PROMETHEANS



FACTION RULE - PROGRESSIVE MADNESS

All Promethean units start the battle immune to the effects of Terror.

Roll an additional D6 (the "Madness Roll") at the start of the second Round and each subsequent Round. If the Madness Roll is passed, the Promethean forces are unaffected for the current Round. If the Madness Roll is failed, all Promethean units fall into the Incepted state and are subject to the corresponding rules for this state. In the next Round that the Madness Roll is failed, all Promethean units fall into the Disturbed state. Then in the next Round that the Madness Roll is failed, all Promethean units fall into the Hallucinatory state. The rules of each state are cumulative and once the units reach a certain state, they are subject to that state's rules for the remainder of the battle.

Madness Roll Chart:

Round 2	Pass on a roll result of 3+
Round 3	Pass on a roll result of 4+
Round 4	Pass on a roll result of 5+
Round 5+	Pass on a roll result of 6+

Progressive Madness States:

<u>Incepted</u> – All units gain +1" to their Speed spec

<u>Disturbed</u> – All units subtract -1 from their Defense spec and all units gain +1 to the Attacks spec of their Battle weapons

<u>Hallucinatory</u> – All units gain the Irradiated ability, and all units can now be affected by Terror, even those that have the Terror ability

•	Mockery	,	<u>Req.</u> 110	•	Uplink		<u>Req.</u> 115	•	Transce	ndant	<u>Req.</u> 105
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
6	7	7	4+	6	6	8	3+	6	6	6	3+
Abilities	s: <u>Moment</u> <u>Resilien</u>		<u>)r, </u>	Abilities	: <u>Hulking</u>	<u>, Resilient</u>	<u>6+</u>	Abilities: <u>Regenerate</u>			
Weapon	ıs:			Weapon	s:			Weapor	ıs:		
Death Gl	lare (Preci	se)		Divide (E	Burst, Expl	.osive)		Convers	ion Arc (A	rcing)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
8"	2	6	1	18"	6	6	1	12"	2	6	2
Covetou	s Blades (I	Ruinous)		Conquer	(Ruinous))		Hope Pi	ercer (Ruir	nous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	5	7	2	臀	1	6	4	們	2	7	3
	Malware	2	<u>Req.</u> 100		Stimbor	g	<u>Req.</u> 100		Epigon		<u>Req.</u> 95
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	6	7	4+	5	6	6	4+	5	7	7	4+
Abilities	s: <u>Irradiated</u> A			Abilities	: <u>Regene</u>	<u>rate</u>		Abilities	: <u>Momen</u> <u>Resilier</u>	tum, Terro 1t 6+	<u>or,</u>
Weapon	ıs:			Weapon	s:			Weapor	ıs:		
Disrupto	or Waves (I	Engulf)		Disperse	er (Burst)			None			
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
10"	3	6	2	12"	2	5	1	⊕	-	-	-
Malstav	'e				(Precise)			Fatewea	avers (Ruir	nous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	2	6	1	們	2	6	2	們	3	7	2

	Horror		<u>Req.</u> 95		0bserve	r	<u>Req.</u> 80		Infiltrat	or	<u>Req.</u> 95
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	Speed	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	6	4+	4	5	6	5+	4	6	5	5+
Abilities	s: <u>Stealth</u> ,	<u>, Momentı</u>	<u>um, Terror</u>	Abilities	Stealth			Abilities	: <u>Vangua</u> <u>Regene</u>	<u>rd, Stealth</u> rate	<u>1, </u>
Weapor	ıs:			Weapon				Weapon	ıs:		
None				Overwat Ruinous)		e, Powerfı	ıl,	Nano Ex	plosive (P	owerful, R	uinous)
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
⊕	-	-	-	24"	1	2+	4	10"	1	2+	5
Flensing Ruinous	g Blades (P)	recise, Po	werful,	Retractir	ng Blades			Deadly E	Bite (Precis	se)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
們	4	7	2	們	2	5	1	們	2	5	1
	Dreamei	rs	<u>Req.</u> 70		Stalkers		<u>Req.</u> 75		PR-3		<u>Req.</u> 65
Health	Dreamei <u>Speed</u>	°S <u>Defense</u>		Health	Stalkers Speed	<u>Defense</u>		Health	PR-3 Speed	<u>Defense</u>	
O			70				75	O		<u>Defense</u> 6	65
Health 3	<u>Speed</u>	<u>Defense</u> 6 tum, Terro	70 Resist 4+	Health 3	<u>Speed</u>	<u>Defense</u> 6	75 <u>Resist</u>	<u>Health</u>	<u>Speed</u> 5		65 <u>Resist</u>
Health 3	Speed 7 s: Momen Resilien	<u>Defense</u> 6 tum, Terro	70 Resist 4+	Health 3	Speed 8 • Agile, Te	<u>Defense</u> 6	75 <u>Resist</u>	Health 3	Speed 5		65 <u>Resist</u>
Health 3 Abilities	Speed 7 s: Momen Resilien	<u>Defense</u> 6 tum, Terro	70 Resist 4+	Health 3 Abilities: Weapon	Speed 8 • Agile, Te	<u>Defense</u> 6	75 Resist 5+	Health 3 Abilities Weapon	Speed 5	6	65 <u>Resist</u>
Health 3 Abilities Weapor None Range	Speed 7 s: Momen Resilien	<u>Defense</u> 6 tum, Terro	70 Resist 4+	Health 3 Abilities: Weapon	Speed 8 • Agile, Te	<u>Defense</u> 6 <u>error</u>	75 Resist 5+	Health 3 Abilities Weapon	<u>Speed</u> 5 : <u>-</u>	6	65 <u>Resist</u>
Health 3 Abilities Weapor None	Speed 7 S: Momen Resilien	<u>Defense</u> 6 tum, Terro nt 6+	70 <u>Resist</u> 4+ <u>Or,</u>	Health 3 Abilities: Weapon Particle	Speed 8 Agile, Te s: Glare (Bur	Defense 6 error st, Engulf)	75 <u>Resist</u> 5+	Health 3 Abilities Weapon Malbear	Speed 5 : <u>-</u> ns: m (Ruinous	6 5)	65 Resist 4+
Health 3 Abilities Weapor None Range	Speed 7 S: Momen Resilien	Defense 6 tum, Terront 6+ Power	70 <u>Resist</u> 4+ <u>Or,</u>	Health 3 Abilities: Weapon Particle Range	Speed 8 Agile, Te s: Glare (Bur Attacks	Defense 6 error st, Engulf) Power	75 Resist 5+ Damage	Health 3 Abilities Weapon Malbear Range 18"	Speed 5 5 5 6: = (Ruinous	6 5) <u>Power</u>	65 Resist 4+ Damage
Health 3 Abilities Weapor None Range	Speed 7 s: Momen Resilien ns: Attacks	Defense 6 tum, Terront 6+ Power	70 <u>Resist</u> 4+ <u>Or,</u>	Health 3 Abilities: Weapon Particle Range 12" Flesh Re Range	Speed 8 Agile, Te s: Glare (Bur Attacks	Defense 6 error st, Engulf) Power	75 Resist 5+ Damage	Health 3 Abilities Weapon Malbear Range 18" Retraction Range	Speed 5 : = ns: n (Ruinous Attacks	6 5) <u>Power</u>	65 Resist 4+ Damage
Health 3 Abilities Weapor None Range - Amalgar	Speed 7 s: Momen Resilien ns: Attacks -	Defense 6 tum, Terront 6+ Power - Ruinous)	70 Resist 4+ Or, Damage	Health 3 Abilities: Weapon Particle (Range 12" Flesh Re	Speed 8 Agile, Te s: Glare (Bur Attacks 5	Defense 6 error st, Engulf) Power 6	75 Resist 5+ Damage	Health 3 Abilities Weapon Malbear Range 18"	Speed 5 c: = ns: Attacks 1 ng Blades	6 5) <u>Power</u> 8	65 Resist 4+ Damage

•	Mimics		<u>Req.</u>		PR-2		<u>Req.</u>		PR-1		<u>Req.</u>
Health		<u>Defense</u>	50	Health		Defense	55 Docist	Health		<u>Defense</u>	45 Bosist
			<u>Resist</u>		<u>Speed</u>	<u>Defense</u>	<u>Resist</u>		<u>Speed</u>		<u>Resist</u>
2	7	6	5+	2	6	6	5+	2	6	6	5+
Abilities	s: <u>Momen</u>	tum <u>, Terro</u>	<u>or</u>	Abilities	: <u>Resilier</u>	<u>ıt 6+</u>		Abilities	: <u>-</u>		
Weapoi	ns:			Weapon	s:			Weapon	s:		
None				Parabell	um (Arcin	g, Explosiv	ve)	Malshot	(Ruinous)	ı	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
0	-	-	-	12"	2	6	1	18"	1	6	2
Amalga	m Blades (Ruinous)		Retractir	ng Blades			Retractir	ng Blades		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
臀	2	6	2	愕	2	5	1	愕	2	5	1
×	Cyborgs		<u>Req.</u> 50	18 1	Nano Cra	awlers	<u>Req.</u> 15	18 1	Cycanin	25	<u>Req.</u> 15
Health		<u>Defense</u>	·	BB8 Health	Nano Cra <u>Speed</u>	awlers <u>Defense</u>		BB8 Health	Cycanino <u>Speed</u>	2 S <u>Defense</u>	
Health 2			50				15				15
2	<u>Speed</u>	Defense 5	50 <u>Resist</u>	Health 1	<u>Speed</u>	<u>Defense</u> 3	15 <u>Resist</u>	<u>Health</u>	<u>Speed</u> 7	<u>Defense</u>	15 <u>Resist</u>
2 Abilities Weapo	<u>Speed</u> 6 s: <u>Regene</u> ns:	Defense 5	50 <u>Resist</u>	Health 1 Abilities Weapon	Speed 5 Regene	<u>Defense</u> 3	15 <u>Resist</u>	Health 1 Abilities Weapon	Speed 7 : Agile	<u>Defense</u>	15 <u>Resist</u>
2 Abilities Weapon Dispers	Speed 6 s: Regene ns: er (Burst)	<u>Defense</u> 5 <u>rate</u>	50 Resist 5+	Health 1 Abilities: Weapon None	Speed 5 : Regene s:	<u>Defense</u> 3 <u>rate</u>	15 <u>Resist</u> 6+	Health 1 Abilities Weapon None	Speed 7 : Agile s:	<u>Defense</u> 4	15 Resist 6+
2 Abilities Weapor Dispers Range	<u>Speed</u> 6 s: <u>Regene</u> ns:	Defense 5	50 <u>Resist</u>	Health 1 Abilities: Weapon None Range	Speed 5 Regene	<u>Defense</u> 3	15 <u>Resist</u>	Health 1 Abilities Weapon None Range	Speed 7 : Agile	<u>Defense</u>	15 <u>Resist</u>
2 Abilities Weapon Dispers	Speed 6 s: Regene ns: er (Burst)	<u>Defense</u> 5 <u>rate</u>	50 Resist 5+	Health 1 Abilities: Weapon None	Speed 5 : Regene s:	<u>Defense</u> 3 <u>rate</u>	15 <u>Resist</u> 6+	Health 1 Abilities Weapon None	Speed 7 : Agile s:	<u>Defense</u> 4	15 Resist 6+
2 Abilities Weapor Dispers Range	Speed 6 s: Regene ns: er (Burst) Attacks 2	<u>Defense</u> 5 rate <u>Power</u>	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range	Speed 5 Regene s: Attacks	<u>Defense</u> 3 <u>rate</u>	15 <u>Resist</u> 6+	Health 1 Abilities Weapon None Range	Speed 7 : Agile s: Attacks	<u>Defense</u> 4	15 Resist 6+
Abilities Weapor Dispers Range	Speed 6 s: Regene ns: er (Burst) Attacks 2	<u>Defense</u> 5 rate <u>Power</u>	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range -	Speed 5 Regene s: Attacks	<u>Defense</u> 3 <u>rate</u>	15 <u>Resist</u> 6+	Health 1 Abilities Weapon None Range - Power Ja Range	Speed 7 : Agile s: Attacks	Defense 4 Power	15 Resist 6+
Abilities Weapor Dispers Range 12"	Speed 6 s: Regene ns: er (Burst) Attacks 2	<u>Defense</u> 5 rate Power	50 Resist 5+ Damage	Health 1 Abilities: Weapon None Range - Nano Bit	Speed 5 Regene s: Attacks	<u>Defense</u> 3 rate Power	15 Resist 6+ Damage	Health 1 Abilities Weapon None Range - Power Ja	Speed 7 : Agile s: Attacks	Defense 4 Power	15 Resist 6+ Damage

•	Tunnel T	error	<u>Req.</u> 170	+ :	Sentinel		<u>Req.</u> 170	*	Hunter-	Killer	<u>Req.</u> 170
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>	<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
10	6	9	3+	12	5	9	3+	12	9	8	4+
Abilities	s: <u>Hulking</u> <u>Terror</u>	<u>, Momenti</u>	<u>um,</u>	Abilities:	<u>Hulking</u>	<u>, Resilient</u>	<u>: 6+</u>	Abilities	: <u>Hulking</u>	<u>, Agile, Te</u>	<u>rror</u>
Weapor	15:			Weapon	S:			Weapon	s:		
Breachi	ng Blast (F	≀uinous)		Firewall	(Engulf)			Disinteg	rators (Ru	ıinous)	
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
12"	1	8	4	12"	5	7	2	18"	3	9	3
Soulbor	ers (Ruino	us)		Proximity	y Burst (B	urst)		Thruster	'S		
<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>	<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
쀳	5	8	2	愕	8	5	1	們	6	6	1
	Host Coi	nduit	<u>Req.</u> 195		Collecto	r	<u>Req.</u> 160	پردد پردد	Shade		<u>Req.</u> 110
Health	Host Coi	nduit <u>Defense</u>		Health	Collecto Speed	r <u>Defense</u>		Health	Shade Speed	<u>Defense</u>	
Health 15			195				160			<u>Defense</u> 6	110
15	Speed 5	<u>Defense</u>	195 Resist 3+	<u>Health</u>	Speed 8	Defense 8	160 <u>Resist</u>	Health 5	<u>Speed</u> 7		110 Resist 4+
15 Abilities	Speed 5 5 Hulking	Defense 10	195 Resist 3+	Health 10 Abilities:	<u>Speed</u> 8 <u>Hulking</u>	Defense 8	160 <u>Resist</u>	Health 5 Abilities Spells &	Speed 7 : Terror,	6 Resilient 5 s:	110 Resist 4+
15 Abilities Weapor	<u>Speed</u> 5 s: <u>Hulking</u> ns:	Defense 10	195 Resist 3+	Health 10 Abilities: Weapon:	<u>Speed</u> 8 <u>Hulking</u>	<u>Defense</u> 8 , <u>Agile</u>	160 <u>Resist</u>	Health 5 Abilities Spells & (4) Assaul	Speed 7 : Terror,	6 Resilient 5 s: +2 Severe D	110 Resist 4+
15 Abilities Weapor	<u>Speed</u> 5 s: <u>Hulking</u> ns:	<u>Defense</u> 10 3, Resilient	195 Resist 3+	Health 10 Abilities: Weapon:	Speed 8 Hulking s:	<u>Defense</u> 8 , <u>Agile</u>	160 <u>Resist</u>	Health 5 Abilities Spells & (4) Assaul against er (2) Terror:	Speed 7 : Terror, 1 : Weapon: t: Inflict D3 nemy withir Enemy wit	6 Resilient 5 s: +2 Severe D 12". hin 12" imme	110 Resist 4+ 4+ amage
15 Abilities Weapor Energy (Speed 5 5 Hulking 15: Conduit (B	<u>Defense</u> 10 5, Resilient urst, Explo	195 Resist 3+ 156+ Desive)	Health 10 Abilities: Weapon: Disintegr	Speed 8 Hulking s: rators (Ru	Defense 8 , Agile iinous)	160 <u>Resist</u> 4+	Health 5 Abilities Spells & (4) Assaul against er (2) Terror: makes a T (1) Focus:	Speed 7 : Terror, : Weapon: :t: Inflict D3 nemy withir Enemy wit error Roll w	6 Resilient 5 S: +2 Severe D 12". hin 12" imme vith -1 to its 1	110 Resist 4+ 5+ amage ediately roll result. s +1 Power
Abilities Weapor Energy (Range	Speed 5 5 Hulking 15: Conduit (Book of the conduit)	Defense 10 g, Resilient urst, Explo Power 6	195 Resist 3+ t 6+ psive) Damage	Health 10 Abilities: Weapons Disintegr	Speed 8 Hulking s: rators (Ru Attacks	Defense 8 Agile inous)	160 Resist 4+ Damage	Health 5 Abilities Spells & (4) Assaul against er (2) Terror: makes a T (1) Focus: to all its w	Speed 7 : Terror, : Weapon: :t: Inflict D3 nemy withir Enemy wit error Roll w	6 Resilient 5 +2 Severe D 12". hin 12" imme vith -1 to its i thin 12" gain til the end of	110 Resist 4+ i+ amage ediately roll result.
Abilities Weapor Energy (Range	Speed 5 s: Hulking ns: Conduit (Bi Attacks	Defense 10 g, Resilient urst, Explo Power 6	195 Resist 3+ t 6+ psive) Damage	Health 10 Abilities: Weapon: Disintegr Range 18"	Speed 8 Hulking s: rators (Ru Attacks	Defense 8 Agile inous)	160 Resist 4+ Damage	Health 5 Abilities Spells & (4) Assaul against er (2) Terror: makes a T (1) Focus: to all its w	Speed 7 Terror, Weapon: At: Inflict D3 Beemy withir Enemy witherror Roll w Friendly witherons un	6 Resilient 5 +2 Severe D 12". hin 12" imme vith -1 to its i thin 12" gain til the end of	110 Resist 4+ 5+ amage ediately roll result. s +1 Power

***	<u>Req.</u> 105		
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
5	6	6	3+

Abilities: <u>Regenerate</u>

Spells & Weapons:

- (4) Numb: Friendly within 12" gains Resilient 4+ ability until the end of the Round.
- (2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.
- (1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

Consume

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
æ			
אין	2	6	2



5

3+

Abilities: Stealth, Regenerate

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Spells & Weapons:

4

- (2) Terror: Enemy within 12" immediately makes a Terror Roll with -1 to its roll result.
- (1) Focus: Friendly within 12" gains +1 Power to all its weapons until the end of the Round.

Deadly Bite (Precise)

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
粤	7	Е	1

	<u>Req.</u> 80		
<u>Health</u>	<u>Speed</u>	<u>Defense</u>	<u>Resist</u>
4	7	6	4+

Abilities: Stealth, Terror

Spells & Weapons:

- (2) Shroud: Friendly Leader, Elder, or Alchemist within 12" cannot be targeted by Precise weapons.
- (1) Protect: Friendly within 12" gains +1 Defense until the end of the Round.

Deft Hands

<u>Range</u>	<u>Attacks</u>	<u>Power</u>	<u>Damage</u>
愕	4	5	1

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:

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Prometheans

Death Protocol: In the Battle Phase when targeted by a Battle Activation, inflict D3 Severe Damage (1 instead if a Dregs unit) 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.