NOOSPHERIC NETWORK

Servitors are yoked to their Tech-Priest masters by an invisible web of control. This noospheric network enables servitors to be rapidly reorganised, transferring processing power to other thralls who might better serve the Tech-Priests' immediate wishes. While some are left to conform to their basic programming, others are instructed with key tasks that must be fulfilled for the glory of the Machine God.
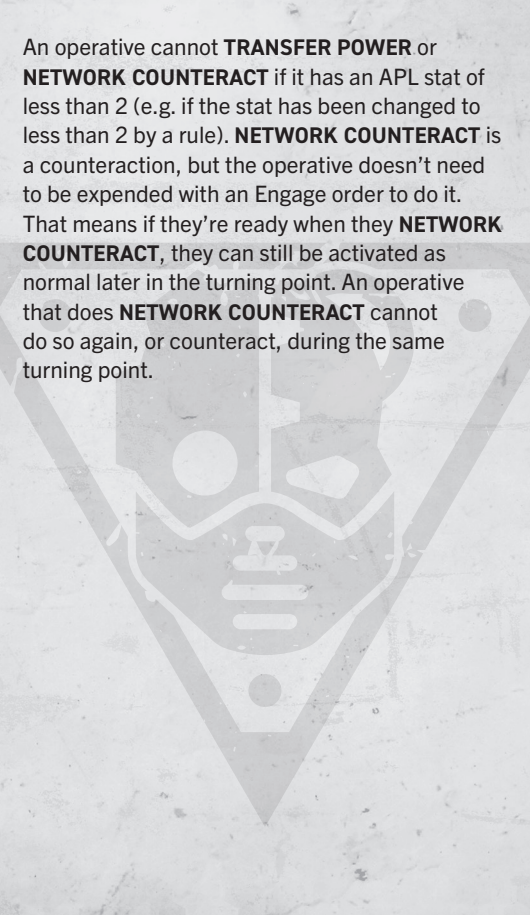
Whenever a friendly **BATTLECLADE☠ SERVITOR** operative is activated, you can **TRANSFER POWER**. If you do, subtract 1 from its APL stat until the end of that activation.

After that activation, you can **NETWORK COUNTERACT** with one other friendly **BATTLECLADE☠ SERVITOR** operative before your opponent activates. Whenever you **NETWORK COUNTERACT** with a friendly operative, first select its order. It can then perform a 1AP action for free, but cannot move. Once it's done so, your opponent then activates as normal.

An operative cannot **TRANSFER POWER** or **NETWORK COUNTERACT** if it has an APL stat of less than 2 (e.g. if the stat has been changed to less than 2 by a rule). **NETWORK COUNTERACT** is a counteraction, but the operative doesn't need to be expended with an Engage order to do it. That means if they're ready when they **NETWORK COUNTERACT**, they can still be activated as normal later in the turning point. An operative that does **NETWORK COUNTERACT** cannot do so again, or counteract, during the same turning point.

BATTLECLADE
MARKER/TOKEN GUIDE

Omniscanner token

Mechanosuture Array token

Prioritised Acquisition token

Network Counteract token

Gaze of the Omnissiah token

Breach marker