotic devices are used to crack open enemy armour.

When you select this equipment, select two explosive grenades (2 frag, 2 krak, or 1 frag and 1 krak). Each selection is a ranged weapon your operatives can use, but your kill team can only use that weapon a total number of times during the battle equal to your selection.

#### NAME

ATK HIT DMG

#### FRAG GRENADE

4 4+ 2/4

#### WR

Range 6", Blast 2", Saturate

#### NAME

ATK HIT DMG

#### KRAK GRENADE

4 4+ 4/5

#### WR

Range 6", Piercing 1, Saturate



## UNIVERSAL EQUIPMENT

### 1X PORTABLE BARRICADE

Little more than a suppression shield with armoured feet, these barricades can be hefted and borne forwards to provide mobile cover.

A portable barricade is Light, Protective and Portable terrain. Before the battle, you can set it up wholly within your territory, on the killzone floor and more than 2" from other equipment terrain features, access points and Accessible terrain.

**Protective:** While an operative is in cover from this terrain feature, improve its Save stat by 1 (to a maximum of 2+).

RULE CONTINUES ON OTHER SIDE ►

**Portable:** This terrain feature only provides cover while an operative is connected to it and if the shield is intervening (ignore its feet). Operatives connected to the inside of it can perform the following unique action during the battle.

### MOVE WITH BARRICADE 1AP

- The same as the **Reposition** action, except the active operative can move no more than its Move stat minus 2" and cannot climb, drop, jump or use any kill team's rules that remove it and set it back up again (e.g. **HEARTHKYN SALVAGER** FLY, **MANDRAKE** SHADOW PASSAGE).
- Before this operative moves, remove the portable barricade it's connected to. After it moves, set up the portable barricade so it's connected again, but the portable barricade cannot be set up within 2" of other equipment terrain features, access points or Accessible terrain. If this is not possible, the portable barricade is not set up again.
- ◆ This action is treated as a **Reposition** action. An operative cannot perform this action while within control range of an enemy operative, or during the same activation in which it performed the Fall Back or Charge action.

## UNIVERSAL EQUIPMENT

### UTILITY GRENADES

From neuro-suppressant psybombs to smoke-belching chemical charges, grenades of this sort can suppress the enemy and be the difference between life and death.

When you select this equipment, select two utility grenades (2 smoke, 2 stun, or 1 smoke and 1 stun). Each selection is a unique action your operatives can perform, but your kill team can only perform that action a total number of times during the battle equal to your selection.

RULE CONTINUES ON OTHER SIDE ►

### SMOKE GRENADE

1AP

- Place one of your Smoke Grenade markers within 6" of this operative. It must be visible to this operative, or on Vantage terrain of a terrain feature that's visible to this operative. The marker creates an area of smoke 1" horizontally and unlimited height vertically from (but not below) it.
- While an operative is wholly within an area of smoke, it's obscured to operatives more than 2" from it, and vice versa. In addition, whenever an operative is shooting an enemy operative wholly within an area of smoke, ignore the Piercing weapon rule unless they are within 2" of each other.
- In the Ready step of the next Strategy phase, roll one D3. Remove that Smoke Grenade marker after a number of activations equal to that D3 have been completed or at the end of the turning point (whichever comes first).
- ◆ An operative cannot perform this action while within control range of an enemy operative, or if you have reached the total number of times your kill team can perform it.



# 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

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.

### 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.'

### MACROCYTE WARRIOR OPERATIVE, EXPENDABLE CONSTRUCT RULE

Relevant part 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 [...]'

## SEPTEMBER '25

### 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. 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.'

# 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.

### CANOYTE 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.

### CANOYTE 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.

### CANOYTE 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.

### CANOYTE 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

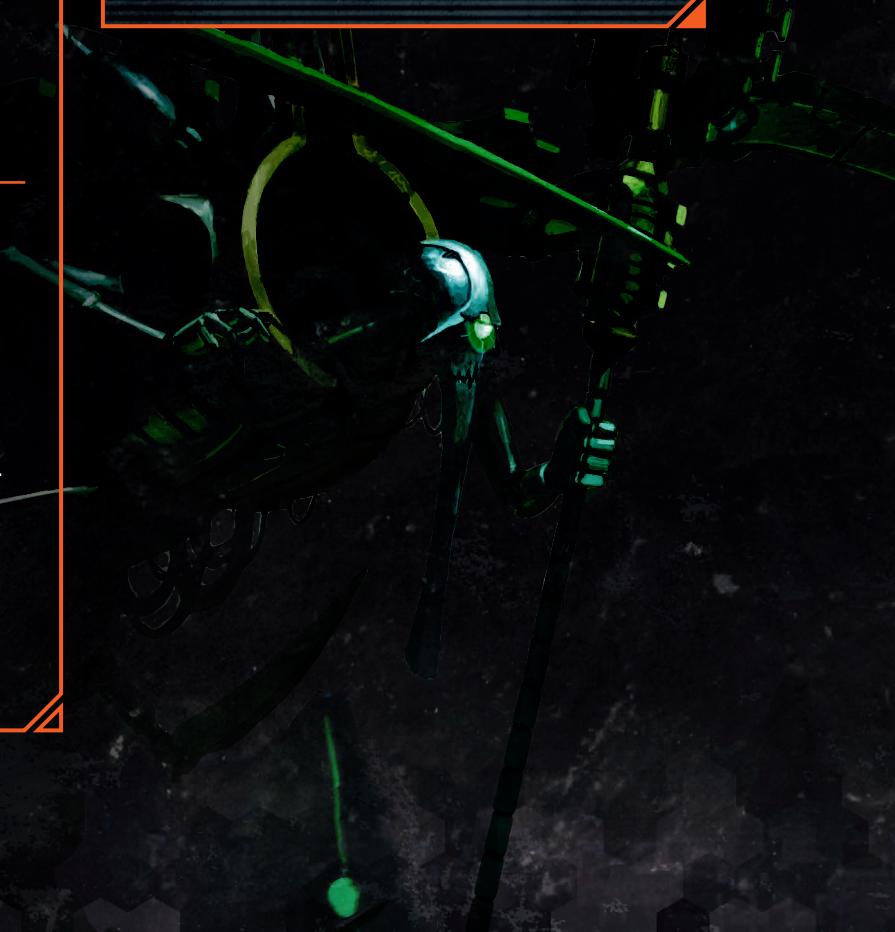


SECURITY

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

## GEOMANCER

Tremorglaive



# CANOPEK CIRCLE ➤ KILL TEAM SELECTION

## TOMB CRAWLER

Transdimensional isolator



Twin gauss reapers



## ACCELERATOR

Spark



## REANIMATOR

Atomiser beam



## WARRIOR

Tesla caster



Gauss scalpel



Tesla caster



# 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.