



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

NOVEMBER '25

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.

FACTION RULES, OBELISK NODE MATRIX

Second sentence of first paragraph changed to read:
'As a **STRATEGIC GAMBIT** in each turning point after the first, you can move each of your **OBELISK NODE** markers up to 3" horizontally.'

FIREFIGHT PLOYS, ANIMATE OBELISK NODES

Relevant part of third sentence changed to read:
'They can move up to 6" horizontally combined, [...]'

GEOMANCER OPERATIVE, OBELISK NODE CONTROL RULE

Relevant part of first sentence changed to read:
'Whenever this operative would perform a mission action (excluding Retrieve, Approved Ops 2025), if it requires this operative to [...]'

RULES COMMENTARY

NOVEMBER '25

This section provides clarification on ambiguous and complex rules interactions.

Q: In the example provided in this team's rules where all three **OBELISK NODE** markers are within 6", is the 'area between' these markers the entire triangle or just the 20mm wide lines directly between the markers?

A: The 20mm wide lines.

Q: When **OBELISK NODE** markers are moved, are they affected by Accessible terrain, Obstructing terrain, climbing or dropping?

A: No, but note that they cannot move through Wall terrain.

Q: When determining control from an **OBELISK NODE** marker using the **CANOPTEK CIRCLE** **GEOMANCER**'s Obelisk Node Control rule, do I use the **GEOMANCER**'s APL stat to determine control?

A: No.

Q: How should I resolve it if I attempt to use a strategy ploy using the Nodal Response firefight ploy, but that strategy ploy is cancelled by an opponent's rule (e.g. **INQUISITORIAL AGENT** Absolute Authority)?

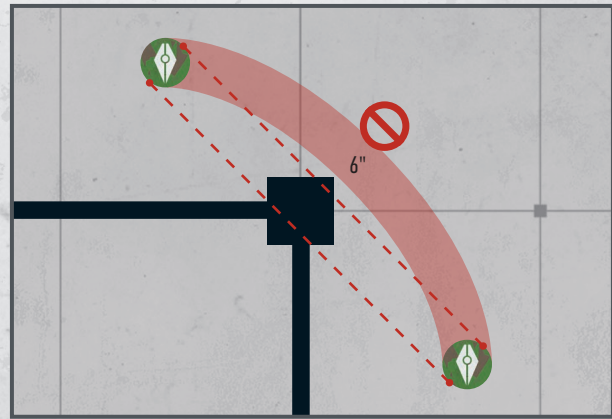
A: You can either use a different strategy ploy, or have the CP for both that strategy ploy and Nodal Response refunded.

Q: If another **CANOPTEK CIRCLE** **WARRIOR** operative is set up as a result of the A Ceaseless Scuttling rule, does it count as a new operative for the purposes of other rules (e.g. Approved Ops 2025 Envoy tac op)?

A: Yes.

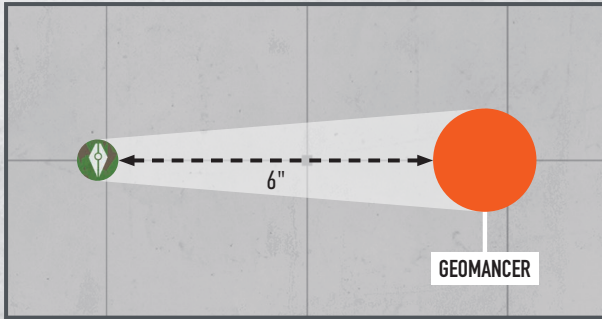
Q: In killzones that use the close quarters rules, how do I measure the horizontal area between my **OBELISK NODE** markers to create my **OBELISK NODE MATRIX** if there is Wall terrain partially intervening between them?

A: You cannot measure between your **OBELISK NODE** markers if Wall terrain is intervening. This means the **OBELISK NODE MATRIX** does not curve around walls, it must be a single straight line.



Q: When using the Matrix Manipulator fraction equipment to measure my **OBELISK NODE MATRIX**, do I measure a 20mm wide line (as with all other markers) straight to the **CANOPTIK CIRCLE** **GEOMANCER**'s 50mm base, or do I measure a widening shape to all facing parts of its 50mm base?

A: A widening shape to all facing parts of its base.



PREVIOUS ERRATAS

FACTION RULES, OBELISK NODE MATRIX

Second bullet point changed to read:

'Add 1 to its APL stat (to a maximum of 3).'

FIREFIGHT PLOYS, SACRIFICIAL THRALL

Relevant part second sentence changed to read:

'Select one other friendly **CANOPTÉK CIRCLE** **CANOPTÉK** 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.'

GEOMANCER OPERATIVE, TREMORGLAIVE (QUAKE) WEAPON

Atk stat changed to '5'

Dmg stats changed to '1/2'

TOMB CRAWLER OPERATIVE, DIMENSIONAL BANISHMENT WEAPON RULE

Relevant part changed to read:

'[...]: 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.'

MACROCYTE WARRIOR OPERATIVE, EXPENDABLE CONSTRUCT RULE

Relevant parts 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 [...]

MACROCYTE REANIMATOR OPERATIVE, REANIMATE RULE

Changed to read:

'Once per turning point, when another friendly **CANOPTÉK 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.'

MACROCYTE REANIMATOR OPERATIVE, NANOSCARAB BEAM ACTION

Condition changed to read:

'This operative cannot perform this action while within control range of an enemy operative, or more than once per turning point.'

PREVIOUS RULES COMMENTARIES

Q: In a killzone that uses the close quarters rules, is the **OBELISK NODE MATRIX** measured through Wall terrain?

A: No.

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.

CANOPTEK 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.

CANOPTEK 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.

CANOPTEK 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.

CANOPTEK 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

CANOPTEK CIRCLE » KILL TEAM SELECTION



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

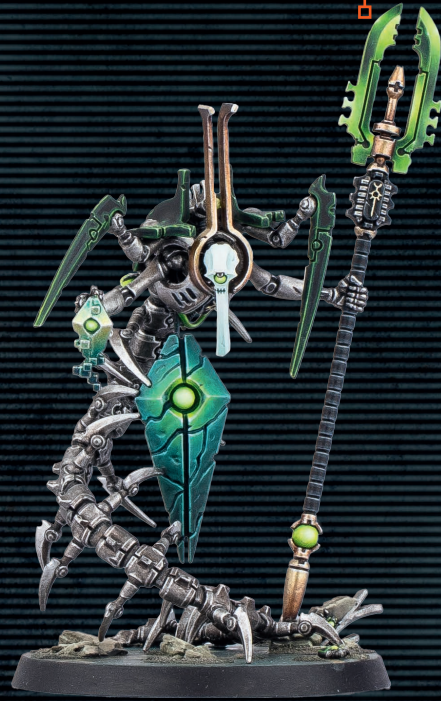


SECURITY

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

GEOMANCER

Tremorglaive



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.