

## DOMINATE

**BP Cost:** 10 pts./lvl (max 3)

**AP Cost:** 4

**Effects:** Models possessing this power can use their minds to possess, control, or terrorize target models, effectively controlling their movement and behaviors. Dominate is a 10" ranged attack requiring an opposed Mind (attacker) versus Resolve (defender) goal roll. Each level of Dominate purchased allows one turn of power use per game. Dominate may not be used on more than one model at a time. Successive attempts to Dominate the same model in one turn grant the target +2D to Resolve on attempts after the first for that turn.

If successful, the attacking model's player takes control of the defending model on its next activation. This counts as that model's activation for that round of play.

The controlled model acts as if it is on the dominating model's team for that turn, and completing whatever actions it would normally be capable of under its own control. At the end of its turn, the model reverts back to the control of its owning player.

Controlled models may not attack themselves or otherwise perform actions that would directly harm themselves (like turning off Flight while in the air). Due to the confusion caused by being controlled, Dominated models may leave any close combat without provoking free attacks. Models may not Dominate models on their own team, except to cancel an unfriendly Dominate. This counts as one use of the power and requires the opposed roll, but at +2D for the attacker to free his friend. Dominated models forced off the board via a Warp may return when the Dominate ends without expending a further use of Warp.

### Special Effects

**Fear Only (-50%):** The Dominate effect instills terror into the target, but allows no finer control. All the controlling player may do is move the controlled model directly away from the Dominating model using its fastest movement method or power.