

# 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).

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## 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 with a friendly operative.

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.

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## 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).

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## SACRIFICIAL THRALL

Canoptek constructs are programmed to shield their master at all costs.

Use this firefight ploy when a friendly **CANOYTEK 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 **CANOYTEK CIRCLE** **CANOYTEK** 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.