

PROMETHEANS



FACTION RULE – MACHINE LEARNING

When performing a Shooting Activation, get +1 to the results of Attack Rolls if the targeted enemy unit has already been hit by successful attacks from Promethean ranged weapons in the current Round.

FACTION ARCHIVE INTERACTION – HALLUCINATIONS

At the start of each Battle Phase, roll a D3 for each Promethean unit on any Archive. The roll result determines which of the following rules applies to each Promethean unit until the end of the Phase.

- 1)** The Promethean unit can be affected by Terror, even if it has the Terror ability or is a Leader.
- 2)** The Promethean unit gains +1 to the Power spec of its Battle weapons and subtracts 1 from its Defense spec.
- 3)** The Promethean unit gains the Irradiated 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, the attacking enemy unit makes a Resist Roll for each model in the chosen Promethean unit that gets destroyed and suffers 1 damage for each failed Resist Roll.

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.