



# THE SONTARANS



*“Nasty, brutish, and short...”*

3<sup>rd</sup> Doctor

Aggressive, arrogant and possessing pride and a code of honour unsurpassed in the warrior races of the universe, the Sontarans live for war and conflict and it is this violent occupation to which all Sontaran society is focused. From their home world of Sontar, these warriors of space wage war on all races that dare resist the Sontaran Empire.

Sontarans are a race of clones; any other form of reproduction is considered an abominable weakness. Although unchecked the Sontarans ability to produce offspring is hardly equalled, a million cadets are said to hatch at a time in the military academies, and no time is wasted before they are taught the noble acts of battle.

The Sontaran people have a stature that reflects the heavy gravity of their home planet: they have a clumsy, stocky appearance, with muscle bound bodies and frighteningly ugly smooth-skinned dome-shaped heads. Each hand bears two thick fingers and a thumb.

A curious attribute of the Sontaran make-up is their need to replenish themselves with supplies of ‘energy’ on a regular basis. Sontarans intake energy through the ‘probic vent’, an appature which protrudes from the Sontaran’s neck through the neck guard. This vent is a chink in the armour of these ultimate warriors because it does leave them vulnerable to attack from the rear. A strike on the vent can cause the Sontaran to become stunned, or even killed. However, the Sontarans have absorbed this fact into their military code, claiming that “it means we cannot turn our back on our enemies”, a typically Sontaran response to criticism.

## ORGANISATION & COMMAND

The structure of the Sontaran army is based on rigid conformity to organisation and command. The army is divided into a number of ‘fleets’, with each fleet containing many thousands of troopers and headed by the high ranking Field Majors.

*“The glorious Sontaran fleet counts its numbers in hundreds of millions...”*

Commander Sorr

Sontaran Fleets are subsequently sub-divided into a number of smaller battalions, with each battalion headed by a Battalion Commander. The smallest unit level of the army are simply referred to as ‘Groups’, with their leaders being awarded the rank Group Marshal. Group Marshals are the only members of the Sontaran army who can be used on the field of conflict, and profiles are given on the following page, reflecting their superior combat skills and battlefield influence.

## ALLIES

*“We have no need of allies. Sontaran might is invincible.”*

Stike

## SPECIAL RULES

*“Every species has its own weakness, Linxs”*

3<sup>rd</sup> Doctor

**Probic Vent** – All Sontaran Warriors have a vent at the back of their neck. This vent allows them to recharge energy lost during combat etc. (see below). Although the Sontarans do not see it as such, the probic vent is something of an Achilles heel in their armour. If enemy models outflank a Sontaran and approach him from the rear, they may take an aimed shot at the vent. If the aimed shot is successful the Sontaran player must roll a dice. On a score of 1 – 3 the warrior has been stunned for 1d6 turns. On a score of 4 – 6 the warriors take 2 hits.

**Re-Energise** – At the beginning of each of his turns the Sontaran Player must roll two dice. On a score of double 1, one of his warriors has suffered from a loss of energy and must retreat off the player’s own table edge to recover. The retreating model moves a half normal move rate and may only engage in the following actions; MOVE, MOVE FAST or SNEAK.

The Sontaran Player may choose which of his models has been effected by loss of energy. NOTE: No roll is made during the Sontaran’s first turn.

**Positive Influence** – Due to the influence the Sontaran Field Major holds over his warriors on the battlefield, all Sontaran models (excluding Enslavers) within 10” receive a +1 on all dice rolls.

**Hover** – The Sontaran Enslaver hovers ½ off the tabletop surface, and in this way is able to avoid difficult ground,

very difficult ground and low barriers.

### SPECIAL RULES, WEAPON

**Hypnotise** – Rather than shooting to kill (or stun) a Shock Trooper may use his weapon to hypnotise an enemy.


Hypnotise may only be used from short or point blank range. The dice score needed for success is same as when firing normally.

Once hypnotised a model is at the command of the Sontaran player. Hypnotised models take actions during the Sontaran player's turn. They may not carry out either of the following actions; MOVE FAST or SNEAK. Hypnotised models cannot intentionally harm themselves, and have a modifier of -1 on all dice rolls.

Hypnotised models make a dice roll each turn. On a roll of 6 the victim breaks the Sontaran's hold over it and returns to normal. This model cannot be hypnotised again.

Certain models are 'immune to hypnotism', including; The Doctor, The Master, Daleks, Cybermen, Autons and all mechanical creations.

**Stun** – Targets of the S.S.S.S may be stunned by a blast from their weapon. The dice score needed to hit are the same as a strike 'to kill'. But, rather than the target taking a hit, it is stunned for 1 – 6 turns (roll one dice). Stunned targets are turned on their side and can do nothing for the designated number of turns. Sontarans may 'pick up' and carry any stunned humanoid models; if they do so, they MOVE at half their normal move rate and cannot carry out any *other* actions.



## SONTARAN TROOPER

1.25 PTS.


**ACTIONS AVAILABLE**  
 MOVE // MOVE FAST // SNEAK // FIRE //  
 MOVE & FIRE // ASSAULT // HIDE

**SPECIAL RULES**, 1) Probic Vent 2) Re-Energize

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK
1	6	+1	180	(U) 4	6	2

WEAPON	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Laser Rifle	3	-	3 - 6	3 - 6	4 - 6	5 - 6	6

**DESCRIPTION**  
 Every member of the Sontaran Army (that's every Sontaran) graduates from cadet to the rank of Trooper. The first rung on the spiralling military hierarchy of the universe's largest army. All Troopers wear the same standard battle-dress; flexible dull metallic space armour, with a large neck guard, and heavy boots. Some Sontaran troopers are also equipped with a large slit eyed helmet. The Troopers weapon is a giant, cumbersome looking rifle, which, despite its unconventional appearance, a powerful laser blast, and can be wielded very effectively as a hand to hand weapon.



## SONTARAN ENSLAVER

2 PTS.

**ACTIONS AVAILABLE**  
 MOVE // MOVE FAST // FIRE // MOVE & FIRE

**SPECIAL RULES** 1) Hover  
**SPECIAL RULES, Weapon** 1) Capture

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST
5	6	-1	45	(45) 5	8

WEAPON	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Grapple	-	-	-	3 - 6	3 - 6	-	-

**DESCRIPTION**



**SONTARAN  
SHOCK TROOPER (S.S.S.S)**

**3.5 PTS.**

**ACTIONS AVAILABLE**

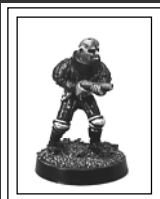
MOVE // MOVE FAST // SNEAK // FIRE // MOVE & FIRE // ASSAULT  
// HIDE //

**SPECIAL RULES** 1) Probic Vent 2) Re-Energize  
**SPECIAL RULES, Weapon** 1) Hypnotise, 2) Stun

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK	
2	6	+2	180	(U) 5	6	2	
WEAPON	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Pulse Laser	1	-	2 - 6	3 - 6	4 - 6	5 - 6	6
Bomb	2	3	-	4 - 6	4 - 6	6	-

**DESCRIPTION**

This space warrior is a member of the elite Sontarian Special Space Service. Dressed in the same flexible armour as his counter-part in the regular army, he always wears the distinctive dome shaped helmet. The Shock Trooper carries a hand held 'T' shaped Pulse Laser, which he draws from a utility belt around his waist. The utility belt also holds a small two way communicator and a hand held bomb, which can be thrown to great effect.



**SONTARAN  
FIELD MAJOR**

**5 PTS.**

**ACTIONS AVAILABLE**

MOVE // MOVE FAST // SNEAK // FIRE //  
MOVE & FIRE // ASSAULT // HIDE //

**SPECIAL RULES**, 1) Probic Vent, 2) Re-Energize,  
3) Positive Influence (10")

**SPECIAL RULES, WEAPON** 1) Area Effect: Medium Blast  
Template

HITS	SAVE	ASSAULT	FIRE ARC	MOVE	MOVE FAST	SNEAK	
1	-	-1	180	(U) 5	6	2	
WEAPON	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Disrupter	2	3	-	3 - 6	4 - 6	6	-

**DESCRIPTION**

The Sontaran officer most likely to be seen on the field of conflict is the highly respected Field Major. Not only does he receive total respect from his troops; he is also a great warrior. The Field Major's chosen weapon is more often than not The Disrupter. A powerful high tech hand gun, which delivers a blast area of deadly disruptive energy.