

CANOPTERK CIRCLE

STRATEGY PLOYS

HYPERSHIELDING

Whenever an operative is shooting a friendly **CANOPTERK 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).

TRANSDYNAMIC AMPLIFICATION

Whenever a friendly **CANOPTERK 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.

CRYPTOGRAVITIC REPULSION

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**.

SOULDRAIN

Whenever an enemy operative is within your **OBELISK NODE MATRIX**, or whenever it's fighting or retaliating against a friendly **CANOPTERK 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.

FIREFIGHT PLOYS

ANIMATE OBELISK NODES

Use this firefight play when it's your turn to activate or counteract. 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.

SHIELD FLARE

Use this firefight play when an attack dice inflicts Normal Dmg on a friendly **CANOPTERK 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).

NODAL RESPONSE

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

SACRIFICIAL THRALL

Use this firefight play when a friendly **CANOPTERK 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 **CANOPTERK CIRCLE CANOPTERK** 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 play has no effect if it's the **Shoot** action and the ranged weapon has the Blast or Torrent weapon rule.

OPERATIVES

ARCHETYPE: RECON / SECURITY

1 **CANOPTERK CIRCLE GEOMANCER** operative.
2 **CANOPTERK CIRCLE TOMB CRAWLER** operatives with one of the following options (select separately for each):

- o Twin gauss reapers; claws
- o Transdimensional isolator; claws

1 **CANOPTERK CIRCLE PLASMACYTE ACCELERATOR** operative

1 **CANOPTERK CIRCLE PLASMACYTE REANIMATOR** operative

3 **CANOPTERK CIRCLE WARRIOR** operatives with one of the following options (select separately for each):

- o Gauss scalpel; claws & tail
- o Tesla caster; claws & tail

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

FACTION RULES

OBELISK NODE MATRIX

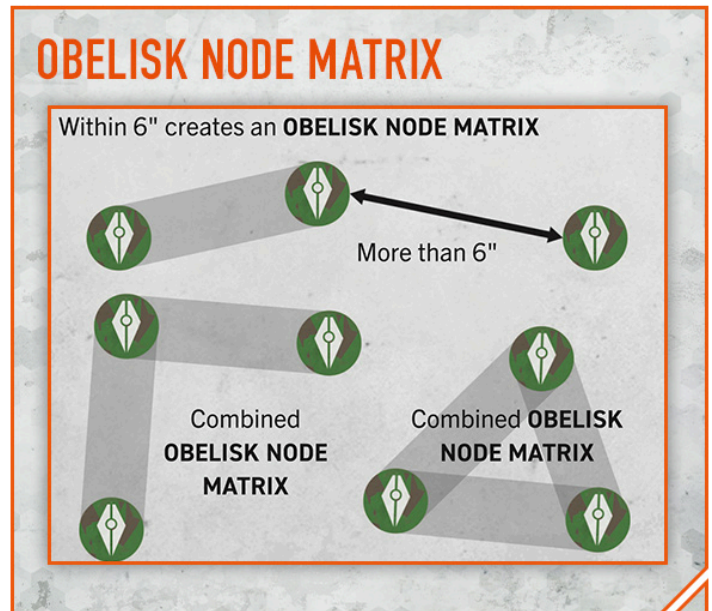
As a **STRATEGIC GAMBIT** in the first turning point, place your three **OBELISK NODE** markers wholly within your territory. As a **STRATEGIC GAMBIT** in each turning point after the first, you can move each of your **OBELISK NODE** markers up to 3" horizontally.

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 **CANOPTERK 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).



FACTION EQUIPMENT

MATRIX MANIPULATOR

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

AWAKENED OBELISK NODES

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

NANOSCARAB CASKETS

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

PHASE SHIFTER

Once per turning point, when an operative is shooting a friendly **CANOPTERK 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

GEOMANCER	APL 3	MV 6"	SV 3+	W 14
A HT D WR				
⊕ Tremorglaive				
- Part matter	4	3+	4/5	Piercing 1, Piercing Crits 2
- Quake	5	3+	1/2	Blast 2". Seek Light, Stun
X Tremorglaive	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 that 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.

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.

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.

TOMB CRAWLER	APL 2	MV 5"	SV 3+	W 21
A HT D WR				
⊕ Transdimensional isolator	5	4+	5/6	Dimensional Banishment*
⊕ Twin gauss reapers				
- Focused	5	4+	4/5	Piercing 1, Severe
- Sweeping	4	4+	4/5	Piercing 1, Severe, Torrent 1"
X 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!, **FELGOR RAVAGER** Frenzy) and your opponent cannot place a Reanimation marker (**HIEROTEK CIRCLE**) for that operative, if relevant.

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.

MACROCYTE ACCELERATOR	APL 2	MV 7"	SV 4+	W 7
A HT D WR				
⊕ Spark	4	4+	2/3	Rng 4", Piercing 1
X Claws & spark	3	4+	3/4	Lethal 5+, Stun

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.

MACROCYTE REANIMATOR	APL 2	MV 7"	SV 4+	W 7
A HT D WR				
⊕ Atomiser beam	4	4+	3/4	Rng 6", Lethal 5+
X Claws & tail	4	4+	3/4	-

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.

MACROCYTE WARRIOR	APL 2	MV 7"	SV 4+	W 7
A HT D WR				
⊕ Gauss scalpel	4	4+	3/4	Piercing 1
⊕ Tesla caster				
- Focused	5	4+	2/3	-
- Living lightning	5	4+	2/3	Blast 2"
X Claws & tail	4	4+	3/4	-

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 nonincapacitated 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).