

FOR USE WITH THE
**DOCTOR
WHO**
ROLE PLAYING GAME

THE DALEKS



fasa

THE DALEKS

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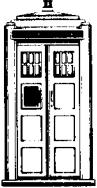
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THE ULTIMATE FOES

In the *Doctor Who* television series as well as this game, the Daleks are the last word in villains. No one suspected, least of all their creator, Terry Nation, that these "animated pepper pots" would turn out to be the most popular villains on the series, and the object of a fan following that rivals The Doctor's own.

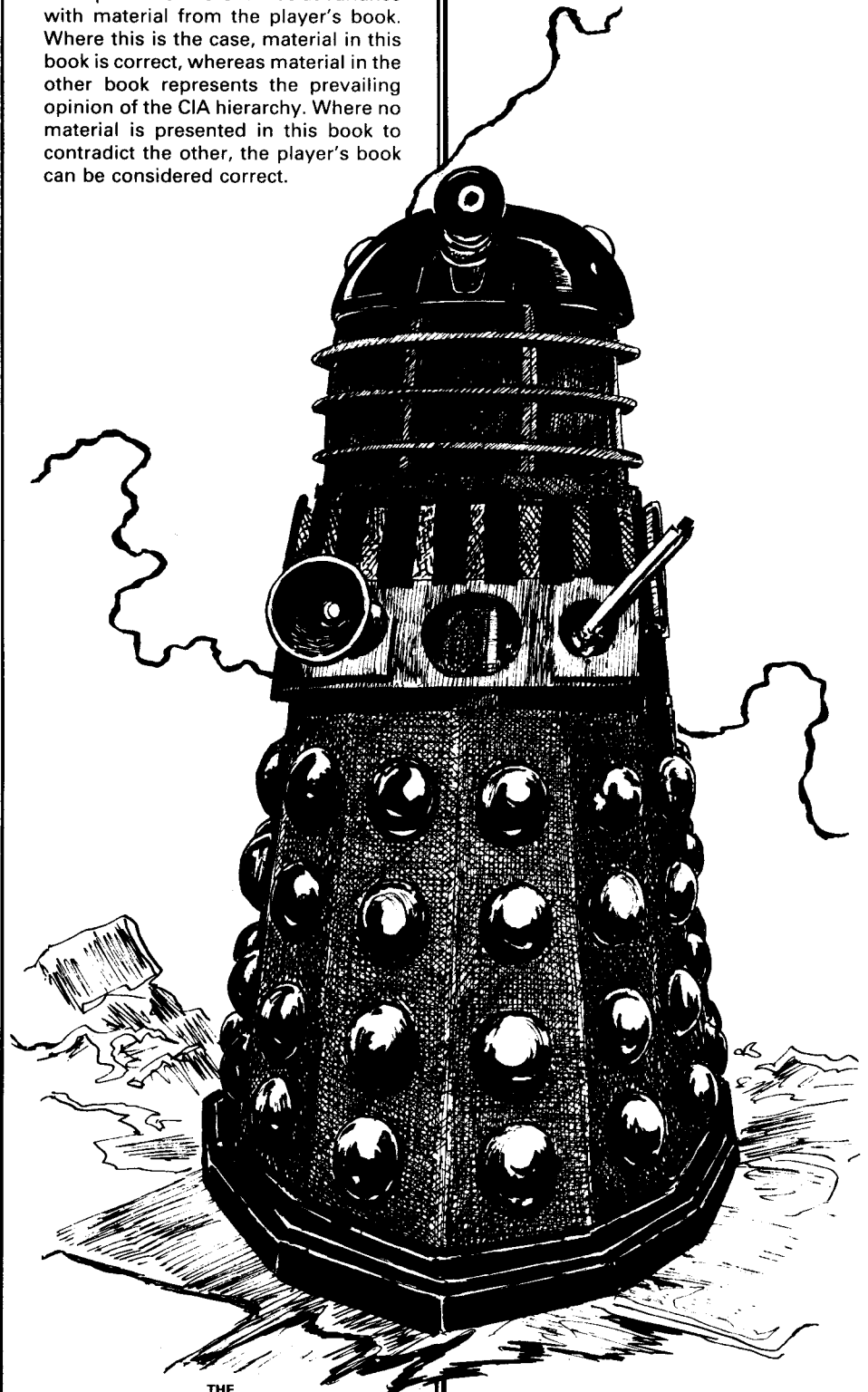
Perhaps the major reason for the Daleks' popularity is their very alien air. They do not look human, sound human, or respond in a human manner. Daleks are impersonal, uncaring, mostly emotionless, and completely devoted to their quest to dominate all things. They have little in the way of redeeming characteristics. In the good vs. evil struggle portrayed in The Doctor's universe, Daleks are the necessary force of pure evil against which all other motives and beings can be measured.

Even though the Daleks are indeed the perfect enemy, it is up to the gamemaster to assure that games do not degenerate into a mere Dalek hunt. Shooting down Daleks like shooting gallery ducks is a very limited form of play, and will quickly grow tiresome. The Daleks are best used as the source of a conflict situation where more complex choices must be made by characters, and where the reactions of others to the Dalek villainy provides the problems for the characters to overcome.

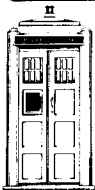
This volume provides the *true* background of the Daleks, as opposed to the *official* version used by the Celestial Intervention Agency, which is available to the players. Gamemasters should strive to keep this book out of the hands of players, forcing them to learn the truth about the Daleks over a period of time, as their characters encounter the Daleks every now and again in a campaign situation. As the players interact with Dalek foes, they will form their own conclusions on the basis of experience, and these conclusions will be more valuable to them than something read in the player's book or simply told to them. Much of the fun in games of this type comes from learning-by-doing in adventurous situations.

Included in this are the true history of the Daleks, information about Dalek expansion and goals, notes about how Daleks think, operate, and make war, and extensive material to guide the

gamemaster in planning scenarios featuring Daleks as villains. Some material presented here will be at variance with material from the player's book. Where this is the case, material in this book is correct, whereas material in the other book represents the prevailing opinion of the CIA hierarchy. Where no material is presented in this book to contradict the other, the player's book can be considered correct.



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THE DALEKS AND THE CIA

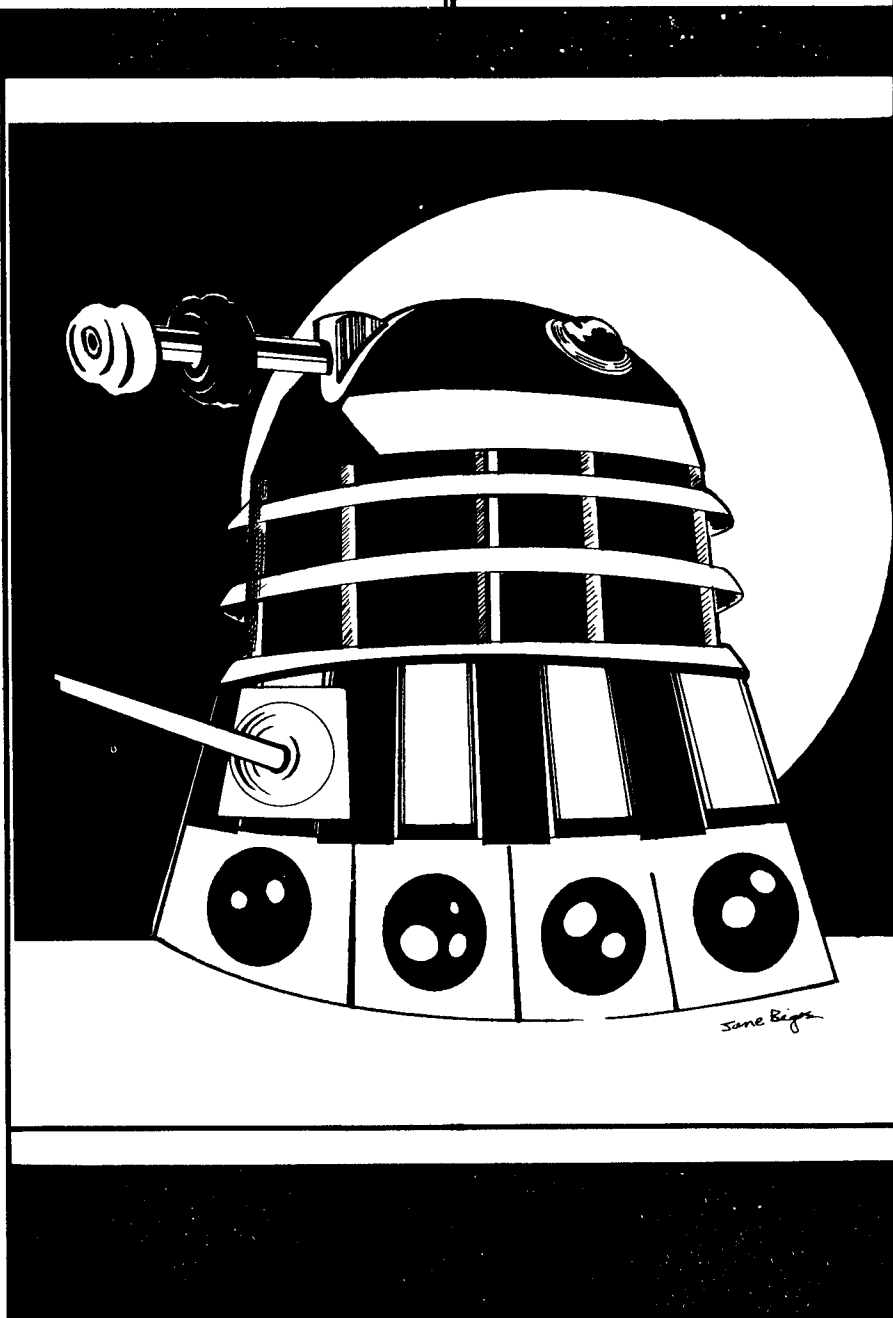
It is evident that the Celestial Intervention Agency considers the Daleks to be a major threat to the time line. The actions the CIA takes against the Daleks are not a war, but rather an attempt to preserve the status quo. The CIA has no intent to wipe out the Daleks. They simply act when and if the Daleks endanger the time line. There is no CIA mandate for player characters to exterminate the Daleks, except as necessary to prevent their plans from disrupting vital Temporal Nexuses or changing known history to a significant degree. Even after the player characters foil the Dalek plot, there will always be more Daleks to think up another plan of conquest or destruction. It will not be possible, or even particularly desirable from the CIA viewpoint, to end the Dalek menace once and for all.

The failure of The Doctor to prevent the creation of the first Daleks led to a major purge within the CIA, with many agents removed from the ranks and many caught and exiled by the Time Lord Council for unauthorized intervention. Until that time, the CIA had operated as an open secret, gaining no official recognition by the Council, but not encountering strong moves by the Council to stop CIA activities. After the purge, CIA operations became much more dangerous, with the Council determined to prevent any further intervention efforts.

Because of this, the CIA is particularly reluctant to initiate any operation involving Daleks beyond protection of an existing time line. The Daleks are still a sore subject with the CIA, and agents called upon to work against the Daleks or stumbling into the path of a Dalek plot cannot hope for aid from the CIA or Gallifrey except when Gallifrey itself is threatened directly or a major Temporal Nexus (like Earth) is in direct and immediate peril. Even then, it would be hard to convince anyone in authority to take responsibility for initiating action. By the time a field agent could summon help and convince anyone of the serious nature of the situation, it would likely be far too late.

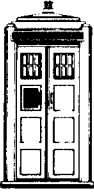
Thus, player characters must be encouraged to deal with the situation on their own. The CIA will remain clandestine, of little immediate help to player characters in the field. They can expect

no rescue missions and no extensive support from the CIA hierarchy. Occasionally, some special item or piece of information will be given to an operative, but these should be planned as part of a scenario. Player characters should not be allowed to send for help at every turn and must be encouraged to rely on their own initiative. The CIA may provide the reason for a scenario to *begin*, but will rarely be able to provide the field agent with much in the way of support.



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The Menace of the Daleks



HISTORY OF DALEK EXPANSION

To understand the Daleks – how they think, act, and plan – one must know something of their history. The Daleks are the longest-running foes in the *Doctor Who* television series, and their established history is therefore the most complex and detailed. There are many inconsistencies in Dalek history as given in the scripts, as BBC script writers had to be concerned first of all with the needs of the current story. Dalek creator Terry Nation has done a masterful job of guiding the development of the Dalek saga, but he could not have known when he wrote the script for *Doctor Who and the Daleks* that his cone-shaped creations would last through more than 13 complete serial stories, each one building on the legend.

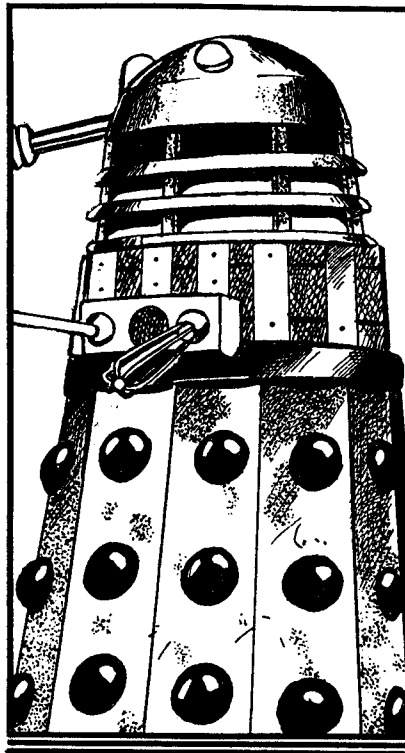
The following time line and historical notes is an attempt to reconcile the most important elements of Dalek history from the TV series and add some background that does not involve The Doctor or Earth directly, but enhances the Dalek horde's galactic reputation for evil. This time line and set of historical notes may vary slightly from information mentioned peripherally in specific episodes of the TV series. In other cases, assumptions about the Daleks and their histories may be made that are entirely new. In both cases, this is done to provide the gamemaster with the consistent, logical, and complete background needed to use the Daleks in a game campaign.

The nature of time travel may make following the time line somewhat confusing at times. Time is linear, flowing in one direction at a set speed. The participation of Time Lords and other time travellers, however, is *not* limited to a straight line! They move up and down the time line, appearing here and there. An attempt has been made to make it clear when an event is affected by an individual from another time, but gamemasters should read carefully to assure that they understand exactly *when* an event took place, as well as the *origin time* of the time travellers who might have been there to participate.

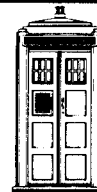
Just as the Doctor's later incarnations may participate in an event that took place *earlier* in the time line than

one his later selves attended, so may later versions of other Time Lords or the Daleks appear in the time line *before* their early counterparts. This usually is not particularly important to an individual adventure. After all, Daleks act pretty much the same no matter *when* they are encountered. If, however, it is necessary to explain occurrences in the time line, and it is not clear how this may be done, a gamemaster may exercise his prerogative and simply say "It's a mystery of Time". Gamemasters should use the elaborate continuity provided to have fun and increase the enjoyment of the game, but they should not let complexity get in the way of that enjoyment!

The time line as here presented shows the Daleks as they really are, not as the CIA or Gallifrey's High Council believe them to be. Player characters should start with access to the information in the player book, complete with its built-in inconsistencies and misinformation. As they survive encounters with the Daleks face-to-face (assuming they *do* survive, of course), they will discover that, where the Daleks are concerned, experience is the best teacher.



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TIME LINE OF DALEK HISTORY

This time line give dates using the Time Lord method of reckoning time, as this will be the most useful when planning adventures. If the gamemaster needs to know a date in Earth reckoning, subtract 70708 from the year in Time Lord notation. Negative numbers that result are dates BC. For instance, the year 100,000 TL is really AD 29292 on Earth, and the year AD 1985 is the Gallifreyan year 72693 TL.

– 1,030,000 TL

The first hominids evolve on Skaro, a planet in a system located about 90 degrees around the galactic rim from Temporal Nexus Point *Earth*.

– 190,000 TL

True sapient humanoids roam both the lush jungle areas and craggy highlands of Skaro's two continents.

– 2000 TL

The first modern Skarosians evolve from their more primitive ancestors. A great shift in the planet's crust occurs, isolating the northern and southern continents from each other. Many humanoid Skarosians die in the planet-wide devastation of tremendous earthquakes and tidal waves. Racial differentiation begins between the two groups, with the southern highlanders exposed to more radiation (protected less from cosmic radiation because of the thinner air in the highlands). In future years, stories (told on both sides) of other humanoids who were separated in the Great Disaster will become legends of evil ones who were cast out, punished, or even destroyed by the gods.

42005 TL

At a time when their own ancestors were still humanoid primitives, the Daleks use time corridor technology to interfere in the time line of Temporal Nexus Point *Bavin* in the Marli star system of Mutter's Spiral. The resident intelligent culture, a race of crustacean-like beings calling themselves *Ka*, are unaware of worlds beyond their own because they have very weak visual senses, relying on vibration and sound. The physiology of the *Ka* has some similarity to that of Kaled mutants, however, and the Daleks move in and convince them to adapt their tools and methods to Dalek use. In return, they are to gain Dalek-level technology.

CIA investigator Drasilinilevitaz discovers the time corridor's other end in 74513 TL. He follows it, revealing the Dalek plot, but is captured and disintegrated by the Daleks. The CIA's Lady Loribetcazistanopilain discovers that the Daleks' interference with the time line will allow the Ka to dominate much of Mutter's Spiral by 100,000 TL.

Meanwhile, the Daleks discover that their technology trade with the Ka will someday be their undoing. They decide to exterminate the Ka now with a Dalekanium bomb planted at the heart of the underground Ka city. Lady Loribet trades the Ka leaders the location of the bomb for the Dalek technological data left behind. The bomb is defused, the advanced technology is not obtained by the Ka, who remain on their home planet and do not become interstellar conquerors.

50,000 TL

Domestication of plants, true agriculture, begins for the northern continent Skarosians. Nomadic life is abandoned eventually, and permanent settlements emerge.

62,000 TL

The southern Skarosians develop agriculture, lagging behind their northern brothers due to the unfavorable climate in the south. Racial differentiation has made the southerners hardier, more tolerant of radiation, and less intellectual than the people of the north. Permanent settlements emerge, as do the beginnings of organized exploitation of the sea.

66,000 TL

The northern Kaleds and the southern Thals begin expanding their numbers and pushing outward. Sailing vessels improve, and contact between the two groups is inevitable. The Kaleds are more advanced technologically because they settled in one place earlier, but the Thals are hardier, more adventurous, and better warriors.

66300 TL

The Kaleds and the Thals re-encounter one another. The ancient legends of the ones who were cast out resurface, setting off the Great Kaled/Thal War. Begun with little more than bows, spears, knives, and rock-throwers, the pressure of war accelerates the technological development of both civilizations.

67294 TL

The weapons of war having progressed from spears and bows through sophisticated firearms, Kaled scientists develop the theories behind nuclear weapons, and a top-priority project is begun to create the first workable nuclear explosives before the Thal scientists can duplicate the researches. Davros is assigned to this project as a specialist in both radiation effects on living tissue and cybernetic handling of nuclear materials handling. Considered the Kaleds' most promising scientist,

Davros works in his laboratory until a Thal shell strikes it and causes an explosion in which he and more than 50 of the brightest Kaled scientists are exposed to lethal levels of radiation. Using Davros' notes on cybernetic support systems, Davros and several other scientists are connected to life support equipment. Six are successfully connected, but none can handle the psychological stresses of becoming a cyborg; all die within four months except Davros himself.

67297 TL

Davros has recovered enough to begin working again. His cancer-riddled, radiation-burned legs have been amputated, but he has supervised the construction of a unique life support chair that gives him mobility. Davros has become quite egomaniacal, but the Kaled leaders decide to overlook his growing personality disorders as long as he produces useful work. Under his relentless direction, the Kaleds develop practical nuclear weapons, which are immediately put to use destroying Thal cities. The accident, however, has delayed Kaled research long enough for Thal technology to catch up, and both sides now have nuclear capability. An all-out nuclear war begins.

67299 TL

The first mutant children are born on both sides of the Kaled/Thal conflict, a result of increased radiation levels. Thal mutations are less severe and less numerous than are found among the Kaleds, due to the genetic adjustment the Thals have made to greater background radiation. Most of the mutated children do not live, but Davros seeks and is granted custody of the most severely damaged ones for genetic research. Others are cast out into the Wastelands.

67328 TL

Escalation of the Kaled/Thal War into nuclear exchanges leaves both sides devastated, their cities irradiated and mostly ruined. Davros heads the Kaled scientific community, housed in a special bunker away from the main Kaled city. He gains the ear of Kaled leaders with his advanced work with radiation-induced mutants, which has convinced him that the humanoid Kaled form will eventually be unable to function in this radiation-poisoned world. Through genetic manipulation, he produces a strain of radiation-resistant mutants, but they bear no resemblance to the human-like Kaleds. Nevertheless, he claims them as the form Kaleds must take to survive. Davros uses his background in cybernetics to develop a

robot-like life support system and combat unit for his mutants, which become known as Daleks.

In the original time line of the universe, Davros is allowed to unleash the Daleks against the Thals immediately. Thal civilization is disrupted, though many Thals escape, and the Daleks soon destroy the humanoid Kaleds as well. Intervention is planned by the CIA's Lord Deliaavatsud to remove the Daleks entirely by destroying Davros and the Kaled mutants before the life support containers can be made operational.

The choice of The Doctor to carry out the intervention attempt, however, proves fatal to the plan. The Doctor refuses at first to utterly destroy the Daleks. But The Doctor's warnings about Davros lead the Kaled leaders to mistrust their Chief Scientist. Davros betrays his own people to the Thals, who destroy the Kaled city with a rocket bomb. Then the Daleks destroy most of the Thals and their city. The remaining Thals counterattack the bunker and leave the Daleks buried in an underground chamber, which puts an end to the war. The Thals begin rebuilding.

67666 TL

Daleks from 74666 TL invade Temporal Nexus Point *Teth* via a time corridor, killing many of the planet's dominant natives, massive herbivores called Bruul, in an attempt to discover the secret of the hypnotic powers that allow the Bruul to dominate the lower animals of their chlorine-atmosphere planet. The CIA discovers that another species on Teth, the fast and clever Klevits on the edge of sapient intelligence, are important to the time line because several of their philosophers will one day bring peace to a large part of Mutter's Spiral.

Lord Cavoristaliteras, a senior field operative having prior experience with Daleks, is sent to intervene, intending to stir the Klevits to revolt against the Bruul and the Daleks. Lord Cavor manifests hypnotic ability, however, and he becomes obsessed with the Bruul's hypnotic power and attempts to secure the results of the Dalek experiments for himself. In the process, his intervention attempt backfires.

The CIA discovers that the success of Lord Cavor's revolt will bring about the premature extinction of the Bruul, causing the Klevits to become warlike instead of peace-loving. Chief CIA Field Operative Lady Loribetcazistanopilain, a long-standing rival of Lord Cavor, arrives to undo the damage to the time line. Her environmental suit is damaged by the Bruul and she is forced to return to Gallifrey to regenerate. Lord Cavor is recalled to Gallifrey as well, and the matter is taken under advisement.



67668 TL

Making a second trip to Teth, Lady Loribet is discovered by the Daleks. Unbeknownst to her, she has been betrayed by Lord Cavor, who wants the Daleks to complete their work so he can obtain the results. She is attacked by the Daleks and wounded severely, but escapes in her TARDIS. Unfortunately, it is caught by time corridor effects and is damaged in the process, stranding her in the Vortex. Her young kinsman Alistanathcalebiviteth, a CIA trainee, takes a training-school TARDIS into the Vortex and brings about an accidental collision that frees both machines. Lady Loribet returns to Gallifrey but is forced to undergo another regeneration because of her extensive wounds.

Against orders from her CIA superiors, Lady Loribet makes a third trip to Teth, intending to arrive a few hours after she had left on her previous trip. This trip is made in a barely-operational TARDIS, which takes her to Teth two hours *before* she left, a serious violation of the Laws of Time. Loribet, managing to avoid meeting herself, discovers that the Dalek research has been unable to duplicate the Bruul mental domination ability. She frees several Bruul, who destroy the Dalek laboratory and cause an explosion that alerts others of their kind. The Klevit rebellion never gets started, and the time line is not seriously disturbed. Lord Cavor is captured and returned to Gallifrey.

67900 TL

The Daleks, having rebuilt and regrouped, expand their underground stronghold. The Thals, who continued to live on the surface, are somewhat successful in their efforts to rejuvenate their dying world, and plant life again abounds. Renaissance of Thal agriculture coupled with the end of war has softened the Thal culture a bit, making it more pastoral, though radiation, disease, and starvation have purged the Thals of weaker specimens, leaving the survivors especially hardy. The Daleks return to the surface of the planet in strength, and rout the remaining Thal military forces with ease, driving the survivors into the wilderness.

68000 TL

Daleks build metallic cities over the radioactive ruins of the old cities. Most Daleks never leave the cities, so most of their life support units depend on power gathered through the metal floors.

68370 TL

Daleks achieve orbital spaceflight capability and set up orbital weapons platforms. Thal civilization is forced to decentralize and avoid large settlements, because concentrations of people are too vulnerable to orbital bombardment. The Daleks find no other planets in the Skaro system of interest.

68500 TL

The Daleks develop a primitive hyperdrive, which leads to a split in Dalek civilization. The Exterminators wish to bring the long-fought Dalek/Thal conflict to a conclusion before turning to other conquests; the Expansionists believe that the Thal problem will be solved in due course and wish to expand outward to the stars immediately. Several groups of Expansionist Daleks leave Skaro, most headed into Mutter's Spiral. One major group heads for Galaxy 5 (the Lesser Magellanic Cloud), however, with Kaled mutants preserved in mechanized cryogenic tanks.

68633 TL

Coreward of Skaro, the Dalek expeditionary forces discover the Liiliti star system, a minor Temporal Nexus point that has rich precious-metal deposits on Tliir, one of its two habitable oxygen/nitrogen planets. The Daleks attack Tliir, enslaving the natives, the Twiil, but ignoring the less desirable colony world Lirrip. This upsets the time line of Temporal Nexus Point *Earth* because the Twiil are to develop (by 78208 TL) a minor interstellar empire, to encounter Earth humans, and to exchange cultural ideas that will strengthen both civilizations.

Lord Cavor, arriving from 101,193 TL, observes the situation and recommends intervention. Arguing the opposition is Lady Loribet, who favors encouraging the Twiil settlers of Lirrip to support a revolution on their homeworld. Lady Loribet makes her case and is sent to intervene.

68641 TL

The last Dalek is destroyed on Tliir, after a war between the invaders and rescue forces from Lirrip aided by an anti-Dalek underground on the homeworld itself. Lady Loribet, able to encourage the Lirrip-dwelling Twiil without enhancing their technological level or overtly changing their history, is awarded high honors by the CIA for her work, and a life-long rivalry between her and Lord Cavor begins.

69989 TL

The sphere of influence carved out by the Expansionist Daleks from one arm of Mutter's Spiral is about to intersect Temporal Nexus Point *Earth*. The first Dalek expedition to Galaxy 5 arrives and begins setting up a Dalek civilization there.

70073 TL

The central Dalek city falls when the Thals (aided by The Doctor) disrupt the external Dalek power source, gaining ground once more. The Daleks of other cities return to internal power sources for most mobile units.

The Thals rediscover their advanced technology and also begin to adapt the Daleks' technology to their own uses. The Thals, by now nearly-perfect physical specimens because their rugged lifestyle purges the race of less-perfect members, once more modify their environment to protect their weaker members from the effects of natural selection. The Thals begin technological civilization again, including mounting their own space flights and founding their own interstellar colonies.

70092 TL

Dalek space invaders first encounter the Ogrons, brutish man-apes who are dominated and used as laborers and shock troops.

71000 TL

The Daleks of Galaxy 5 find themselves contained by a well-established technological civilization already resident there. The Galaxy 5 forces are already too strong to be defeated by the small Dalek colonies in this galaxy, so Dalek expansion in this area is stalled. This does give the Daleks contact with Galaxy 5 native races for later negotiations.

72687 TL

Earth guerrilla fighters from an alternate universe two centuries in the future attempt to alter the time line resulting in a Dalek-controlled Earth. Arriving via a Dalek time corridor, they intend to prevent Dalek domination by stopping a world war that weakened Earth defenses. Believing the war was started by a 20th-century Earth diplomat, they desire to kill the diplomat before the events that supposedly started the war.

The Doctor, exiled in this time period and stranded on Earth, discovers that the guerrillas themselves and the death of the diplomat actually started the war. He intervenes to prevent this, despite Dalek/Ogron attempts to prevent him. There is no world war at this time and this group of Daleks, plus the alternate time line of the guerrillas, is eliminated.

72,811 TL

Dalek scouts investigating the Moli star system discover an intelligent race of mobile carnivorous plants on the fifth planet, called Moli Veliane. The Velianavi have never encountered an intelligent animal species and do not believe one can exist, and so the Dalek scouts pretend to be another intelligent plant species in powered environmental suits. The scouts report that the Velianavi leaf structure secretes a sub-

stance that is poisonous to animal life, and the Daleks establish an exchange of information with the Velianavi, who allow the Daleks to experiment on Velianavi who die naturally.

72,823 TL

The Daleks fail to find a way to duplicate the Velianavi animal toxin, but they do develop an anti-toxin. They secretly infect Velianavi individuals with a plant blight. In an uncharacteristic splurge of agricultural husbandry and conservation, the Daleks intend to kill off enough plant-creatures to provide a steady supply of the toxin without wiping out the population altogether.

72,847 TL

The Daleks are successful in using a spray made from concentrated Velianavi toxin to blackmail and conquer five worlds bearing animal species.



72,853 TL

In response to demand for Velianavi toxin, the Daleks on Moli Veliane step up production by spreading plant blight to a large number of individuals.

72,856 TL

So much blight is introduced on Moli Veliane that the Daleks lose control, and the Velianavi are virtually wiped out in the ensuing plague. Only a few thousand especially hardy individuals survive, though even these are sick and incapable of reproduction. The Daleks process the dead and prepare to leave the planet.

The plight of the Velianavi is discovered by CIA Field Operative Alisanathcalbeiviteth and his human Companion T.C. Fellowes, whose TARDIS lands on Moli Veliane because of a misjump. The two interventionists convince Frellif, a Velianavi scientist, that they are indeed intelligent animals, but only after Fellowes is accidentally exposed to the toxin while rescuing Frellif from an impatient Dalek processing team.

Frellif conceals the interventionists from the Daleks and helps Stan secure a sample of the Dalek anti-toxin. Once revived, Fellowes helps Stan reveal the Daleks' animal origin to the Velianavi survivors. The remaining Velianavi take revenge for the destruction of their civilization by releasing concentrated toxin throughout the planetary atmosphere and particularly in the Dalek spacecraft. All the Daleks exterminated, the plant-creatures use a Dalekium bomb to destroy themselves and their world to prevent any other warlike race access to the deadly toxin.

8 / The Menace of the Daleks

72872 TL

The Doctor and his Companions avert the Daleks' first major threat to the time line when they arrive at Temporal Nexus Point *Earth* by accident. The Daleks, who captured the planet using Earthmen changed into Robomen slaves to control their fellow humans, are foiled by a weak resistance movement of scattered humans aided by The Doctor. No official intervention was necessary in this instance, but Earth's narrow escape convinces many Time Lords that more direct intervention may at some point become necessary to counter Dalek threats to the time line.

Because the Robomen were the weak link that allowed them to be stopped, the Daleks abandon Roboman control technology as an invasion tool, recognizing it as being too vulnerable to sabotage efforts.

73208 TL

The Doctor accidentally stops another major invasion of Mutter's Spiral by the Daleks, who attempt to conceal their involvement by using the Ogrons and a hypnotic device to create war between the Draconian and human races. The Doctor pursues the Daleks to the planet Spiridon, where he and a Thal expeditionary force immobilize a major Dalek army. This is the most decisive defeat of any Dalek invasion force to this date, and the loss of the huge army cripples Dalek efforts to control Mutter's Spiral for many years to come.

The Doctor's part in this incident, and subsequent Dalek/Doctor encounters, is not known on Gallifrey until after Lord Deliaivsud's query of the APC Net regarding the Daleks in 101,195 TL.

73314 TL

The Exterminator Daleks of Skaro are exterminated by the Thals, who gain possession of Dalek technology. Only the Expansionist Daleks remain in Mutter's Spiral. The Thals soon abandon the scarred and war-ravaged hulk of the planet Skaro, but continue to build Revenge Fleets on their colony worlds for use against the Daleks.

73508 TL

The Daleks, needing time to gather raw materials for life support units and still unable to mount a major offensive because of their enormous loss in 73208 TL, attempt to spread a plague deadly to all humanoid life throughout Mutter's Spiral. A great number of Earth colonies are contaminated. The heroic action of Earthman Dan Galloway prevents the plague's further spread and saves the limited quantities of a plague antidote for those already affected.

These events prompt Dalek leaders to begin searching for ways to travel in time, hoping to develop methods of fighting the time-travelling beings who have brought about their defeat on several occasions.

74481 TL

Dalek time-travel experiments lead to the development of time corridor technology. The Dalek corridors use enormous amounts of power and can only connect two locales in space and time. Dalek research proceeds in hopes of finding a more direct use of time technology as a weapon.

74513 TL

The Daleks first use time travel technology as a tool of conquest. They set up a time corridor to minor Temporal Nexus Point *Bav* in the year 42005 TL.

CIA operative Drasilnilevitaz disappears when investigating the later-period end of the corridor, and Lady Loribet is sent to check the earlier end. She returns to report the disruption of the Dalek intervention attempt. Drasil, however, has been destroyed by the Daleks. Anti-Dalek sentiment among Time Lords begins to build strongly.

74666 TL

The Daleks initiate the so-called '666 Plot,' which connects a time corridor to the planet Teth in 67666 TL. Intervention by Lord Cavor results in even greater harm to the time line, and Chief Field Operative Lady Loribet makes three trips to 67666 TL before correcting the damage and disrupting a major Dalek force.

Lord Cavor is discredited when it is discovered he botched the job because he attempted to gain the secret of mental domination for himself. Returned to Gallifrey by Lady Loribet, he escapes the Citadel guards and stabs his rival when making his escape in a stolen TARDIS. Cavor is never heard from again. Lady Loribet, following her third regeneration in connection with the affair, retires and leaves Gallifrey to become a permanent intertemporal observer for the CIA.

74708 TL

Unable to dominate Mutter's Spiral with their own forces alone, the Daleks develop a master plan uniting other races (including the forces of Galaxy 5) against Earth. The plan, which hinges on the use of the Time Destructor, fails due to the intervention of The Doctor, who makes off with the taranium element needed to power the weapon and eventually uses the weapon to block the Dalek invasion plan. These interventionary activities are not discovered by Gallifrey immediately.

75108 TL

The Daleks encounter the Movellans, an expansionistic race of human-appearing robots whose original home is almost directly across the Mutter's Spiral from Skaro and Dalek colonial holdings. The Movellans are at a similar



level of technology and expansion as the Daleks. Warfare erupts with neither side able to gain advantage, and the result is a century-long stalemate.

75208 TL

Unable to defeat the Movellans with tactics developed by their planning computers, the Daleks send an expedition to Skaro. Using imprisoned humans to excavate the ruins of the old Dalek city, the Daleks hope to resurrect Davros and make use of his creativity to break the stalemate. Davros is found, but a prisoner revolt among the humans, and the actions of a Movellan expedition, prevent the Daleks from recovering him. Davros is taken to Earth, tried by the Federation, and imprisoned in cryogenic stasis aboard an isolated prison station reserved especially for the purpose. The Dalek/Movellan war continues along the fringes of Mutter's Spiral.



75212 TL

Dalek scientists develop methods of extracting information from the brains of living beings and implanting it in a 'blank mind'. This leads to the creation of blank clones of humanoids, who are given the memories of the original being with Dalek conditioning added to insure loyalty. The Daleks begin converting captured leaders and soldiers in this way, which gives them a source of humanoid helpers more reliable than touchy and rebellious slaves. This practice helps secure a number of human-controlled worlds for the Dalek cause.

75255 TL

The Movellans turn the tide in the war by releasing a virus that kills Daleks by attacking the material that interfaces the Kaled mutant with the Dalek shell. The main Dalek war fleet is contaminated and destroyed. The Daleks are soundly defeated, but a few groups of uncontaminated Daleks, as well as some outlying colonies, survive and isolate themselves to avoid contamination. The Movellans capture over a hundred Dalek worlds, satisfying their expansion needs for awhile.

75299 TL

The Dalek forces devastated by the Movellan anti-Dalek virus, one of the scattered groups of survivors sends a carefully quarantined expeditionary force to rescue Davros from his cold-sleep imprisonment. In the hopes that the genius geneticist who spawned them can develop a cure, Davros is awakened by a mixed force of Daleks and human duplicates.

The plan backfires ruinously. Anti-Dalek virus is released aboard the station, and one human duplicate manages to overcome Dalek conditioning long enough to set off the prison station's self-destruct device. The station and the docked Dalek ship are destroyed. The expeditionary force is destroyed, and the spread of the virus continues to prevent a major Dalek return to Mutter's Spiral.

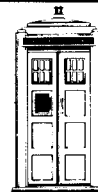
The CIA decides that the development of the humanoid duplicates is not a matter that endangers the time line, as the duplicates seem to resist Dalek conditioning under stress. Analysts conclude that it is inevitable that the Daleks will develop a way to overcome the Movellan virus in time. The Time Lord Council begins gathering data on the Daleks.

101,197 TL

The CIA queries the APC Net about Dalek expansion. The APC Net predicts that the Daleks will eventually take control of the known universe, exterminating all other life forms. In the course of this research, Lord Deliaivsud discovers that The Doctor has been responsible for blocking Dalek domination of Temporal Nexus Point *Earth* several times.

Deliaivsud decides to force the Doctor to aid him in an unauthorized intervention. He steals a Time Ring and uses it to transport The Doctor to Skaro in 67328 TL, instructing him to prevent the Daleks' creation. The Doctor's intervention delays Dalek development, but no major change to the time line is made. At a critical moment, the Doctor refuses to bring about the Daleks' destruction, in the belief that the evil the Daleks represent will result someday in the formation of a higher good.

The Doctor's report of the incident brings Gallifrey much information on Davros and Dalek origins, but, because of The Doctor's reputation, much of this data is filed away and ignored. The incident results in the execution of Lord Deliaivsud and the suppression of all CIA activities by the Gallifreyan High Council.



SKARO, DAVROS AND THE GENESIS OF THE DALEKS

SKAROSIAN PREHISTORY

The two major continents of Skaro, located on the galactic rim far from Earth, once were connected by a narrow isthmus. The northern continent was full of lush jungles and forests, whereas the southern was covered with vast ranges of mountains and rough terrain. The primitive inhabitants of Skaro were virtually indistinguishable from Earth humankind, and flourished similarly on both continents.

The very first modern Skarosians evolved not long before a violent shift in the planet's crust shattered the isthmus and separated the northern and southern continents. Seacoasts were flooded by tidal waves, and inland areas were rocked by earthquakes. Many of the Skarosian primitives died, especially those in coastal areas. The surviving northern Skarosians shunned the sea, believing that their deities did not want them to explore the water. The southern survivors moved higher into the mountains. Both groups told tales of the disaster and how the gods had cast out or destroyed the evil people of the world with flood and earthquake. For the next 50,000 years, the Skarosians evolved and developed as independent groups on the two continents.



The northerners developed agriculture first, because of the more hospitable environment of the northern continent. Their early abandonment of the nomadic life left time to develop intellectually to a greater extent than the southerners. The northern tribes consolidated, calling themselves Kaleds.

The southerners remained hunter/gatherers for an additional 12,000 years before they took up farming. The rarefied air of the upper altitudes protected them less from cosmic radiation, and, through natural selection, they developed a greater tolerance for radiation than their northern brethren. Eventually a strong leader emerged to consolidate these tribes as well. The southerners call themselves Thals.

Ironically, both names mean *Chosen Ones* in the respective group's native language.

CLASH OF CULTURES

Both groups overcame their superstitions concerning the sea at about the same time. Early Skarosian seafarers eventually crossed the small ocean that separated the two continents. The ancient tales of the sinning Skarosians who were cast out by the gods were revived, and the reunion of the two groups was filled with distrust and bloodshed as violent as the natural disaster that separated them. The hardier Thals, led by strong, charismatic war leaders, had early victories. Many adult Thals travelled to the 'New Land', and soon the Thals were firmly established on the northern continent. The Kaleds, however, recovered and balanced the Thal strength and warrior's nature with greater scientific knowledge and understanding of technology.

The weapons of war developed rapidly, as conflict spurred both sides to an accelerated level of technological development. The first battles were fought with spears and bows. The Kaleds developed catapults and fortresses, and the Thals countered with siege machines. Firearms and explosives followed, then armored vehicles, and, eventually, aircraft.

Less than a thousand years after the Kaleds and Thals re-encountered one another, they were bombing each other's cities regularly from propeller-driven aircraft, and using poison gas and simple biological agents on the ground. The Kaleds still maintained a technological edge, which just counterbalanced the Thal physical superiority.



THE GENIUS OF DAVROS

When splitting the atom became a possibility for Kaled scientists, the best and brightest among them were assigned to a special project to create workable nuclear explosives. One of these scientists was Davros, a vain and self-centered biologist considered the most promising young researcher in the Kaled camp, though disliked by most of his fellows. He specialized primarily in genetics and cybernetic enhancement of living beings, but his cybernetics work had led the Kaled government to request his assistance in designing automated equipment for safely handling nuclear material when assembling bombs. Davros designed the remote mechanical systems for the project, using his spare time to continue researches in the effects of radiation on living tissue.



While Davros was conducting an experiment in handling dangerous radioactive materials, a Thal attack hit the research center. When a shell exploded against the wall of his laboratory, Davros and more than 50 of the finest Kaled scientists were exposed to lethal levels of radiation. Using techniques contained in Davros' own notes about "radiation effects, Kaled doctors attempted to save the lives of several of the important scientists by radical surgery to remove contaminated and radiation-burned body parts; the salvageable individuals were connected to unique life support units.



Only six of the scientists survived the surgery, but the psychological shock of waking up as half-machine monstrosities proved too much for five of them. The vain and proud Davros seemed in danger of going insane as well, but his iron will asserted itself and he lived. He returned to work a short three years after the explosion that almost killed him.

Scarred and crippled, Davros supervised the construction of a mobile version of his life support unit, a wheelchair shaped like a truncated cone that pumped blood, removed impurities, exchanged oxygen, and took in nutrients. This unit has seen only minor improvements since.



NUCLEAR WAR

Taking charge of the atomic weapons project personally, Davros and the Kaleds completed their first nuclear weapons. Unfortunately for the Kaleds, the Thals had time to catch up. Within a week after the Kaleds tested their first bomb (over a Thal city), the Thals retaliated with their own atomic attack. To avoid a repeat of the previous disaster that crippled their scientific community, the Kaleds moved their science advisors to a special bunker hidden safely away from the main Kaled city. Outlying cities and agricultural regions were laid waste on both sides by nuclear exchanges. The two cultures bombed themselves almost into extinction before the available supplies of weapons-grade material became exhausted. Continuing with conventional explosives further reduced settlements to rubble on both sides.

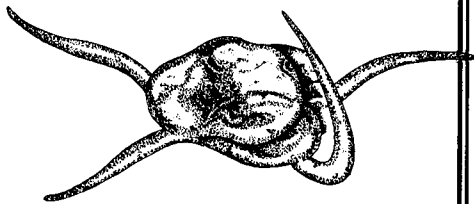
During the years of nuclear war, radiation poisoning claimed many lives. Though the Thals were more resistant to this threat, even they were

affected. Many mutated children were born on both sides. The Thals exiled the mutants to the radioactive Wastelands. Many Kaled mutations were also cast out, but some of the most 'interesting' were retained by Davros for experimentation.

Davros and his science teams perfected a material impervious to most conventional explosives and used it to coat the dome of the last remaining major Kaled city. The last major Thal city was safe from Kaled destructive attack only because the Kaleds no longer had the capability to deliver a major bomb. All Kaled and Thal aircraft were destroyed, and fighting continued only in trenches and in the radioactive ruins that lay between the two cities, using whatever weapons were still available.

BIRTH OF THE DALEKS

The mutated subjects claimed by Davros led the brilliant-but-twisted geneticist to conclude that there was no hope for Kaled survival as they were. He worked with gene surgery to create the ultimate Kaled mutation, a tentacled horror totally unlike any Kaled. The mutant was virtually radiation-immune, but had to be maintained by a life-support system much like Davros' own.



Davros' brilliant mind became obsessed with the idea that the physical crippling he suffered was unimportant. A single-minded egomaniac, he created his Kaled mutants to reflect his secret disdain for the humanoid form and his growing lack of such warmer emotions as compassion.

From the ruins, the Thals recovered a great rocket, the last missile left on Skaro. In a desperate attempt to destroy the Kaleds once and for all, they refined a powerful explosive to place in the rocket, intending to launch it at the Kaled city, unaware that Davros' explosive-proof dome would be sufficient to protect the city.

At about the same time, Davros presented the Kaled leaders a plan to insure the survival of the Kaled race. He proposed installing his mutant creations into mobile life support canisters modelled after his own support chair. He conjectured that these canisters, equipped with the most modern Kaled weapons, would be a fighting force against which the Thals could not hope to succeed. Under careful supervision, Davros constructed several prototype units, which he called Daleks, a name that is an anagram of the word Kaled.

A CHANGE OF PLANS

The events that followed were altered by Time Lord intervention. In the original time line of Skaro, the Thal rocket did not destroy the Kaled city. Instead, the Dalek project succeeded and the Thal city was overrun. The survivors of the attack fled into the Wastelands. Later, the Daleks did away with the Kaled humanoids as well.

But this was not to be. On Gallifrey in the year 101,197 TL, Lord Deliaivsud of the CIA made use of the vast resources of the APC Net to project the probable future of the universe. Based on the APC Net's knowledge of the Daleks, it projected that there was a strong possibility that they eventually would dominate all races in Mutter's Spiral.

To avoid this, Lord Deliaivsud stole a Time Ring (an experimental locator and control device used with the Time Scoop of Rassilon) and used the Time Scoop to move The Doctor and his Companions Sarah Jane Smith and Harry Sullivan into Skaro's past on the eve of the birth of the Daleks. Lord Deliaivsud chose The Doctor because he discovered evidence of The Doctor's many encounters with the Daleks and believed The Doctor had the best chance to persuade the Kaleds to halt Davros' experimentation.

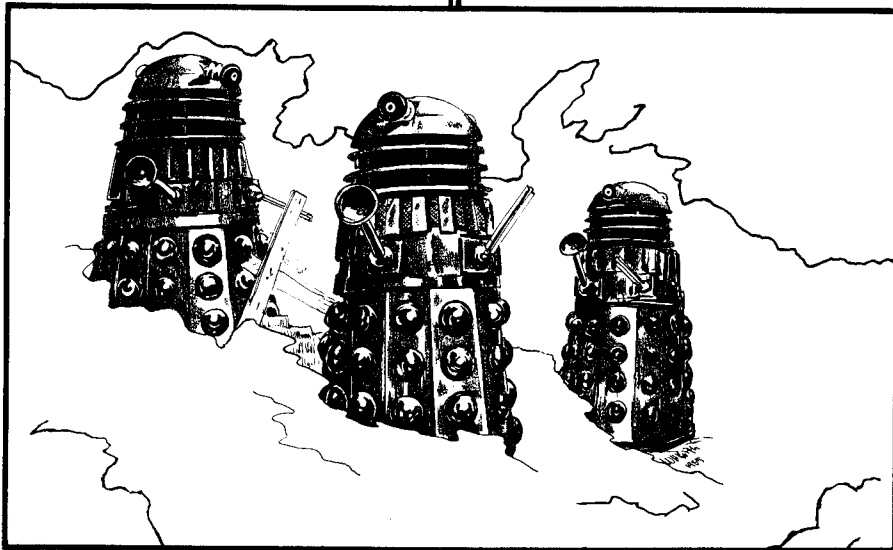
The Doctor nearly succeeded, but, at the last moment, refrained from destroying the helpless Kaled mutants in the belief that he had no right to destroy an entire race, no matter how evil. The Doctor warned the Kaled leaders, who delayed Davros while reexamining the situation. Angered, Davros betrayed his own people by providing the Thals with a way to destroy the Kaled anti-explosive dome.

The Kaled city was destroyed. Davros, safe in his bunker away from the city, installed Kaled mutants in a number of prototype Daleks and sent them to destroy the Thal city as well. The city was overrun, but a number of Thals escaped and besieged the bunker. With the help of The Doctor, the remaining uninstalled Kaled mutants were destroyed, and the small Dalek army, with Davros, was sealed into the bunker. The Doctor and his Companions left Skaro with the time line only partially changed.

THE DALEKS RETURN

The remaining Thals rebuilt their civilization, and eventually much of the radioactive Wastelands were reclaimed. After 500 years, the Daleks reemerged, and the Thals were again overrun and scattered in the wilderness. They formed tribal societies for mutual protection while the Daleks rebuilt gleaming metal cities. The Daleks centralized their power sources to derive maximum efficiency from their limited resources, routing the power to the Dalek shells through electrical pickups in the floors of their cities.

The Daleks began to rediscover the lost Kaled and Thal technology, and soon reached the point where space-flight was within their grasp. Great orbital stations were created, forcing the remaining Thals into the wilderness to hide in decentralized groups. Because the planets neighboring Skaro were mostly useless balls of rock or gas giants that the Daleks could not use, a priority was placed on development of star travel. A working hyperdrive was a reality within 600 years after the Daleks' reemergence.

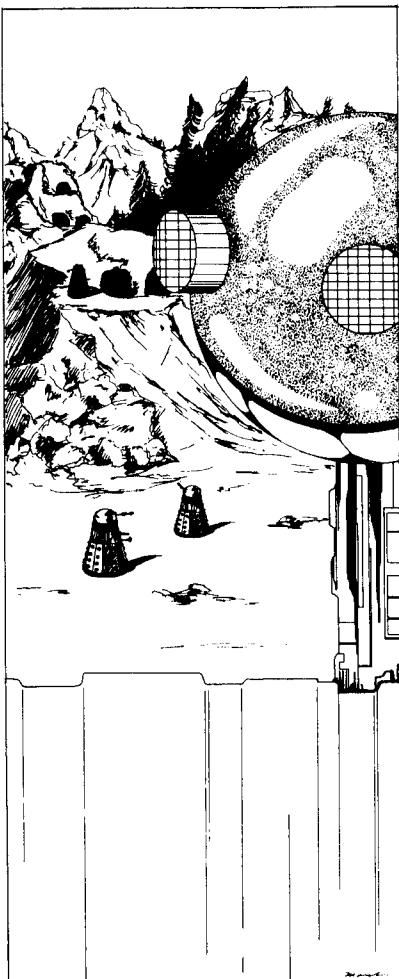


THE
**DOCTOR
WHO**
ROLE PLAYING GAME

The urges to expand starward and to wipe out the Thals were strongly ingrained in the psyches of the Kaled mutants, thanks to Davros' original genetic manipulations. To accomplish both goals, some Daleks (called Exterminators in CIA literature) remained on

Skaro while others (called Expansionists, and covered in **Extent Of Dalek Expansion**) headed into space to begin their conquests.

The Exterminators' disdain for their foes proved their undoing, however. Their centralized power sources were their weak point, and this was taken advantage of by the Thals near the major Dalek city. Aided by The Doctor (in his first encounter with the Daleks), the Thals overran the Dalek central city by disabling the central power source.



In the long run, however, the Thal victory only served to strengthen the Dalek resolve to exterminate their bitter enemies. Other cities returned to internal power sources for Dalek machines, and the Thal/Dalek war continued another 3,200 years. The fortunes of war seesawed back and forth, but the strong and crafty Thals gained more and more ground. The Dalek superiority in technology was blunted because the world of Skaro, which had been through so much warfare, was stripped of much of its resources. Eventually, the Daleks on Skaro were exterminated by the Thals, leaving only the Dalek space conquerors in the galaxy. Slowly, the Thals adapted Dalek technology, intending to pursue and destroy the Expansionist Daleks as well.



EXTENT OF DALEK EXPANSION

THE PSYCHOLOGY OF EXPANSION

It would be easy to state that the expansion of the Daleks into space was made necessary by the need for raw materials, but this would not be entirely accurate. The planet Skaro was indeed in bad shape when the Expansionist Daleks left, but a Dalek culture managed to survive there for almost 5,000 years afterward, so the raw material problem obviously was not all that immediate. Other factors were involved.

The Dalek expansion has not often embraced planets that did not already have a native intelligent population. The practical reason for this is that Dalek bodies require a structured environment. Though equipped for some limited operation on broken ground, the Daleks are most efficient operating where there are flat floors, ramps, lifts, and little in the way of terrain obstacles.

In addition, the manipulatory devices affixed to the Dalek shell are not as versatile as a natural construction like a human hand. The Daleks have machines to make the finest of operations possible, but these are machines, not a convenient part of their bodies. Thus, the Daleks need advanced beings as slaves to do much of their work. The Dalek ego will not allow them to admit this, even to themselves, but their behavior reveals the fact. When Davros designed the Daleks, he evidently assumed – at least subconsciously – that humanoids like the Kaleds or Thals would always be around, subservient to the Daleks, to act as the hands of the Daleks. Certainly, humanoids are not the *only* life forms to fall under the Dalek yoke of servitude, but there are many human-like species in the galaxies, and the Daleks seem to prize the all-around utility of that form as servants, even though they publicly despise and revile anything that is humanlike.

For these reasons, the Daleks normally seek out worlds with established technological civilizations, rather than undeveloped worlds. The hardest part of the work, providing the support machinery that comes with civilization, is thus already accomplished when they arrive. The exceptions to this rule are usually planets especially rich in some commodity the Daleks require for their

plans. In these cases, it is not uncommon for the Daleks to *import* slaves from another conquered world to perform most of the preparation of colonial facilities.

UNDER DALEK DOMINATION

It would be impossible to detail even a significant fraction of the planetary populations under Dalek rule in this supplement, not only because of the practical concerns of space but also because it would limit gamemaster freedom to create unique situations. This section will thus devote itself to Dalek domination in general.

Civilizations that are dominated by the Daleks do not normally attract the concern of the CIA unless they inhabit planets that are Temporal Nexus Points (such as Earth) or are crucial to the success of a Dalek plan that may affect the time line (such as Exxilon). Even so, such a civilization might *very much* concern the player characters if they happen to be brought there by an erratic TARDIS!

As of 101,197 TL (the time of the CIA query to the APC Net about Dalek expansion), the Dalek presence was firmly established in 1,700 star systems, mostly on the fringes of Mutter's Spiral. Of these 1,700 systems, 972 had native species with at least marginal levels of civilization. Another 419 were populated by civilized beings that the Daleks moved from other Dalek-conquered worlds. On 96, the native populations of intelligent beings had been totally exterminated, either because they did not prove useful to the Daleks, or because they proved to be troublesome enough to prompt elimination.

The Daleks were found to be in full or partial control of 27 Temporal Nexuses at some point in history. They were found to be involved in one sort of plot or another involving 38 others whose outcome could not be easily determined with existing information.

The APC Net showed that the presence of Earth humans in space was one of the few major roadblocks to Dalek expansion. Computer projections also showed the CIA that, without the accidental interventions of The Doctor and other early time travellers, the figures would be perhaps as much as 100 times as high.

Normal civilizations expand outward from the home planet in response to pressure from expanding population, depleting resources, curiosity, and the natural tendency of an organism to fill its environment. The Daleks have no population problem, as they breed only as many Kaled mutants as needed. Their need for raw materials is set by the requirements for nutrients and new Dalek shells, both of which are tied directly to population size. The Daleks have no curiosity, nor is their civilization a normally healthy biological expansion.



Even so, the Dalek expansion is fast, even on a cosmic scale. Their rapid growth is due to the need to dominate, which was genetically implanted by Davros. This desire is an unnatural anomaly in most races, but it is an inbred, normal part of the Dalek mentality. They must conquer. It is part of them, much as the breathing reflex is part of most humanoid physiologies. There can be no peace talks and no compromise. The Daleks do not establish borders or respect the borders of others. To the Daleks, anything within reach already belongs to them. Anything that does not belong to them has simply been out of reach for one reason or another – a situation that will be corrected when the Daleks get around to it.

The Daleks, therefore, most often do not make full use of a planet they hold before expanding to another. This enormously accelerates the Dalek expansion.

STAGES OF DALEK DOMINATION

There are Dalek-controlled populations at any of six stages of domination: invasion, subjugation, exploitation, co-operation/revolt, expansion, and abandonment. Each stage incorporates a slightly different Dalek presence and reaction from the population. This section details these six stages and gives examples of interventionary adventures for them.

Invasion Stage

In this phase, there are two possible strategies. The Daleks prefer to attack with overwhelming firepower and superior technology whenever possible. In this case, the initial invasion is over in a matter of days or weeks, which are filled with confusion, intense

danger, and much bloodshed. There is little doubt about the intentions of the Dalek enemy, but there is also little time to react. Governments are likely to welcome aid against the Daleks.

When the Daleks decide to make a more subtle invasion, there is a reason for the decision. They may need vital facilities captured intact, have an expeditionary force without sufficient numbers to mount a massive attack, or be facing a foe with a technological level nearer their own. In such a case, the Daleks are masters of subterfuge and treachery. They are totally without scruples, quite capable of using biological agents, sabotage, or any other means to paralyze the resistance of the subject population. Time Lords intervening in such situations will often discover that the paranoia of local officials hampers them in efforts to help. Revealing the Dalek presence and stopping the plan can be extremely difficult.

The game is usually much easier and more rewarding if things are not as straightforward as an overt attack. If the Daleks manipulate other races to do their work, the player characters must look beneath the surface of the problem to find the real causes, making for a better game than if the adventure calls for a simple Dalek hunt. Not knowing at first where the problems lie and who the foes truly are is part of the fun.

The Spiridonian plot is an example of the invasion stage, using subterfuge as shown in the episodes *Frontier in Space* and *Planet of the Daleks*. Using the Ogrons, a hypnotic device, and the Master, the Daleks intended to create war between the Earth-dominated Federation and the Draconians in 73208 TL. Such a war would have weakened both sides and allowed the huge Dalek army

on the planet Spiridon to sweep over both sets of worlds and capture all with ease. This wide-sweeping plan was perhaps one of the largest operations ever mounted by the Daleks, but most of the Dalek involvement was behind the scenes, and the action was spread over several planets, which in an adventure would give more opportunities for use of the TARDIS.

Subjugation Stage

This phase begins once invasion has paralyzed the organized, formal resistance of the planet and secured key installations. This is where the iron claw of the Daleks closes on the general population. Pockets of resistance are hunted down and removed. Object lessons and excesses of cruelty are used to demoralize the population and discourage continued struggle. Native government personnel who are neither essential to the Dalek plan nor useful in other ways are exterminated, as are military personnel and other troublemakers.

The Daleks seize control of all vital civil operations such as power, water, food distribution, and communications as soon as possible, and use this control to crush resistance and manipulate the population. When the native population is not necessary to the Dalek plans, mass exterminations take place immediately, removing the need for other stages of domination.

Intervention in the subjugation stage is amply demonstrated in the Dalek domination of the planet Tliir in the Lilliti system, a minor Temporal Nexus Point. (This adventure does not involve The Doctor, and there is no corresponding TV episode.) The Twiil, the dominant race on Lilliti, had developed

LILLITI STAR SYSTEM

Game statistics for the Lilliti star system and the Twiil as of 68633 TL are provided for gamemasters wishing to enact the intervention that saved these planets from destruction by the Daleks, or to involve this minor temporal nexus in other adventures. A Twiil character could even be made into a player character Companion.

World Log: TLIRR

Astronomical Data

System Name: Lilliti
Number Of Stars: 1
Position In System: 3
Number Of Satellites: 0

Planetary Data

Gravity: 1.0 G
Size:
Diameter: 13,000 km
Equatorial Circumference: 40,000 km
Total Surface Area: 510,000,000 sq. km

Planetary Conditions

Major Land Area Types: 2 major continents
Major Water Area Types: 2 major oceans
Length Of Day: 19 hr
Atmospheric Density: Terrestrial
General Climate: Tropical

Cultural Data

Dominant Life Form: Twiil
Full Techn./Socio. Index: 77756-687
Government Type: Representative
Controlling Governmental Body: Council of Selected Ones
Chief Governing Officer: Rillitti, Chief Of Council

World Log: LIRRIP

Astronomical Data

System Name: Lilliti
Number Of Stars: 1
Position In System: 6
Number Of Satellites: 0

Planetary Data

Gravity: 0.7 G
Size:
Diameter: 9,100 km
Equatorial Circumference: 28,000 km
Total Surface Area: 357,000,000 sq. km

Planetary Conditions

Major Land Area Types: 3 minor continents; many islands
Major Water Area Types: World ocean
Length Of Day: 22 hr
Atmospheric Density: Terrestrial
General Climate: Cool temperate

Cultural Data

Dominant Life Form: Twiil
Full Techn./Socio. Index: 66746-677
Government Type: Representative
Controlling Governmental Body: Select Council
Chief Governing Officer: Pipiir, Chief Of Council



Alien Creature Record: TWIIL

Environment Data

Type: Terrestrial
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Size: Medium
Body Form: Mammal
Limbs: 2 legs, 2 arms
Body Covering: Hair

Attributes

Scores
Strength: 13
Endurance: 13
Dexterity: 18
Senses: Sight: heat detection
Life Style: Aggressive herbivore

Combat Statistics

MAX OF END Score: 26
AP Score: 10
Combat Ability Type
Combat Proficiency Level: III
Damage Value: 1D6
Armor Value: 0



interplanetary space travel and colonized the nearby planet Lirrip. When first encountered by the Daleks, the Lirrip settlers have successfully broken away from their parent world after a long civil war, and the defeated Tliir army is not strong enough to oppose even a small Dalek force. In this case, the CIA examined the possibility of an intervention to sabotage the Dalek expedition to Tliir, but they decided instead to encourage the Lirrip settlers to forget their quarrel and aid their parent world. The subjugation stage of the Dalek invasion of Tliir was disrupted from the outside when Lirrip reinforcements arrived and sparked a renewed effort by the parent world to fight back.

The focus of an adventure based on this incident would be on the conflict between the interventionists promoting the idea of solidarity in the face of a greater enemy, and those Lirrip settlers who remember the bloody civil war against Tliir and do not care if Tliir is overrun by Daleks. Later, the interventionists can advise the Lirrip rescue force, sabotage the Dalek defenses, and perhaps prevent the Daleks from seeking revenge for their defeat by leaving behind a Dalekanium bomb or using orbital bombardment. In this sort of adventure, the Daleks are the cause of the problem, but the player characters must seek the help of others and have minor conflicts that do not directly involve Dalek combat.

Exploitation Stage

In this phase, which usually begins with the population still in a state of shock, the Daleks make use of the conquered planet's resources for their own

ends. The exploitation is often frightfully inefficient in terms of the subjugated race and material. The Daleks are not concerned with conservation, not only because they are conditioned to think of all non-Daleks as expendable, but also because the drive to conquer will soon take them elsewhere anyway. Native labor is used wherever possible. When they strip a world of its useful resources, or (more likely) when they damage its ecology enough to make it inconvenient to use, they discard it.

Adventures may be set in the exploitation phase, though it seems few TV episodes have yet dealt with this sort of situation. For example, in the 666 Plot (67666 TL), the CIA intervenes in the Dalek search for the secret of mental domination. The Bruul, a race of elephantine beings on the planet Teth, have minds capable of hypnotizing the lesser species of their planet, including the likable Klevits, who show signs of sapience.

The involvement of the Daleks is as exploiters of both races. They conquer the Bruul (whose mental control only works on those of limited intellect) and experiment on them to find the secret of mental domination. The CIA intervenes to preserve the time line with an operative who turns renegade, as shown in the time line; the mission is to rescue the Bruul and deny the Daleks the secret of mental domination. The interventionists must deal with the Daleks, the brutish Bruul, the mentally-controlled Klevits, and a renegade Time Lord, a potentially epic adventure.

Cooperation/Revolt Stage

The shock of the exploitation phase wears off in time, however, leading to this phase. Some populations, cowed by Dalek strength, will cooperate with the Dalek operations. If the Daleks find the population useful, they will be preserved. Occasionally, the Daleks will find a culture, such as the Ogrons, whose structure compliments their own quite well; such a race may find itself elevated to the status of ally (but never equals) and allowed a certain measure of self-determination.



Other populations resist all efforts to dominate them. These cultures revolt time and again. It is the Dalek policy to keep potential troublemakers on the run, weak, and virtually powerless. Often, the Daleks do not immediately seek to destroy a resistance movement utterly. An active, but ineffective, resistance is seen by the Daleks as an aid to keeping the population quiet. If the resistance becomes too good at opposing Dalek plans, they are broken and scattered. Charismatic leaders are not tolerated by the Daleks, and they are special targets for Dalek retribution.

Sometimes, pockets of both cooperative and revolutionary natives are present on the same world. If this occurs, the Daleks will try to keep them

TETH

Teth is a minor Temporal Nexus Point. Its World Log and Creature Records for the Bruul and the Klevits as of 67666 TL are provided for gamemasters who would like to play out the intervention mentioned in the time line, or to use the planet in other encounters. With the addition of more human-like intelligence, Klevits from a later period in history could be used as significant non-player or even player character companions.

World Log: TETH

Astronomical Data	
System Name:	Tanareeteth
Number Of Stars:	1
Position In System:	6
Number Of Satellites:	1
Planetary Data	
Gravity:	1.5 G
Size:	
Diameter:	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	786,000,000 sq. km
Planetary Conditions	
Major Land Area Types:	2 minor continents; many islands
Major Water Area Types:	5 major oceans
Length Of Day:	28 hr
Atmospheric Density:	Thick
General Climate:	Cool temperate
Cultural Data	
Dominant Life Form:	Bruul
Full Techn./Socio. Index:	66745-679
Government Type:	Unity
Controlling Governmental Body:	The Body
Chief Governing Officer:	None

Alien Creature Record: BRUUL

Environment Data	
Type:	Terrestrial
Atmosphere Breathed:	Chlorine
Appearance	
Size:	Large
Body Form:	Mammal
Limbs:	4 jointed; 2 prehensile manipulative
Body Covering:	Thick skin
Attributes	
Scores	
Strength:	35
Endurance:	40
Dexterity:	12
Mentality:	20
Intuition:	06
Senses:	Heat detection; hearing
Life Style:	Aggressive herbivore
Combat Statistics	
MAX OF END Score:	80
AP Score:	8
Combat Ability Type	Unarmed combat
Combat Proficiency Level	IV
Damage Value, horn or arms	2D6
Armor Value	4 points



Alien Creature Record: KLEVITS

Environment Data	
Type:	Terrestrial
Atmosphere Breathed:	Chlorine
Appearance	
Size:	Very small
Body Form:	Mammal
Limbs:	2 manipulative, 2 locomotive, 2 combination
Body Covering:	Hair
Attributes	
Scores	
Strength:	06
Endurance:	09
Dexterity:	16
Senses:	Sight, hearing
Life Style:	Aggressive carnivore
Combat Statistics	
MAX OF END Score:	18
AP Score:	10
Combat Ability Type	Armed Combat, Claws
Combat Proficiency Level	V
Damage Value	1D6/2
Armor Value	0

The Bruul psionically dominate the sub-sapient or marginally-sapient creatures near them in a manner similar to hypnotic control.

Unintelligent, the Klevits are thoroughly dominated by the Bruul through that race's psionic abilities. They are used as fine manipulators, workers, tool-makers, communicators, and so forth.

fighting each other, preferring to use natives to fight natives whenever possible.

Adventures set during this stage of development are quite interesting, because this is the time when small interventions can create large, lasting changes. The loss of a charismatic leader can be a blow from which a revolutionary effort does not recover, or it can become a martyrdom that creates a new wave of commitment and a renewed dedication to freedom. The difference can be a push in the right direction from a clever and resourceful interventionist.

An example of cooperation with Dalek rulers is provided by the Ogrons, who were conquered by the Daleks and then joined with them to subjugate other races. The Ogrons were involved in Dalek plots in Day of the Daleks and Frontier in Space. Game data about this race is included under **Dalek Foes and Foils**.

An example of a cooperation-stage adventure is the CIA interference in the Daleks' planned destruction of the Ka. Time-travelling Daleks go back to the year 42,005 TL to exchange technology with a crustacean-like race known as the Ka. The Daleks were not conquerors, as a war would have destroyed the very technology that they hoped to adapt to their own uses. Instead, they tricked the Ka into trading some of their ancient engineering secrets for advanced technical knowledge provided by the Daleks. The Daleks eventually realized that the advanced technology they were

trading to the Ka would someday make these master mechanics a threat to their domination; they became characteristically ruthless in their methods for ending this problem, intending to get what they came for and then destroying the Ka homeworld with a Dalekium bomb. The interventionists were required to stop the Ka from gaining the technology and also from being destroyed.

An adventure scenario based on this intervention could end with the Time Lord and companions being hunted by both the Ka and the Daleks, unless the player characters are persuasive and are able to produce evidence that the Daleks do not intend to leave in peace as they claim.

Intervention at the revolt stage is shown in The Dalek Invasion of Earth, one of the most famous TV episodes. In this story, the Daleks have already conquered Earth. An active resistance movement exists, but it cannot make an effective stand against the Daleks alone. To complicate matters, the relatively small Dalek force has electronically enslaved thousands of humans to act as their militia of conquest, keeping the remaining free citizens in line. The Doctor, his Companions, and the Earth resistance fighters worked together to defeat the Daleks.

Expansion Stage

During this phase, most of the Dalek effort is turned toward using the currently-held world as a staging area for another invasion. Resources of the staging world are plundered to prepare the new invasion fleet, to ready a new

group of Dalek shells, and to nourish the immature Kaled mutants being prepared to man them. The Daleks are vulnerable to outside interference at this time, however, because their attention and resources are turned to producing a new Dalek fleet. The new fleet and the immature Kaled mutants are particularly soft spots in Dalek strength, as both are incomplete. By this time, organized resistance has mostly been completely crushed, and major damage has been done to the native civilization. Even if the Daleks were miraculously removed, it would likely take some time for the disrupted civilization to recover to its former level. The likelihood of finding a native resistance underground with any strength at this time is small.

Once the new Dalek fleet is prepared and launched, the Dalek operation on the new planet will begin to wind down. If the planet is particularly rich in resources (including perhaps the living resource of useful technological natives), the Dalek presence will remain as long as there is anything left to exploit. Dalek administration of a world, however, is not oriented toward preservation, and so the quality of life for natives will continue to drop, the population reduced to scuttling vermin hiding in their ruined cities with little left of their collective will or original culture. This stage may last years or even centuries, depending on the useful life of the world in question.

Intervention during the expansion stage usually is an attempt to foil an

BAV

Bav, the planet of the Ka is a also minor Temporal Nexus Point, because of the Ka's unrealized potential as conquerors. For gamemasters who wish to design an adventure based on the CIA intervention in the Ka affair, or who wish to use Bav and the Ka in other adventures, the World Log for this planet is provided, as well as a Civilization Log for the Ka.

World Log: BAV

Astronomical Data

System Name:	Shann Ree/Shann Kef
Number Of Stars:	2
Position In System:	3
Number Of Satellites:	1

Planetary Data

Gravity:	0.8 G
Size	
Diameter:	10,400 km
Equatorial Circumference:	32,000 km
Total Surface Area:	408,000,000 sq. km

Planetary Conditions

Major Land Area Types:	3 major continents
Major Water Area Types:	3 minor oceans
Length Of Day:	25 hr
Atmospheric Density:	Terrestrial
General Climate:	Desert

Cultural Data

Dominant Life Form:	Ka
Full Techn./Socio. Index:	04354-554
Government Type:	Feudal
Controlling Governmental Body:	Ones-who-lead
Chief Governing Officer:	Kraska, The Great Leader

Alien Creature Record: KA

Environment Data

Type:	Terrestrial
Atmosphere Breathed:	Oxygen/nitrogen

Appearance

Size:	Small
Body Form:	Amorphous
Limbs:	6 finger-like clawed appendages
Body Covering	Spiky chitin shell

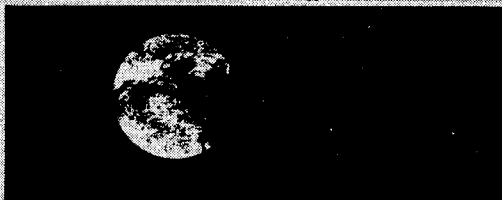
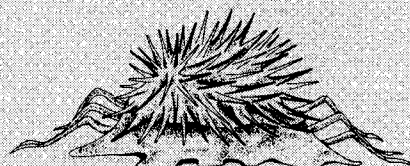
Attributes

Scores	
Strength:	8
Endurance:	28
Dexterity:	12
Senses:	hearing, vibration detection
Life Style:	Aggressive carnivore

Combat Statistics

MAX OF END Score:	56
AP Score:	8
Combat Ability Type	Armed Combat, Shell spines, claws
Combat Proficiency Level	III
Damage Value	1D6
Armor Value	6 points

The Ka mainly live beneath the surface, having learned early in their evolution that their form was well-suited to burrowing. They have also learned to more-than-compensate for the engineering problems imposed by their form and size.



invasion attempt that is still in the planning stages. The Doctor's adventure on Skaro in *Destiny of the Daleks* is similar, though the Dalek plan does not directly involve an invasion of another world nor is the subject race present actually native to the planet. The Daleks in this adventure have returned to Skaro long after it has been abandoned by the Thals in an attempt to recover and revive Davros. He is needed to help the Daleks plan strategy against their enemies the Movellans.

The adventure is similar to an intervention in the expansion stage because captive humans have been transported here to do the actual work of excavation for the Daleks. Like a civilization in the expansion stage, the captive humans have no organized resistance to the Dalek effort at the time of The Doctor's arrival. The plot is complicated by the arrival of a Movellan force intending to stop the Daleks from recovering Davros. Even so, the defeat of the Daleks must be engineered by The Doctor and helpers among the captive humans. The theme of this sort of adventure will tend to be a last-ditch effort by subjugated locals with CIA help to prevent the Daleks from spreading their evil elsewhere.

Abandonment Stage

Once the Daleks have all they want from a conquered planet, they will move on. Little is left behind of value, and the civilization is in ruins, with few survivors. When Daleks abandon a world, they rarely leave a native population behind for long. If the population

has proved useful, some may be relocated on other unpopulated worlds or used (like the Ogrons) to aid in the subjugation of another culture.

Otherwise, the Daleks will normally leave a population behind to die on a no-longer viable world. If the Daleks feel that the remaining population is at all likely to rebuild and become an obstacle in the foreseeable future, the Daleks will use space bombardment or a delayed-charge Dalekanium planet-cracker to destroy the pitiful little that is left behind. Daleks will not free a captive population of their own volition, even if they at first appear to be willing to do so. They sometimes promise to do so simply to avoid unnecessary conflict with a native population. Inevitably, however, the Dalek reflex to destroy what they cannot or do not wish to dominate will result in the destruction of anything the Daleks leave behind.

Adventures built around Dalek abandonment of a played-out planet center around rescue efforts that are often a race against time. Sometimes it will be too late to save a world that the Daleks have used up, and the player characters will have to settle for blocking the last shipment of pirated resources or helping the surviving natives gain revenge on their conquerors.

Fighting a war of liberation against the Daleks, from the inside or outside of a captive civilization, is extremely risky. In this stage, it may at first be difficult to organize the populace in any meaningful fashion. The most that can be hoped for is to disrupt the Dalek plan for final destruction and save the few

survivors of the ordeal. Adventures set in such a situation tend to have a rather bleak, tragic feel. It is usually better to set the adventure earlier, when an intervention by a Time Lord can mean much to the people of a planet. The exception, of course, is when the focus of the adventure is not on the dying planet itself, but on its importance to a Dalek plot that threatens many other worlds. In this case, the last hardened survivors of a Dalek-dominated world can be most helpful in preventing the same from happening elsewhere.

An example of an abandonment-stage adventure is the incident on Moli Veliane in 72,856 TL, when Tabby Fel-lowes and Lord Stan helped aid the surviving Velianavi destroy the Daleks who had invaded them and wiped out their civilization. In an adventure based on this incident, the native species will be too far gone to save without heroic effort and appropriate botanic skill on the part of the player characters, and the plot line of the adventure must center on destroying the Daleks and their stock of toxin. Adventures of this type will usually be epic tragedies, which serve to reinforce strongly the evil image of the Daleks and provide some interesting interaction with NPCs as tragic heroes.

DALEKS AND THE TEMPORAL NEXUSES

The major threat posed by the Daleks to the time line lies in their development of time travel. The creation of time corridor technology gave the Daleks the ability to spread their

MOLI VELIANE

World Log: MOLI VELIANE

Astronomical Data

System Name: Moli
Number Of Stars: 1
Position In System: 5
Number Of Satellites: 1

Planetary Data

Gravity: 0.9 G
Size:
Diameter: 11,700 km
Equatorial Circumference: 36,000 km
Total Surface Area: 469,000,000 sq. km

Planetary Conditions

Major Land Area Types: 1 major continent
Major Water Area Types: 3 major oceans
Length Of Day: 30 hr
Atmospheric Density: Terrestrial
General Climate: Cool temperate

Cultural Data

Dominant Life Form: Velianavi
Full Techn./Socio. Index: 35364-638
Government Type: Representative
Controlling Governmental Body: The Body Of Elder Granddaughters
Chief Governing Officer: Melahol, Eldest Granddaughter

Alien Creature Record: VELIANAVI

Environment Data

Type: Terrestrial
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

Size: Medium
Body Form: Upright plant
Limbs: 3 motive prehensile,
3 manipulative prehensile
Body Covering: Feathery leaves

Attributes

Scores
Strength: 16
Endurance: 12
Dexterity: 10
Senses: Sight, hearing
Life Style: Aggressive carnivore

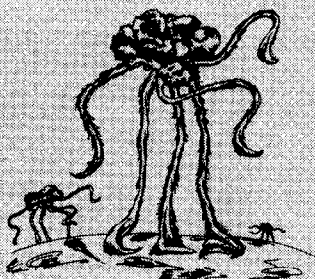
Combat Statistics

MAX OF ENO Score: 24
AP Score: 7
Combat Ability Type: Unarmed Combat,
Poison Touch
Combat Proficiency Level: III
Damage Value: 1D6
Armor Value: None

This race of plant-beings walks upright on three leg-stalks. The outer covering of feathery blue-green leaves secretes an animal toxin of moderate strength, which protects the beings from animal predators. Immature individuals are immobile.

The Velianavi are carnivores, with the modern intelligent species trapping and killing animals, which they process artificially for food-liquid that is absorbed through the bottoms of their leg-stalks. If there is not enough food-liquid, the Velianavi will take root and become dormant, feeding only through photosynthesis until it has received enough nourishment. At maturity, food-liquid is supplied to the roots of the maturing individual by others until it 'awakes' and pulls up roots.

The Velianavi have a military only for defense against unintelligent predators, there being no native intelligent animal predators on Moli Veliane. The thought of war is alien to the Velianavi.



marauding through time as well as space. With Time open to them, they could do infinitely more damage to the time line by disrupting history.

The Daleks developed the Time Corridor in 74481 TL, after extensive research and experimentation with time travel. Early time travel devices are used in the TV episodes The Chase and Day of the Daleks, and time technology powers the Dalek ultimate weapon, the Time Destructor, in The Dalek Masterplan.

The final version of the time corridor device has unique properties not mentioned in these episodes; it is discussed at length in the section on **Dalek Mechanics**. Limited to connecting two predetermined places in Time and Space, a time corridor allows small groups of Daleks (or other beings and objects) to travel back and forth at will. Though not as flexible and easy to use (!) as a TARDIS, Dalek time travel equipment is quite adequate for the jobs it is called on to perform.

The major uses to which the Daleks place this device are attempts to change the existing history of a time line in the Daleks' favor (such as in Day of the Daleks) or to use the past as a hiding place (Resurrection of the Daleks) or source of useful materials and information (as in the incident on Temporal Nexus *Bav* in 42,005 TL, described in the time line). Any use of time travel technology by the Daleks threatens the time line, and so it becomes of concern to the CIA. When a time corridor is entered at the space/time coordinates near either end, it creates great disturbances in the Temporal Vortex. This makes it inevitable that some TARDIS will detect the use of the Dalek machinery eventually, just as The Doctor has done several times, accidentally or on purpose.

Gamemasters may have some non-player discover the corridor, which leads to the player characters being sent by the CIA to investigate. Alternatively, the characters' TARDIS may accidentally encounter and be caught in or affected by a time corridor and dragged into the path of a Dalek plot more than a little unprepared.

Earth is a major Temporal Nexus Point, because the expansion of the Earth-dominated humans is of vital importance to the time line of Mutter's Spiral. Other Temporal Nexus Points, such as *Bav*, *Teth*, and *Tliir*, are minor Temporal Nexuses that are important because of major events in their history that have far-reaching effects, or locations in their local time lines that could create far-reaching effects if intervention by temporal marauders occurred. The CIA aim will always be to preserve the time line *as it is known*. This may even result, on a rare occasion, in the player characters and the Daleks having

some of the same goals (but for very different reasons), assuming that the role the Daleks are playing is the one History records. Mostly, however, the Daleks will be found as temporal marauders attempting to change the past for their own immediate benefit, no matter what happens to others because of their intervention.

DALEK FOES AND FOILS

Naturally, any race as hostile and active as the Daleks is going to make enemies. The Gallifreyans and Earth humans number among the most persistent of these, but there are others that must be considered as well. (There is also nothing to prevent gamemasters from creating new foes for the Daleks. They aren't likely to be hard to find...) Daleks do not make friends easily, but, on many occasions, they have made use of other races in attempts to further their evil plots. Both foes and foils of the Daleks are discussed briefly in this section, along with their game statistics.

Davros

Much has already been said in this book about Davros, the mad genius who is the father of the entire Dalek race. Despite his essential role in the creation of the Daleks, his 'children' tried to destroy him soon after their creation. Davros was forced to seal himself deep in the ancient Kaled science citadel. When the Daleks emerged to again rout the Thals 500 years later, Davros remained below in suspended animation, and he was still there when the Daleks remaining on Skaro were destroyed by the Thals.



Later, the spacegoing branch of the Daleks returned to Skaro during the Dalek/Movellan War to recover him from his entombment. His creations needed him to help them find a way to beat their robotic enemies and end a centuries-long stalemate. The intervention of The Doctor prevented this, and Davros was turned over to the Federation for trial and imprisonment in a special space station. There he remained, again in suspended animation, until rescued by another Dalek attack

force some time later. This time, he was needed to find a cure for the anti-Dalek virus used by the Movellans in the Dalek/Movellan War. Davros agreed to help, but delayed aboard the space station, hoping to alter the Daleks to have absolute loyalty to him alone.

Detecting this plot, the Dalek Supreme in charge of the operation ordered Davros destroyed. In retaliation, Davros released the anti-Dalek virus and destroyed the Daleks aboard the station. His plan backfired, however, as the deadly virus attacked his own Dalek-like organic interface with his support chair. Before the virus could spread further, a rebellious human slave destroyed the station and the Dalek expeditionary force's docked spacecraft.

Davros was thought destroyed at last, but recent reports in the APC Net have revealed that Davros' brain was saved somehow and has been used to clone his body. Davros, father of the Daleks, apparently lives again to spread his treachery.

Game statistics and other information about Davros can be found in the **Sourcebook For Field Agents**.

Kaled Humanoids

The original Kaleds, from the same human-like race as the Thals and native to the planet Skaro, are the genetic ancestors of the mutants that inhabit the Dalek mechanical shells. Mutations induced by the radiation of atomic war prompted Davros' experiments to find the ultimate form of the Kaled race. The last of the humanoid Kaleds died when their city was destroyed by a Thal rocket bomb on Skaro just after the Genesis of the Daleks, except for the horribly disfigured Davros.

Alien Creature Record: KALED	
Environment Data	
Type:	Terrestrial
Atmosphere Breathed:	Oxygen/Nitrogen
Appearance	
Size:	Medium
Body Form:	Mammal
Limbs:	2 five-fingered manipulative, 2 motive
	Skin
Body Covering	
Attributes	
Scores	
Strength:	14
Endurance:	14
Dexterity:	14
Mentality:	14
Intuition:	14
Senses:	
Life Style:	Sight, hearing
	Aggressive carnivore
Combat Statistics	
MAX OP END Score:	28
AP Score:	9
Combat Ability Type	Unarmed Combat
Combat Proficiency Level	III
Damage Value	1D6
Armor Value	0





Movellans

These arch-foes of the Daleks are perfect for their role. Whereas the Daleks are humanoids altered and placed inside machine bodies, the Movellans are robots built to be virtually indistinguishable from human. Both races are expansionistic, ruthless and unconcerned for anything but their own kind.

The Movellan Empire extends over an area of space as large as that of the Daleks, but in the other direction across Mutter's Spiral. The two zones of control intersected on the far side of the Dalek holdings from Earth in 75,108 TL. It was inevitable that the two races would fight to the end once their paths crossed, and it has indeed been total war ever since.

The technologies of the Movellans and the Daleks are equally well-developed, though the Movellans do not possess a time travel capability. Because their planning computers are of equal sophistication, neither side has been able to win a decisive victory. An

attempt to break the stalemate led to the Daleks' resurrection of Davros, and a Movellan secret mission attempted to stop them at that time.

Whereas the Daleks are living creatures becoming more machine-like, the Movellans are machines that over a period of time are beginning to develop individual identity and something akin to imagination. This subtle change should not occur in the Movellans because of their strictly mechanical nature, but, it is in evidence in some individuals in *Destiny of the Daleks*, and led the Movellans eventually to abandon computerized tactics against the Daleks.

Instead, they turned the underlying biological nature of the Daleks against them by developing a virus almost instantly deadly to Kaled mutants. The virus destroys the tissues in the Kaled mutant that interface it with its life support system. Shut off from nutrients, air, and waste disposal, the mutant dies horribly in a spray of its own nutrient fluid. The virus proved effective against

Davros as well, affecting his biological connection with his support chair in much the same way.

No racial data for the Movellans is included because all Movellan units are identical in capability (but not in appearance). Movellan units have no permanent skills; instead, Movellan storage banks contain programmed abilities that are loaded into built-in memory chips as needed by connecting with a central storage bank. Technical skills are gained at Level VI in this manner, and action skills (shooting, sports, any use of mechanical dexterity) are gained at Level IV. More information about Movellan history and characteristics is included in the *Sourcebook for Field Agents*.

MOVELLANS

Attributes:

STR — Level VI	CHA — Level IV
END — Level VI	MNT — Level VI
DEX — Level IV	ITN — Level II

Combat Statistics:

AP:	7
Armed Combat	
Particle Beam Pistol:	Level IV
Unarmed Combat, Brawling:	Level IV

Significant Skills:

Technology, Computer Systems	Level: VI
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Ogrons

This brutish race of ape-like semi-humanoids was encountered by the Daleks in 70,092 TL on a bleak and horrible planet. The Ogrons are of limited intelligence, but they have been useful to the Daleks in the past because of their great strength and resilience and because they are easily dominated by the Daleks. They have been used in several Dalek plots, including some in which they serve to divert attention from the real threat of the Daleks or in which they accompany the Daleks back in time as combat troops.

The Ogrons have been used by the Daleks in the Dalek/Movellan war. The Dalek defeat, brought about by the anti-Dalek virus spread by the Movellans, did not destroy the Ogrons, but many Ogron-guarded worlds were purged of their Dalek leaders and contaminated with the virus.

Alien Creature Record: OGRONS

Environment Data

Type: Terrestrial
Atmosphere Breathed: Oxygen/nitrogen

Appearance

Size: Medium
Body Form: Mammal
Limbs: 2 manipulative,
2 locomotive
Body Covering: Hair

Attributes

Scores
Strength: 20
Endurance: 20
Dexterity: 10
Senses: Sight, hearing, smell
Life Style: Aggressive carnivore

Combat Statistics

MAX OPEN D Score: 40
AP Score: 7
Combat Ability Type: Unarmed Combat,
Claws
Combat Proficiency Level: V
Damage Value: 2D6
Armor Value: 2 points

Thals

What listing of the Daleks' foes would be complete without their oldest enemies, the Thals? The fortunes of the Thal race have gone up and down many times over the centuries. They rose as a technological civilization locked in pitched battle with the Kaled humanoids, with whom they share common ancestry on their home planet of Skaro.

After the nuclear war that annihilated the Kaleds and left the Thals alone in a largely destroyed world, their race grew stronger and more physically perfect, their weak members purged by many decades of struggle. The rebirth of the Daleks from 500 years of entombment on Skaro led to the fall of that Thal civilization and the scattering of the Thals into small wilderness-based communities.

The Daleks split their numbers when they developed spaceflight. Those who remained on Skaro eventually were destroyed by the Thals, who used the captured Dalek technology eventually to follow them into space, abandoning their ravaged homeworld. The Thals regaining technology was difficult for the Daleks, who then had to contend with two great races of enemies. The Thals are not numerous, having settled only a handful of well-hidden planets after leaving Skaro. From them, the Thals launch occasional expeditions (often suicide missions manned by volunteers) to sabotage the efforts of their ancient enemies.

The non-technological Thals (as seen in the first Dalek TV episode, The Daleks) and the later spacefaring Thals (as seen in Planet of the Daleks) have identical attributes, though only the spacefaring Thals have technological skills. The Thals do not possess the secret of time travel.

Alien Creature Record: THALS

Environment Data

Type: Terrestrial
Atmosphere Breathed: Oxygen/Nitrogen

Appearance

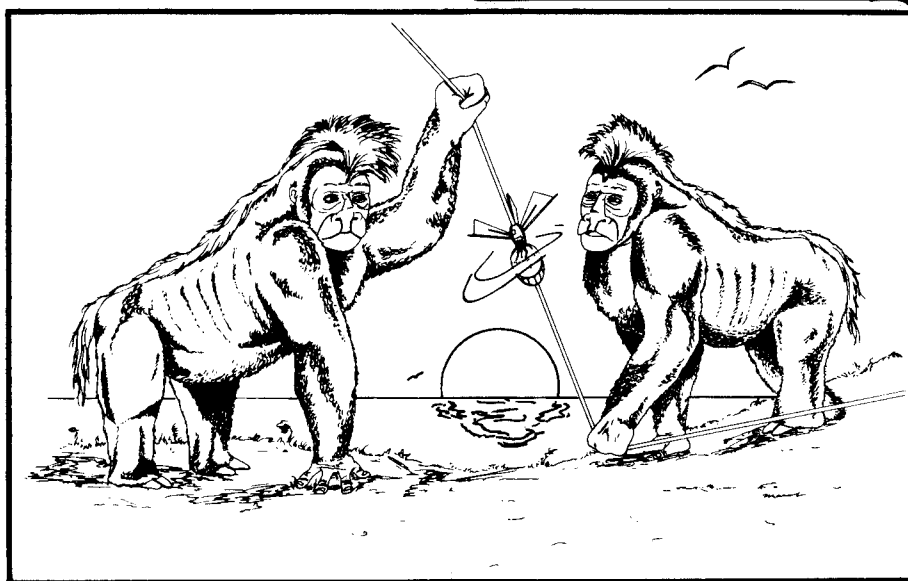
Size: Medium
Body Form: Mammal
Limbs: 2 manipulative,
2 locomotive
Body Covering: Skin

Attributes

Scores
Strength: 18
Endurance: 18
Dexterity: 18
Mentality: 14
Intuition: 14
Senses: Sight, hearing
Life Style: Aggressive omnivore

Combat Statistics

MAX OPEN D Score: 36
AP Score: 10
Combat Ability Type: Unarmed Combat
Combat Proficiency Level: IV
Damage Value: 1D6
Armor Value: 0



The Face of the Daleks

This section deals with the physical reality of the Daleks, including discussions of their psychology, organization, physical structure and physiology, and military strategy and tactics.



DALEK PSYCHOLOGY

When dealing with the psychology of the Daleks, one must try to understand the Dalek frame of mind. The Daleks are an expansionist race. They are *not* just robots. Inside each and every Dalek is a living and breathing Dalek. That Dalek's ancestors were very humanoid, but the Kaleds have been mutated to the point where they must spend their whole lives in a specially-controlled environment.

The Dalek outside its shell is very weak, able to lift only a few ounces of weight unassisted. Its cardiovascular system has atrophied to the point where it cannot supply enough food and oxygen to its body without assistance. Thus, the Dalek must be wrapped in the life-support shell for its entire productive life. This weakness is a result of the genetic engineering of Davros.

Mind Over Body

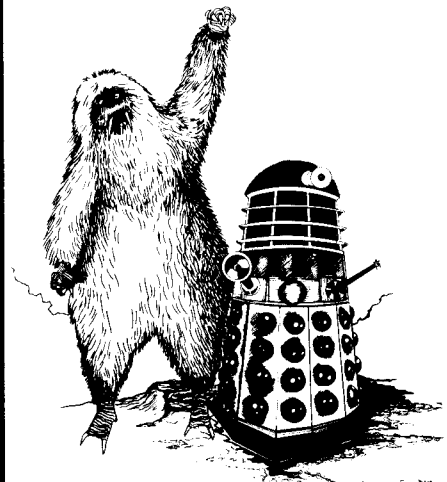
Davros was severely damaged by radiation, which left him confined to his motorized chair. His entire body was weakened and could not survive without that chair. His mind, on the other hand, was essentially undamaged. Like any thinking being, Davros had to make a psychological adjustment to his condition. He chose to deny that his physical handicap was a problem at all, and he created the Daleks partly as an attempt to prove that the mind is much more important than the physical body.

This idea of the mind's superiority over the body affected his work with the Daleks. The result was the development of the Dalek as it is known to modern Gallifreyans. The physical weakness of the mutant inside is unimportant when it is placed inside a Dalek shell. Not only does the shell make up for the weakness of the Dalek body, but it is even more powerful than the humanoid bodies of the Kaleds were. Once he had completed their bodies, Davros included his own belief in the ability of the superior mind to construct a superior body when setting out the basic psychological pattern for the Daleks. Their feelings of superiority over other beings are a result of Davros' genetic engineering and reinforcement of this belief.



Treatment Of Other Races

Daleks are notoriously unlucky when dealing with any alien entities. Daleks are poor negotiators, nor are they normally interested in compromise in the first place. Because of the wartime circumstances that spawned them, the Daleks felt that Skaros belonged to them and that the Thals were an inferior race that must be wiped out. This led naturally into the belief that all other life forms are inferior and should either be exterminated or placed in slavery. Hence, few aliens will trust Daleks, even on first meeting. On an individual level, this is felt so strongly that, when given a choice between a ducking humanoid and a Dalek screeching "Exterminate!", alien devices or creatures will almost *always* attack the Dalek, as the Dalek's size, manner, and unsuitable approach generally will be viewed as a greater threat.



Because of their attitude of superiority and because they lack hands or other especially sensitive manipulatory devices, the Daleks will force other races to do any labor that they themselves cannot perform. Daleks are so conditioned that they do not see this as a weakness in their own construction; instead, they believe that their subject races are fit only to be used when needed.

Daleks will not kill captives if an immediate use for them may be found, such as for physical labor, tasks requiring climbing, and so on. Also, prisoners will be spared if they have needed information. Daleks are notably shortsighted, though, and may not see any reason to keep slaves once the primary

task is done. Daleks also cannot understand that a captive may have information that is not immediately useful, but will be needed later. It is for this reason that they keep disposing of Davros, only to resurrect him at a later time.

When they are finished with their slaves, the Daleks may kill them immediately. If the planet is needed for any other purpose by the Dalek race, the inferior race will be destroyed in a fashion that will not harm the useful parts of the world. If the planet is not needed, the Daleks will often tell the slaves that they are leaving, take off in their ship, and then destroy the planet from space, thus avoiding any last-minute revolt. This procedure is usually safer and more efficient than ordering mass exterminations, though that procedure is not unknown.

Lack Of Creativity

When Davros engineered the Daleks, he bred individuality and emotion out of them. Unfortunately, this meant that they also lost most of their creativity. Daleks are not particularly imaginative, and this is one of their most serious weaknesses. The lack forces them to resurrect Davros a number of times.

Because they have no imagination, they are rather easy to trick. Daleks are suspicious, and will not hesitate to eliminate someone whom they do not trust and who is perceived as a threat. All of this does not mean that Daleks are stupid. On the contrary, their intelligence makes them dangerous enemies, indeed.

Although they have little imagination of their own, Daleks do not hesitate to draw on other races for change and creativity. If a weakness in a plan or hardware design is pointed out to a Dalek and that information is carried back to higher authority, the weakness will usually be corrected. One should not expect thanks from the Dalek race for this information, however. "Exterminate those with dangerous knowledge first and *then* correct the deficiency" is the rule of the Daleks.



DALEK ORGANIZATION

The Dalek society is organized in a very simple pyramid fashion, with the Emperor at the top, the Dalek masses in the middle, and the slave races at the bottom supporting the whole structure. At first glance, the Dalek social structure appears very disorganized, even loose, with no apparent leaders save the few at the top. This society is geared toward an economy of force that gives it that apparent lack of structure. The Daleks simply use only as many as are needed to accomplish their goal.

Upon close examination, the stabilizing forces of the Dalek demeanor and the fear it breeds are seen to be at work. The Daleks keep the masses in place at the bottom of this pyramid through terror. Their cold reasoning and lack of conscience enable the Daleks to rule without hesitation or mercy. It is this lack of emotion that enables their society to be organized as it is. The Daleks, having no fears of their own, never hesitate except to calculate all options and factors before deciding upon their actions.

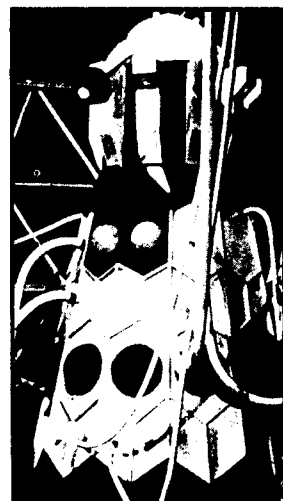
EMPEROR DALEK

The Emperor Dalek is evil incarnate, held immobile by computer, sensor, and life support tentacles which enable him to analyze data sent him from Daleks all over the continuum. The Emperor is twice the size of the ordinary Dalek due to the increased number of analyzers and sensors. Life support is external, enabling all internal room to be used for computer equipment. The Emperor is currently the oldest living Dalek in existence. His vast experiences are held in internal data banks and augmented by a vast array of external computers in the throne room.

The Emperor is chosen, quite simply, by personal experiences. The Dalek with the largest personal data bank is, logically, the appropriate choice for the leader. This decision is arrived at by self-examination of past missions. Because it is not in the Dalek makeup to lie to themselves or to one another, and because Daleks have no egos, the decision is easily reached. If the Kaled Emperor were to die, the replacement is placed in the Emperor shell, and his personal data is added to the already immense storage banks. Destruction of an Emperor Dalek would be a tremendous

blow to the Dalek cause, but not a fatal one. All but the most recent memory storage units are always available as duplicate storage at several outlying Dalek bases, just in case.

The Emperor Dalek oversees all Dalek activity and insures there is no duplication of effort. Overall policy of the Dalek race is decided by the Emperor, using the immense data store to assist in the decision process. The Emperor's decisions are never questioned.



DALEK SUPREME

The second rank of Dalek society is the Dalek Supreme. These are the leaders of the expeditionary forces, with one Supreme in charge of each mission involving 60 or more Daleks. The leaders of individual missions are chosen upon the basis of previous experience with similar undertakings. The Supreme is given the overall mission outline and objectives by the Emperor and then acts upon these as he sees fit. As the Daleks have no originality or creativity to speak of, there usually is little variance between how one or another would handle a given situation. The choice, then, is purely one based on the logic of the Dalek with the most experience being the natural choice. This does not lead to just a few Daleks being in the fore constantly. There are always more missions than there are Daleks available to lead them, so quite often a Dalek with little or no experience is chosen simply because it is all that is available.

The Supreme Dalek of a mission is responsible for carrying out the orders of the Emperor and conveying these orders to the Black Daleks under him. The Supreme will rarely leave the confines of its ship, even often staying in orbit. This is not cowardice, of course, but the best way to stay on top of a situation. Logic dictates the best way to carry out the orders of the Emperor is to view the entire operation and to not get killed. Usually, this means staying on the ship, where the Supreme can access all data and stay out of the line of fire at the same time.

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BLACK DALEKS

The Black Daleks are the military leaders of the society. On a mission of sufficient size to warrant a Supreme, the Blacks take orders from him. Usually there is one Black for every 30 Daleks, which means that usually a Supreme will have at least two Blacks with him on a mission.

On missions of a size not warranting a Supreme, usually of between 20 and 40 Daleks, a Black will be in charge. It receives its orders from the Supreme in charge of the zone it is assigned to. The Black will then be responsible for carrying out those orders, supplementing them as need be. Blacks are chosen in the same manner as Supremes, with past experience being the determining factor for the mission leader.

GREY DALEKS

Grey Daleks are the leaders of groups of between 6 and 20 Daleks on missions not warranting a larger force or the leadership of a Black. Greys are usually in command of a single ship, and they are assigned on an as needed basis. The so-called 'grey' designation is for convenience only. Some Daleks of this rank are actually colored differently, but many are indistinguishable from Soldier Daleks.

SOLDIER DALEKS

Soldier Daleks are the combat forces of the Dalek society, even though all but the Emperor have weapon mounts. These are the Daleks normally encountered by all who oppose them. If operating in a group without a higher Dalek along, one will be mutually chosen to act as leader. Again, this is accomplished by analyzing which Dalek of the group is the most experienced. Although indistinguishable from each other or from most Greys, they can tell each other apart by use of a transponder ID code that is continuously being transmitted by each Dalek.

SLAVE RACES

Below the Soldier Daleks are the races that the Daleks have subjugated. The number of servant races is high, with millions of subjects spread through the continuum. The number varies from planet to planet, with whole world populations being enslaved in some places, and just a handful remaining on others.

The slave races are the workers, the ones who build the Dalek ships and equipment, mine needed chemicals, and move the heavy loads. All this is done under the watchful eye of a Dalek, which is ready to exterminate anyone who does not obey.

MILITARY ORGANIZATION

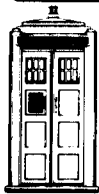
The Dalek military, as seen in the explanations above, is tailored to fit each individual mission. The Daleks do not have a rigid infrastructure consisting of departments such as Quartermaster, Paymaster, Provost Marshal, and so on. The slave races provide the supply as needed. The Daleks do not know what money is, nor do they have need of attorneys to settle disputes. They simply exterminate whoever disagrees with them. They do not have disputes between themselves, nor do they have any means of exchange of goods. If a Dalek needs something, it simply takes what it needs.

The Daleks do organize for expeditions, however. The size of force needed is based on the technology and size of the intended victims. Generally, for direct confrontations against low-tech victims, one Dalek per every 300 inhabitants is needed. For mid-level technological civilizations, one Dalek is deemed sufficient per 150 natives, and for high-tech races, one Dalek per 50 is sent.

In many instances, the Daleks will send a ship in and attempt a takeover in a covert fashion. The number sent on such a mission will be only what is needed to contact the few beings that will be involved in the Daleks' blackmail of the societies' governments.



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DALEK MECHANICS

The mechanics of a Dalek life support shell can be classified in two categories: structure and weapons/hardware. Structure can be defined as those integral parts of the shell that are absolutely required for its operation. Weapons and hardware are those items that can be removed and replaced as needed.

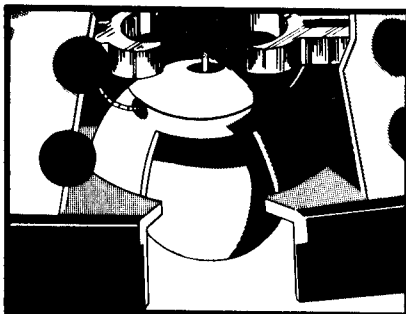
Daleks never leave their metal shells if they can help it. After all, the shell is not merely their home, but is considered to be part of their body. Removing a Dalek from its shell is like removing the brains and internal organs from a human and expecting them to operate normally.

INTERIOR STRUCTURE

The interior structure of a Dalek's shell includes the locomotive system, life support, computer systems, and sensory equipment. Each of these are important to the function and operation of the unit.

Motive Power

The locomotive system is capable of moving the Dalek over even rough terrain. The system includes a large sphere that functions as a wheel, and gyroscopic balance units to keep the edges of the shell off the ground. The sphere is about one-half meter in diameter, and it may be raised and lowered to give any amount of clearance needed; it is rotated by a combination of magnetic and pressor fields. One sphere is superior to wheels because it can rotate in any direction. Also, the system is more powerful than any other drive system because the sphere is directly driven and the locomotive fields are quite strong.



This method of locomotion does have its drawbacks, however. If the ground is too rough, or any climbing is necessary, the Dalek must rely on other methods of travel. A Dalek installation will *never* have any stairs; all levels will be connected instead by a series of elevators and/or ramps. If a Dalek must manipulate an object or instrument that is out of its reach, an anti-gravity disk

will be used. If an object must be reached by climbing and anti-gravity is not appropriate, slaves will be used for the task.

Life Support

The life support system keeps the mutant inside alive and functioning. Included in life support are air circulation, nutrient supply, waste removal, and water recycling systems. These life support systems are very similar to those in an environmental suit.

The air circulation system cleans and recycles the air that the Dalek breathes. A Dalek may operate for a period of ten hours on stored air. After that, a Dalek must either draw in fresh air to replace the used air, or patch into a compressed air supply. Under most circumstances, though, a Dalek will merely filter the available air supply. This method is much less costly in terms of energy than using bottled air. The filters are good, but some things can still get through, such as the Movellan anti-Dalek virus, which attacks the Daleks' organic interfaces with these systems as well as producing fast-acting toxins.

Because of the Dalek's small size, it does not need as much nutrient as would a human. The Dalek literally plugs into the nutrient supply system. The nutrient for the mutants comes from any plant material that the Daleks can find. This is one reason why the Daleks do not simply wipe out all life on a planet; the plant life is needed for food, if for nothing else. No one knows why, but Daleks are essentially vegetarians. Their processed nutrient solution is always derived from plant material.

Waste removal and water recycling go together. Like the nutrient system, the mutant is plugged into both systems, with the wastes being removed and recycled. The Dalek will eventually have to dump and replace all fluids in the system, but this will only have to be done every other day.

Computer Systems

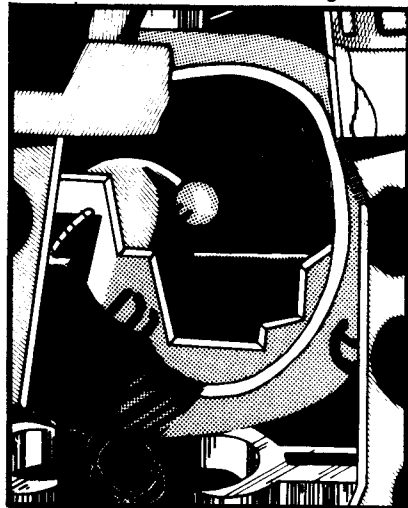
The computer systems are needed for the operation of all the subsystems, including the locomotive system, life support, and weapons systems. In addition to these tasks, the computer must control all sensory input and acts as an information system. All these functions are under the control of the Dalek.

For example, the locomotive sphere is controlled entirely by the computer. The Dalek only tells the computer which way to go and the computer does all the work. In the same fashion, the computer can tell when the Dalek needs nutrients and water, and will inject the proper amounts into its body.



Computer control is accomplished from a set of controls inside the environmental shell. These controls are designed to be operated by the Daleks themselves, but any intelligent species that can fit inside and has manipulatory organs could theoretically operate the computer.

All sensors tie in through the computer, which shows their results on one large screen and a number of smaller screens within the environmental shell. The large screen is usually set to show the image from the eye stalk, but other information may be placed there as well. The computer is sophisticated enough to be able to write information over the picture without erasing it.



Fire control is also accomplished by the computer, and can also be tied into the large visual display. Operation of the fire control systems is remarkably similar to the video games of the late 20th-century Earth. The computer places cross-hairs on the picture from the eye stalk, and aims the gun stick at exactly the same spot. The cross-hairs are moved by operating a small joystick on the console in front of the mutant. The only flaw in the system is that if the visual center is damaged, aiming control is very reduced. An image from the body-mounted sensor globes may be used for targeting, but the image is poor, at best.

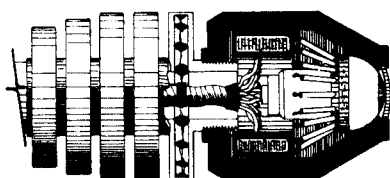
The information stored in the library section of the computer is somewhat sketchy. A condensed and somewhat prejudiced history of the Dalek race is always present. This includes a file on all races subjugated by the Daleks, and all races known and not yet conquered. Also in each memory is a complete file on every major enemy of the Dalek race. The Doctor is quite prominent in this file.

Any information not known can be instantly accessed by plugging a data link into any major computer made by Daleks. In fact, these computers are mostly programmed by the use of the data link. The sucker arm is very inadequate for the job.

Sensory Input

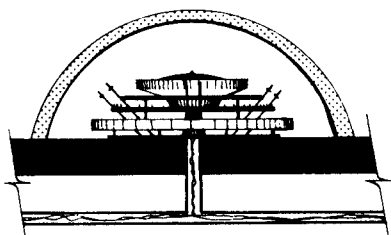
Daleks have several mechanically-enhanced senses. These include the eye stalk, audio sensors, and the sensor globes. Each of these plays an important role in how the Dalek perceives its environment, and will each be discussed in detail.

The eye stalk is essentially a video camera on the end of an aimable arm. All signals from the camera are processed by the internal computer and the results can be viewed on the main internal view screen, or on any other internal screen. The image can be seen with normal light or infra-red. The computer can also enhance the image so that an object can even be seen in minimal light. The computer can also close down the iris or insert filters into the camera to compensate for very bright light. Reaction time is almost as rapid as that of the human eye, so that it is difficult to blind a Dalek with a flash of light.



The second major sensory input is the audio sensors. These are a series of microphones placed around the upper section of the dome. Sound patterns collected by the microphones are sent through the computer and are translated if needed. These microphones are very sensitive, and the computer may filter out any sound patterns that would otherwise be distracting.

When a Dalek talks, the resulting sounds are generated by a vocal synthesizer in the computer. The Dalek itself has no vocal cords. Instead, nerve action that would have been routed from the brain's speech center is picked up by sensitive leads and electronically enhanced by the shell's vocal circuitry.



Finally, 52 sensor globes spread out on the lower portion of the shell. These globes, which are placed in four rows of 13 each, sense temperature, humidity, and movement around the Dalek. They are, in fact, identical to those found on Davros' support chair.

Each globe has a thermometer probe, a relative moisture sensor, and an ultrasonic sensor inside. Individually, the globes are not very sensitive

and are almost useless. In the array, however, they act like the facets in an insect's eye, and a computer can build a good image from the combined input. This is why Daleks are so sensitive to movement. The thermometers can also be used to build an infra-red image of the surrounding area if the eye stalk is damaged. This image is not very good, however, and will be almost useless if there are more than two or three heat sources in the area.

DALEKANIAM ARMOR

Though not actually a sub-system of Dalek mechanics, the Dalekanium that makes up the shell is very important. Dalekanium is an alloy that is many times harder than even carbon-steel. Dalek armor is actually a sandwich of two 1/8-inch-thick plates of Dalekanium, with a 1/8-inch air space between them. This space not only gives the armor some additional protection, but also allows any cables from a piece of equipment to enter the inner shell at a different place. This is done so that if the equipment on the outside is destroyed, the armor will still be intact.

Some areas of the Dalek are more vulnerable than others. Depending on where the hit location is, the armor value on a Dalek varies, as shown in the accompanying table. A hit to any armored section must break through 40 points of armor to do any damage inside. The arm and gunstick are smaller and less heavily armored, and the eye-stalk is even more vulnerable. Because of the locomotive systems, the underside of the Dalek only has one plate of armor; this area may not be targeted, but a mine could heavily damage or destroy a Dalek from beneath.

DALEKANIAM SHELL ARMOR VALUES

<i>Armor Location</i>	<i>Value</i>
Plate of Dalekanium, 1/8" thick	15
Armored section	40
Sucker arm	10
Gunstick	10
Eyestalk	5
Bottom plate	15

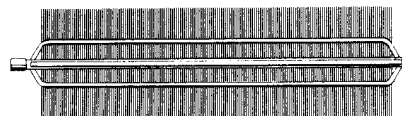
In combat, the eyestalk, gunstick, and sucker arm may only be damaged if specifically targeted. Any uncalled shot is automatically assumed to be a general body shot and must break through the 40-point body armor.

WEAPONS AND HARDWARE

A Dalek can be very modular in nature. If a sucker arm is not sufficient for a given task, it may be removed and replaced with little or no difficulty. Likewise, if a gunstick stops working for any reason, it may be quickly replaced by a similar or different unit. For this reason, these items are considered hardware.

Gunstick

The Daleks are known to use several different types of weapons. Soldier Daleks almost always use disruptor weapons. These can be set to either kill or stun, and a Dalek can change the setting at will. Black and Supreme Daleks will usually have particle beam weapons rather than disruptors. These weapons can be set for stun, but Black Daleks and Supremes rarely bother.

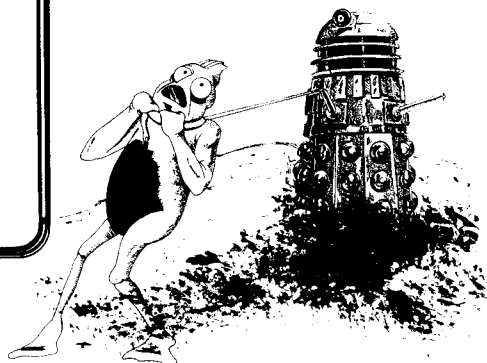


Although these energy weapons are the standard, the gunstick can be replaced by other weapons in emergency situations. If the need arises, the gunstick can be replaced by an automatic rifle. This conversion takes at least ten minutes per Dalek. Once the conversion is done, these weapons fire projectile cartridges, using *Damage Table A*.

Manipulatory Arm

Although the Daleks seem to prefer the sucker arm for most uses, it is not the only possible manipulatory organ. Also in use is a claw arm for picking up items that are too small for the sucker arm. For construction purposes, the Dalek may choose between a power drill, a cutting torch, and a fastening tool for driving the Dalek equivalent of screws.

Another arm that the Daleks are experimenting with is a tentacle. If successful, the tentacle will extend telescopically to two meters and wrap around objects. The Daleks have been working on this idea for a long time, but have yet to make it work any better than the sucker arm.



One interesting fact about the Daleks is that although a manipulator arm with a human-style hand would actually be the most sensitive and useful of all manipulators, the Daleks refuse to admit that anything human could be superior to the mechanical.

Any changes of modular equipment require the aid of several other Daleks. One Dalek is incapable of changing either a manipulator or gunstick by itself.

Modular Equipment

The Dalek is a modular creature by design. Not only can certain components be removed and replaced with ease, but the Dalek itself can be considered a modular component. As discussed in the section on **Computer Systems**, the Dalek has a data link that can plug into larger Dalek computers. But this is not the only example of Dalek modularity.

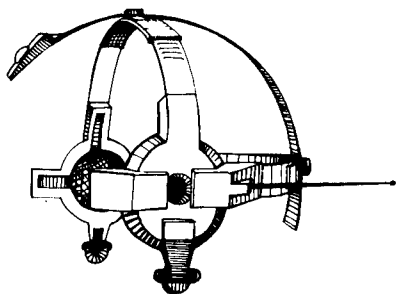
Many Dalek control systems are designed to allow the Dalek to literally plug in and directly control the operations. The data link is used, and all operations are controlled from the console in the environmental shell. These consoles usually have duplicate controls that can be operated with the sucker arm in case the data link is damaged.

Miscellaneous Hardware

Much Dalek hardware is very similar to that of most other technological races. The following are some examples of Dalek technology.

Anti-Gravity Disk: These are approximately one meter in diameter and 30 centimeters thick. They are capable of lifting about 300 kilograms of weight and are remotely controlled. These disks are not common, but most Dalek installations will have one or two.

Robomen Controllers: These are small disks that clamp to the sides of a humanoid's head. Once in place, the being becomes a zombie, totally under the control of the Daleks. Instructions and orders are transmitted by radio, which proved to be a severe limitation of the device, causing its abandonment after 72,875 TL.



Time Corridor Device: The time corridor technology is the Dalek answer to the TARDIS. The corridor is controlled from a large computer console. The originating end of the corridor is a small room accessed through a heavy metal door that appears to stretch on into a white infinity at the far end. The receiving end can be located anywhere in time and has no physical receiver. Instead, some physical location like a doorway or section of floor is used as an anchor point. Anything sent through a time corridor simply appears at the receiving end. The reverse trip requires that the corridor be active, in which case the object disappears from the anchor point and appears in the originating cubicle. Time corridors set up very powerful time fluxes that can interfere with the operation of a TARDIS within the area.

Time Destructor: This device, using the rare metal Taranium in its operating system, was designed to reverse the flow of time in a small area. Although originally intended to be used against the Daleks' enemies, the Destructor was activated prematurely, and reversed the time flow around the Daleks using the device. The device burned out in the process and the principles involved were irretrievably lost.



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DALEK PHYSIOLOGY

The Dalek is actually a hybrid of machine and biological creature. This section discusses the internal workings of the Dalek itself, the creature inside the shell.

ANATOMY OF A DALEK

Physically, the Dalek is a greenish-brown, slimy creature that looks something like an Earth octopus. There is no *standard* Dalek. The mutations are constantly occurring even now, and no two Daleks are alike.

Individuals vary in size, from that of a small dog to that of a very small human midget. A Dalek has a small head with either one or two eyes, a wide slit for a mouth, and a small bump where the nose would be. The usual limb pattern is four tentacles in the same position as the arms and legs on a human. Each tentacle is actually jointed, and has from three to ten joints between the shoulder and the "hand". The hand usually has three very short and stubby fingers, although this too can vary from one to five. Each finger, which usually has only one or two joints, ends in a long and very sharp claw.

Internally, the differences are less pronounced. Internal mutations do occur, but if the difference is too severe, the Dalek usually dies before being placed into a shell.

A Dalek does have a heart and lungs. These are generally inadequate for even the small body weight, and a Dalek cannot survive for very long outside of the life support shell. The digestive tract in a Dalek is almost nonexistent, as is the waste removal system. Daleks must literally pump the nutrients into their bloodstreams, and have the wastes filtered out.



Daleks are transferred from one shell to another on occasion, as individuals can survive for up to two hours unaided. At the end of this time, the Dalek actually dies of oxygen starvation. Although small and weak, a Dalek

outside its shell can still be a dangerous foe if underestimated. When a Dalek attacks outside its shell, it will usually try to wrap itself around the neck of its victim and tear out the victim's throat with its claws. These claws are not poisonous, but the chance of infection is very great.

Alien Creature Record: DALEK ORGANISM

Environment Data	
Type:	Artificial; requires life-support shell
Atmosphere Breathed:	Oxygen/nitrogen
Appearance	
Size:	Small to medium
Body Form:	Mutation
Limbs:	Variable; usually 4
Body Covering:	Skin
Attributes	
Scores	
Strength:	2
Endurance:	2
Dexterity:	10
Senses:	
Life Style:	Sight, hearing
	Aggressive omnivore
Combat Statistics	
MAX OP END Score:	1
AP Score:	7
Combat Ability Type	Unarmed Combat, Claws; Strangulation
Combat Proficiency Level	V, V
Damage Value	1D6; 3D6
Armor Value	None

DALEK LIFE

Daleks are brought into their world in a fashion totally unlike humans. Daleks are not a clone race, but they do reproduce by random mixing of the gene pool. When a Dalek is first placed into a life-support shell, a small sample of tissue is removed from its body and placed in the nursery storage. This tissue is divided into individual cells, which are frozen and stored until needed.

When a new Dalek is needed, one cell from each of two parents is thawed and combined, forming an embryo. This embryo grows and develops in the nursery for a period of one year. During this time, the Dalek grows in a fluid tank. The first three months are spent in formation. The embryonic Dalek is still forming and is not aware of anything at all.

At the end of three months, the Dalek is fully-formed and is aware of its surroundings. This juvenile then begins a nine-month period of learning during which information recordings are played into its brain. Dalek students are taught the history of their race, the sciences, and the basics of the operation of their mechanized shells.

When a Dalek graduates from the nursery, it is fully grown and is placed into its own shell. There is usually a five-week orientation period during which the new Daleks learn how to control their shells. At the end of this time, the Dalek is considered to be a full member of Dalek society.

CAUSES OF MUTATION

It should be noted here that the Daleks were not the result of evolution. While making his observations and conclusions, Davros had the mistaken idea that the Kaled race was evolving toward

what would become the Daleks. This idea is faulty, because it fails to consider that the Daleks cannot survive without their Dalek shells. Thus, the race would evolve toward a creature that could survive unaided. The result would not resemble the original Kaleds very much, but it would also not require the life-support shell.

In the final analysis, Davros could not resist playing god with his new race of creatures. He purposely engineered free thinking out of the Dalek race. He felt that by limiting his creations in this fashion, they would depend upon him for their leadership. Davros planned the Daleks as a weapon with which he would rule the galaxy. This, of course, led to his downfall.

MILITARY STRATEGY AND TACTICS

The Daleks' military philosophy can be summed up in one word — "*Exterminate*" — with the addendum "unless the group in question is useful at the moment."

The Daleks are feared everywhere, and they capitalize on this fact. The Daleks are quite often outnumbered, but between their superior technology and their lack of emotion, they are almost unstoppable. With their arrogant attitudes and disdain for all life but their own, they do not hesitate to exterminate an entire planet's population if that is what the Emperor has decided needs to be done.

The Daleks are not without weakness, however. They have two major problems: lack of numbers and lack of mobility.

Their lack of numbers is made up for by their overall strategy in warfare. The Dalek strategy is simply stated: Attack first, fast, and furiously. The Daleks are rarely on the defensive. They obviously believe in the old maxim that the best defense is a good offense. Taken with their determination to rule the galaxy and their lack of emotion, it is easy to see why the Daleks strike terror into the hearts of their victims. In their striving to conquer, they do not let up. They constantly press to conquer more and more worlds. There is no pause unless they have suffered a serious setback and need time to replenish their numbers in the area.

When the Emperor has discovered another world ripe for the taking (normally through reports from a scout vessel), it decides how strong the defense of that world is likely to be. If the world is not highly civilized with a low population, it will attempt to take over the planet with a small number of Daleks and keep much of the population alive

in order to strip the planet of its resources. If the planet is of a medium level of technology, the Daleks will exterminate much of the population by bombardment from space, leaving isolated pockets of population to be exploited (as was done to Earth during the successful Dalek invasion of that planet). A group of Daleks thought appropriate in size will land to control the remaining citizens. If the natives are thought to have high technology, the Daleks may decide to completely exterminate the race from space and bring in another slave race to exploit the resources. The Daleks will not take any chances on conquering a planet.

The number of Daleks thought needed to conquer will be sent, and not one Dalek more or less. This is economy of force at its simplest, kept simple because the Daleks do not have large populations to draw from for large expeditionary forces. The Daleks *can* produce as many Dalek soldiers as necessary, but they tend to produce no more than necessary.

Dalek tactics are designed with the second limitation in mind — their lack of mobility. Since they are unable to climb, swim, and perform many other actions most beings consider normal, the Daleks are limited in freedom of movement. Unable to enter many places in pursuit of their quarry, they are quite reluctant to allow chances to escape. This leads to the philosophy of shoot first, ask questions later. Unless the victim has usefulness and is not dangerous to the Dalek's existence, the victim will be exterminated. A Dalek will shoot as soon as it feels it has a good chance of hitting the target, thereby not allowing the victim to escape where the Dalek can not follow.

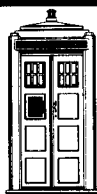
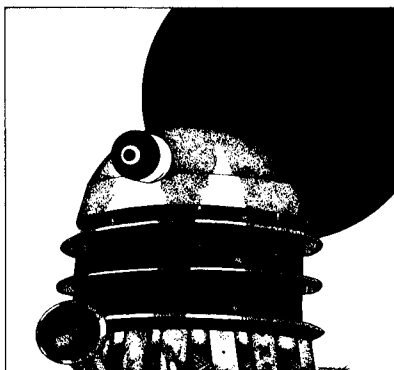
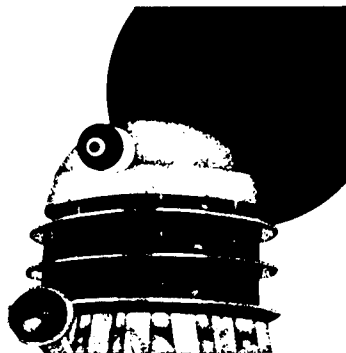
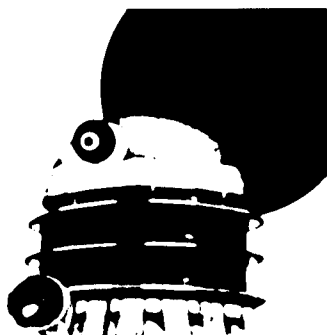
In an encounter, a Dalek will analyze the being to determine whether or not the being is a threat to its safety. If not, and if the being is useful, the Dalek will attempt to subjugate and interrogate the victim. If not useful, the victim will be exterminated. A Dalek will not shun close combat, though it is not well-equipped for it. Upon closing with a victim, the Dalek will attempt to capture with its claw or sucker. If this will not work, the Dalek will attempt to strike down the victim by swinging its arm.

When Daleks enter battle, their cry of "*Exterminate! Exterminate!*" can be heard from afar. Moving at top speed, the Daleks will fire on the run at anything that gets in their way. Daleks will, through their sensors, determine who the leaders of the opposition are. They will isolate that individual, or group, and demand that they tell their people to surrender. The Daleks do this for two reasons; they wish to minimize their losses, and they wish to combat the most efficient way, by eliminating the leaders, knowing that the followers will have no direction.



The Mind Behind the Daleks

Running game campaigns featuring non-humans is always difficult. When the non-humans are as totally alien as the Daleks, the task is even more difficult. The gamemaster must fully understand what makes the Daleks tick. That is, he must know who the Daleks are, what environment produced them and shaped them, and what their history has done to affect their behavior. This chapter centers on the gamemaster's job of portraying the Daleks as villains. In the game, the mind behind the Daleks belongs to the gamemaster, who must plan with the cunning of Davros himself to make his Daleks seem numerous, menacing, and terribly alien. Some hints on structure of play, two major game rules subsystems for playing Daleks, and notes on adventure creation are assembled here for this purpose.



THINKING LIKE A DALEK

It is of course too much to ask for a gamemaster to actually think like an alien being. The Daleks, however, are *fictional creations* (thank Time!) that were conceived and developed by writers who are as human as any gamemaster. To 'think like a Dalek', the gamemaster must examine what those writers have showed Daleks to be, and extend this line of thought into the new stories he creates for his adventure scenarios. A few important observations should make this task easier.

ALL DALEKS THINK ALIKE

With most non-player characters, a gamemaster strives for individuality, giving them personality traits and recognition handles so that players will easily identify these characters and react to them in their role-playing experiences. In the case of Daleks, however, the gamemaster should make an effort to play all Daleks the same. The only differences between higher-ranking Daleks and lower-ranking ones are their capabilities and their level of authority; all have the same desires and goals. There is no personal ambition or pride among Daleks, and disagreements are virtually unknown. Indeed, Daleks have no overt emotions but anger, lust for power, and hatred for enemies.

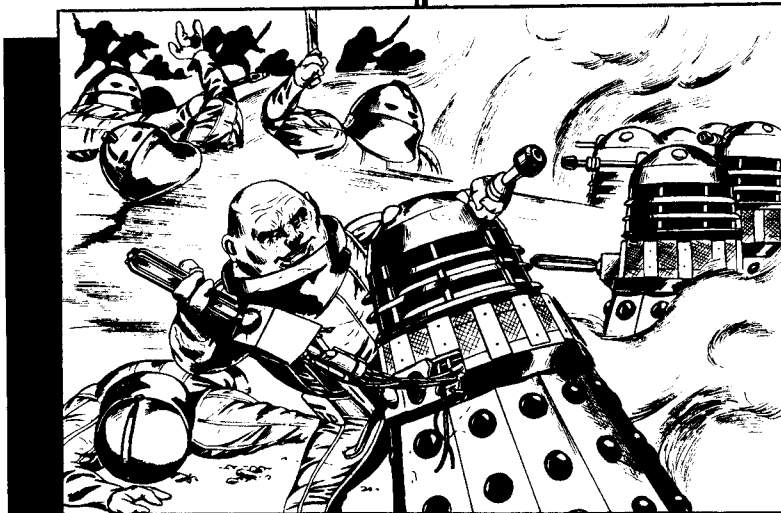
DALEKS HAVE LITTLE REGARD FOR LIFE

Daleks do not place any premium on living, intelligent entities except as they are useful to the Dalek race. Individual Daleks have no regard for their own safety unless it is important to the group as a whole. Thus, a Dalek will withdraw from combat if his gun stick is damaged, not because of an instinct for self-preservation but because his gun stick can be replaced if he withdraws at less cost to the group as a whole than replacing an entire Dalek destroyed because his gun stick failed. A high-ranking Dalek will be more careful to protect himself simply because he is a more valuable unit than a common soldier.

Though Daleks can know frustration when their plans are obstructed, and anger at those who obstruct them, personal feelings of fear are unknown to them. For this reason, Daleks are useless as hostages. They cannot be persuaded to cooperate by threatening them with violence.

DALEKS HAVE LITTLE IMAGINATION

Daleks, who rely mostly on tried and true methods, do not easily adjust to unusual situations. They are confused easily by circumstances outside their experience, and they do not learn quickly. The Doctor's success against Dalek foes may be attributable largely to his unpredictability. The totally unexpected, even the absurd, is most useful when fighting a Dalek. This does not mean that Daleks are stupid, and they



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most certainly will not fall for obvious stratagems. But they do tend to react in very predictable ways, and a clever foe can turn this predictability against them.

DALEKS ARE PREJUDICED

Daleks have an inborn prejudice against human-types. Davros' crippling accident embittered him toward the unblemished humanoid Skarosians (both Thals and Kaleds) around him. This prejudice is preserved in his genetic creations. The Daleks use humanoid servant races frequently because the humanoid form is very adaptable.

Even after many centuries, however, the Daleks still have not adapted their basic form into something more flexible. A Dalek would reject the idea of being installed in a more human-like body, even if it were demonstrated that the new body would be just as strong and capable as the old one, and it would have the added manipulatory and locomotion ability (for climbing, moving, dodging, and operating fine machinery) the humanoid form possesses. The idea that any form could be preferable to the Dalek form is totally without meaning to a Dalek.

DALEKS LIE WHEN IT SUITS THEM

A lie is no harder to tell than the truth, and Daleks will lie whenever doing so will suit their purposes. They are not pathological liars, who lie simply for the sake of deception. Daleks lie to lure enemies into a vulnerable position, or to get things they want.

DALEKS DO NOT TAKE PLEASURE IN KILLING

Though Daleks feel no pleasure in ending life, they feel no remorse, either. Daleks kill to remove inferior beings who pose obstacles to their plans. They will not waste time going out of their way to kill unless it is to take revenge for betrayal or past defeats. They do not torture except as necessary to gain vital information, nor do they express sadistic delight at suffering. They simply *do not care* about non-Daleks or even individual Daleks. They care only for the preservation, expansion, and success of the Dalek race.

DALEKS ARE REALISTS

They know when to cut their losses and give up on an unworkable plan. The only exception to this occurs when the failure of a plan presents the Dalek with the unacceptable conclusion that a non-Dalek is superior to a Dalek in the long run. Daleks will avoid that realization no matter what happens to them. If beaten and forced to withdraw, they will simply conclude that their loss was due to circumstances beyond their control. They will try again only when a much better plan presents itself.



THE DALEK PRESENCE

THE DALEK HORDES

Part of the menace of the Daleks is that there are a *lot* of them! The gamemaster must make the player characters feel threatened by the Daleks, and a good part of that threat is that the Daleks almost always vastly outnumber the player characters and their allies. The threat of large masses of Daleks keeps players from shooting their way out of situations where they should think instead. It also broadens the scope of the adventure's backdrop and makes it seem more real.

Gamemasters can use rich descriptions to make their characters imagine there are *scores* of Daleks to be dealt with. Clever use of description to enhance the suspense and feeling of danger is much like what BBC set decorators and prop men have to do with the Daleks during the filming of episodes of *Doctor Who*. There are only a limited number of expensive 'Dalek suits' available for use in the TV series, and so directors and set designers set things up so those few look like many, many more.

The gamemaster can use trickery easily, because the action is mostly happening in the mind's eye of the players anyway! It is not necessary for the player characters to actually combat a hundred Daleks for them to feel like they have indeed been overwhelmed by a hundred Daleks. In the accompanying example, a gamemaster uses his descriptions to do this.

PYRAMID STRUCTURE OF ADVENTURES

Adventures involving the efforts of player characters to defeat Dalek plots should be organized like a pyramid. At the base of this pyramid are the main force of soldier Daleks. Above them in order are the Soldier Daleks with temporary assignments granting them authority, the Black Dalek organizers with their personal guards, and the Dalek Supreme for this force and his group of Dalek bodyguards.

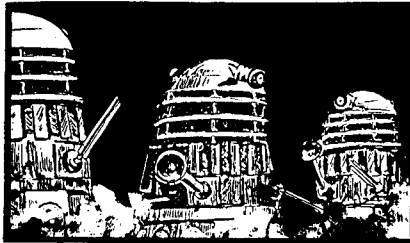
The participation of the player characters in the adventure situation should not require them to battle or interact with all those hordes of soldier Daleks. They should get a feel for the *presence* of these huge numbers, however, but they should actually have to

fight only a handful before getting a shot at the next level up the pyramid. Once a group of Soldier Daleks is defeated, the player characters can then encounter the next level up. Tricking or fighting these Daleks allows the players to gain access to an important location or the next level above.

For example, as one of a dozen combat teams, the player characters first encounter the ordinary Daleks guarding the back entrance to a Dalek-held building in a captured city. Once they get by these guards, they encounter a security patrol headed by a soldier Dalek assigned to watch the administration corridor. When they dispose of these guards, they gain access to the computer center, and learn the location of the local Dalek headquarters.

Travelling to that headquarters requires the player characters to escape another Dalek patrol, and they have to trick or fight their way inside. They then disable all the building elevators except one, which they use themselves. This effectively isolates the Daleks on the various floors of the human-constructed building they have commandeered, because the Daleks can't climb stairs. (Of course, the gamemaster has planted hints that gave them a fair chance to think of this maneuver.)

The elevator goes up to an internal lobby where a group of soldiers and the Black Dalek in charge of security fight it out with the player character group. With daring and surprise on their side, they defeat these as well. The alarm has been sounded by now, and the characters don't have much time. They find there is only one small elevator going up to the top floor office where the Dalek Supreme has established the headquarters for the Dalek occupation force. This should tell the player characters that the Daleks will be expecting them to come up that way.



In fact, the Dalek Supreme's personal guard Daleks already have their disruptors trained on the elevator door as the lift comes up to their floor. They fire as the door opens – to reveal an empty elevator. The Daleks cease firing, confused. Suddenly the player characters toss a high-explosive device from the trap door in the elevator's ceiling. (They've been riding on top of the elevator car to gain surprise!) The bomb



DESCRIBING THE ACTION

GM: You see a mob of Daleks flooding through the door. "Exterminate! Exterminate!" They advance, more right behind them, filling the door and waving their eye stalks and gun sticks like a forest of tree branches in the wind.

PLAYER: Wow! Now we're in for it! My Time Lord grabs the blaster off the counter and fires at the lead Dalek!

GM: Your wild shot goes into the mass. You can't be sure if you did any good or not. There are just too many Daleks and they're moving too fast! Suddenly, shafts of blue light explode all around you as the Daleks begin firing! Objects are blasted to bits in all corners of the room!

PLAYER: Forget it! I fire a last shot to try and cover our retreat, and let my companions exit the room through the back door. As soon as they are out, I scoop the transponder off the table in front of me and follow them at a dead heat!

GM: Your last shot is no more effective than the first, but it does cover your escape. The companions duck through the door. As you turn to make your own exit, a disruptor bolt burns the door frame an inch from your head!

PLAYER: I slam the heavy metal door behind me, then lock and bolt it! Then we take off down the corridor toward the TARDIS!

GM: You get the door closed just in time. You hear heavy scraping noises on the other side as you bolt it. Then there is the sound of disruptor fire, repeatedly. You see the door beginning to glow red as you exit.

PLAYER: We're gone, as fast as we can run!

GM: You get all the way down the hall and turn the corner just as you hear a muffled explosion. You can hear the Daleks crying "Exterminate!" far behind you at first, but as you reach the door of the room containing the TARDIS you realize they are catching up fast.

PLAYER: O.K.! We duck into the TARDIS...

GM: (Interrupting) Where's your TARDIS key?

PLAYER: (Momentarily rattled) The key? The key! Where did I...OH! Right! In my hatband! I take it from my hatband and unlock the door!

GM: The metallic Dalek voices are louder now! Here they come!

PLAYER: We're through the door and inside! I quickly slap the interface lever and close it, then activate the time rotor. I preset the coordinates...

GM: That's right, you did. No proficiency saving roll is required for simply pushing a couple of levers. The old TARDIS groans and rattles a bit, but the Time Rotor starts moving up and down smoothly after a moment. The Daleks watch in helpless fury as the TARDIS fades from view. Congratulations! You made it...this time.

Note the use of descriptive words and phrases like "mob", "flooding", "more right behind them", and "a forest of tree branches in the wind". The image would be enhanced if the gamemaster were to use a raucous, Dalek-like voice to call "Exterminate! Exterminate!" and perhaps to wave his arms stiffly in imitation of the Dalek eye stalk.

The gamemaster could have the player complete the combat sequence, but he decides that it is more important to getting across the idea that the player characters are hopelessly outnumbered.

The use of description is important, the gamemaster selecting such phrases as "into the mass", "shafts of blue light", and "blasted to bits" to enhance the visual impact. The gamemaster again could use the combat sequence to resolve the Dalek weapons fire, but his object here is to provide some excitement and to drive the player characters out with superior numbers and firepower. If the player characters don't get the idea right away, and are silly enough to try and fight it out, the gamemaster will have to start using the combat procedures and let the chips - and player characters - fall where they may!

Because the players worked quickly and accomplished their mission, the gamemaster decided to reward them with a little thrill but no damage.

In this exchange, the game system never really needed to come into play. No combat rolls were even made, nor saving rolls required. Even so, the players really felt like they were being hotly pursued by a huge mob of angry Daleks, and reacted accordingly. Hordes of Daleks add to the excitement - hordes of combat rolls do nothing but slow things down.

lands in the midst of the massed Daleks and explodes, destroying the two closest and doing heavy damage to the others. As the remaining Daleks scatter, the player characters drop down through the trap door and mop up the remaining Daleks, destroying the Dalek Supreme before he can set off a destruct switch that would destroy everyone in the room.

The player characters sabotage the main communications and computer center for the entire Dalek occupation, then make their way to the roof. They fight a delaying action against a group of rooftop Dalek guards until an anti-grav flyer arrives, piloted by the leader of the local human resistance force. Dodging a criss-crossing network of Dalek disruptor fire (with luck and good Saving Rolls), they board the hovering flyer and are carried to safety. The bold stroke has crippled the Dalek invasion force, and given the resistance fighters a heroic example to inspire them to victory.

Exciting scenarios quickly become bogged down in endless detail and repetitive combat when the player characters are required to fight their way through every Dalek they encounter. Gamemasters should build scenarios so that the players can cut a quick (but not easy), narrow swath through the wide-based pyramid of Dalek hordes to the top in gaining their objective.

Pyramid structure is by no means limited to combat situations. Player characters should be presented with a series of challenges, each of which leads to another, greater challenge. Along the way, small challenges are placed in the path of the player characters to keep the game exciting. The action keeps moving, with the gamemaster providing guidance in the form of helpful non-player characters, fair (but challenging) clues, and references to things that the player characters can use their skills to manipulate in reaching their goal.

Pyramid adventure structure allows an adventure scenario to have the feel of an epic struggle without the fuss and record-keeping required in huge mass battles. The characters need only to see a small cross-section of what is going on to get the idea. They should experience the adventure at every level, but not get bogged down at any one place along the way. It is up to the gamemaster to see to it that the adventure presents a fair challenge, and entertains the players by stretching their role-playing skills and the abilities of their characters.



DALEKS AND ADVENTURE CREATION

When creating adventure scenarios featuring Daleks, gamemasters need to be concerned with providing a reasonable situation in which Daleks might be involved, and an equally reasonable plan that they might be following to further their goal of conquering the universe.

Such adventures should normally revolve around a Dalek plot to conquer a world or group of worlds, gain revenge for a previous defeat (possibly against a player character), obtain an item or piece of information that will give them a decided edge in their struggles to dominate all life, or insure the destruction of a known enemy. The scenario may occur almost anywhere, anywhen. Dalek time-travel capability allows the gamemaster a great deal of flexibility in planning interesting locales.

Whatever the plot, whatever the location, the Daleks make fascinating and deadly foes. They are too numerous and too tenacious to ever be destroyed once and for all, so they can come back again and again in fresh and exciting ways to menace player characters and the universe at large.

CONQUEST PLOTS

Conquest story lines should present an interesting challenge by occurring in places that are unusual in some way. Perhaps the planet itself is dangerous in some way, or the natives have some special internal conflicts. Maybe

the planet has unusual properties that will make the game environment odd. In any case, the gamemaster should try to avoid repeating the 'humanoid civilization is attacked from space' plot line too often, and to vary the ideas.

REVENGE PLOTS

Revenge plots are best used when the player characters have been around long enough to be a thorn in the side of the Daleks. Daleks are infamous for their elaborate plots to gain revenge on those who interfere with their plans, and many of these plans involve time travel, either with a chase across time and space, or interference with the TARDIS itself. Revenge situations are never what they seem at first, and player characters should have to peel back two or three layers of deceit before getting to the truth.

PLOTS TO ACQUIRE OBJECTS OR INFORMATION

In situations where the Daleks need a particular object, a piece of information, or a person with a special ability or vital knowledge, the Dalek presence is likely to be smaller and the twists and turns of the plot more intricate. In such situations, the Daleks may have to rely on treachery and misdirection to get what they want. Gamemasters should strive to create conflict with colorful local non-player characters in such scenarios.

PLOTS AGAINST ENEMIES

Plots against enemies allow the player characters to encounter another interesting alien race as well as the Daleks. The Movellans are interesting to use in such scenarios, since the player characters will quickly find they are no more trustworthy than the Daleks themselves. These two groups



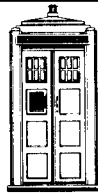
will fight each other at every opportunity, and neither cares who might be in the middle of the conflict. The Thals are more reasonable, but no less intense in their hatred of the Daleks. Other foes are always possible. No one really likes the Daleks. (And one wonders if there might be any basis for cooperation between the Movellans and the Thals...)



Judging Tactical Movement

Daleks are extremely limited in their movement possibilities. Unable to climb stairs, they are limited in movement in buildings without elevators or ramps. Made without joints or long appendages, they cannot right themselves if they are toppled. Unable to run, they are limited in the speeds they may move. Limitations in hand-to-hand combat are even more pronounced.

This chapter discusses the various actions available to Daleks.



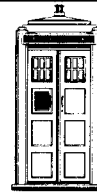
ACTION POINT COSTS FOR DALEKS

Because the actions usable by Daleks are limited, the best way to see the limitations is to list the available options in an Action Points Table specifically made for them. In the sections that follow the table, the relationship of each action to Dalek movement is discussed. Only differences between the game rules presented in the rules set and the rules necessary to portray Daleks will be discussed here. Where the rules remain the same, no discussion is presented.

DALEK ACTION POINT COSTS TABLE

+ Indicates Opportunity Action

<i>Position Change</i>	
+ Turn in place	1
Change position otherwise	Impossible
<i>Movement</i>	
Move 1 square sideways or up/down	1
Move 1 square diagonally	1.5
Evade	Not used
Crawl	Impossible
Run	Same as move
Climb	Impossible
Swim	Impossible
<i>Equipment And Weapon Use</i>	
+ Short communication	1
Draw and ready device	2
+ Operate familiar device	2
Draw and ready weapon	2
Aim weapon	2
Quick draw and fire	Not used
+ Fire ready weapon	1
+ Throw ready weapon	1
Adjust weapon settings	2
Reload weapon	2
<i>Combat and Emergency Evasion</i>	
+ Attack	Minimum of 3
+ Parry/defend	Minimum of 2
Dodge	Not used
Duck	Not used
Hide	Not used
Roll sideways	Impossible
Drop suddenly	Not used
Dive to prone	Not used
Dive roll	Not used
Flying Tackle	Impossible



ACTION DESCRIPTIONS

POSITION CHANGE

Turn In Place

A Dalek will turn in place only if a higher priority target presents itself.

Sit, Kneel, Go Prone

The Dalek construction makes these actions impossible. If a Dalek is toppled, it cannot right itself, nor can it roll around.

MOVEMENT

Move

Daleks may move only into a square that does not have an abrupt elevation change, or that has no drop of over 2 cm. Furthermore, the change in elevation must be smooth.

Evade

Dalek psychology will not allow Daleks to evade. They are too arrogant and self-assured for that.

Crawl Or Run

These actions are impossible for Daleks because of their body construction. A prone Dalek is useless, and a Dalek in a hurry moves at the same speed as always.

Climb

Daleks are limited to moving on smoothly sloping surfaces. They may not traverse steeper than a 45° slope, though micro-servos allow this to be handled.

Swim

Daleks cannot swim, but they *can* move freely on the floor of a body of liquid, as long as it is smooth enough. Thus, they can traverse bodies of liquids *beneath* the surface.

Imagine a crowded beach on a sunny Sunday afternoon in July. The music from JAWS starts playing softly. Suddenly, one swimmer after another is pulled beneath the waves. As the horrified onlookers rush to the water's edge, the tops of the familiar pepperpot shape emerge from various places along the beach...

EQUIPMENT AND WEAPON USE

Short Communication

The familiar cry of "Exterminate! Exterminate!" is a free action, costing *no* AP. All other utterances, however have the usual cost; most of these will be orders.

Draw And Ready Device

This action allows the use of devices not inherent to a Dalek's body, such as a special bomb that the Dalek has prepared previously. To change arms

on a Dalek will take at least ten minutes, and so this will not normally be done in an action sequence. Built-in devices need not be readied.

Adjust Weapon Settings

A Dalek may, from time to time, acquire a weapon that it may use in its claw arm. This action allows the Dalek to change any settings the weapon may have. Built-in weapons may have their settings changed at the same AP cost.

COMBAT AND EMERGENCY EVASION

Attack

Normally, the only way a Dalek can attack in hand-to-hand combat is by swinging an arm or by bashing with its body. Occasionally it may have picked up something else it may use as a club.



Parry/Defend

The Dalek may use its arm or body to parry/defend.

Dodge, Duck, Hide

Because of its psychological makeup (arrogance and self-assurance), a Dalek will never dodge, duck, or hide from an opponent.

Roll Sideways, Drop, Dive, Tackle

Because of its construction, a Dalek will not or cannot perform these actions voluntarily. A prone Dalek is like a top on its side, except that its claw, sucker arm, and gun stick prevent it from rolling like one. Hence, it is useless.

OPPORTUNITY ACTIONS

Daleks will seldom save Action Points for opportunity actions due to their aggressive nature. The decision to save action points is a simple one. If there is a target to shoot at, the Dalek will attack it, no matter how low the chance for a successful hit. If there is no target whatsoever, the Dalek will not usually save AP. Instead, it will continue to follow its mission until a target does present itself. If AP are not needed to fulfill the mission, it will use these points as opportunity actions to attack any target that presents itself.



CHOOSING DALEK ACTIONS

During a scenario or adventure being played, the gamemaster will know the basic purpose of the Daleks in the given situation. The gamemaster should have the Daleks perform whatever actions are suitable to the situation. Common sense and the dictates of the scenario will direct the actions of the Daleks. Most action in the adventure when the Daleks enter the picture will entail combat and the use of the action system as described in the rules.

USING THE DALEK ACTION FLOW CHART

For ease of play, and to relieve the gamemaster from having to make major decisions for the Daleks, a flow chart is presented for the gamemaster's use. Any time a Dalek is involved in a tactical confrontation, the chart may be used. The following sections describe the various actions given in the flow chart.

Ongoing Activity

When the chart is to be used, the gamemaster begins here. This represents the activity the Dalek is engaged in when the confrontation occurs. If there is no encounter, the Dalek will continue in whatever activity it has already begun. If there is an encounter, however, then the next step in the process commences.

Spot And Identify Intruder

If there is an encounter, the Dalek will spot the intruder and attempt to identify it. The Dalek will scan its recognition banks. This entails searching the Dalek's own memory as well as using the onboard computer systems. This process takes no time and costs no action points.

If the intruder can be identified, then the Dalek will attempt to determine if it is authorized to be in the area. If the intruder cannot be identified, then its usefulness to the Daleks will be determined.

Check Authorization

The Dalek will query the intruder about its authority to be in the area, comparing the intruder's answers to its data banks. This information should be part of the material created for the scenario. Obviously, a player character normally will not be authorized.

If there is no question about the intruder's authority to be there, the Dalek will go back to whatever it was doing. If there is any question, the Dalek will determine if the intruder is harmful.

Evaluate Usefulness

If the object cannot be identified or a being is not authorized to be in the area, the Dalek will then analyze the intruder's usefulness to the Dalek cause. Whether or not an entity is useful will depend on the scenario. Usefulness is determined on a case-by-case examination. If the gamemaster feels the intruder can be enslaved, the Dalek will decide that the intruder is useful. If the intruder is needed for some purpose by the Daleks, it will be declared useful.

The gamemaster should determine the usefulness of the player characters before the encounter. Known enemies of the Dalek race, like The Doctor, may be useful to the Daleks under some circumstances.

The usefulness of an intruder could change because of the intruder's actions. At some point, a being with marginal use will become too much trouble to deal with, and its usefulness will end.

If the Dalek determines that the intruder is useless, it will attempt to exterminate the intruder. If the intruder is declared useful, its danger level will be evaluated.

Determine Danger Level

The danger level of the intruder is determined by the weapons being carried by the intruder. If the weapon cannot do damage to the main body of the Dalek, the Dalek will not consider the entity dangerous. If the weapon can damage the Dalek's main body, it will consider the intruder to be dangerous. Unknown weapons are always considered dangerous. Known enemies of the Dalek race (like The Doctor) are considered to be dangerous, whether or not they have weapons.

If the intruder is considered harmless, the Dalek will attempt to subjugate it. If it is determined to be harmful, its usefulness is reevaluated in light of this. It is likely that a marginally-useful being with a dangerous weapon would be considered a threat and exterminated, or at least rendered safe.

Subjugate

The Dalek will attempt to visibly cow the intruder, take it prisoner, force it to submit. It will not use its beam weapon to aid in this process, but it might use its claw or arm to injure the intruder if necessary to gain the submissiveness it seeks.

Once the intruder is submissive, the Dalek will either interrogate the intruder or turn the intruder over to another Dalek for this to be done. The intruder will be removed from the area.

If, however, the intruder is not subjugated, the harmfulness and usefulness of the intruder may be reevaluated.

Exterminate

If the Dalek determines that the intruder is to be exterminated, the combat flow chart is used. Its use is fully described in the chapter on **Judging Dalek Combat**.

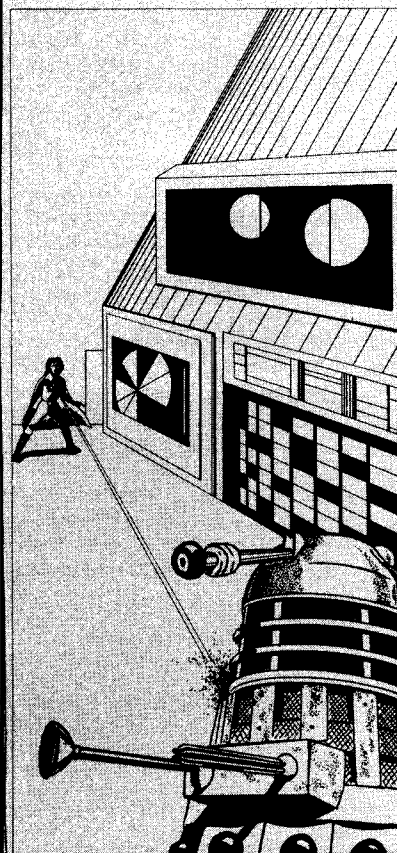
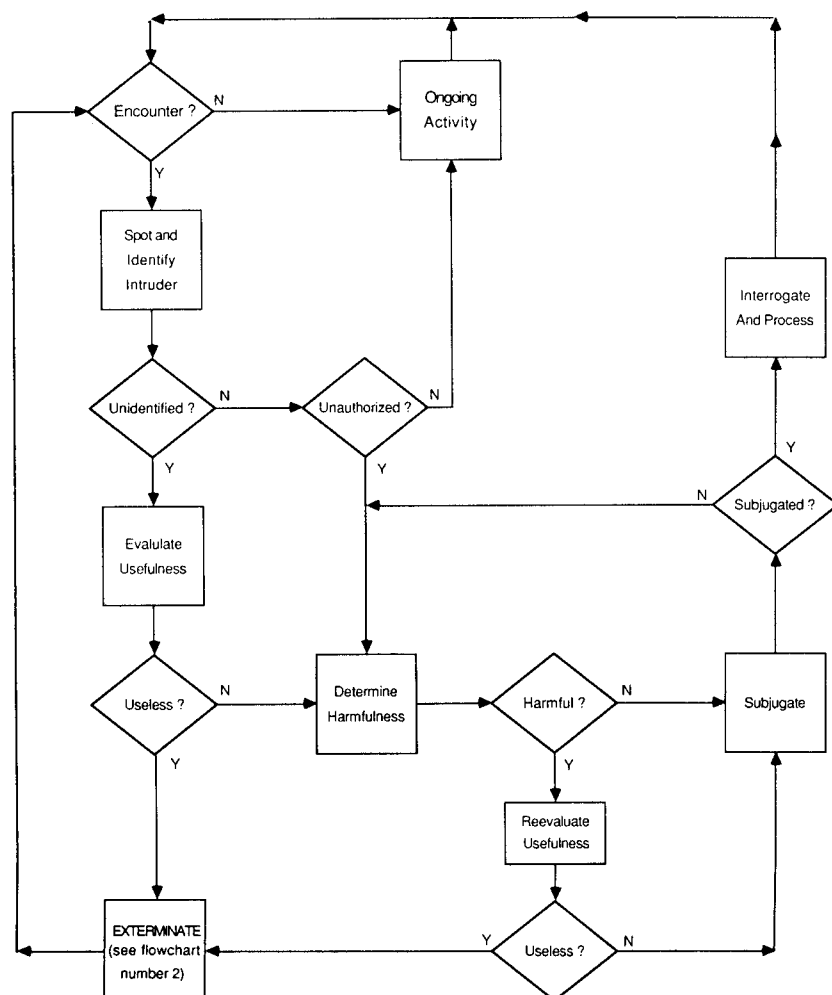
FLOW CHART EXAMPLE

A Dalek enters a room containing unfamiliar monitoring equipment. It is busy examining a monitor when a human enters from another room. The Dalek spots the intruder and scans its memory to see if it recognizes the man. After an examination lasting only a fraction of a second, the Dalek determines that it does not recognize the newcomer. It immediately begins to analyze the usefulness of the man, that the intruder might be familiar with the equipment's operation and hence of value for the information it could give the Dalek.

Next, the Dalek scans for weapons and makes a determination that the human is not dangerous because the human has no detectable weapons. Because the human is useful and not dangerous, the Dalek will attempt to subjugate the human and interrogate him.

The man pulls an energy weapon out of a concealed spot and attacks the Dalek. The Dalek will reanalyze the situation because the man is not submissive. It determines that the man is now dangerous, that his marginal usefulness is at an end, and so the Dalek will exterminate.

DALEK ACTION FLOWCHART



Judging Dalek Combat

Judging combat with Daleks, even though there may be hordes of them, is a somewhat easier task than at first may be imagined. There will rarely be a question concerning which target a Dalek will choose, and the movement limitations they have restrict the number of modifiers to their Ability Entry Line.

A Dalek will always choose to fire at a target rather than engage it hand-to-hand. This means that the gamemaster really does not have to choose the built-in weapon for the Dalek unless its gun stick is inoperable for some reason.



USING THE DALEK COMBAT FLOW CHART

This flow chart is used in combination with the Tactical Movement System and Action Points. Nearly all of the activities possible in this flow chart cost AP, as indicated in paragraphs of explanation below.

SELECT NEW TARGET

The first step in the flow chart is for the Dalek to select a target. The way the target is selected is determined from the Dalek psychology. The reasons for these selections are meant to be alien – not logical from the human point of view, but logical to an alien point of view. The Daleks reason that the most dangerous enemy to the Dalek cause deserves to be the primary target for all Daleks, because it is the Daleks as a whole that must be considered, and not the fate of any individual Dalek. The Daleks also realize that the cause is best served if the individual Daleks remain in service, and so the secondary target is the one that can do the individual Dalek the most harm. The Daleks see that even relatively harmless targets can knock off an eye stalk or put a gun stick out of commission, and so they will act to prevent any target from coming too close.

First Shot Target

Regardless of cover, movement, or any other factor, the Dalek will take its *first* shot at the target that is the most dangerous to the Dalek cause. Usually, this will be the target with the weapon that does the most damage, but it may depend on other factors. The Doctor, for example, or any other known Dalek enemy, would be the most dangerous target to the Dalek cause.

If two or more targets have identical danger levels, the target that gives the Dalek the best chance to hit will be attacked. If the targets have identical To-Hit Numbers, either target may be chosen at random; roll a die to see which will be attacked.

Second Shot Target

The Dalek's *second* shot, regardless of the success of the first shot, is to fire at the target that presents *it* with the most danger. This is the target that carries the most dangerous weapon and has the Dalek within its weapon's

range and firing arc. This second target may not be the same as the first, which may be turned away from the Dalek, for example.

Third Shot Target

The Dalek's *third* shot will be at the closest possible target, regardless of potential danger.

Targets For Subsequent Shots

Once the exterminate sequence has begun, the targets are selected according to this pattern regardless of the number of shots that the Dalek takes in any given game turn. If the game turn ends before a Dalek has taken its three shots, it will continue in the next turn with the next target in the sequence. After the sequence has been completed, it is begun once again, to continue as long as there are targets to be exterminated.

Determining Danger Level

In determining which target presents the most danger, consider only the potential damage the target can do. The Dalek will consider that a being using a weapon with unknown capabilities will *always* be more dangerous than beings using weapons with known capabilities, and so it will attack that being first.

Beyond that, the Dalek will attack the being with the weapon that gives the greatest potential damage. This means that beings carrying weapons that give *Damage Table A* damage will be better targets than beings carrying weapons that give 4D6 damage. Weapons with 4D6 damage present more danger than weapons with 3D6 damage, and so on.

CHANGE FACING

It may be that the target selected is not in the Dalek's firing arc or direction of movement. If this is so, the Dalek will change its facing, turning in place until it faces the target. Then it will assess the range to the target, unless it is the Dalek's first shot of the combat, in which case it will aim and fire its weapon immediately.

DETERMINE RANGE

The Daleks will attempt to fire all shots at medium range or closer. If the target is not at this range, the Dalek will move closer for a better chance to hit. If the target is at medium range or closer, the Dalek will choose another action before closing.

SELECT WEAPON

If the Dalek has a device, such as a bomb, or another weapon that is capable of doing more damage than a built-in weapon, it will select it. The Dalek will not use such a device if it would result in the destruction of the Dalek, except under direct orders.



If the intruder is in the same square as the Dalek, the Dalek will attack by shooting the gun stick, swinging an arm as a club, grappling with its claw, or bashing with its body; which of these to use is selected at random. It will continue to attack in this manner until the Dalek can attack with its weapons or the creature is destroyed, incapacitated, or captured.

LOAD OR READY WEAPON

If the weapon or device that was selected for use by the Dalek is not loaded or readied, the Dalek will take these actions before doing anything else.

AIM WEAPON

If the target is more than four squares away, the Dalek will spend AP to aim whatever weapon it is using. If the target is less than five squares away, it will not aim.

MOVE CLOSER

The Dalek will move 1 square closer to the target if the target is at medium or short range and 2 squares closer if it is beyond medium range.

It is possible that the choice of one target over another would cause the Dalek to move back and forth between essentially the same squares. This is not meant to occur, and so the gamemaster should choose to move the Dalek increasingly closer toward the target that makes the situation the most interesting.

FIRE WEAPON

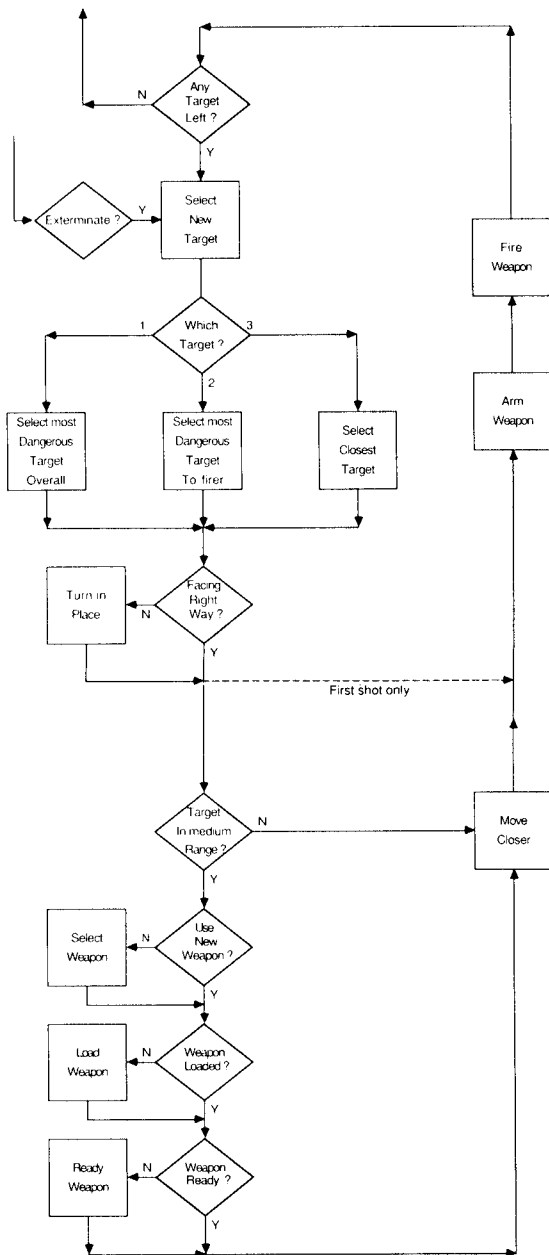
Weapon fire occurs as with all other player and non-player characters. The Daleks use most of the same modifiers to the Ability Entry Line as other player and non-player characters. Because they never run or evade, there is never a modifier for their movement. Because they do not quick-draw, use a weapon in a wrong hand, or perform simultaneous attacks, there is never an aiming modifier for these actions.

Fumble-Fingered Daleks

Whenever a Dalek's To-Hit Roll is 5 or more greater than the To-Hit Number needed, it has fumbled in its attack attempt. The Critical Fumble Table from the game rules does not apply to the Daleks very well because of the Dalekanium shell, and so the table below should be used instead.

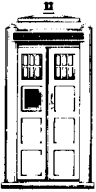
To use the table, first determine that the To-Hit Roll is 5 or more greater than the needed To-Hit Number. Then roll one die. If the roll is 1 to 5, read the effect from the table. If the roll is 6, reroll and read the result from the shaded part of the table.

DALEK COMBAT FLOWCHART



DALEK FUMBLE EFFECTS

Die Roll	Effect
1	Visual malfunction; no attack next turn
2	Visual malfunction; no attack next 1D3 turns
3	Visual malfunction; Dalek fires at nearest moving object
4	Visual malfunction; Dalek fires at nearest object
5	Visual malfunction; Dalek fires at nearest Dalek
6	Reroll
1	Gun stick overheats; no attack next 1D6 turns
2	Gun stick misfires; roll on Damage Result Table
3	Shot ricochets; full damage to firing Dalek
4	Gun stick explodes; 1D6 permanent damage to shell; roll on Critical Hit Table
5	Weapon jammed in on position; fires straight ahead, changes facing 1 to right, fires again, and so on for 1D3 turns
6	Weapon jammed in on position; fires straight ahead, changes facing 1 to right, fires again, and so on for 2 turns; reverse direction of facing for next 2 turns



DETERMINING SUCCESSFUL HITS

The procedure for determining successful hits against Dalek targets is identical to that for other player and non-player characters. A table of Size Modifiers is provided because aimed shots are usually made against the Daleks. In addition, a table of critical hits against Daleks is provided.

MODIFIERS TO THE TASK ENTRY LINE

Size Modifiers

Because the eye stalk, the manipulator arm, and the sensor globes are important and somewhat more vulnerable than other targets, characters likely will aim at these locations in hopes of rendering the Dalek less dangerous. Whenever a character fires at a Dalek, he must specify what part he is aiming for, or else the shot is considered to be a general shot. Aiming at a more vulnerable point will give a greater chance of damaging that subsystem, but will be

much harder to hit. The following list tells the size of each target site and the Size Modifier that applies.

DALEK SIZE MODIFIERS

Target	Size	Modifier
General	Average	0
Eye Stalk	Very small	-3
Gun Stick	Very Small	-3
Sucker Arm	Very Small	-3
Sensor Globe	Tiny	-7

Modifiers For Target's Movement

Daleks cannot run or evade, and so there is no modifier for their movement.

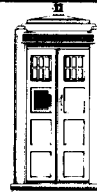
DETERMINING CRITICAL HITS ON DALEKS

The table of critical hits given in the game rules does not apply to Daleks very well because of the nature of the Dalekanium shell. Use the table below in its place whenever the result of the player character's To-Hit Roll is 5 or more lower than the To-Hit Number needed.

This table is used in the same way as the Critical Hit Effects table from the game rules. Roll one die. If the result is 1 to 5, read the effect. If the result is a 6, reroll and read the result in the shaded part of the table. To roll 1D3, roll 1D6, divide the resulting roll by 2, round up.

CRITICAL HITS ON DALEKS

Die Roll	Effect
1	1 additional roll on Damage Results Table, regardless of total damage
2	2 additional rolls on Damage Results Table, regardless of total damage
3	1D3 permanent damage to Dalekanium Shell; subtract from armor value
4	1D6 permanent damage to Dalekanium Shell; subtract from armor value
5	2D6 permanent damage to Dalekanium Shell; subtract from armor value
6	Reroll
1	1D6 permanent damage; Computer malfunction; random fire for 1D3 turns
2	1D6 permanent damage; Direction Control hit; random movement for 1D3 turns (Roll 1D6 for each AP; 1-2, turn left; 3-4, move straight; 5-6, turn right)
3	1D6 permanent damage; Direction Control hit; turn opposite direction; move backwards at full speed for 1D3 turns
4	1D6 damage to Dalek; Locomotion Control malfunction; full AP in random movement for next 1D6 turns
5	1D6 damage to Dalek; Gyro System hit; Dalek falls over
6	1D6 damage to Dalek; Dalek has concussion; fires only on Daleks until destroyed



DAMAGE TO DALEKS

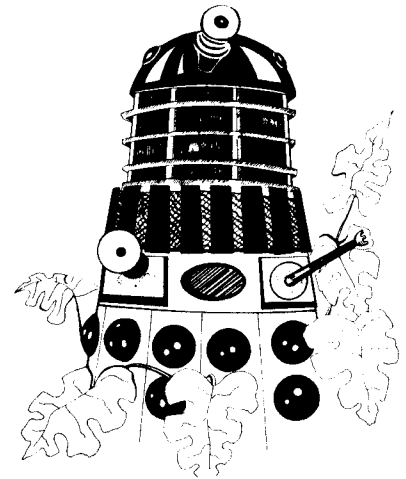
Damage to a Dalek is not quite like damage to a normal being. More often than not, damage occurs to one of the mechanical subsystems and will simply have to be repaired when possible. On occasion, however, the damage will be more severe.

If the main Dalek body is hit, an armor factor of forty points must be penetrated before the attack does any damage. Figure the damage as usual, and then subtract 40 damage points. This is the damage that gets through the Dalekanium armor. In addition to possibly injuring the Dalek itself, there is a chance that the shot will disrupt the normal functioning of the life support shell.

LIFE SUPPORT SYSTEM DAMAGE

If the damage that breaks through the armor exceeds ten points, or if the Dalek fails an END Saving Roll and passes out (see the section on **Unconsciousness**), there is a possibility that the life support systems will fail. At such a point, the Dalek is in serious trouble, for it has only 3D6 minutes to live. If the Dalek is conscious, and its locomotion and optical systems are working, it may return to its base under its own power. If the Dalek is unconscious, another Dalek or a slave must move the whole unit to the base to save the Dalek.

To determine if the life support system fails, roll 1D6. If the result is 1 to 4, the life support holds; if the result is a 5 or 6, the system fails.



INTERNAL SYSTEMS DAMAGE LOCATION

Whenever damage gets through the Dalekanium shell, an internal system may be damaged. To determine the effects of such shots, roll 2D6 for every 10 damage points that get through the armor and consult the Damage Results Table. The paragraphs that follow describe the exact damage effect.

DAMAGE RESULTS TABLE

Dice Roll Damage Effect

2	Speech Center
3	Locomotion System
4	Computer System
5-6	Dalek Injured
7	No Internal Damage
8-9	Fire Control
10	Manipulatory Control
11	Sensor Globe
12	Visual Center

Whenever the Dalekanium shell is hit, the Damage Results Table gives the location of any internal damage done by the hit. The paragraphs below describe the effects of a successful hit on each location.

Computer System

For every hit to this system, reduce the AP by 1 point. Thus, if the Dalek has 7 AP, the first hit to this system will reduce its AP to 6. The second hit will reduce its AP to 5, and so on.

Fire Control

Each hit to this system gives the Dalek a -1 Aiming Modifier on all future attacks. Damage to this system is cumulative, and three hits render the fire control center inoperative, preventing all built-in weapons from firing.

Locomotion System

If the locomotion sphere is damaged, all movement costs are doubled. Damage to this system is cumulative.

For example, moving one space sideways or forward normally costs 1 AP. After this system is damaged the first time, moving that same space will cost 2 AP. After the second hit to this system, that movement will cost 4 AP, and so on. Three accumulated hits shut down the system entirely, rendering the Dalek unable to move.

Manipulatory Control

This is the control for the sucker arm or claw. If this system is damaged, any item being carried by the Dalek will be dropped. See the notes on damage to the sucker arm above.

Sensor Globe

The 52 sensor globes have no armor value. If hit, the globe will be damaged. The gamemaster should keep a tally of the number of sensor globes damaged. For every 10 globes damaged, the Dalek will have an additional -1 modifier when trying to locate any object by other than visual means, so a maximum modifier of -5 will be applied if all are damaged. These modifiers only apply to aiming in combat if the eye stalk is damaged.

Speech Center

A hit to this section will not have as much effect on a soldier Dalek as on a Black or Supreme Dalek, since higher ranking Daleks have radio communications equipment built-in. A hit here totally disables both the speech center and a radio if one is present. A hit in this subsystem could be a blessing for many players, because the Dalek will be unable to say "Exterminate".

Visual Center

Damage to the visual center is not as much a problem as if the eye stalk were hit. Each hit to this system will give the Dalek a -1 Aiming Modifier on any attacks. These hits are cumulative, but any number may be accumulated.

EXTERNAL DAMAGE FROM AIMED SHOTS

The eye stalk, gun stick, and claw or sucker arm can only be damaged by an aimed shot. The results of a successful hit are given in the paragraphs below. No internal damage can result, and so the Damage Results Table is not consulted.

Eye Stalk

The eye stalk can only be damaged by an aimed shot. It has only five points of armor. If more than five points of damage are done to the eye stalk, it is destroyed. The Dalek is blinded by this action and will have a -7 Aiming Modifier to all To-Hit attempts until repaired.

Gun Stick

The gun stick can only be damaged by an aimed shot. It has 10 points of armor. If the armor value is exceeded at all, the gun stick is destroyed, and the Dalek can no longer fire it. The Dalek will always withdraw and seek repairs if possible.

Sucker Arm Or Claw

The sucker arm or claw can only be hit by an aimed shot. Like the gun stick, either of these has 10 points of armor. If the armor value is exceeded, the arm is destroyed and is useless. This will not affect the combat ability of the Dalek, but anything being carried by the Dalek will be dropped and may have a chance (gamemaster's choice) of being hit as well. The Dalek will not be able to carry anything until the sucker arm is repaired.

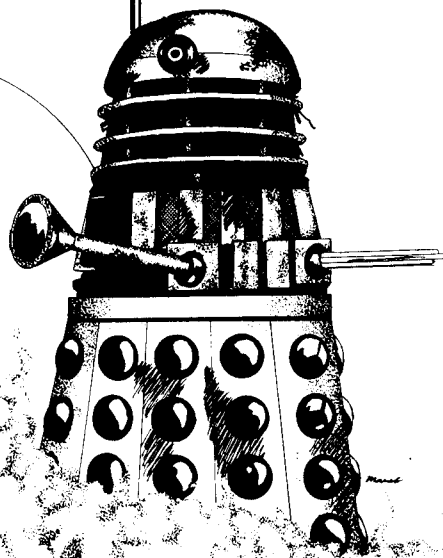
UNDERCARRIAGE DAMAGE

Occasionally, antipersonnel mines and other explosives will be used on the underside of a Dalek. This area is more vulnerable than the main shell, with an armor value of 15. If the armor is penetrated from below, roll 2D6 and check the Undercarriage Damage Table.

UNDERCARRIAGE DAMAGE TABLE

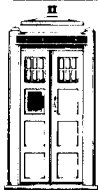
Dice Roll Damage Result

2 - 6	Locomotion System Damaged
7 - 9	Normal Damage Only
10 - 11	Life Support System Damaged
12	1D6 Sensor Globes Shattered



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Dalek Injury and Repairs



KILLING A DALEK

All Daleks have the same combat statistics. Each has an END score of 1 and a MAX OP END score of 28. When the Dalek takes damage, as indicated on the Damage Results Table, remove this damage from the MAX OP END score as usual. When the score drops to 12, the Dalek may be rendered unconscious by any unusual stress, such as a successful hit, even if the Dalekanium shell stops any actual damage. At such a time, the Dalek must make an END Saving Roll against the MAX OP END score. If the roll is successful, the Dalek will remain conscious. If the roll is not successful, the Dalek will pass out. When the MAX OP END score drops to 6, the Dalek passes out automatically. When it drops to 0, the Dalek dies.

HEALING A DALEK

Medical skill can be applied to saving a Dalek's life, but it is unlikely that this would ever be attempted. The Dalek would *never* be a source of information for the player characters, and they could not bend it to their will.



REPAIRING THE DALEK SHELL

Repair of a damaged Dalek is similar to repairing other pieces of equipment. Damage is broken down into three sections: modular systems, minor systems, and major systems. Use the descriptions below to judge player character attempts to repair the Dalek shell.

Modular System Repairs

Modular system repairs include replacement of the sucker arm or gun stick. Replacing these items require only an *Environmental Suit Operations* Skill Roll against a Difficulty Level III task. The replacement of either of these items takes 20 minutes.

Minor System Repairs

Minor system repairs include those made to the speech center, fire control, manipulatory control, sensor globe replacement, and visual center. Repair of these systems requires an *Electronics* or *Mechanical Engineering* Skill Roll against a Difficulty Level IV task. Such repairs take 1D6 hours for each system damaged, whether or not the repair is successful.

Major System Repairs

Major system repairs include those made to the locomotion system, computer system, and the life support system. Each repair attempt requires a *Computer Systems Technology*, *Mechanical Engineering*, or *Electronics Technology* Skill Roll respectively, against a Difficulty Level V task. The repair, successful or not, takes 2D6 hours to complete.

