

REZOLUTION

Vatagina Confessor

The Confessors are considered the most dreaded of the Vatagina. Their psychic abilities of telepathy and empathy enable them to read even the most guarded of minds, rooting out deep secrets and manipulating emotions to their best advantage. Prolonged exposure to a Confessor will eventually turn the most resolute of individuals into a screaming wreck. Whilst all Vatagina members are trained in the use of psychic shielding, none will deliberately meet the direct gaze of a Confessor, even though members of this group do restrict their abilities amongst brothers.

Confessor Faction: Vatagina **Class:** Human

Weapons and Equipment:

Stiletto Mono-Blade:
Range: Close Combat only Damage: 3d6 P2

Shock Whip:
Range: 3" Damage: 3d6 P1(2)
Special: Critical Stun - On the roll of a 6 during damage, the model is stunned and must roll a 4, 5 or 6 during the control phase to regain consciousness and be able to activate as normal during the round.

Skills and Abilities:

Unerring Faith: Model can never become panicked. Craft users who fail Mind War against a model with Unerring Faith take double damage. If a crew model is within 6" or is a member of the same team, it may use this model's NRV for all morale-based tests.

Crew Allowance: 0 - 3 Independent

Vatagina Confessor Craft Powers

Choke: Target Number: 10
Range: 12" Damage: 2d6
Special: Telepathic Attack. Does not affect Robots but does affect Cyborgs. If successful, target model takes damage and may only move or perform an action this turn.

Distract: Target Number: 9
Range: 12"
Special: Telepathic Attack. Target model loses its turn for the round.

Mental Blast: Target Number: 10
Range: 12" Damage: 4d6
Special: Telepathic Attack. Ignores armor and line of sight.

Possess: Range: 18"
Special: Telepathic Attack. If successful, model may take over a living target and immediately activate and take an action with it. The user may release the model in the control phase or continue to possess it during the following round. If not released, the possessed model may attempt to free itself by making a successful NRV test. While possessing a model, the user is considered prone and cannot move or take any other action.

Vatagina Confessor Craft Powers

Paranoia: Target Number: 9
Range: 12"
Special: Telepathic Attack. If the model loses the opposed test it must immediately activate and attack its nearest crew model in close combat. All normal close combat rules apply. After the combat has been resolved, the turn sequence continues as normal and the model returns to the opponent's control.

Thrust: Target Number: 10/12
Range: 12" Damage: (See Special)
Special: Requires line of sight. Use Target Number 10: if target model has same base size or smaller. Use Target number 12: if target model has larger base size. Target model is propelled in a straight line 1d6" away from attacking model. If target model collides with another model, both models take 3d6 damage and both are prone at collision point. If target model collides with an immovable object (e.g. wall, building) target model takes 4d6 damage and is prone beside the object. If target model does not collide with any model or hits an object that is movable (e.g. crate, barrel etc) target model takes 2d6 damage and is prone at the full 1d6" it was travelling.

Veil: Target Number: 10
Special: Model cannot be targeted by enemy models until they make a successful opposed NRV test or the veiled model has attempted a hostile action. Once activated, it remains in play until the caster receives damage or fails a morale test.