

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

CANOPTEK CIRCLE FACTION EQUIPMENT

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 firefght ploy for OCP a number of times during the battle equal to the result.

CANOPTEK 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 **CANOPTEK CIRCLE[¶]** operative is activated, it regains up to D3 lost wounds.

CANOPTEK CIRCLESKULL 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 CIRCLESKULL 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.