

URBAN WAR²

SYNTHA FACTION SHEET

Faith in the Machine

No longer fully human, the Syntha see themselves as the next step in the evolution of mankind. Their society is dedicated to the advance of science and technology, and all facets of their life are guided by a massive artificial intelligence called Prime. The Syntha home planet is also called Prime, and it hosts the core of the AI. The planet is also the only known source of Prime-Obsidian, a unique mineral used in the AI's construction.

The Syntha look forward to a future in which the lines between man and machine have disappeared, and vat grown humans, biomechanoids, cyborgs and robotic androsynths all play a part in the ongoing experiment that is life. As far as the Syntha are concerned, their superiority in technology, design and functionality make their eventual dominance inevitable.

Syntha Forces

Syntha forces are very technologically advanced, the bulk of their troops being provided by military grade robotic androsynths. Though fearless, and able to carry far heavier weapons than a normal man, androsynths can be predictable and lack flexibility. For this reason Syntha forces are almost always led by command oriented Biomechs.

Strengths: Tough, fearless robotic troops led by heavily modified superhuman biomechanical cyborgs. Excellent ranged capabilities and reasonable close assault capabilities.

Weaknesses: Can be somewhat slow and inflexible, and can be mobbed by more numerous opponents.

Comments: The most technologically advanced human faction. Suited to players who favour shooting over close combat, and who want to do it with the biggest gun they can. Along with the Viridians, these are a popular choice with players who are just starting out.

Starter set Strike Team composition (170 pts)

| Quantity | Type | Calibre | Special rules | Points |
|----------|---------------------------|---------|-----------------------------|--------|
| 1 | Artemis Class Biomech | 2 | Commander, Spotter, Stealth | 47 |
| 1 | Pointman Heavy Androsynth | 0 | Immune to Panic | 27 |
| 4 | Tactical Androsynth I | 0 | Immune to Panic | 96 |

Special rules

Immune to Panic

Models with this special rule are either exceptionally well disciplined or are simply incapable of losing their cool. They never panic, and therefore never make morale checks.

Stealth

Models with this special rule are expert at remaining unseen. Highly trained and equipped with the best in camouflage technologies, they are incredibly difficult to detect. Such models are considered to be out of LOS to enemy models beyond short range, and because they make particularly difficult targets, shooting attacks at the model will receive a -1 to hit penalty. This penalty does not apply when using template weapons. If a model is engaged in close combat or makes an aggressive action (for example charging or shooting) its position will be compromised and it can be targeted as usual for the remainder of that game turn.

Spotter

This rule isn't used in the starter sets.