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:

Incepted – All units gain +1" to their Speed spec

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

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

Mockery

Req. 110

Health	Speed	Defense	Resist
6	7	7	4+

Abilities: Momentum, Terror, Resilient 5+

Weapons:

Death Glare (Precise)

Range	Attacks	Power	Damage
8"	2	6	1

Covetous Blades (Ruinous)

Range	Attacks	Power	Damage
	5	7	2

Uplink

Req. 115

Health	Speed	Defense	Resist
6	6	8	3+

Abilities: Hulking, Resilient 6+

Weapons:

Divide (Burst, Explosive)

Range	Attacks	Power	Damage
18"	6	6	1

Conquer (Ruinous)

Range	Attacks	Power	Damage
	1	6	4

Transcendant

Req. 105

Health	Speed	Defense	Resist
6	6	6	3+

Abilities: Regenerate

Weapons:

Conversion Arc (Arcing)

Range	Attacks	Power	Damage
12"	2	6	2

Hope Piercer (Ruinous)

Range	Attacks	Power	Damage
	2	7	3

Malware

Req. 100

Health	Speed	Defense	Resist
5	6	7	4+

Abilities: Irradiated

Weapons:

Disruptor Waves (Engulf)

Range	Attacks	Power	Damage
10"	3	6	2

Malstave

Range	Attacks	Power	Damage
	2	6	1

Stimborg

Req. 100

Health	Speed	Defense	Resist
5	6	6	4+

Abilities: Regenerate

Weapons:

Disperser (Burst)

Range	Attacks	Power	Damage
12"	2	5	1

Harvest (Precise)

Range	Attacks	Power	Damage
	2	6	2

Epigon

Req. 95

Health	Speed	Defense	Resist
5	7	7	4+

Abilities: Momentum, Terror, Resilient 6+

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Fateweavers (Ruinous)

Range	Attacks	Power	Damage
	3	7	2

Horror

Req. 95

Health	Speed	Defense	Resist
4	7	6	4+

Abilities: Stealth, Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Flensing Blades (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
	4	7	2

Observer

Req. 80

Health	Speed	Defense	Resist
4	5	6	5+

Abilities: Stealth

Weapons:

Overwatch (Precise, Powerful, Ruinous)

Range	Attacks	Power	Damage
24"	1	2+	4

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1

Infiltrator

Req. 95

Health	Speed	Defense	Resist
4	6	5	5+

Abilities: Vanguard, Stealth, Regenerate

Weapons:

Nano Explosive (Powerful, Ruinous)

Range	Attacks	Power	Damage
10"	1	2+	5

Deadly Bite (Precise)

Range	Attacks	Power	Damage
	2	5	1

Dreamers

Req. 70

Health	Speed	Defense	Resist
3	7	6	4+

Abilities: Momentum, Terror, Resilient 6+

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Amalgam Blades (Ruinous)

Range	Attacks	Power	Damage
	4	6	2

Stalkers

Req. 75

Health	Speed	Defense	Resist
3	8	6	5+

Abilities: Agile, Terror

Weapons:

Particle Glare (Burst, Engulf)

Range	Attacks	Power	Damage
12"	5	6	1

Flesh Renders

Range	Attacks	Power	Damage
	2	6	1

PR-3

Req. 65

Health	Speed	Defense	Resist
3	5	6	4+

Abilities: -

Weapons:

Malbeam (Ruinous)

Range	Attacks	Power	Damage
18"	1	8	3

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1

Mimics

Req. 50

Health	Speed	Defense	Resist
2	7	6	5+

Abilities: Momentum, Terror

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Amalgam Blades (Ruinous)

Range	Attacks	Power	Damage
	2	6	2

PR-2

Req. 55

Health	Speed	Defense	Resist
2	6	6	5+

Abilities: Resilient 6+

Weapons:

Parabellum (Arcing, Explosive)

Range	Attacks	Power	Damage
12"	2	6	1

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1

PR-1

Req. 45

Health	Speed	Defense	Resist
2	6	6	5+

Abilities: -

Weapons:

Malshot (Ruinous)

Range	Attacks	Power	Damage
18"	1	6	2

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1

Cyborgs

Req. 50

Health	Speed	Defense	Resist
2	6	5	5+

Abilities: Regenerate

Weapons:

Disperser (Burst)

Range	Attacks	Power	Damage
12"	2	5	1

Shock Rod

Range	Attacks	Power	Damage
	1	5	2

Nano Crawlers

Req. 15

Health	Speed	Defense	Resist
1	5	3	6+

Abilities: Regenerate

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Nano Bite

Range	Attacks	Power	Damage
	1	3	1

Cycanines

Req. 15

Health	Speed	Defense	Resist
1	7	4	6+

Abilities: Agile

Weapons:

None

Range	Attacks	Power	Damage
-	-	-	-

Power Jaws

Range	Attacks	Power	Damage
	1	5	1

Tunnel Terror

Req. 170

Health	Speed	Defense	Resist
10	6	9	3+

Abilities: Hulking, Momentum, Terror

Weapons:

Breaching Blast (Ruinous)

Range	Attacks	Power	Damage
12"	1	8	4

Soulborers (Ruinous)

Range	Attacks	Power	Damage
	5	8	2

Sentinel

Req. 170

Health	Speed	Defense	Resist
12	5	9	3+

Abilities: Hulking, Resilient 6+

Weapons:

Firewall (Engulf)

Range	Attacks	Power	Damage
12"	5	7	2

Proximity Burst (Burst)

Range	Attacks	Power	Damage
	8	5	1

Hunter-Killer

Req. 170

Health	Speed	Defense	Resist
12	9	8	4+

Abilities: Hulking, Agile, Terror

Weapons:

Disintegrators (Ruinous)

Range	Attacks	Power	Damage
18"	3	9	3

Thrusters

Range	Attacks	Power	Damage
	6	6	1

Host Conduit

Req. 195

Health	Speed	Defense	Resist
15	5	10	3+

Abilities: Hulking, Resilient 6+

Weapons:

Energy Conduit (Burst, Explosive)

Range	Attacks	Power	Damage
12"	5	6	1

Proximity Burst (Burst)

Range	Attacks	Power	Damage
	8	5	1

Collector

Req. 160

Health	Speed	Defense	Resist
10	8	8	4+

Abilities: Hulking, Agile

Weapons:

Disintegrators (Ruinous)

Range	Attacks	Power	Damage
18"	3	9	3

Thrusters

Range	Attacks	Power	Damage
	6	6	1

Shade

Req. 110

Health	Speed	Defense	Resist
5	7	6	4+

Abilities: Terror, Resilient 5+

Spells & Weapons:

(4) Assault: Inflict D3+2 Severe Damage against enemy within 12".

(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.

Fateweavers (Ruinous)

Range	Attacks	Power	Damage
	3	7	2

Soulborg

Req. 105

Health	Speed	Defense	Resist
5	6	6	3+

Abilities: Regenerate

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

Range	Attacks	Power	Damage
	2	6	2

Convert

Req. 90

Health	Speed	Defense	Resist
4	6	5	3+

Abilities: Stealth, Regenerate

Spells & Weapons:

(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)

Range	Attacks	Power	Damage
	2	5	1

Mime

Req. 80

Health	Speed	Defense	Resist
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

Range	Attacks	Power	Damage
	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: PROMETHEANS

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.