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Core Feats:**Crushing Charge (Action Phase - Charging Activation)**

Damage is inflicted by the Successful Charger rule on roll results of 4+ (max 5 damage).

Evasive Maneuver (Action Phase - Evade Reaction)

A unit can move an additional 3" in an Evade Reaction and can choose to move towards any piece of terrain.

Suppressive Fire (Action Phase - Shooting Activation)

A targeted enemy unit cannot perform the Counter Charge Reaction in the remainder of the Action Phase.

Vigilance (Action Phase - targeted by Shooting Activation)

A unit gets +1 to the results of its Resist Rolls against attacks in a Shooting Activation.

Unique Faction Feats:**PROMETHEANS****Prometheans**

Death Protocol: In the Battle Phase when targeted by a Battle Activation, inflict D3 Severe Damage to the attacking enemy unit each time a model from the selected unit is destroyed within the Battle Activation.

Mimics

Horrific Visage: In any Phase when an enemy unit is forced to make a Terror Roll, the Terror Roll is automatically failed.

Cyborgs

Transcendence: In the Battle Phase, a Leader, Elder, Alchemist, Initiate, or Assassin unit gains +2 to the Attacks and Power specs of its Battle weapon but is destroyed once it completes its attacks.