

The Visitor

Information on The Visitor is restricted to the highest security clearance. The Visitor was discovered [REDACTED] by [REDACTED] Outreach Protocol.

Initial interactions with The Visitor resulted in [REDACTED] After the [REDACTED] The Visitor was secured [REDACTED] accordance with Outreach Protocol [REDACTED]

The following information of The Visitor's combat ability has been ascertained over decades of study and interaction and is intended only for academic and scientific use.

	CD	AG	SG	DC	ME	Special Rules
The Visitor	6	5	6	4	6	Existential terror, Dimensional shift, Mind Control

Existential Terror: Before making a shooting or combat action against The Visitor, the model must pass a Command Test with a +2 modifier. If the test is passed, the model may act normally. If the Test is failed, the model is frozen with fear and counts as being stunned for the remainder of the turn. Additionally, if a 6 is rolled the model is automatically Routed as he loses his sanity.

Dimensional Shift: The Visitor may move through any obstacle as if it is not there. Furthermore, if The Visitor is hit by a ranged attack, he may take an agility test. If the test is passed the shot passes through him with no effect.

Mind Control: In the Command Phase The Visitor may attempt to control a single model in its line of sight. To take control, roll 1D6 and add your command value. The opposing player then rolls 1D6 and adds the targeted figures command value. If The Visitor's total is greater, the targeted model is now controlled by The Visitor's player until the control is broken. This test is re-taken each command phase, with control returning to the starting player if they beat The Visitors command score.

Class	RI	LTY	PEN	Special
Alien Device	8"	*	10	Compact, Blast 3" Degrading, Terrifying

*Instead of rolling for lethality, when an infantry target is hit roll on the following table to determine its effect (roll for each individual target under the area of effect template):

1: Teleported: The target is teleported 2D6" in a random direction and is then stunned for 1 turn

2-3: Plasma Discharge: The target suffers a lethality 4+ and is set on fire as described in the flamethrower rules on page 84 of Spectre Operations 2nd Edition.

4-6: Atomised: The target is broken down into their constituent molecules and removed from the table.

Terrifying: Any model within 6" of another model that is hit by the Alien Device Automatically becomes pinned. Any model within 3" of a model that is Atomised is automatically Routed, even if usually immune to the effects.

This document is designed for use with Spectre: Operations 2nd Edition. Please send any enquiries to info@spectreminiatures.com or visit www.spectreminiatures.com

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