

# PROMETHEANS



## **FACTION RULE – REFLEXIVE COMPUTING**

When a Promethean unit performs a Return Fire Reaction the Shooting Activations of the Acting Unit and the Reacting Unit are treated as occurring simultaneously. Commanders can alternate rolling dice to avoid confusion, but the resulting damage inflicted is allocated to all units involved simultaneously.

## **FACTION ARCHIVE INTERACTION – HALLUCINATIONS**

When not on an Archive, all Promethean units are immune to Terror. When on an Archive, all Promethean units can 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
	4	7	2



## Uplink


Req.  
110

Health	Speed	Defense	Resist
6	6	8	3+


Abilities: Hulking, Resilient 6+

### Weapons:

Oppressor (Burst)

Range	Attacks	Power	Damage
 18"	6	6	1

Amplifier (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.  
95

Health	Speed	Defense	Resist
5	6	7	4+


Abilities: Irradiated

### Weapons:

Malwaves (Engulf)

Range	Attacks	Power	Damage
 10"	2	6	2

Malstave

Range	Attacks	Power	Damage
	2	6	1



## Stimborg


Req.  
95

Health	Speed	Defense	Resist
5	6	6	4+


Abilities: Regenerate

### Weapons:

Disperser (Burst)

Range	Attacks	Power	Damage
 12"	2	5	1

Reaping Blades

Range	Attacks	Power	Damage
	2	6	2



## Epigon


Req.  
100

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
	1	2+	4
24"			

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
	1	2+	5
10"			

Enhanced 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
	3	6	2



### Stalkers

Req.  
70

Health	Speed	Defense	Resist
3	8	6	5+

Abilities: Agile, Skirmish, Terror

#### Weapons:

Particle Glare (Burst)

Range	Attacks	Power	Damage
	4	6	1
12"			

Flesh Renders

Range	Attacks	Power	Damage
	2	6	1



### Scorchers

Req.  
70

Health	Speed	Defense	Resist
3	6	7	4+

Abilities: Resilient 6+

#### Weapons:

Malsears (Engulf)

Range	Attacks	Power	Damage
	4	6	1
12"			

Heat Vent

Range	Attacks	Power	Damage
	1	5	2



### Conquerors

Req.  
70

Health	Speed	Defense	Resist
3	5	8	3+

Abilities: Hulking, Terror

#### Weapons:

None

Range	Attacks	Power	Damage
	-	-	-
-			

Searing Blade (Ruinous)

Range	Attacks	Power	Damage
	2	7	2



### PR-3s

Req.  
65

Health	Speed	Defense	Resist
3	5	6	4+

Abilities: -

#### Weapons:

Malbeam (Ruinous)

Range	Attacks	Power	Damage
	1	8	3
18"			

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1



### Cybrutes

Req.  
75

Health	Speed	Defense	Resist
3	6	6	4+

Abilities: Regenerate

#### Weapons:

Nanades (Explosive)

Range	Attacks	Power	Damage
	2	7	1
10"			

Brute Fists

Range	Attacks	Power	Damage
	2	6	2



### 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



### Malwalkers

Req.  
50

Health	Speed	Defense	Resist
2	6	6	5+

Abilities: Irradiated

#### Weapons:

Malwave (Engulf)

Range	Attacks	Power	Damage
	1	6	2
10"			

Harvest Drills

Range	Attacks	Power	Damage
	2	6	1



### PR-2s

Req.  
55

Health	Speed	Defense	Resist
2	6	6	5+

Abilities: Resilient 6+

#### Weapons:

Parabellum (Arcing, Explosive)

Range	Attacks	Power	Damage
	2	6	1
12"			

Retracting Blades

Range	Attacks	Power	Damage
	2	5	1



### PR-1s


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	4	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: Vanguard

#### Weapons:

None

Range	Attacks	Power	Damage
 -	-	-	-

Power Jaws

Range	Attacks	Power	Damage
	1	5	1



### Sentries


Req.  
15

Health	Speed	Defense	Resist
1	6	3	6+


Abilities: Agile

#### Weapons:

Signal Beam

Range	Attacks	Power	Damage
 12"	1	4	1

Overload (Volatile)

Range	Attacks	Power	Damage
	1	4	1



### Tunnel Terror


Req.  
175

Health	Speed	Defense	Resist
10	6	9	3+


Abilities: Hulking, Momentum, Terror

#### Weapons:

Breaching Blast (Ruinous)

Range	Attacks	Power	Damage
 10"	1	9	5

Terror Talons (Ruinous)

Range	Attacks	Power	Damage
	5	9	2



### Sentinel


Req.  
170

Health	Speed	Defense	Resist
12	6	9	3+


Abilities: Hulking, Resilient 6+

#### Weapons:

Firewall (Engulf)

Range	Attacks	Power	Damage
 12"	5	7	2

Proximity Burst (Burst)

Range	Attacks	Power	Damage
	6	7	1



### Hunter-Killer


Req.  
170

Health	Speed	Defense	Resist
12	8	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	9	3+


Abilities: Hulking, Resilient 6+

#### Weapons:

Energy Conduit (Explosive)

Range	Attacks	Power	Damage
 10"	5	6	1

Proximity Burst (Burst)

Range	Attacks	Power	Damage
	6	7	1



### Collector


Req.  
180

Health	Speed	Defense	Resist
12	9	8	4+


Abilities: Hulking, Agile

#### Weapons:

Disintegrators (Ruinous)

Range	Attacks	Power	Damage
 18"	2	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) Restore: Friendly within 12" Regenerates D3+2 Health.

(2) Calm: Friendly within 12" immune to Terror until the end of the Round.

(1) Invigorate: Friendly within 12" gains +2 Speed until the end of the Round.

Consume

Range	Attacks	Power	Damage
	3	6	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.