

Name	<i>Praesentia</i>	By:	<i>Robert Avery</i>	Tech Level:	4
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Infantry										
Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4	Equipment
<i>RAL Infantry</i>	<i>Leg</i>	<i>12</i>	<i>Heavy</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>	<i>10, 11, 12</i>	<i>Tech 4 Armour</i>
<i>RAL Phase Shifters</i>	<i>Mobile</i>	<i>9</i>	<i>Standard</i>	<i>Regular</i>	<i>1, 2, 3</i>	<i>4</i>	<i>5</i>	<i>6, 7, 8, 9</i>		<i>Tech 4 Armour</i>

Support Weapons						
Support Weapon	Role	SV	TGT	Load	Expertise	Notes

Vehicles							
Vehicle	Role	Crew	Move	Expertise	Armour	Weapons	Notes
<i>RAL Sentinel</i>	<i>AFV</i>	<i>0</i>	<i>STP</i>	<i>Regular</i>	<i>4</i>	<i>SV4 DF Both</i>	<i>Self-Repair</i>
<i>RAL Guardian</i>	<i>AFV</i>	<i>0</i>	<i>STP</i>	<i>Regular</i>	<i>6</i>	<i>SV5 DF Both; 1 x SV2 Autogun</i>	<i>Self-Repair</i>
<i>RAL Hyperion</i>	<i>AFV</i>	<i>0</i>	<i>STP</i>	<i>Regular</i>	<i>9</i>	<i>SV7 DF Both; 2 x SV2 Autogun</i>	<i>Self-Repair</i>

Specialists
<i>Praesentia Ancient (see chrome, below)</i>



Off-Table Support

Characteristic Cards
<i>Fade (all vehicles)</i>

Chrome
<i>~ All Praesentia units are capable of Battlefield Insertion (what they call phase shifting).</i>
<i>~ RAL Phase Shifters are capable of teleportation (again phase shifting): they use two actions to move anywhere on the battlefield.</i>
<i>~ A Praesentia Ancient deployed as a specialist may do one of the following when their card appears: immediately activate any one friendly unit (known as The Path); immediately remove any Overwatch Actions from any one enemy unit (known as The Way); hold over their Actions and use them all to alter any single dice rolled by either side before the next Commercial Break card by plus or minus 1 on that dice roll, including for Big Man casualties (known as The Balance).</i>
<i>~ Praesentia Big Men and Specialists appear in the form of a Tertiary i.e. three Ancients, Enlightened, or Enlightened Phase Shifters on a single base.</i>
<i>Despite technically being three figures strong, they still count as just one Big Man or Specialist.</i>

Order of Battle		
<i>Praesentia Enlightened Platoon</i>	<i>Praesentia Sentinel Squad</i>	
<i>1 x Praesentia Enlightened Tertiary Big Man</i>	<i>3 x RAL Sentinels</i>	
<i>3 x RAL Infantry Squad</i>		
<i>Praesentia Phase Shifter Platoon</i>	<i>Praesentia Guardian Squad</i>	
<i>1 x Praesentia Phase Shifter Tertiary Big Man</i>	<i>2 x RAL Guardians</i>	
<i>2 x RAL Phase Shifter Squad</i>	<i>Praesentia Hyperion Assault Squad</i>	
	<i>2 x RAL Hyperions</i>	

Figures from:	<i>Critical Mass Games</i>
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Background