



Highborn of Byamat

v.2 122015

Highborn Synthframes

Units with the Unit Type Synthframe have the following edicts:

Synthframes that are Downed are removed from play and replaced with a 25mm Wisp marker and have the following statline:

SCOMA-FAV: 2

Equipment

Phase Field - Grants Phase Shift (Counts as Stealth, cannot be targeted) and may move through walls and cover.

NOTE: Synth-wisps do not count as a model when calculating victory conditions. (ie - 'tabling' an opponent)

Highborn Gaed

Highborn collect and spend Resources called Gaed.

Attomite Formfield (AFF)

Most synthframes are equipped with Attomite Formfields (AFF for short). An AFF grants a Resistance save equal to the model's Armor Stat taken on 1D6.

Synthframes hit by weapons with the Damage Type: Caustic must pass a save at the start of each turn until dispelled, even if they pass their initial AFF save, as the Caustic chemicals continue to burn their delicate frames. A synthframe who fails their save against a weapon whose Damage Value is double their Armor are removed and replaced by a 25mm Wisp.

NOTE: Synthframes do not have an Access Stat and are immune Access Skills and Access-based Attacks.

HIGHBORN FLASH

Highborn synthframes cultivate and employ Flash differently than other transhumans. Each Highborn synthframe starts play with a number of flash equal to their Flash Stat.

NOTE: We use the green Highborn Gaed dice - and the logo as '1'.

-Highborn Flash restores to its starting value at the start of each turn.

-Highborn are immune to damage type virus and do not suffer core corruption. (See page 45 Core Rulebook.)

-As a Flash Action, spend 1 Flash and roll a D6. On a 2+ this model may perform any one of the following actions;

HIGHBORN SPORA

Protection Spora

Models with this Spora have the Following Flash Action that may be performed any time during the turn, and only once per turn:

Cultivate - Add 1 Highborn Gaed Resource to your Resource Pool.

Detection Spora

Models with this Spora have the Following Flash Action that may be performed any time during the turn, and only once per turn:

Dispel [2] - Removes Stun, DoT

Detect [2] - Stealth and Covert models within 24 may be targeted as normal.

HIGHBORN ACCESS and INTEL

Synthframes are specifically designed to combat Core Corruption, as such they have no Access Stat. In order to pass an Access test they must pay a number of Gaed equal to the Access Stat of their target.

Highborn Orbital Support Actions

NOTE: Highborn always take the last Orbital Support Action.

OS Orbital Drop

Units arriving from Orbital Drop must target a Rootway Portal.

OS SynthQuake

Pay X Gaed. Non-airborne models with an Armor value of X or less within Medium Range [24] of a Rootway Portal are stunned.

OS SynthStorm

Pay X Gaed. Airborne models with an Armor value of X or less within Medium Range [24] of a Rootway Portal are stunned. Acquiry Network Nodes and Choric Interfaces within 24 are voided until end of turn.

Ela, Highborn Matriarch (40mm) **Cost in Gaed: 4, unique (1)**

S	CO	M	A	F	A	V
4	4	4	4*	4	na	4

Equipment

Shapers Staff	Damage = Armor Stat, Devastate
AFF	Resistance Save = Armor Stat

Skills

Flash - Spora of Protection [Cultivate]

Shape - Spend (Y) Gaed and replace one wisp within long range with a synthframe of your choice with value equal to Y.

Cultivate Wisp Place a 25mm Wisp marker anywhere within long range (36) of Ela.

Valorous

*Highborn Matriarch

Highborn Matriarch grants the following edicts:

- Models in Ela's Unit have the Protect Skill.
- Ela counts as a Rootway Portal.

Unit Type

synthframe

Shaman **(25mm) **Cost in Gaed: 2****

S	CO	M	A	F	A	V
6	6	6	2*	1	na	6

Equipment

Synth Shard	Damage = Armor Stat, RoF: 6, Range Short [12]
Synth Snare	Damage = Snare, AoE, RoF: 1, Range Short [12]
AFF	Resistance Save = Armor Stat

Skills

Flash - Spora of Detection [Dispel 2, Detect 2]

Unit Type

synthframe

Avatar **(40mm) **Cost in Gaed: 4****

S	CO	M	A	F	A	V
4	4	4	4*	4	na	4

Equipment

AFF	Resistance Save = Armor Stat
Sword	Damage = Armor Stat, Devastate*
Synth-Cable	Cable.

Skills

Flash - Spora of Protection [Cultivate]

Safe haven Counts as Hard Armor - Cover. (See page 55 Core Rulebook.)

Unit Type

synthframe

Ranger (25mm) Cost in Gaed: 2

S	CO	M	A	F	A	V
*	*	2	2*	1	*	*

Highborn Rangers will hit on 2+ in Shooting and Combat, rolling 2 dice. They have a 2+ AFF Resistance Save. Rangers also pass Access Tests on 2+ and have the Valorous Skill, rendering them immune to Valor modifiers and Stun.

Equipment

Boltthrower with Suppressor

Damage 6, RoF 2, Range: XL. Devastate*, Damage type: Synth

*A model damaged by a weapon with this edict will suffer Devastate regardless of its Armor Value.

The Highborn Boltthrower is equipped with a Ghost Imager. Rangers may target Covert and Stealth units as though they did not have this Skill. A Boltthrower is also equipped with a Suppressor and may be fired without breaking Stealth or Covert.

Shardstorm x 2	RoF 4, Damage 2, Range: Short [12], Damage type: synth.
Soulbound Dagger	Soulbound, Damage 2
AFF	Resistance Save = Armor Stat

Skills

Biorganic [2]

Covert, Stealth

Scout: +2 Gaed Resource or Intel, choose one when deploying.

Valorous

Unit Type

h+

Titan (60mm) Cost in Gaed: -*

S	CO	M	A	F	A	V
-	8	8	8*	-	-	8

Equipment

AFF

Resistance Save = Armor Stat (Taken on 1D6)

BAH!

Damage 8, Combat Weapon. Devastate. Synth.

Skills

Orbital Drop - Titan must be deployed from Orbit and costs 8 Gaed to deploy.

*It is free to include a Titan in your Highborn Karass.

Titanic Throw - On a successful opposed combat test, the Titan may pick up and throw cover, units or other models with an Armor Stat less than or equal to the Titan's. The thrown model has a Damage Value equal to twice its Armor Value and uses the AoE marker. Range: Medium [24], AoE, Kinetic.

Unit Type

Vehicle, Cargo: 1 The Highborn Titan is an Attomite exo-construct for Highborn synthframes and has a cargo capacity of 1, taken by the wearer.

Flash Purifier Pool **(60mm)** **Cost in Gaed: 2**

S	CO	M	A	F	A	V
-	-	-	4*	4	na	-

Equipment

Attomite Formfield Resistance Save = Armor Stat

Skills

Covert Deploy anywhere, cannot be targeted.

Spora of Protection [Cultivate]

Rootway Portal

As a Flash Action, a Flash Pool may grant models in base contact with the Pool the Recall Skill, immediately placing them back into Orbit. They may be dropped during the next Orbital Support Action and must target a Rootway Portal.

Unit Type

synthframe

Synthshaper **(25mm)** **Cost in Gaed: 2**

S	CO	M	A	F	A	V
4	4	4	2*	4	na	4

Equipment

Shapers Staff Damage = Armor Stat, Synth
Attomite Formfield Resistance Save = Armor Stat

Skills

Cultivate Wisp Place a wisp marker in base contact

Flash - Spora of Protection [Cultivate]

Unit Type

synthframe