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AUTONS

THE NESTINE CONSCIOUSNESS AND AUTONS

A wandering form in time and space the Nestine posses no physical form and no single body. It exists by using a natural affinity with plastic to create objects, which can be intellectually controlled and manipulated by a collective consciousness.

In order to establish its self on a planet the Nestine directs fragments of its consciousness, in the form of pulsating silver spheres, through space and brings them crashing down onto the target planet's surface. These "energy unit" are capable of influencing native life forms into creating host bodies made of plastic.


These host bodies are referred to as Autons and once created the Nestine Consciousness is able to enter and control the Auton as if it were a living being.

ORGANISATION AND COMMAND

The Nestine has no formal organisational structure for Autons. As a collective consciousness, they have no need for leaders.

MAXIMUM DETACHMENT POINTS: 20

ALLIES: Autons serve the Nestine Consciousness and the Nestine Consciousness has no allies.

	AUTON DUMMY		1.75 PTS				
	ACTIONS AVAILABLE MOVE // MOVE FAST // ASSAULT // MOVE & FIRE // FIRE //						
SPECIAL RULES, Weapon 1) Auton Gun							
Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak	
2	-	+1	180	(U) 4	(U) 6	-	
Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Power Blast	2	-	3-6	3-6	4-6	5-6	6
Destructor	*	4	-	4-6	5-6	-	-
DESCRIPTION							
A popular form chosen for creation by the Nestine Consciousness, the Auton Dummy is constructed from plastic and born out of the Nestine's ability to 'inhabit' any plastic substance.							
Auton Dummies are controlled by the collective Nestene Consciousness and must thus be considered intelligent. They resemble human models, with expressionless faces and rigid movement.							
A popular trick of the Nestines is to have a stick like gun concealed in the hand of the Auton, which is revealed when the fingers of the dummy flick down on a hinge. The gun is capable of delivering two different shots; power blast and destruction.							



TERROR AUTON

2 PTS

ACTIONS AVAILABLE

MOVE // MOVE FAST // ASSAULT // MOVE & FIRE
// FIRE //

SPECIAL RULES, Weapon 1) Auton Gun

SPECIAL RULES, 1) Causes Fear

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	-	180	(U) 4	(U) 5	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Power Blast	2	-	2-6	3-6	4-6	5-6	6
Destructor	*	4	-	4-6	5-6	-	-

DESCRIPTION

Another popular form created for the Nestene Consciousness, the Terror Auton resembles an Auton Dummy in many way (including carrying the hinged Auton Gun); however it is designed to instil fear in any human enemy. The Terror Auton has a macabre oversized head, which adds to its frightful appearance.



AUTON DOLL

__ PTS

ACTIONS AVAILABLE

MOVE // MOVE FAST // ASSAULT // SNEAK

SPECIAL ACTION, 1) Giant Leap (3")

SPECIAL RULE, 1) Hard Target

SPECIAL RULE, Weapon 1) Assault - Grapple: 4

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	-	+1	-	(U) 3	(45) 7	(U) 2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
NONE	-	-	-	-	-	-	-

DESCRIPTION

With a view to carrying out covert operation and assassinations the Nestine Consciousness is capable of adding the Auton Doll to its arsenal. Although the dolls can take on any form they are generally about 1.5' high and resemble ugly little trolls or goblins.

Auton Dolls are created with the express purpose of 'taking out' specific enemy targets, usually by strangling them. As with all Autons they possess the Nestine's collective intelligence.

SPECIAL RULES

CAUSES FEAR

The Terror Auton causes fear in Humans on sight.

AUTON GUN

Autons are capable of firing two different types of 'shot'.

'Power Blast' acts as a standard fired weapon, where as 'Destructor' has the following special rules: -

Area Effect: Giant Blast Template.

No blast re-alignment.

*Any successful strike by Destructor causes the target to completely disappear, regardless of the targets number of hits.

SPECIAL ACTIONS

MANIPULATE PLASTIC

Using The Autons to channel their energy, the Nestine are able to control and mould any plastic on the battlefield.

Plastic items may be found in any of the following places: -

Land Rovers, The Whomobile, Radios, modern furnished buildings, and anywhere else that the players agree on prior to the battle.

In order to manipulate plastic; an Auton model must be within 15" of a target at the beginning of its turn.

The Auton uses his powers to make the plastic attack any enemy model within a giant template area.

Any model within the template will be ASSAULTed (in the normal way), with no modifies.

If the plastic wins the ASSAULT, the target may SAVE in the normal way, or suffers 1 point of damage.

An item/ piece of plastic may only ever ASSAULT once whether it wins the combat or not.