MONITOR
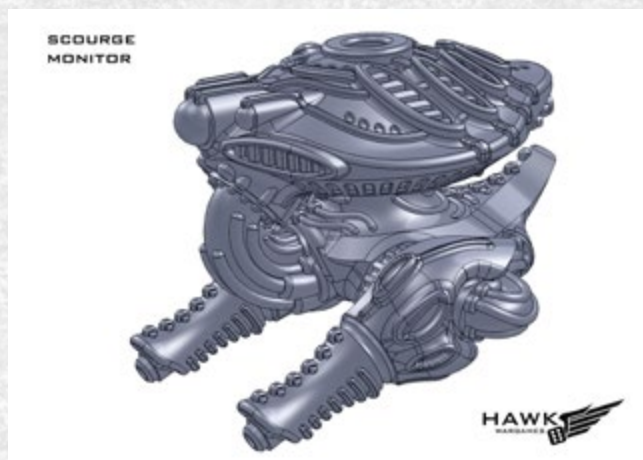## – EXPERIMENTAL RULES 1.0

It is in the inherent Scourge Lifespan that the Monitor's menace comes to the fore. This is because Monitors are in fact old Minders pushed to the end of their sanity but endless guarding of the skies with little outlet for their lust for destruction.

When Scourge parasites are not implanted into human hosts they are joined with military constructs (such as hunters, reapers, and all other Scourge vehicles and aircraft). How the determination as to which parasite is assigned which construct is made is unclear. What is clear is that those implanted into Minders are little more than mobile gun emplacements to the aliens, rarely able to inflict damage and pain on enemies or satiate the cruel whims of the parasite itself.

It is theorised that this is one of the reason that Minders are most often used in kamikaze core overload attacks – the parasites themselves are thought to be almost ecstatic at the idea of inflicting pain and ending their own. Monitors take this idea to its logical conclusion. Re-fitted with modest ant-tank weaponry, weaponry, they will take every opportunity to visit destruction on the enemy. If this proves ineffective they will kamikaze themselves into hostile vehicles, happy to go down in a final blaze of spiteful glory after so many years as little more than barrage balloons.

MONITOR	A	Mv	CM	DP	Pts	Type	Category	S+C	LZ	Special
	3	4"	A	1	8	Aircraft	Scout	4/8 WIDE	Tiny	N/A

WEAPONS	E	Sh	Ac	R(f)	R(c)	MF	Arc	Special
SELF DESTRUCT	10	1	*	*	*	4"	F/S/R	ALT-1, AREA-S, *
TWIN SHARD CANNONS	5	4	3+	36"	12"	4"	F/S/R	ALT-1

Transport: 1-2x Intruder Beta (4 units each)

*Special Rule - Self Destruct: This Weapon may only be used by a single Monitor in a squad per turn. Place the small area marker over the centre of the Monitor instead of rolling to hit. Once the attack has been resolved, remove the Monitor from play.