

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. 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>3 x RAL Guardians</i>	
<i>2 x RAL Phase Shifter Squad</i>	<i>Praesentia Hyperion Assault Squad</i>	
	<i>2 x RAL Hyperions</i>	

Tabletop Stats

Infantry

Infantry Squad	Role	No.	Weight	Expertise	0	1	2	3	4
<i>RAL Infantry</i>	<i>Leg</i>	12	<i>Heavy</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	10, 11, 12
<i>RAL Phase Shifters</i>	<i>Mobile</i>	9	<i>Standard</i>	<i>Regular</i>	1, 2, 3	4	5	6, 7, 8, 9	

Firing
+1D6+8
+8

Infantry Squad	Miss	Shock	Dead	Save
<i>RAL Infantry</i>	1,2,3,4	5	6	~
<i>RAL Phase Shifters</i>	1,2,3,4	5	6	~

Open	Light	Heavy	Imp
~	-1/D6	-2/D6	-4/D6
~	-1/D6	-2/D6	-4/D6

AT: 0-4"	4-8"	8-12"
4	4	4/2
4	4	4/2

Support Weapons

Support Weapon	SV	TGT	vs Inf	vs Veh

Vehicles

Vehicle	Gunner	Exp.	Arm.	vs Inf	vs Veh	CI Cmbt
<i>RAL Sentinel</i>		Reg (3)	4	DF: 4D6+8 & Pin, miss on two 1s	DF 8	No
<i>RAL Guardian</i>		Reg (3)	6	DF: 5D6+8 & Pin, miss on two 1s DF: 2D6+4 & Pin	DF 10 DF 1	No
<i>RAL Hyperion</i>		Reg (3)	9	DF: 7D6+8 & Pin, miss on three 1s DF: 2D6+4 & Pin	DF 14 DF 1	No

Vehicle	Type	Open	Light	Heavy	Imp
<i>RAL Sentinel</i>	STP				
<i>RAL Guardian</i>	STP				
<i>RAL Hyperion</i>	STP				

Points

BM: Level x 40

EWSO: 80

Sniper: 60

Medic: 20

Drone Op or FO: 40

Infantry Squad	Points
<i>RAL Infantry</i>	96
<i>RAL Phase Shifters</i>	57

Support Weapons	Points

Vehicles	Points
<i>Sentinel</i>	126
<i>Guardian</i>	162
<i>Hyperion</i>	204

Cards & Chrome	Points
Fade (vehicles)	80

Figures from:

Critical Mass Games

Background