

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

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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.

CANOPTÉK CIRCLE☠ 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 **CANOPTÉK**
CIRCLE☠ operative is activated, it regains up to
D3 lost wounds.

CANOPTEK CIRCLE 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 ** **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.