



ORGANISATION AND COMMAND

Sensorites have no battle leaders and operate in small teams of "Mind Catchers".

MAXIMUM DETACHMENT POINTS: 10

ALLIES: None

SPECIAL RULES

FIRE – WEAPON – Mind Gun

In order for The Sensorite to control the mind of any model (The Sensorite is also capable of controlling the circuitry of mechanical, or animated models) the player must perform the following procedure:-

- A strike needs to be score against the target in the normal way. Targets may save against strikes.
- If a strike is scored, rather than the target being injured, the target become controlled by the Sensorite.
- The power of the Sensorites control over his victim varies. The Sensorite player rolls another dice and consults the results below.

1, 2 or 3 : The target/ victim comes partially under the influence of the Sensorite which 'shot' him. The victim is now moved by the Sensorite player in *his* turn, and must carry out any action the Sensorite player wishes (within the restrictions of the victims *Actions Available*). The victim will not under any circumstances injure himself/ itself.

4, 5 or 6 : The target/ victim is under the complete control of the Sensorite which 'shot' him. The victim is now moved by the Sensorite player in *his* turn, and must carry out any action the Sensorite player wishes (within the restrictions of the victims *Actions Available*). The Sensorite may force the victim to injure/kill himself. As long as the victim is armed he will FIRE at point blank range at his own head.
- Each Sensorite may only mind control one victim at a time. If a victim's Sensorite controller is killed he/ it is released and returns to the control of the original player.
- The Sensorite does require LOS to use the Mind Gun, but it is not affected by cover. For example, if the Sensorite was firing at a target behind a wall, the Sensorite would not suffer a -2 to hit.
- At the start of each of the Sensorite turns the player must roll a dice for each of the models he controls; on a roll of 5 – 6, models under partial control have 'shaken off' the effects of the mind gun and are back under the control of the original player. On a roll of 6, models under the complete control of the Sensorite has shaken off the effects and back with their original controller.



SENSORITE

1.5 PTS.

ACTIONS AVAILABLE

MOVE // MOVE FAST // SNEAK //
FIRE // ASSAULT

SPECIAL RULES, 1) Weapon - Mind Gun

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK
1	-	-1	-	(U) 4	(U) 6	2

WEAPON	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Mind Gun	(see below)		4-6	4-6	4-6	5-6	-

DESCRIPTION

Sensorites have a humanoid form, with elongated heads and large circular flat feet. The majority of the time they carry out a peaceful existence although their fearful and suspicious nature often brings them into contact with 'aliens'.

In battle they do not use contemporary weapons but arm themselves with a small round 'bat shaped' weapon with which they are able to control the minds of their victims.