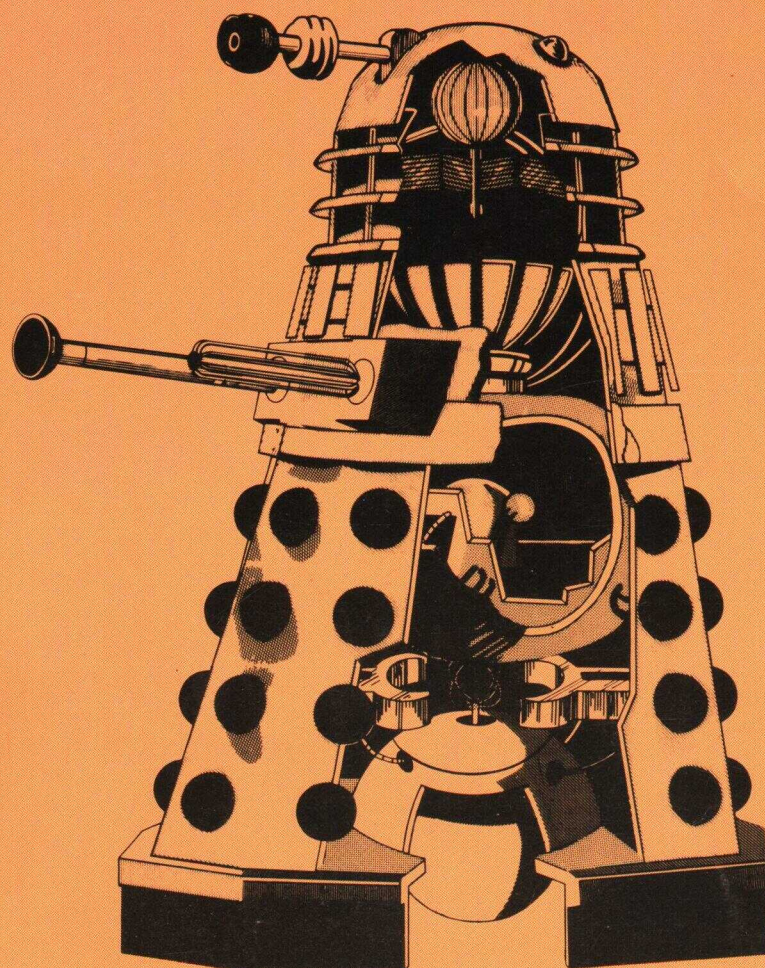


THE DALEK PROBLEM

A Symposium

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THE DALEKS

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Introduction

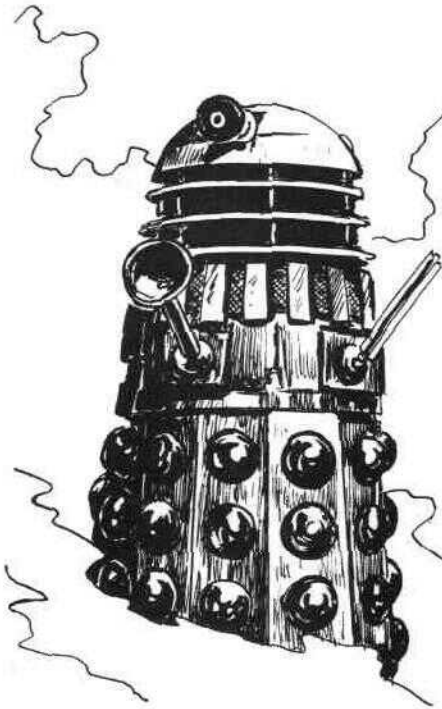
*Excerpted from
The Mechanical Marauders,
recorded address by
Prof. Qualenawtivanastech,
Chief of Multihistorical Research,
Celestial Intervention Agency.*

My fellow interventionists, let me apologize for the method by which my remarks must be presented to you on this occasion. As all of you know only too well, we who have chosen to assume the burden of intervention must ever work in secret, our efforts repressed by the ruling Council of Gallifrey, whose cobweb-filled minds are no longer capable of seeing beyond our own fragile sphere.

My words must reach you recorded on a secure datablock, with my voice altered and my true name concealed. Such subterfuge protects your identity as much as mine. I do not know who will hear this address, save that you are a brother or sister interventionist – a Time Lord whose vision is not clouded by the endless years. Even this method has dangers, as revelation of the extent of our work on this topic might reveal something about the size and scope of the organization. The area of discussion, however, is too important to ignore. The integrity of the Time Line must be preserved, and the best way to do that is to study the forces that threaten it.

In the more than 80 years that I have spent researching The Dalek Problem, I have come to realize that hasty action leads inevitably to ruin. Witness the disgraceful and ill-considered actions of The Doctor and others when a foolish and useless attempt was made to intervene and prevent the birth of the Daleks on their home planet Skaro. This incident nearly led to the collapse of the Celestial Intervention Agency and gained nothing save information about the origins of the Dalek race. (Such information gleaned on the subject from the writings of the renegade Time Lord known as The Doctor must be considered suspect in any case.) It is better that we should coolly and rationally sift the facts about The Dalek Problem to reach, in time, a decision on a course of action or observation.

Who are the Daleks, these mechanical marauders that would bring three galaxies under their control if allowed? Why do they desire to conquer thinking beings of flesh and sinew – commodities that the Daleks have abandoned for ungainly metallic shells? What is the true extent of the threat they pose to the known time lines of our universe, and what threat do they pose to Gallifrey? These are questions we must pose and attempt to answer in this unique symposium.



As moderator and editor of these recorded presentations, it is my job to sift the truth and find the answers. Every library and data storage facility on every world of importance has been investigated and its accumulated knowledge added to our already-vast supply of Dalek lore. No bit of possibly useful information has been discarded, even though this has led at times to the inclusion of material from less than truly competent sources, or from sources with a distinct bias or narrow view of the subject matter. (Such material is amply annotated for clarity, you may be sure.) With this data, our agents in the field, whose vision is restricted to the narrow band of Time in which they operate, may hope to benefit from the larger, clearer picture possessed by career historians such as myself.

With that thought in mind, I would like to formally open this First Clandestine Symposium to Consider Policy Regarding the Dalek Expansion. It is to be hoped that all involved will benefit from the studied assembly of information presented herein.

VOICES OF EXPERIENCE AND REASON

A note on symposium structure

Acting on the decision of the Celestial Council Of Advisors, the CIA's highest authority in internal matters, a call went out to all operatives via the Courier Service for papers and reports relating to The Dalek Problem. Concurrently, CIA agents within the staff of the Great Library of Gallifrey began to glean all relevant source material from the files of the Time Lord Council and records within the APC Net itself. This required months of diligent work in secret, and the efforts of the researchers are to be applauded.

The resulting mass of material was then painstakingly condensed and edited by myself as Project Director. Obviously biased and irrelevant material was discarded and the rest made available through normal CIA channels to those wishing to make presentations to the symposium.

From the more than 140 papers, narratives, and reports submitted, this book was compiled. The sources chosen were selected on the basis of clarity of presentation, adherence to known fact, and relevance to the overall issue of intervention operations involving Daleks. Under the direction of the Celestial Council Of Advisors in the interests of fairness, certain minority opinions and less-verifiable material has been included in the presentation.

One set of disjointed reports of first-hand encounters with Daleks was originally solicited by the Celestial Council from a non-CIA agent. Though the solicitation of this material was opposed by the editor, the Celestial Council overruled the objection, hoping to gain new insight into the disastrously bungled intervention attempt involving Daleks that led to our present level of extreme suppression. This unprecedented action provided no useful information, however. The resulting document has been deleted, having been judged less-than-useful due to the instability of the source and the lack of substantive evidence offered in its defense. (See CIA Datafile DW74563-52Z, *The Doctor*, for more elaboration on the source material.)

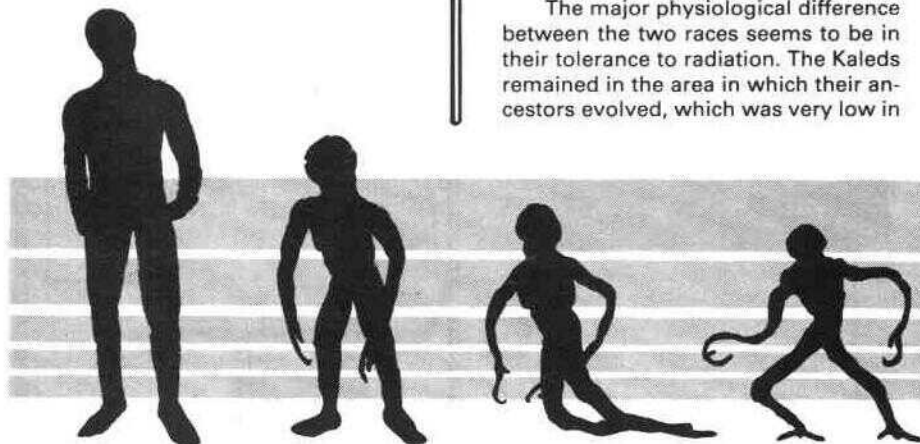
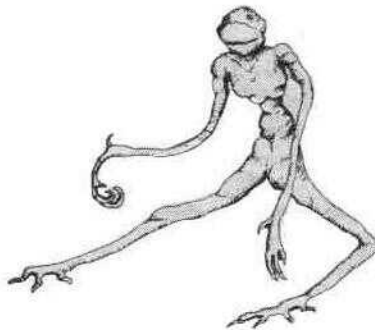
Professor Qualenawtivanastech
Symposium Director And Editor

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Daleks: Metal Bodies and Monstrous Minds

This section deals with the facts about the Daleks themselves, including their physiology, mechanical support, and societal structure. Though the identities of the authors have been concealed behind fictitious names, their credentials are quite genuine.

From hundreds of submitted papers, this office has selected for inclusion those that most closely interface with the historical facts and present the most coherent picture of what can be expected of Daleks. In some cases, historical notes and observations have been added by the Editor where appropriate. In selected cases, variance from the majority opinion has been included for fairness, with proper guidance and rebuttal notes included.



DALEK PHYSIOLOGY

By Dr. Chelevestinamivad,
Research Associate in Xenobiology,
Celestial Intervention Agency.

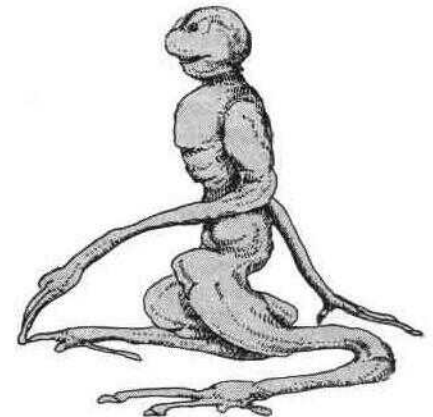
When most people discuss Daleks, they consider them to be mindless mechanical creatures. While this view may be correct from a psychological standpoint, the Dalek *does* have a living, breathing creature inside. How this creature came about, and what it is like is the subject of this essay.

THE PRE-MUTATION KALED/THAL

Originally, the Kaleds and the Thals were part of the same race of humanoids, beings very similar to most humanoid races in the galaxy. Skarosians had only one heart, two lungs, one each of the gastrointestinal organs, and a brain similar in size to that of a Gallifreyan or Earth human.

In their own prehistoric times, the Skarosians split into two separate tribes, the Kaleds and the Thals. The two tribes migrated apart for centuries, until each came to rest in virtually opposite hemispheres. In these locations, each tribe lived and flourished until they evolved into two separate races. These two races still retained many similarities. In fact, although they lived apart for many centuries, the two races could still interbreed with no difficulty.

The major physiological difference between the two races seems to be in their tolerance to radiation. The Kaleds remained in the area in which their ancestors evolved, which was very low in



background radiation. The Thals, however, had migrated into a high-altitude area with a higher level of background radiation because of the thinner air. This higher level caused minor genetic changes, and increased their tolerance to hard radiation.

When the two races met again, the clash was violent. Hostilities and war-time technologies escalated, until nuclear war raised the radiation to levels that caused mutation. The Thals' higher tolerance tempered the mutations to their race, but the Kaleds were not so fortunate. Their mutations were horrible in many cases, and most were either killed or cast out. *Ed. Note: Many were also used by Davros for early experimentation.*

Then Davros, one of the Kaled scientists, discovered the direction the mutations were taking. In an emergency program, he accelerated the evolution of his race, and developed mobile cabinets to preserve the race.

THE DALEK

The race that evolved from Davros' program has now survived for a number of millennia. The creature inside the cabinet is perfectly adapted to its environment. Its size is small enough to fit comfortably inside the environmental chamber. Its limbs are perfectly adapted to the controls. Its internal anatomy has even atrophied to the point where its digestive tract is replaced by an external system of tubes and feeders.

The Dalek organism is a pathetic looking, greenish-brown creature with slimy skin. It can range in size from that of a small dog to the size of a small humanoid midget. Its limbs more resemble tentacles than arms, and are tipped with small hands having from one to five stubby, claw-tipped fingers. There are usually four of these tentacular limbs, which are usually placed in the same positions as a humanoid being's arms and legs.

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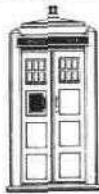
The Dalek has a small head with either one or two eyes, no external ears, and a small bump where the nose would be. The mouth is a wide slit with no lips. There are no teeth in the mouth. As was mentioned earlier, the digestive tract is completely atrophied in these pathetic creatures. The mouth connects, instead, to the respiratory system, as the nose bump contains no nostrils. The lungs are reduced in capacity and strength, and the creature must rely on its life-support shell to oxygenate its blood and filter out all its waste products. Likewise, nutrients are injected into its bloodstream.

The only organ that is relatively unaffected by this evolution is the brain. Indeed, the brain is about the same size as that of any humanoid race, but because the Dalek body is so small, it takes up a larger percentage of the Dalek's body than in any other race in the galaxy.

Thus, the Dalek is capable of cerebral thought like any other sapient being, though increased brain/body weight ratio is no indication that Daleks are any more intelligent than other races. (Ed. Note: A greater percentage of the Dalek brain, however, can be devoted to cerebration, since so little brain capacity is required to control the body. Historically speaking, such a situation is without precedent in the known universe. This point may require more study.) An individual Dalek will tend to specialize in one area of study to the exclusion of all else. This is an advantage to the race, giving them a social structure similar to that of a hive. In addition, although the amount of knowledge that may be memorized by one individual is limited, that one individual has a powerful computer available to it that can increase its effective intelligence tenfold or more.

The final product of this evolution is a disgustingly weak and pathetic creature — an organic robot, designed to interface with its metallic body. It can survive for a few hours outside their shell, but that experience is potentially life-threatening. Daleks can evacuate a damaged shell to enter a new one.

Even out of its shell, the Dalek is inimical to humanoid life, and they have been known in desperate times to actually attack other beings in this form. If need be, the Dalek will usually climb to a high position and drop on the victim. They will then attempt to both strangle the victim and to claw out the victim's throat. Their claws are not poisonous. (Ed. Note: Normally, the Dalek is much too cowardly to attempt any attacks while in a vulnerable position. I suppose, however, that desperation could drive a being to such acts.)



MECHANICAL FUNCTION

By Prof. Ralenitumistagidav,
Director of Engineering Studies,
Celestial Intervention Agency.

From the viewpoint of an engineer, the Dalek is a marvel of technology and engineering. Each is a complete, autonomous unit, and is well suited to the environment it was designed to inhabit. But the astonishing fact is that an entire race of mechanical beings could be developed by one astonishing genius.

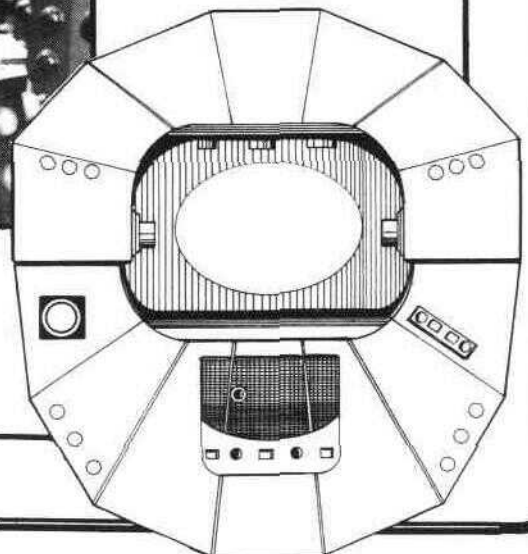
DAVROS' SUPPORT CHAIR: MODEL OF PERFECTION

Early in the nuclear conflict on the planet Skaro, the scientist Davros was very badly injured. Many others would have simply died from the massive injuries and radiation burns that Davros suffered, but Davros' iron will kept him alive until he could be placed in an intensive-care support chamber. Although his body was just the merest fraction away from death, his mind was undamaged. He therefore designed a

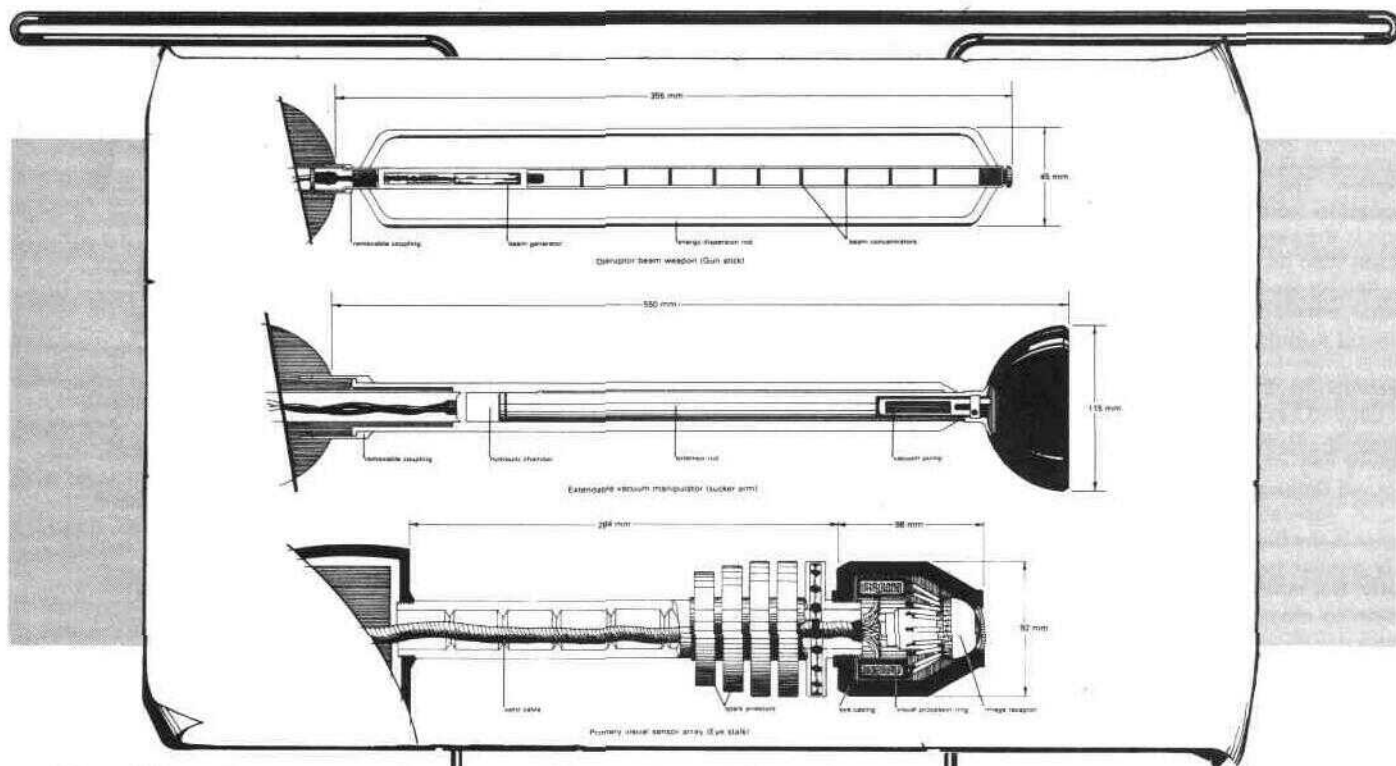
support chair that would give his broken body the mobility he so desperately needed to continue his work.

The support chair was much more than a motorized wheelchair, however. Davros' internal organs were damaged to such an extent that his weakened heart could not support his life. Thus, the chair circulated the blood in his veins, filtered out all waste products, and kept it oxygenated. Also damaged beyond repair were all his digestive organs. The support chair was designed to pump all necessary nutrients into his blood as they were needed.

In addition to giving Davros all the ingredients of life, the chair replaced many of his destroyed senses. Eyes were replaced by electronic equivalents. Microphones and amplifiers gave his hearing back. In addition to the normal senses, Davros developed a sensor globe. While one globe would not give much more information than a portable weather reporting station, an array of these devices could tell him what temperature the surrounding environment was, radiation levels, and even how many life forms were in the immediate area. This latter bit of information could even be sensed through thin walls and other minor obstacles.



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His mobility and senses restored, Davros set about analyzing the future of his race. He discovered that his race was rapidly evolving through radiation-induced mutation into a small, loathsome creature that bore absolutely no resemblance to the Kaled race. Determined not to let his race die, Davros set about adapting his own recently-developed support chair into a mobile container system that could house and protect his ancestors. The final product of this program were the creatures known as the Daleks.

BASIC SHELL MODELS AND VARIANTS

The basic life support shell is a surprisingly adaptive creation that can accomplish almost any task set before it. The lower portion of the shell looks very similar to the support chair used by Davros, complete with the sensor globe array. Above, the shell is capped by a dome, with three appendages jutting out in various locations. Toward the top, an eye stalk can survey the surrounding area from a height of about one meter. Just below the eye stalk, two other appendages give the Dalek much of its modular nature. Typical among these two appendages are the sucker arm and the gun stick. These may be removed and replaced by an astonishing array of appendages depending on the job needed.

Removal of the appendages must be accomplished by other Daleks. This requires about ten minutes, and any piece of equipment may be plugged into these two sockets. Some examples of the appendages available are a tentacle arm and a pincher claw. Also available are several construction appendages, including a power drill, cutting torch, and several types of fastening tools.

The usual gun stick type for the basic Dalek model is a disruptor-type weapon. The gun stick is powered by the Dalek's power supply, and can be set to either stun or kill. If, for any reason, energy weapons are not desired, a projectile-type gun stick is also available. These require a small, internal ammunition supply that is easily replenished. These weapons fire 5-mm-diameter projectiles, but the rate of fire can be as fast as 15 rounds per second.

Daleks move about on one large sphere, which can be raised or lowered to give as much ground clearance as needed. This sphere is about one-third meter in diameter and can roll across even very rough terrain with little difficulty. Balance is maintained by a set of independently powered gyroscopes.

At about mid-level, the environmental chamber comfortably houses the living Dalek inside. This chamber provides the same life-support functions for the Dalek creature as the support chair did for Davros. In addition, there are a large number of controls that give the Dalek creature control over the shell around it. The chamber also has an independent gravity generator that keeps the environment at the proper gravity.

The last major component of the shell is its computer system. The computer systems installed in the Dalek shells are very sophisticated. All sen-

sory information can be displayed on any of the several screens within the environmental chamber. This information comes from both the eye stalk and the sensor globe array. The locomotive system is also controlled by the computer, which coordinates all movement and balance functions. These are operated with a small control, so that the creature only has to tell the computer where it wants to go and how fast to travel.

The other main control function is operation of the appendages. If the gun stick is installed, the computer can coordinate the aiming of the gun with the image from the eye stalk. The gun stick is controlled by a small joystick that places an aiming point on the main screen. This aiming point is superimposed over the visual image, and once aimed, the gun stick is fired by simply pressing one button.

In addition to all the control functions, the computer also provides a rather large and varied data memory, from which information can be recalled in an instant by the Dalek creature inside. Information recalled can be placed on any of the screens within the environmental chamber, and even superimposed over any sensor information already there. This computer has an external data link that can plug into larger computers and allows the Dalek to control external systems without having to use the clumsy manipulators.

One interesting fact has come to light: the life-support shells can be controlled and operated by beings other than the Dalek creatures for which they were designed. (For more on this topic, see the accompanying submission, *How to Drive a Dalek.*)

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THE SUPREME DALEK: A FIELD COMMANDER

Every organization must have its chiefs, and the Dalek hierarchy is no exception. The Dalek Supreme is designed to lead. Although the basic design is the same, the Supreme Dalek is larger than its subordinates, and is designed for leadership. Its data links are better adapted and designed for controlling a number of operations at the same time. In addition, the computer systems in the Supreme Dalek are larger and have a much greater storage capacity. In some cases, these computers can store almost *twice* what a normal Dalek can hold and process.

A sub-category of the Supreme Dalek is the Black Dalek. These are usually similar to Supreme Daleks internally, but their outer casing is black in color. In most circumstances, a Black Dalek will be subordinate to a Supreme Dalek. Black Daleks may be found in command of small squads or units of Dalek scouting parties.

The Supreme Dalek can be distinguished from ordinary Daleks by both their size and the two flashing vocalizer lights on the sides of the upper dome. Whereas these lights are small bulbs or domes on the standard Daleks, the Supreme Dalek has two large cylinders. The reason for this difference is obscure, but is thought to be merely a visual cue as to the Supreme Dalek's rank. Black Daleks also have the same style of vocalizer light.

Supreme Daleks may also sport a different type of appendage than ordinary Daleks. Instead of the ordinary sucker arm that most Daleks use, the Supreme Dalek may have a pincher claw to grasp items more securely. Weaponry carried is also more powerful than that of an ordinary Dalek. Black and Supreme Daleks both commonly use particle beam weapons instead of the usual disruptors. These can also be set to either stun or kill, and the setting can be changed at will.

The final difference between an ordinary Dalek and a Supreme Dalek is the addition of a radio transceiver. The Supreme Dalek uses this radio to communicate with the Emperor Dalek, other Supreme Daleks, and Black Daleks. Black Daleks have no link to the Emperor Dalek, and must relay any information through a Supreme Dalek. It will then relay any orders that apply to the rest of the Daleks verbally, because ordinary Daleks have no radio at all.

THE EMPEROR DALEK: LEADER OF A RACE

The Emperor Dalek looks nothing like any of the rest of its race. It is roughly cone-shaped, with a faceted sphere on top. There are no arms or guns sticking out from its body. Also notably lacking is the standard sensor globe array that is found on all other Daleks. In fact, the only appendage that

HOW TO DRIVE A DALEK

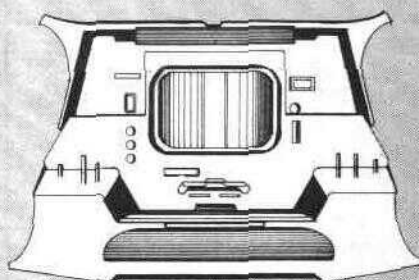
by Ian Chesterton

Daleks can be fierce enemies, and are very difficult to beat. On one occasion, the man I knew only as The Doctor, his granddaughter Susan, my friend Barbara, and I were held captive by the Daleks. At the time, even The Doctor knew very little about these terrible creatures. We devised a plan to escape from their clutches.

To carry out our plan, we first summoned a Dalek. When this creature entered the room, we lured it onto the cloak that Susan had found. This cloak was coated with some sort of rubber compound, and it insulated the Dalek from the floor. (Ed. Note: Daleks on Skaro at this time had no internal power source, picking up their energy through the floor.) With this done, we were able to pry the casing open and remove the creature from the shell. I have to say that if I ever again see anything as thoroughly disgusting as that thing, it will be too soon.

With the creature out, I could almost fit into the inside chamber. To create more room inside, we removed some of the larger hardware from the top section, and I climbed in. The fit was very tight, and I had to ride with my chin on my knees.

With the top replaced, we were ready to begin our deception and make our escape. Fearful of touching anything that might have given a signal to



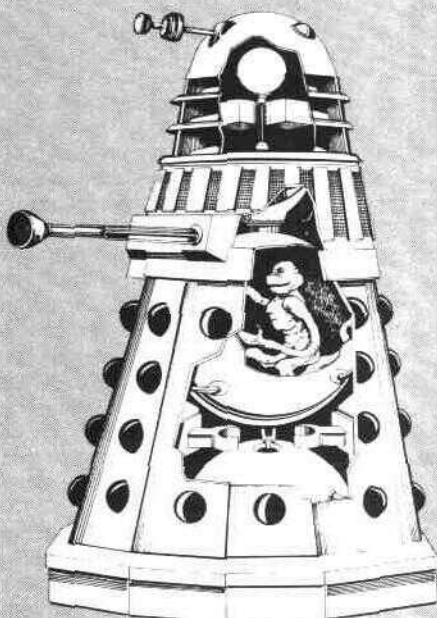
the rest of the Daleks, I did not actually control the thing myself. The Doctor, Barbara, and Susan pushed me out into the hallway. I thought our time was up when we turned a corner and saw another Dalek coming our way. Fortunately, the Doctor's quick wit convinced the other that I was the one doing all the pushing, and by imitating their monotonic talk, I convinced the other fellow that I was taking the prisoners to interrogation. Once we had passed the other Dalek and had entered a lift, I hurried to climb out of that cramped space. I hope to never repeat that experience.

Additional note by Captain Rebec, Thal Space Service:

After reading the comments of the Terran, Ian Chesterton, I am all too well reminded of my experience within one of those metal monsters. I had the good fortune of working with The Doctor after he had obtained considerable experience with the Daleks. After removing the horrible creature from the shell, The Doctor removed some of the hardware and made enough room for me to crouch inside. The control was simple enough, being a joystick that controlled both speed and direction of travel. Pushing the stick forward about halfway gave me enough speed to keep up a normal pace.

Other functions were impaired by the changes The Doctor made to the Dalek. He removed the speech section entirely, so I could only act as if my voice were damaged. Another function that was impaired was the control of the gun stick. I could point it with some accuracy, but the firing mechanism was damaged, leaving me defenseless. I could see where I was going on a large screen in the front of the compartment. This screen would have been at eye level if I had been about half my size, but as it was, it was at about chest level.

I can echo Mr. Chesterton's sentiments about being inside the Dalek's shell. It was certainly an unforgettable experience.



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appears similar to that of ordinary Daleks is the eye stalk, which can swivel about on its mounting point. The head sphere can also rotate, unlike the upper domes of ordinary Daleks.

The other unusual fact about the appearance of the Emperor Dalek is the array of cables connecting him to the surrounding machinery. Through these cables, the Emperor Dalek controls the entire complex it commands, and also communicates with its lieutenants, the Supreme Daleks.

The Emperor Dalek has no locomotion system. It is mounted into place within its surrounding maze of machinery. Likewise, the Emperor Dalek has fewer controls within its environmental chamber. The computer is, however, even larger than that of the Supreme Dalek, being about five times the computing power of an ordinary Dalek's, and is tied directly into the base computer. The Emperor Dalek can control this base computer directly from its own interior console.

Sensory data can be placed on the screens of its environmental chamber in the same way as in an ordinary Dalek. This information is not limited only to

the input from the eye stalk, however. The Emperor Dalek reads sensory information from the base as if the base were an extension of its body. The base complex is, in effect, part of the body of the Emperor Dalek, with its actual shell being more analogous to a humanoid's skull.

The creature inside the Emperor Dalek is physically the same as in any other Dalek. The major difference is in the creature's experience. Emperor Daleks are among the oldest and wisest of all their race. The chain of command seems to apply here; when the Emperor Dalek creature dies, it is replaced by one of the Supreme Daleks.

(Ed. Note: Historically speaking, there has been known to be more than one Emperor Dalek at certain times. For example, after the divergence of Dalek cultures when some went to the stars and some stayed on Skaro, there was one Emperor Dalek on Skaro and one with the main Dalek space fleet. These two are thought to have had little contact with each other. There is also evidence that there were two Emperor Daleks in control of Dalek operations on opposite sides of their area of controlled space until just before the Movellan/Dalek War, when the Emperor on the

side opposite the Movellan frontier was destroyed. The single Emperor of course favored his own area, limiting expansion efforts in the area surrounding Temporal Nexus Point Earth just prior to and during the War.)

THE MOVELLAN UNIT

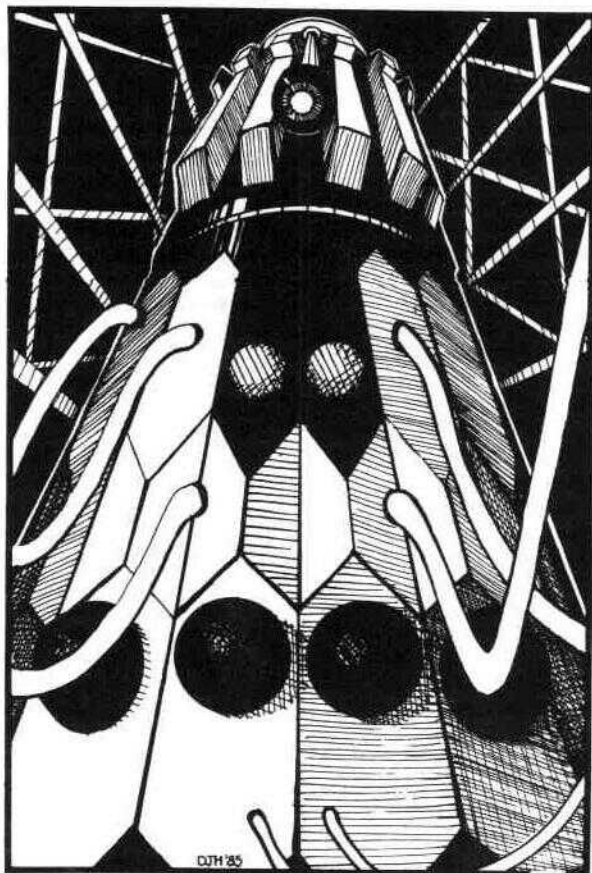
Although the Daleks have had many enemies, including the Thals and the Earth humans, their chief enemy would have to be the Movellans. A race of humanoid robots, the Movellans could easily be the most dangerous force in Mutter's Spiral, next to the Daleks themselves. The origin of the Movellans is also a great mystery that even the CIA has not been able to unravel. Their creators must have been warlike humanoids, judging from the physical appearance and conquerors' mindset of the Movellans. Strangely enough, the Movellans so far encountered do not remember who built them; the memory cells of the individuals captured and analyzed are curiously empty of such information.

Physically, Movellans are almost indistinguishable from any other humanoid. Microminiature pumps and hydraulic systems are designed to duplicate any human movement, and over ten-thousand million artificial nerve synapses allow the Movellans to have even finer control over their bodies than most humanoids have. The Movellan is also designed to keep a warm body temperature, and the skin on their bodies even feels like human flesh. Movellans are even designed with a simulated digestive tract. Movellans can eat food, which is vaporized in a miniaturized furnace. No wastes except vapor are left from this process.

One interesting aspect of the Movellan's construction, a design oversight that should have been foreseen and corrected, is the memory cell placement. Each Movellan's personal memory and programming is contained in a small cylinder attached to its belt, the removal of which deactivates the Movellan. This has the advantage that damaged units are easily and swiftly repaired. As long as the memory cell at its belt remains undamaged, the repaired individual can take up right where it left off after being damaged.

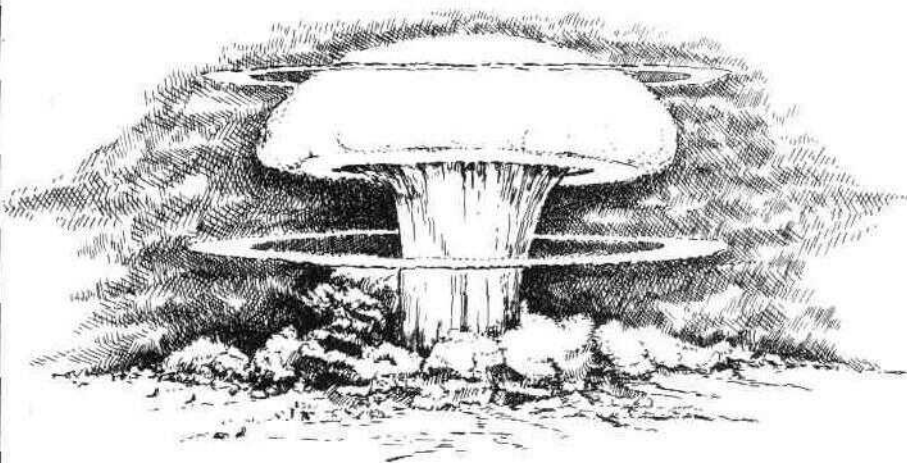
Another interesting feature is the ability to transmit all visual and audio input to their local base. These signals may be traced at any time, and can be stored.

Movellans act more coldly unemotional than most humanoid races. All human functions are duplicated, except for human creativity. Indeed, that one failure is the very thing that has kept the Daleks and the Movellans at war for centuries. Because each has a mechanical mind, neither can outguess the other, whereas if either had any creativity, the stalemate would have been broken.



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Historical Analysis of the Dalek Menace



Primary presentation to the First Clandestine Symposium of the Celestial Intervention Agency to Consider Policy Regarding the Dalek Expansion; researched and written by Prof. Qualenawtivanastech, Chief of Multihistorical Research.

Perhaps the most alarming aspect of The Dalek Menace is the speed with which this group of mechanized monsters has spread across the sea of stars. As late in the Great Time Line as 67,000 TL, there was no such thing as a Dalek; would that it had remained so. There existed instead only a divided race of humanoids on the planet Skaro, who had not even developed the technology to leave the surface of their own planet. In a mere 8,000 years, truly but a cosmic eye-blink, the Daleks rose from nonexistence to a murderous band of life-hating entities capable of spreading their cancerous evil not only through Space but through Time itself!

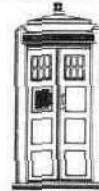
Even so, the extent of the peril presented by the Dalek Expansion was not discovered by our Agency for over 25,000 years! This unforgivable oversight on the part of the late CIA Director Deliaavatsud was compounded with an ill-considered and failure-doomed intervention attempt. Even though the plan was mounted without careful research, it might have had some measure of success if Deliaavatsud had not assigned to this vital effort an inexperienced (one politely refrains from adding incompetent) renegade who did

not even have the benefit of true CIA affiliation and training.

The only factor that somewhat softens memories of Deliaavatsud is the knowledge that his choice of a non-CIA operative to perform this mission prevented much of the organization from being swallowed up along with Deliaavatsud himself when the High Council condemned this rash action and sent him into nonexistence. Even so, the vital work of the CIA suffered a crippling blow by being forced underground. Because of this event, no CIA operative can hope to truly enjoy the adulation his vital function merits on Gallifrey and across all Time.

Since that time, the Agency has been engaged in a process of recovery and regrouping. It is only now, with this Symposium, that the problem of the Daleks can again be explored. The loss of Deliaavatsud's notes in the Great Purge leaves it to this Symposium to go back over the historical data and prepare a coherent look at how The Dalek Menace grew and where it is likely to go from here.

This first task, of recapping the Dalek history, falls herewith to this humble researcher. Painstakingly, a team of research assistants have withdrawn all pertinent data from the APC Net and other sources so that this office could correlate the mass and produce a self-consistent time line and historical summary. It is this historical research that will give the Agency its best look at the scope and nature of The Dalek Problem.



TIME LINE OF DALEK HISTORY

In this time line, the history of the Daleks is examined as a linear flow. Thus, events that occurred as a result of Dalek temporal intervention are discussed at the instant of temporal origin for the intervention. That is, the event will be mentioned in the time from which it was launched, not the time which is being manipulated.

Unclear and unscientific reports of certain events regarding Daleks and now-excised alternate time lines have been deleted from this time line as irrelevant to the current state of the Dalek Menace. The sole exception is the now-infamous Deliaavatsud Intervention. The original Dalek time line (pre-intervention) will be discussed briefly, although, for all intents and purposes, it affects the flow of the time line very little, if at all.

66,300 TL

Two tribal cultures of the planet Skaro, the Kaleds and the Thals, first encounter one another. As happens frequently with primitive races, the result is war. Unlike most other cultures, however, the two principal cultures do not end their war through assimilation of one culture or the other. Instead, they continue hostilities and devote almost all of their scientific effort for the next 1,000 years toward the development of bigger and better ways to destroy one another, thus revealing obvious mental and philosophical deficiencies in the Skarosian race.

c. 67,300 TL

The Kaled/Thal civil war, having escalated into the use of primitive, but effective, uranium fission devices, destroys most of the planet's habitations. Skarosian civilization is nearly destroyed, with the remnants of the two cultures reduced to a pre-atomic level of warfare through lack of nuclear hardware or the sophisticated means to manufacture it. The war continues with more conventional weapons, though the planet itself is so poisoned with radiation that uncontrolled and mostly lethal mutations are widespread among the first post-nuclear generation.



67,328 TL

In the original time line of Skaro, the Thals use a rocket bomb to attack the last Kaled city, but a protective coating developed by Kaled scientists permits the city dome to resist the bombardment. In the flush of victory, the Kaled leaders permit Davros, a leading scientist, to unleash his latest creation against the helpless Thal city. Davros, a genius cyberneticist and geneticist, has studied the radiation-spawned mutations in the Kaled race and predicted the ultimate form of the race's development. Bypassing thousands of years of natural selection, Davros has created a race of monstrous mutants called Daleks. These creatures possess advanced Kaled brains housed in weak, inhuman bodies. The Daleks are kept alive by life support machinery inside a gleaming metal robotic shell. A force of prototypes is sent to destroy the remaining Thals.

Once the Thal city is taken and the Thals exterminated, Davros names himself ruler of Skaro. His rule is short-lived. The Daleks have been well-programmed to hate all life, and they soon turn on their creator and the rest of the Kaleds, exterminating them in turn. According to projections made by the APC Net, the Daleks then go on to eventually threaten Gallifrey itself and possibly conquer the universe.

The infamous Deliaivatsud Intervention somewhat changes the Dalek destiny, but not for the better. Deliaivatsud steals an experimental Time Ring from the Temporal Development Center and gives it to the renegade known as The Doctor for use as a location device for Rassilon's Time Scoop. Deliaivatsud then illegally uses the Scoop to send The Doctor and two renegade human Companions to Skaro just before the Daleks are first activated.

Despite his well-known incompetence (reference Datafile DW74563-52Z, *The Doctor*), it was still possible that the interventionist might indeed have prevented the rise of the Daleks through the sheer power of being in the right place at the right time. Despite this advantage, the unstable nature of The Doctor's personality came to the fore and he passed up his only opportunity to destroy both Davros and the Daleks before their evil could spread. The Thal city was still ravaged by the Daleks, but difficulties caused by The Doctor's intervention caused Davros himself to turn on his fellow Kaleds and assure the destruction of their city as well.

But the Daleks and Davros reckoned without those Thals that escaped the destruction of their city. These remaining Thals attacked and managed to seal the Daleks inside an underground bunker with their insane creator, sadly only a temporary solution to The Dalek Problem.

c. 67,900 TL

The Daleks who were buried underground in the last desperate battle with the Thals now return to the surface to recapture the world of Skaro from the Thals, though Davros remains lost in a deeper vault in suspended animation. The remnants of Thal technological civilization are destroyed, and the survivors return to a barbaric existence in the deep wilderness areas of the planet. In the next 1,500 years, the Daleks are able to recover their own Kaled-spawned technology to the levels that existed before the Kaled/Thal atomic war, using atomic technology to launch orbital spacecraft and explorations of the worlds of the Skaro system.

68,500 TL

The development of hyperdrive leads to a major disagreement between two factions among the Daleks. The Expansionists decide to use the new hyperspace ships to expand their dominion to the stars. The Exterminators intend to remain on Skaro to continue hunting down their age-old enemies, the Thals. The Exterminators become clumsy and careless, finding no real challenge in combatting the scattered and disorganized Thal encampments. The Expansionists, however, are hardened by their life of conquest and become even more cunning and ruthless.

68,633 TL

A Dalek expedition discovers valuable metal deposits on Temporal Nexus Point *Tliir* and conquers the planet, enslaving the native *Twiil* race. This dangerous situation is discovered by CIA operatives assigned to watch this Temporal Nexus Point and reported to the CIA in basetime 101,193 TL.

68,639 TL

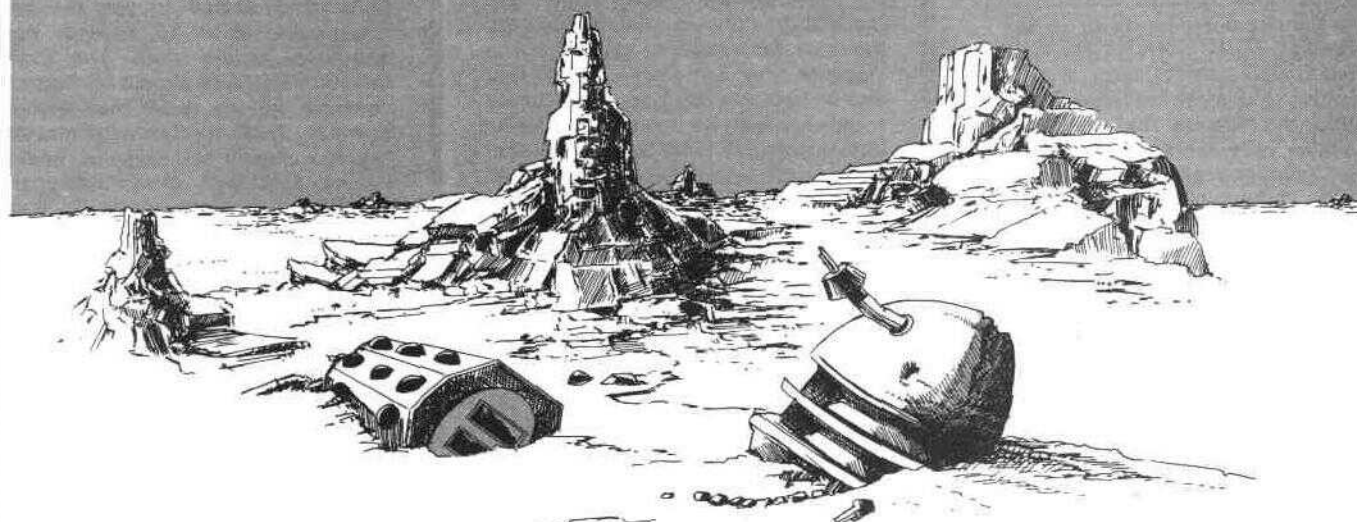
A *Twiil* colony world in the same solar system as *Tliir* counterattacks against the Daleks. Not expecting armed resistance from space, the Daleks are defeated. Time Lady *Loribet-cazistanopilain*, having convinced the Council not to directly intervene against the Daleks, acts as adviser to the colonial forces. As a result, the *Tliir* are liberated in 68,641 TL after only six years of Dalek rule and a disastrous two-year war.

70,073 TL

The Exterminator Daleks of the major Skarosian city, having become weak and decadent after years with no serious opposition, are defeated and destroyed by a small but well-prepared group of Thals. This is the beginning of the end for the Skarosian Daleks. The Thals begin adapting captured Dalek



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technology for their own uses, and, by 73,000 TL, they have an interstellar fleet of their own, quickly catching up with the Daleks in war capability. The battle for Skaro begins anew.

70,092 TL

Contact is first made between the Daleks and the brutal ape-like beings known as the Ogrons, who become the Daleks' allies in many conquests and plots.

72,872 TL

The failure of the Deliaivsud Intervention has led to the Daleks being allowed to spread throughout Mutter's Spiral, leading them eventually to Temporal Nexus Point *Earth*. A major Dalek attack force easily overwhelms the divided and quarrelsome nations of Earth at a time before the human inhabitants have developed technology capable of dealing with the Dalek threat. Ironically, the Dalek defeat is eventually brought about because the Daleks rely too heavily on Robomen (cybernetically-dominated members of the Earth natives) for policing their conquered world. A human underground succeeds in disabling the central control for the Robomen and recapturing their world.

Certain elements within the CIA seize on this incident as an excuse for promoting more ill-considered interventions, but cooler heads prevail for the most part, and the CIA stays on a steady course of researching interventions thoroughly before proceeding with decisive action.

73,208 TL

A major invasion of Mutter's Spiral is prevented by a Thal revenge squad that intercepts and destroys the bulk of the Dalek army on the planet Spiridon.

73,314 TL

The last of the Exterminator Daleks is destroyed by Thal forces. The war has left Skaro barren, however, and the Thals themselves abandon it for more hospitable worlds.

73,508 TL

A Dalek attempt to spread a plague throughout Mutter's Spiral is blocked by the actions of certain Earth humans. The failure of this effort strengthens the position of those CIA observers who call for a long period of study before initiating action against the Daleks.

c. 74,480 TL

The Expansionist Daleks develop time corridor technology, thus giving them the ability to make limited intervention attempts in Time. Though the time corridor is recognized as a potential threat, the CIA determines that the Dalek time travel device is nowhere near as efficient and versatile as even the crudest TARDIS devices.

74,513 TL

The Daleks launch their first intertemporal intervention, against Temporal Nexus Point *Bav* in the year 42,005 TL. The loss of a minor-level CIA operative prompts overly-hasty action by the CIA. Lady Loribetcazistanopilain intervenes in a non-violent exchange of data between the Daleks and the Bav native, crustacean-like beings called the Ka. Projections of the results of the contact reveal the eventual defeat of the Daleks

themselves by the Ka by basetime Gallifrey, but the Loribet Intervention prevents this, assuring the quiet extinction of this promising race, though not at the hands of the Daleks.

74,666 TL

The infamous 666 Plot is launched by Dalek temporal intervention in the time line at Temporal Nexus Point *Teth* in 67,666 TL. Dalek scientists attempt to discover the secret of telepathic domination as practiced by the dominant Bruul upon the marginally-intelligent Klevits.

Four separate intervention attempts are made by various CIA agents, all hastily-mounted and ill-considered. Unauthorized interventions by Lady Loribetcazistanopilain and a young trainee kinsman cast doubt upon the entire affair's advisability, and even threaten the Time Line itself when Lady Loribet carelessly allows herself to violate the Laws of Time. The revelation of other temporal crimes committed by Time Lord Cavoristaliteras, also assigned to intervene in the Teth affair, confirms the suspicions of criminality held by many concerned CIA officials. Though Lord Cavor is captured and returned to Gallifrey for trial, he mysteriously is allowed to escape by Lady Loribet, who retires from CIA activity soon after under shadowed circumstances.

The Daleks, meanwhile, discover that their research is fruitless. The so-called secret of dominating minds cannot be duplicated outside the Bruul, nor will it work on beings of more than marginal intelligence. The Daleks withdraw from Teth, but the Klevits remain under Bruul domination for many years.



74,708 TL

Finding themselves without the resources to dominate Mutter's Spiral alone, the Daleks launch a Master Plan to unite other races of the universe against Temporal Nexus Point *Earth*, (with an assault against Gallifrey itself no doubt in their long-range plans. The Dalek plan fails when their Time Destructor device destroys itself upon firing.

c. 75,100 TL

The first contact occurs between the Daleks and the Movellan Empire, another race as cruel and expansionistic as themselves. Indeed, it seems as if the Destiny of the Universe has planned this meeting, as the two groups immediately begin warring against each other, thus distracting both from expanding elsewhere and disrupting other time lines.

75,208 TL

A Dalek expedition returns to the site of the bunker where they began on the ruined world Skaro, in search of the buried crypt where Davros lies in suspended animation. A Movellan strike force arrives to stop their Dalek foes from obtaining aid from their evil genius creator. During the confrontation, human slaves being used for excavation stage a revolt against the Daleks. Once again, Movellan and Dalek forces get in each other's way and are both defeated. Davros is captured by humans and returned to the human Federation for trial. The vicious creator of the

Daleks comes to trial at long last and is imprisoned in suspended animation aboard a special space station.

75,255 TL

The primary war fleet of the Daleks is contaminated with a deadly virus and destroyed. The virus, developed by the Movellans, attacks the Kaled mutant directly and kills it, rendering the robotic Dalek harmless. Scattered groups of uncontaminated Daleks flee to hidden outlying colonies and scramble to avoid contamination. The Daleks are removed, at least temporarily, as a galactic threat. The Movellans, now with hundreds of former Dalek worlds to loot, also cease to be a threat to the time line. As long as one Dalek survives, however, the situation will bear watching by vigilant CIA observers.

75,299 TL

A desperate Dalek attempt to free Davros so he can find a cure for the Movellan virus fails miserably and results in the destruction of both Davros and the small Dalek assault force. The incident, however, points to the inescapable conclusion that the Dalek threat remains constant. The Time Lord Council begins gathering data on the Daleks that is cleverly siphoned off and reorganized by CIA operatives under the direction of the Office of Multihistorical Research.

101,197 TL

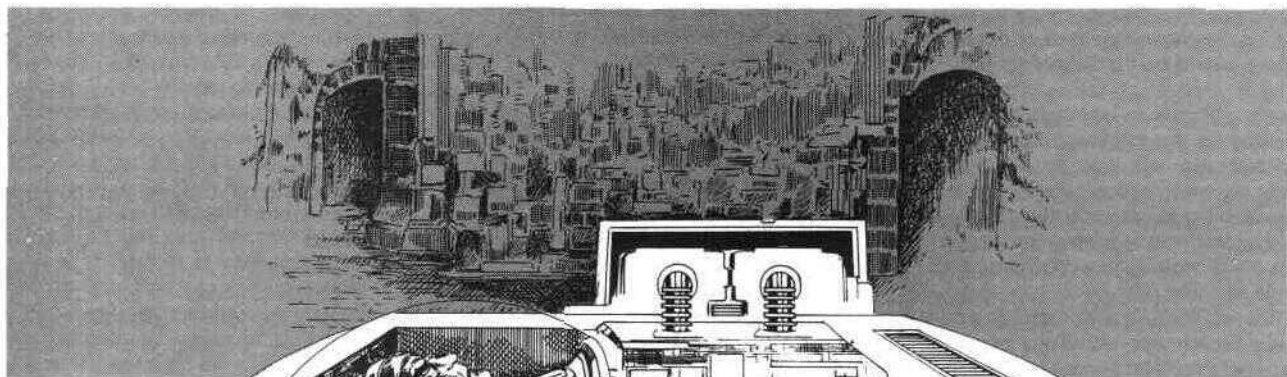
CIA Director Deliaavatsud queries the APC Net about Dalek expansion. He attempts an intervention (See entry for 67,328 TL). The intervention fails, and the Daleks, after a short delay, are set loose upon the universe anyway. The Time Lord High Council of Gallifrey investigates the blatant intervention by Deliaavatsud. The Doctor's participation is reviewed and he is held blameless on technical grounds, as Deliaavatsud supposedly forced The Doctor to participate. Deliaavatsud himself, however, is executed by disintegration for the crime of unauthorized intervention.

The result of Deliaavatsud's foolish mistake is to force all CIA temporal intervention activities underground, handicapping the organization for many years to come.

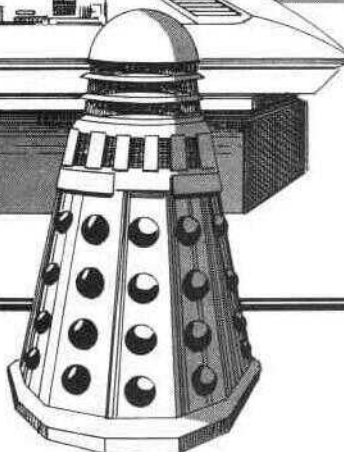
A review of Deliaavatsud's notes on his decision reveals previous unauthorized meddling by The Doctor, which no doubt caused Deliaavatsud to choose this renegade as his agent. Much of Deliaavatsud's work is lost when it is seized and destroyed by the High Council, necessitating a new survey of the Dalek Situation be made. The task is given to Lord Qualenawtivanastech, respected scholar and newly-appointed Chief of Multihistorical Research for the CIA.

101,209 TL

The findings of the survey of The Dalek Problem are published after over a decade of careful study by the Qualen Commission.



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ORIGINS OF THE DALEKS

The two warring groups of Skaro, Kaleds and Thals, are virtually identical in their physical form. They externally resemble our own Gallifreyan race, but are more similar to the humans of Earth in internal structure. They also resemble humanity in that their early history consists of one war after another. Unlike the residents of Temporal Nexus Point *Earth*, the Skarosian races did not stop short of nuclear annihilation. Their use of nuclear weapons in indiscriminate warfare was the beginning of the end for their cultures and their world.

As we Time Lords have observed with many cultures, the Skarosians spent much of their time exacting horrible penalties of war upon each other for relatively petty offenses. Certainly the Kaleds and Thals had more in common with each other than either race had with the horrible, soulless creatures that would be born from their conflict. Nevertheless, the wisdom of age never came to Skaro. They destroyed themselves long before they grew wise enough to change.

It is rare that a major danger to the time lines of the universe grows from the actions of one man, but such is the case on Skaro. The twisted genius of Davros, chief scientist of the Kaleds, is solely responsible for the formation of the Dalek race. Had Davros never lived, or died in the explosion that crippled him, there would be no Dalek Problem at all.

Many students in our Academies, when studying the infamous Deliaavatsud Intervention, ask why an attempt could not be made to undo the damage thus caused. The brightest among them realize that attempting to stop the Intervention itself would be a violation of the Laws of Time, but over the years, the Office of Multihistorical Research has been faced with hundreds of research papers involving proposals to intervene in the Dalek time line earlier than the Deliaavatsud attempt. Most of these proposals involve perfectly reasonable plans to see to it that the Thal shell that destroys the youthful Davros' laboratory kills the evil genius instead of just crippling him. A few wrong-headed students have even suggested diverting the shell altogether so Davros does not become a twisted cripple at all.

The proposals, as stated above, would indeed be quite reasonable—had the Deliaavatsud Intervention never occurred! What nearly every young trainee fails to realize is that ANY attempt to change the time line to eliminate a known intervention is a violation

in and of itself of the Laws of Time. If such an intervention occurred that resulted in Davros' death, the need for the Deliaavatsud Intervention would vanish. It would have never occurred.

Unfortunately, it is not that simple. The removal of Davros at this point would create an alternate time line in which the Daleks were never conceived. This alternate would exist between the point of the proposed intervention and the Deliaavatsud Intervention. The result would be a closed timelooop, not affecting the Gallifreyan present at all!

Sadly, the failure of the Deliaavatsud Intervention closes early Kaled/Thal history to our intervention forever. Even so, valuable lessons can be learned by examining the events leading up to that intervention point. Were other places in the time line more vulnerable to successful change? Could the Deliaavatsud Intervention have succeeded? Did it do any good at all? These are the questions to be asked and answered.

SKARO AND THE KALED/THAL CIVIL WAR

Skaro began as a green and lovely world. Its only curse was the stubborn character of the beings that inhabited it. The Kaleds and Thals came from the same racial origins, but were divided early in their prehistory and developed cultural differences that neither race was ever able to overcome. The rugged, emotional character of the Thals came from their harsh life in the highlands of Skaro's southern continent. The Kaleds, who dwelt on the more hospitable north continent, developed an easy, decadent culture of intellectuals.

The fact that war resulted when the Kaled and Thal cultures began to interact is no surprise to any learned and civilized observer. Conflict is inevitable between primitives who have social differences. What was unusual was the speed with which the two warring factions developed bigger and better ways to destroy one another. Only the human culture of Temporal Nexus Point *Earth* comes close to the single-minded pursuit of destruction that is demonstrated by the Kaled/Thal Civil War. The Earth culture turned away from destruction (however reluctantly) when faced with the greater problems of dwindling natural resources and, eventually, a greater threat from space. (Ironically, the threat that united Earth was a Dalek invasion, which will be discussed later.) The Kaleds and Thals had only each other to hate, and they did so with great vigor.

In only one thousand years, the Kaleds went from primitive hand weapons to the equally primitive but far more effective nuclear fission missiles. Technological development did not come as easy to the less-intellectual Thals, but they kept up with Kaled innovations quite well out of bitter necessity.

DAVROS AND THE MECHANIZED MUTANTS

The most brilliant of all Kaled scientists was Davros, who helped the Kaleds in their effort to develop atomic weapons. A Thal attack on the Kaled laboratories left Davros crippled and dependent on a life support system for his survival. Driven mad by the experience, Davros then began the genetic experiments that would lead to the creation of the universe's greatest horror.

Davros experimented on Kaleds who had been exposed to radiation in the nuclear conflict. He then used his findings to create, through genetic engineering, the ultimate form of the Kaled race. The tentacled monster Davros designed was immune to levels of radiation that Kaled humanoids would find fatal. It was also a soulless, emotionless creature incapable of compassion—even incapable of life outside a biological support system. He also designed a metallic robot shell to protect the mutant, and equipped it with weapons to make it an invincible fighting machine.

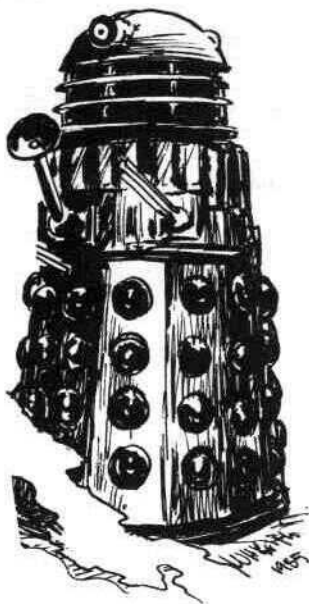
The Deliaavatsud Intervention was to occur at a point when the Dalek concept had been conceived and put into operation by Davros, but prior to the actual activation of the prototype Dalek shells. This selection of an intervention point does follow the Smallest Effective Change Principle, well understood by even the rawest trainee today, but it follows the principle in a narrow and short-sighted manner. Though it attempts an intervention that will create the smallest change in the Time Line, the destruction of the Daleks at this point would not *absolutely* insure that any of Davros' assistants could not duplicate his work, now that the twisted genius had broken the ground with his researches.

Further hampering the success of this mission was the incompetence of the agent chosen to effect the change. It has been said by more than one student of Gallifreyan political thought that the late Lord Deliaavatsud was *tried* for intervention, but *executed* for failure. If there is truth to that statement, then perhaps things would have been different if a trained CIA agent had been chosen to make a cool and unemotional alteration.

No one will ever know for sure why Deliaavatsud made use of an unstable renegade Time Lord like The Doctor for this most vital of all missions. Hints in Deliaavatsud's notes that referred to the Doctor's earlier encounters with the



Daleks should have warned him that this individual made a habit of meddling in affairs that were simply none of his business, though some of the stories must be dismissed as purest exaggeration, there being too many coincidences and inconsistencies in The Doctor's adventures to suit the orderly mind of a trained historian. Despite this, The Doctor was sent, and he managed to snatch defeat from the jaws of victory, to borrow a rather interesting turn of phrase in the dominant Earth language.



The Deliaivsud Intervention plan depended on a quick surgical strike to destroy the mutated Kaleds before they could be inserted in Dalek bodies. Such an action would also have to destroy Davros, who alone possessed the skill in genetic engineering to create them. A trained agent would have been hard-pressed to locate such a chance and exploit it with so little time to prepare. Instead, The Doctor's report to Deliaivsud shows that he actually *found* such a one-in-a-million chance and *passed* it by. The Doctor chose instead to rely on a fuzzy-headed attempt to convince Kaled leaders, who certainly had no reason to trust an alien, to halt the researches and actions of their own leading scientist! Any Academy graduate who had been taught elementary xenopsychology would know that a wartime government has a natural resistance to alien interference of *any* kind.

The notes Deliaivsud made on The Doctor's progress from this point are forever lost, but it is not hard to imagine his level of success based on the outcome. The Kaled civilization was entirely wiped out. The Thals were scattered and reduced to a pre-technological level. The Daleks and their murderous creator survived in underground chambers, rising a scant 500 years later to terrorize the universe.

DILEMMA IN INTERVENTION

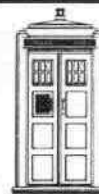
But what of the missed opportunities earlier in Kaled history? If the Doctor had destroyed the mutants and Davros, would it have mattered? The answer, sadly, is no. In the long run, the war would have continued until nothing was left but radiation-spawned mutations. These mutations, according to Davros' own researches, would have eventually resulted in a life form similar to the Daleks anyway.

In fact, even the destruction of Davros in the accident that crippled him would only have delayed the inevitable a few thousand years, which is an insignificant amount of time on the cosmic scale. Given the situation between the Kaleds and Thals, *the rise of the Daleks, or something very like them, was inevitable*. The only way to assure that the Dalek Menace would not arise would be the final destruction of the Skarosian races, accomplished at the time of the final battle.

Deliaivsud was simply incapable of making a cool and passionless decision to end the threat, and his failure released the Daleks on the universe. At the time of the final battle for Skaro, the entire population of the planet was enclosed in two small cities and in an area of Wastelands inhabited only by mutants despised by both sides. If the Skarosians could have been persuaded to turn their destructive capability on the *mutant* population, perhaps by stirring the mutants themselves to attack the cities in force, Davros' Daleks would have been a forgotten idea during the crisis. Thal, Kaled and mutant monster – all of Skaro would have died in the holocaust. There are those who would shy away from such a situation, but can these few wretched lives, already battered by devastating nuclear war, be compared to the millions who have died or suffered at the hands of the Daleks?

This way is forever closed to us. Any attempt to interfere at this crucial point now, as the Deliaivsud Intervention, would result in a time loop.

Does this mean that the Dalek Menace is something that the Universe must bear? Not at all! It simply means that intervention must be done on a carefully considered case-by-case basis to protect Gallifrey and the crucial time lines. Other non-crucial points are not important, since intervention there cannot secure a total defeat for the Daleks.



DALEK EXPANSION

Analysis of the Dalek pattern of expansion gives an answer to the question of where intervention is truly necessary and leads to the solutions to the Dalek Problem.

THE IRON HAND OF CONTROL

The mark of Dalek expansion through the galaxies has always been the total and complete domination of any situation in which they involve themselves. The Daleks are not treaty-signers or alliance-makers, unless they can use such tools of diplomacy to gain an element of surprise or conserve resources by tricking an enemy into revealing his vulnerabilities.

Daleks do not colonize worlds, having little interest in undeveloped planets. Instead, they strike at worlds where the resources they need have already been prepared and cultivated by native races or other colonial efforts. Thus, there is no ordered pattern to Dalek expansion. Dalek scouts search until they find a planet that can be exploited by terror and conquest. The scout reports are correlated to determine when the newly-discovered target world can best be overcome, and what priority is to be placed on the conquest. Badly-needed supplies, strategic location, or the existence of new technology or special materials on a world may cause the Daleks to bypass several other closer targets to conquer that one special world.

The Dalek way is to pound an enemy into total submission if possible. Other methods of conquest are only used when the Daleks do not have time, materials, or personnel to score a massive, crushing defeat of the enemy. Occasionally, the Daleks will trick an enemy rather than beat him, but that course is only selected when the Daleks want something that would be destroyed by a massive war.

Daleks are cowards, at the core. They do not attack by choice unless they possess massively superior forces or have a huge technological edge over an opponent. They will use subterfuge at every opportunity to gain advantage. Dalek attack fleets will employ long-range bombardment wherever possible to destroy the capability to resist, then follow up with surface attacks by waves of practically invulnerable Dalek soldiers. There is no separation of military and civilian targets. Targets that are necessary to the Dalek plans are spared, others are destroyed as examples of Dalek might and ruthlessness.

Once Daleks gain control of a world, they hold it in an iron claw, maintaining tight controls on all communications, trade, and movement of the



populace. The normal economic and social base of the culture is completely disrupted by the Dalek invasion as all available members of the work force are diverted to do the bidding of the Dalek masters. Only the most vital of normal governmental functions are maintained from the captive culture and these are closely monitored by Daleks. Top leaders and all military personnel are exterminated, as are most non-essential opinion makers and other potential troublemakers like religious leaders, media spokesmen, and essential personnel of industries in which the Daleks have no interest.

Dalek occupation forces need not be extremely large, as one Dalek is quite capable of controlling huge mobs of beings once those prisoners have been terrorized and stripped of weaponry and defenses. Disobedience – indeed, just the *suspicion* of disobedience – is punishable by death. Dalek guards and occupation forces are not sparing with grim object lessons to keep slaves in line.

There is no thought given to conservation when the Daleks raid a world. They take what they desire, when it is needed. Anything in the way is destroyed. If what is left when the immediate needs of the Daleks are satisfied is still of some use, it will be retained as a permanent Dalek base. If not, the ravaged world will be abandoned to its fate, perhaps destroyed. Such is the way of the Daleks.

DALEK DOMINATION AND INTERSTELLAR INTERACTIONS

The extent of Dalek domination varies along the Time Line. Until 68,500 TL, the Dalek Menace was confined to its homeworld. Time travel capability removed this barrier for the Daleks, however. They do not generally use their time corridor to establish exploitation colonies on a grand scale, as this would be more expensive than it is worth. However, the Daleks do plunder throughout time when items or resources of great worth can be secured in this manner or intervention can occur that will benefit their plans in their basetime.

Beginnings of Expansion

Along their normal time line, the Daleks began expanding outward into space in 68,500 TL. By 69,000 TL, they had established a beachhead in Mutter's Spiral, capturing over 35 agricultural worlds and at least 15 low-tech industrial centers. These first conquests formed the economic base for their later expansion.

The Daleks then began to concentrate on searching for worlds with higher technological levels, in the hopes of picking up more advanced weaponry and starship building techniques. These conquests depended

dealt with swiftly before they could mass for counterattack, and populations had to be demoralized or even eliminated entirely to give the Daleks unhindered access to that civilization's scientific records. By 69,500, the Daleks had managed to pirate enough information to improve their technology of spaceflight and spaceborne weaponry to rival any fleet in Mutter's Spiral.

The Daleks spent the next 500 years using the techniques and technology they had learned to cut a wide swath through Mutter's Spiral from Skaro (near the rim) to a point one-third of the way to the galaxy's core. They did not control all of this space, but they did conquer most of the technological civilizations therein. By 69,980 TL, they were beginning to widen the boundaries of this area in both directions, toward Temporal Nexus Point *Earth* on one side and (unknowingly) toward the Movellan Empire on the other.

Less than 100 years later, Dalek scouts made first contact with the ape-brute species known as the Ogrons. Here, at last, was a semi-humanoid species that had both the manipulatory ability and physical strength the Daleks needed in a race of soldier-slaves. Soon the Ogrons were acting as Dalek shock troops in their continued expansion.

Dalek Defeats

The edge of the Dalek Expansion Area swept across Temporal Nexus Point *Earth* in 72,872 TL, and that planet, with technology far inferior to pirated



Dalek hardware, fell quickly. But one piece of Dalek-developed machinery proved their undoing. For some decades, the Daleks had been making use of native humanoid races as electronically-controlled slaves in some areas. These Robomen were the perfect Dalek slaves, totally incapable of revolt. But the Daleks became careless and over-centralized the Roboman controls, allowing Earth underground resistance forces to destroy the control transmitter and free the Robomen. Suddenly outnumbered, the Daleks were forced to abandon Earth.

The defeat on Earth convinced the Daleks to rely less on Roboman slaves in their conquests, and the sweep of Dalek attack fleets was slowed down. New strategies, based on overwhelming Dalek forces, began to develop. A huge army was prepared and concealed on the planet Spiridon. The Ogrons were to be used as a diversion in this grand plan to capture a major new section of Mutter's Spiral.

Once again, Dalek shortsightedness defeated them. Their old enemies, the Thals, had long since destroyed the remaining Skarosian Daleks and adapted early Dalek spaceflight technology for their own use in gaining revenge. A Thal Revenge Squad learned of the Dalek plan and thwarted it by immobilizing the whole massive Dalek army in the flow of a Spiridonian ice deposit.

This destruction of so many Daleks at once crippled the Dalek expansion on the Earth side of their controlled area. Without massive forces, or resources to replace them quickly, the Daleks turned to sabotage and trickery to gain a few victories (but just as many defeats) in near-Earth space. Their development of time travel also allowed them to spread their piracy through an additional dimension.

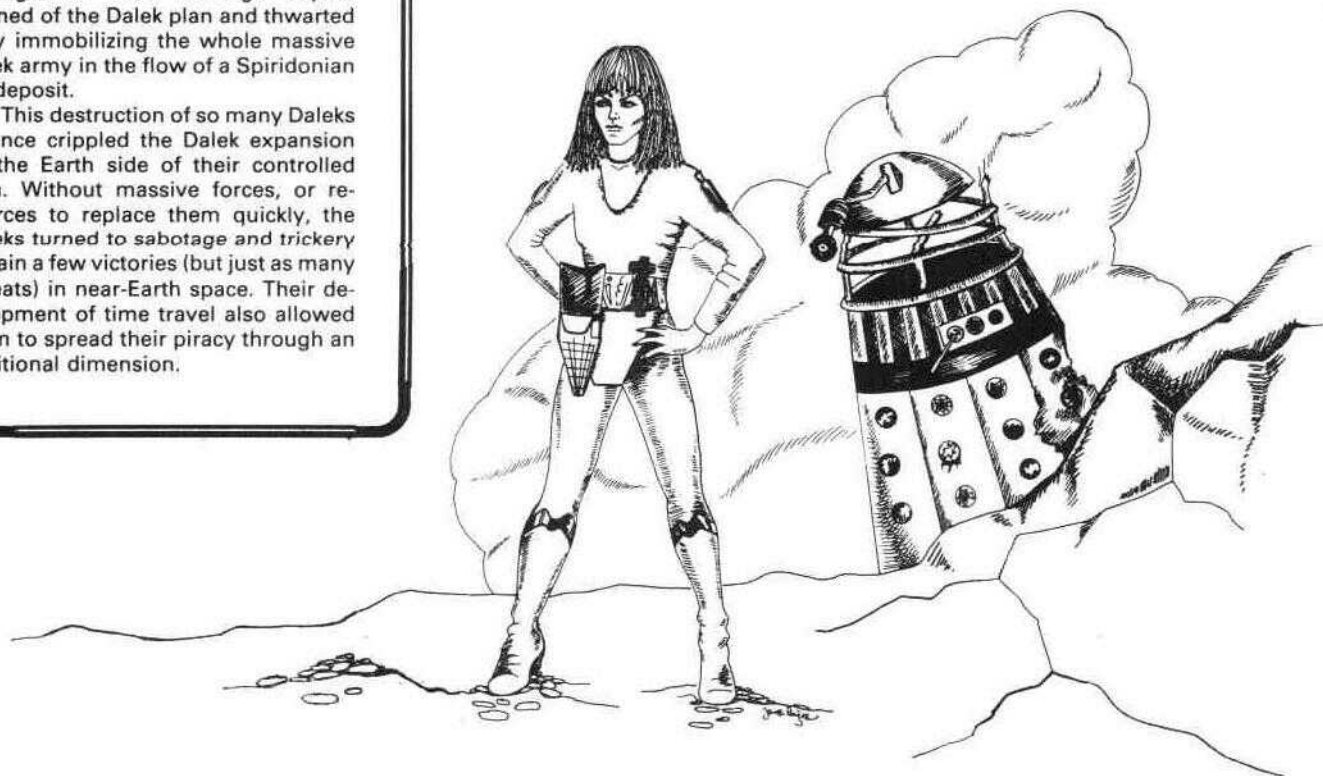
The Dalek/Movellan War ended abruptly with the development by the Movellans of an anti-Dalek virus in approximately 75,250 TL. The virus, introduced onto captured Dalek ships that were allowed to escape, quickly spread to the main Dalek fleet and to many Dalek-controlled worlds. In less than 50 years, the Dalek forces in Mutter's Spiral were reduced to levels below the ones that existed in 69,000 TL! In one stroke, Dalek dominance of the Galaxy was broken.

Enter The Movellans

The other side of the Dalek control area continued to push forward until approximately 75,100 TL. The Emperor Dalek was apparently unwilling during this time to divert the successful Dalek fleets and armies from this side of their holdings to reinforce the unsuccessful near-Earth forces. Perhaps it is fortunate (at least from his point of view) that he did not, for just after 75,100 TL those forces were stopped dead when the edge of Dalek-controlled space ran into the edge of Movellan-controlled space moving in the opposite direction. The resulting conflict kept both forces from expanding further for over 150 years.

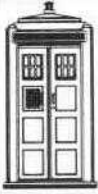
The Movellans, however, had suffered greatly from the war and were hard pressed just to maintain the worlds they already held. It would be many centuries before they would be able to even annex the old Dalek-held worlds. Meanwhile, scattered groups of Daleks that had escaped contamination with the deadly virus holed up in remote areas of Mutter's Spiral.

Since that time, Dalek expansionism has been mostly through subterfuge and temporal intervention, sparked by scattered groups of Dalek marauders. The Daleks are no less dangerous to the time line, but they are less numerous and less likely to conquer by overwhelming numbers or strikes from space against technological civilizations like Earth. Even so, the APC Net's best predictions report that there still remains a danger of Dalek domination of Mutter's Spiral and perhaps elsewhere. Vigilance is still quite necessary.



Recommendations of The Symposium

Presented by
Prof. Qualenawtivanastech,
Chief of Multihistorical Research,
Celestial Intervention Agency.



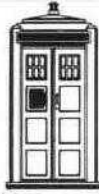
CONCLUSIONS

The presentations to the symposium have pointed up several facts that should be listed in conclusion.

1.) The Daleks are expansionistic and threatening to life *by nature*. No redemption of this race is possible, nor is any benefit to be gained from it. Nevertheless, the complete destruction of the Daleks seems to be beyond our current reach.

2.) The major threat posed by the Daleks is in temporal intervention and invasion through subterfuge. The major Dalek space fleet is scattered and broken, but greater damage can be done to the time line through subtle plots and hidden actions that affect Temporal Nexus Points. Also, it has been demonstrated by history that Dalek efforts to conquer and hold important civilizations (like that present on Temporal Nexus Point *Earth*) can often be turned aside before damage is done to the timeline *without* direct intervention, or with minimal intervention.

3.) Major intervention efforts cannot be left to chance encounters with poorly-trained personnel. Effort must be made to assure that CIA interventions are only attempted after careful evaluation and consultation of historical sources and experts.



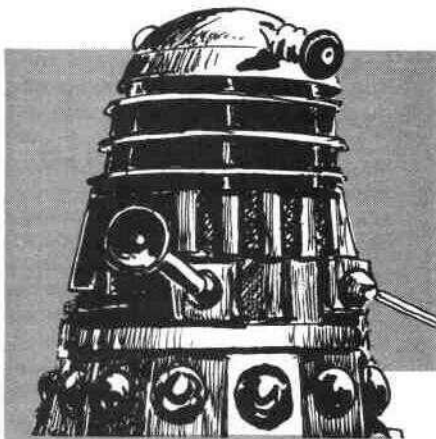
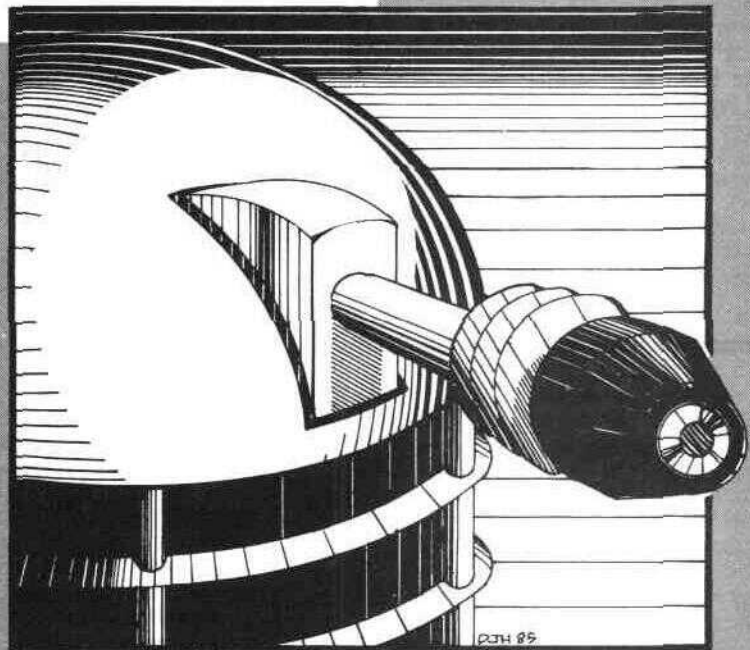
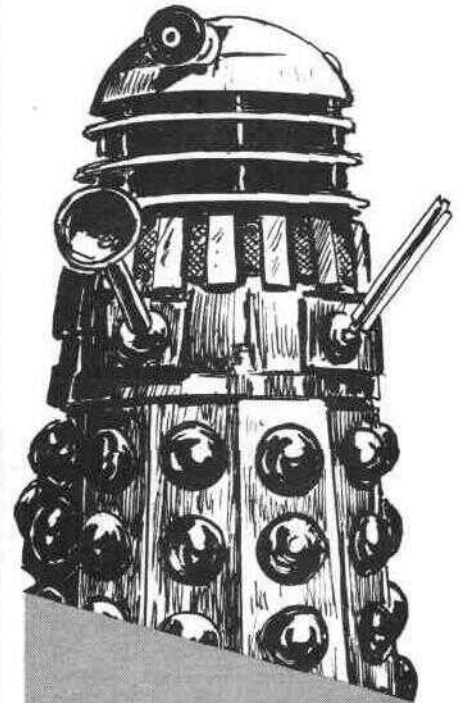
RECOMMEN- DATIONS

In light of these facts, the following are the recommendations of the Symposium Committee:

1.) Dalek-inspired interventions by CIA personnel should be handled on a case-by-case business. Interventions should be considered carefully and only attempted when a clear and present danger to the time line is present.

2.) No major interventions should be planned at this time for the period prior to the Dalek/Movellan War. Periods after the war should be carefully watched for evidence of Dalek recovery or major Dalek interference with important civilizations.

3.) All interventionary activities should be coordinated through the Office of Multihistorical Research, where an accurate assessment of the impact of an intervention can be obtained before action is taken.

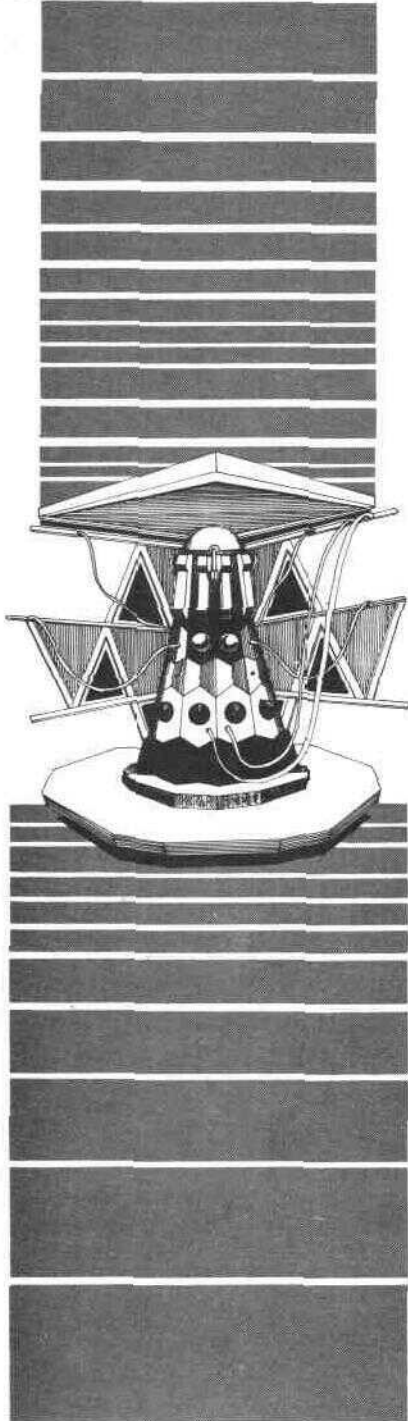


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Dalek Society

By Dr. "Vanideliumistada",
Doctor of Sociology,
Celestial Intervention Agency

Dalek society is a fascinating subject. Never before has the opportunity presented itself to study a fully mechanical society, whose individual members, although intelligent, have about the same individuality as an ant. Thus, I am honored to present the following discussion of Dalek society.



THE DALEK PERSONALITY

Before the society can be discussed, the individuals that make up that society must be understood. Daleks are, after all, intelligent beings unto themselves. Each is a unique combination, comprising a living creature and the computerized shell surrounding it.

The Dalek creature is a very weak entity. It cannot survive for long outside its supporting case. Thus, it would tend to have an inferiority complex. Knowing how weak it actually is, the Dalek has a need to feel superior to other beings, and it uses its supporting shell to accomplish this. With the shell, the creature can survive very harsh environments and can resist even the strongest physical attacks. A complete Dalek has made itself a formidable foe.

The result of this inferiority complex is that Daleks believe themselves to be superior to other races. So they are, as a result of positive thinking. This causes problems whenever the Daleks come across another race that believes itself to be the equal of the Daleks. The Daleks must prove themselves the superior race, and must damage and demoralize (Ed. Note: More often exterminate) the race that challenges that belief.

An excellent example of this is with the Daleks' neighboring race, the Thals. The Thals presented a threat to the Daleks, and so they were meant to be wiped out. This is simply an example of the age-old doctrine of survival of the fittest, and the Daleks would have succeeded had it not been for circumstance and the interference of The Doctor. (Ed. Note: It is well-known that the so-called influence of The Doctor in the preservation of the Thal race is known through his reports alone and must be considered suspect. It is widely considered that The Doctor's presence likely had nothing to do with the temporary Thal defeat of the Daleks.) As can be seen in numerous data files, circumstance has plagued the Daleks many times over.

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The Daleks are not outright berserkers, however. Whenever possible, in fact, they will spare the lives of a subjugated race for as long as they possibly can. In comparison with social insects such as the ant, most of which simply destroy all invaders, a race of intelligent beings such as the Daleks will only destroy that which is non-useful. Servitor races can be a useful force. There will always be tasks that the Daleks are simply not suited to perform. (Ed. Note: The preference of the Dalek toward slave races of the hominid form reflects their subconscious realization of that form's superiority.)

Indeed, there are even races that serve the Daleks willingly, and have raised themselves above the level of slave, the Ogrons being an excellent example. The Ogrons serve the Daleks willingly, and are granted quite a number of freedoms in return.

It has been said that the Daleks are an unimaginative race. This is true only to a certain degree. They are able to recognize their shortcomings in this area, and they have taken steps to correct the problem several times. They have twice resurrected their creator, Davros, for just this reason. The fact that they were able to take these steps proves that they must have at least some level of creativity.

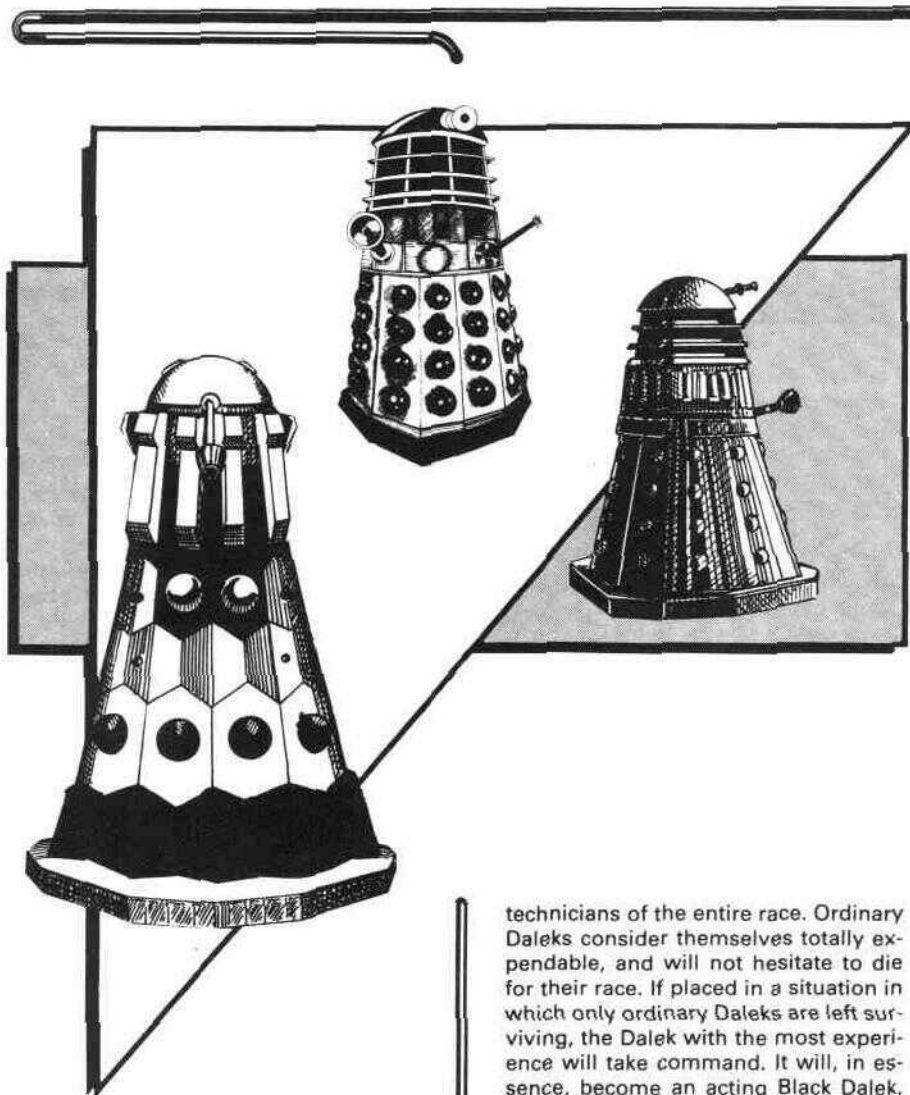
The Daleks are also suspicious by nature. They will not willingly trust even Davros except when they are forced to do so. This attitude is not necessarily a bad one, because they have been tricked many times after trusting an individual.

ORGANIZATION AND GOVERNMENT

After an examination of a Dalek individual, Dalek society becomes much clearer. As in most hive-type societies, the individual is not as important as the whole. In fact, individuality is actually frowned upon when it interferes with the society as a whole.

Individuality is actually unknown in a Dalek society. Each Dalek is completely expendable to the greater purpose of the society. In fact, there are many examples in which one or more Dalek willingly destroyed itself to protect a superior being. The concept of superiority is one that must be addressed.

In a Dalek society, there is always only one leader. This is the Emperor Dalek. The Emperor Dalek controls the 'hive' complex and makes sure that all actions are coordinated to achieve the greatest good for the complex. The Emperor Dalek actually keeps the Dalek home environment proper and its computers operating correctly.



The next level below this in the Dalek society's organization is the Supreme Daleks. These beings are the links to the lower-level Daleks. They also directly serve the Emperor Dalek, and they would willingly die to protect and preserve their leader. When an Emperor Dalek is not available, a Supreme Dalek will actually take command. If the Emperor Dalek dies or is incapacitated, one of the Supreme Daleks will take its place. This may only happen by accident or external sabotage; a Dalek is absolutely incapable of attacking another Dalek for personal gain, this being a totally alien concept that Daleks cannot even understand.

The next level down the social ladder is the Black Dalek. These beings are the sergeants and foremen of Dalek society. They form the bridge between the Supreme Daleks and the rest of the Dalek race. Again, a Black Dalek will always put its own life between its superior and any danger. Also, a Black Dalek is always capable of assuming the responsibility of a Supreme Dalek if the need is present.

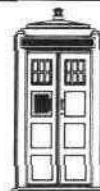
The final and lowest level of Dalek society is the ordinary Dalek. These are the workers, soldiers, scientists, and

technicians of the entire race. Ordinary Daleks consider themselves totally expendable, and will not hesitate to die for their race. If placed in a situation in which only ordinary Daleks are left surviving, the Dalek with the most experience will take command. It will, in essence, become an acting Black Dalek, and all others will strive to protect it.

Governmental decisions are made by the Dalek of the highest station, and all others will follow its commands without hesitation. One interesting aspect of this stratum protection is that the structure is flexible enough to allow for other beings to be protected by the same single-mindedness of purpose. An example of this can be seen in every case where Davros was resurrected. Although technically outside the Dalek structure, Davros was protected as if he were the Emperor Dalek itself. This indicates a flexibility due to the intelligence of the organisms involved, that allows them to step outside the traditional hive structure.

For these reasons, the Daleks have proven themselves to be self-preservative to a very high degree. Thus, as long as one Dalek remains alive, the 'hive' can always be rebuilt and will always survive.

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THE METALLIC FLAW - A MINORITY VIEW OF DALEK CREATIVITY

By Callivestigathera, Field Agent,
Celestial Intervention Agency

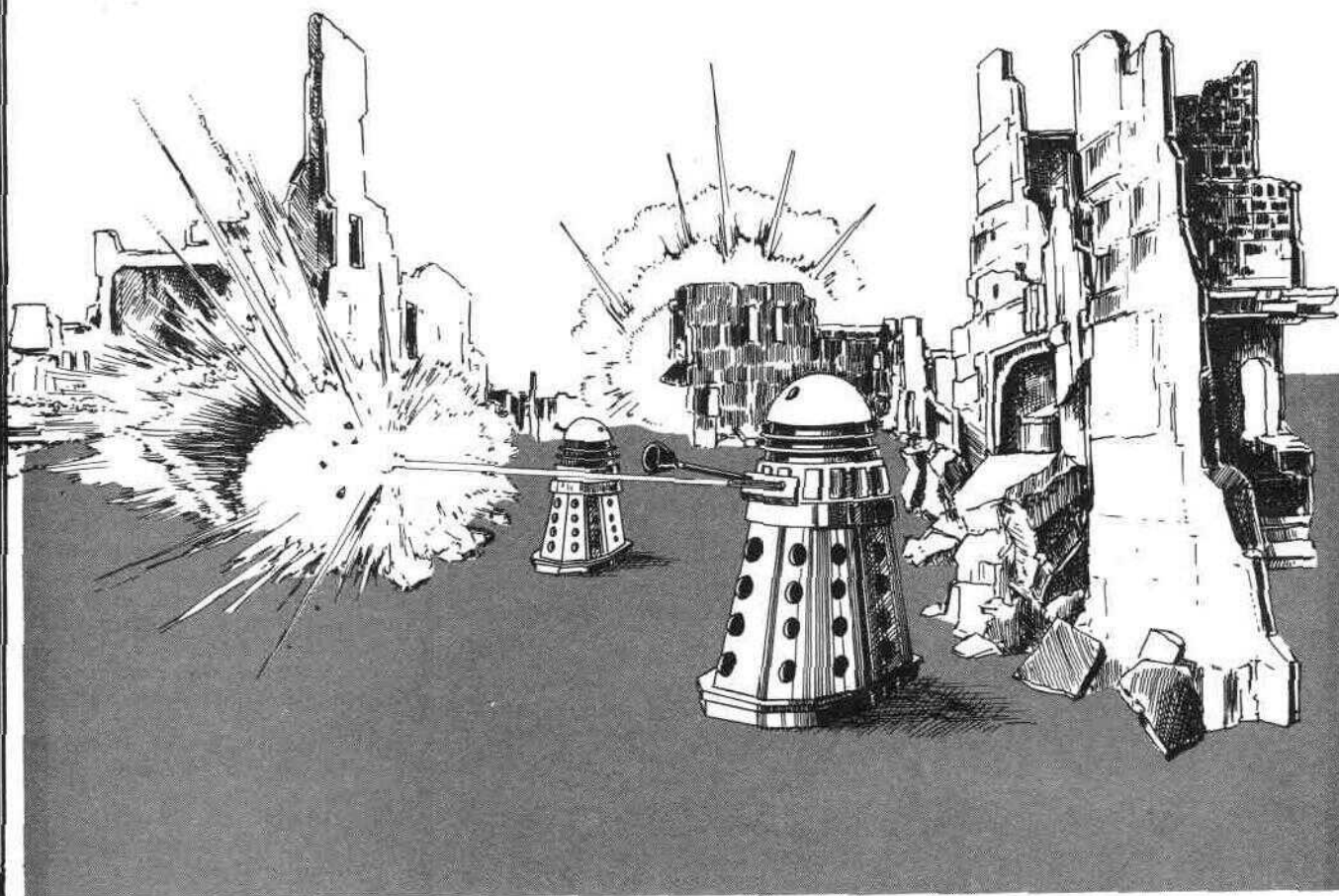
My learned colleague's view of Dalek society creates false impressions about the origins of Dalek thought, though they are based on what are, essentially, reasonable observations. The analogy to hive structures and social insects is not as applicable as the essay would lead one to believe.

The flaw in the view of Dalek psychology presented lies not in the central observations but in the conclusions that might be drawn from the language used. The so-called Dalek 'inferiority complex' exists, but not because Daleks are aware that they have weak and helpless bodies. They truly believe in their own superiority. It is not an act or sham.

One must remember that the Daleks are *not* a natural race of beings whose development was shaped by their environment! Instead, they are a genetically-engineered race created and programmed by Davros. Their entire psychology is based on the psychological disturbances of the genius who was their creator. The emotions and the way the emotions are exercised are controlled largely by the endocrine system and the structure of the brain in mammals, for, despite their appearance, the Daleks are of hominid Kaled stock and therefore are mammals. The Dalek brain structure and endocrine system were designed and reinforced by Davros specifically to support his own feelings of resentment at his crippled state, resulting in his ruthless aura of superiority over those he considered lesser beings.

Daleks are uncreative, not because of a hive mentality, but because Davros did not intend for them to create a future for themselves. It was always Davros' intention to lead the Daleks himself. He had no respect for them as individuals, and he created them with no individuality. They were and are an extension of him - nothing more. They turned on him because he had made them too well.

Though cruel, twisted, and selfish, Davros still possessed the emotions of an intelligent being. He denied these emotions in the pursuit of scientific achievement and personal glory, but it was these very emotions that made such goals valuable to him. His denial of emotions caused him to erase the goals in the Daleks. They desire neither achievement for its own sake nor personal glory.



Thus, the Daleks became incapable of creating anything truly original. Deep inside, Davros wanted it that way. He did not want his creations to become his rivals, nor to be able to survive without him. But a lack of emotions meant they had no feeling for their creator, either, and this proved Davros' undoing.

In fact, comparing the Daleks to their hated enemies the Movellans is enlightening. Neither race asks or gives quarter. Neither race believes in the importance of the individual. But the Daleks are a race that was originally made up of creative individuals who moved away from individuality and creativity (through induced mutation and genetic tampering). On the other hand, there is a growing suspicion among field agents who have had contact with them that the Movellans, a race that started as uncreative, non-individual machines, may be moving toward developing creativity and individuality. Certainly their clever use of

the Dalek's biological origins against them (with the anti-Dalek virus) and the construction of modern Movellans with individual appearances tends to reinforce this view. If this idea proves to be valid, it is no wonder the Daleks were so soundly defeated.

The Daleks are not a society of any type, really. They exist only to follow their genetic programming to exterminate the 'inferior' non-Dalek races. They are not the children of Davros, but merely his organic robots who have time and again required his guidance to survive. They are genetically and psychologically crippled as much as Davros was physically crippled. This lack of completeness will always set them at a disadvantage when dealing with beings who know honor, pride in

accomplishment, respect for life, and love.

(Ed. Note: In the interest of quieting unfounded rumors that this symposium would be unfairly biased toward one point of view, this minority opinion of the nature of Dalek thought and creativity is presented here. The preceding theory is interesting, but badly flawed.)

For one thing, it fails to take into account that the Dalek organism is the ultimate form that the Kaleds would have become naturally. Davros did not create them from nothing. He merely accelerated what Nature had already begun.

Furthermore, there is no evidence save unconfirmed and unreliable reports from such renegades as The Doctor that the Daleks are not capable of pride in achievement. Certainly, their conquests must be motivated by something! In general, this theory is entertaining as a thought experiment, but does not hold up when examined in the light of Historical Knowledge.)

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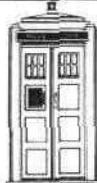
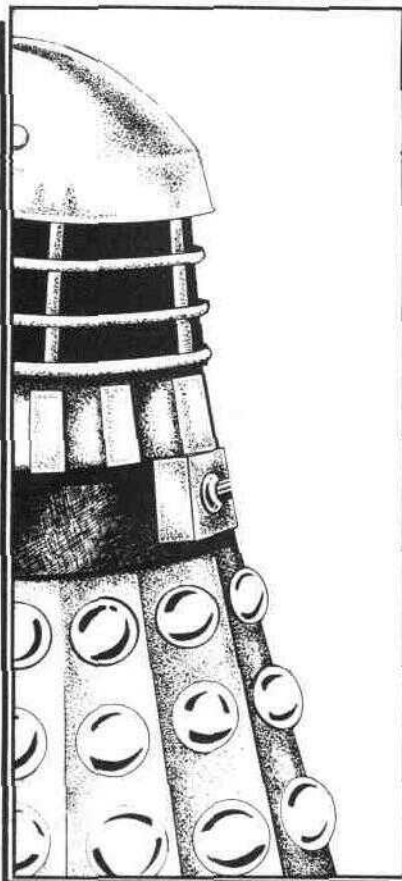
The Dalek Military Machine

By Prof. "Landinalakallinian",
Assistant Sub-Chief of
Militant Intervention Research,
Celestial Intervention Agency,
and his staff.



INTRODUCTION

Through the centuries, many battles involving the Daleks have been analyzed, both by CIA observers and in the collected writings of military men throughout Time who have faced the Daleks as foes. One overriding fact keeps surfacing in the light of the research done by the Militant Intervention Research Team. The Dalek military machine is a loose conglomeration of units that have become legendary fighters through the use of fear and heavy weaponry. This essay will attempt to shed some light on why the Daleks are a military machine to be feared.



ORGANIZATION

Many of the most-feared military forces in history have had strict organization guidelines, with major emphasis on unit cohesiveness and history. The Daleks obviously follow this practice, as the units operate so well in the field. The extreme ease of operation shown by the Daleks can only come through the individuals working for a long time together. The major armies of the past have always placed great emphasis on living and working together. The best-trained units are those composed of individuals that have fought side by side through many battles large and small. When individuals work together this closely for extended periods of time, they begin to think and act as one. Only this type of well-trained unit can operate with the apparent lack of obvious tactical orders or indecisiveness shown by the Daleks.

The apparent lack of a major chain of command structure derives from this emphasis on unit cohesiveness. When a unit of troops are well-trained and have worked together for a long time, the routine becomes so ingrained that fewer and fewer leaders are needed. The number of middle leaders, such as non-commissioned officers in most standard armies, can be drastically cut back. The number of levels of command can be reduced, as the methods of war are so well ingrained that less direction is needed.

The lack of Dalek command has been obvious in all observed instances. In most observations, only one or two Daleks have been witnessed issuing commands in combat situations. If the Commander Dalek is eliminated, another Dalek, who previously had not been observed issuing commands at all, will take his place without hesitation. The enormous number of times this has been witnessed leads to the irrefutable fact that the Daleks, although

not having the many levels of command, have an *implied* command structure. This implied structure, for military purposes only, is believed to be based on the length of service of the Daleks in question. The replacement schedule draws on a strict chain of command that lists who replaces whom in the event of an emergency. The long periods of training and fighting together insures a smooth transition when one of the direct commanders is eliminated.

The Daleks are avid historians along with being expert warriors. Drawing upon history, they have formed well-trained, regiment-sized units that live and die together, units of the size that has been the choice of the most dreaded armies. The regiment has always proven the most easily managed large unit. Anything larger than a regiment usually proves unwieldy, and anything smaller insufficient to handle the job. Groups of well-trained regiments are virtually unstoppable. The Daleks have found the regiment the ideal size for themselves, as been witnessed in every battle they fight. Never has anything larger than a regiment-sized unit been seen fielded by the Daleks, though, on occasion, regiments have been split up into smaller components for smaller skirmishes.

A Dalek regiment consists of between 200 and 250 Daleks, plus their ships and equipment. Dalek regiments are smaller than most regiments through history because of their individual capabilities. Because a single Dalek has firepower equivalent to several normal fighting men (it has been compared to a small armored fighting vehicle, which normally would contain three to five men), it can easily be seen that the Dalek regiment is more than equal to a non-Dalek regiment. The regiment consists of two battalions of equal size, each commanded by a Dalek Captain. Each battalion is comprised of two equal-sized companies commanded by a Dalek Lieutenant. Dalek Captains and Lieutenants do not seem to be distinguishable from exterior appearance, and it must be assumed that they do not use obvious rank markings. Perhaps they rely on forms of radio identification signals.

There are no units larger than a regiment, and neither are there any independent units of less-than-regiment size. As stated before, on occasion a regiment may be split temporarily into its component units for short periods of time. This will be done for skirmishes where an entire regiment is not available due to recent heavy losses, or is not desirable due to the nature of the action being undertaken.

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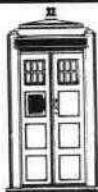
DALEK INVASION STRATEGIES

History has shown overwhelmingly that the Daleks do not fight a battle they do not intend to win. It is not felt this is due to cowardice, for who can be called a coward when one is on the attack? In fact, there are no recorded instances of the Daleks fighting a defensive war, and only a very few unfounded rumors of defensive battles. Therefore, our discussion of Dalek fighting techniques will deal only with offensive methods.

The Daleks have over the many years evolved what they obviously feel is the ideal invasion strategy — bomb without regard for loss of life or selection of target. It almost seems as if the Daleks do not have aiming devices on their weapons. The Dalek invasion philosophy is equally simple: Eliminate as much opposition from space as is possible, then land and see if anything is left.

Refugees, and there are few from Dalek battles, have stated that the Daleks strike without warning, bombing everything in sight from space. They will eliminate as much opposition as possible without needlessly exposing themselves to retaliation. After laying waste to the planet, they will then land the regiment to conquer whatever population they did not succeed in destroying in the bombing. The Daleks will always leave at least one ship in orbit in case immense firepower is needed to support the regiment's actions.

The ground troops will then isolate and eliminate all opposition. Those who surrender will be put into slave camps to await further orders. Curiously enough, the Daleks seem to leave historical sites and tourist areas unaffected. This, it is felt, stems from their intense interest in history and the study of warfare. Fortunately, these areas lie in the metropolitan centers, and so often some of the populace is spared. These remnants are then usually forced into labor restoring some of the areas the Daleks have destroyed. Not much data is available from this point on in a Dalek occupation, but what is known is that the Daleks use the population as slaves to do their bidding.

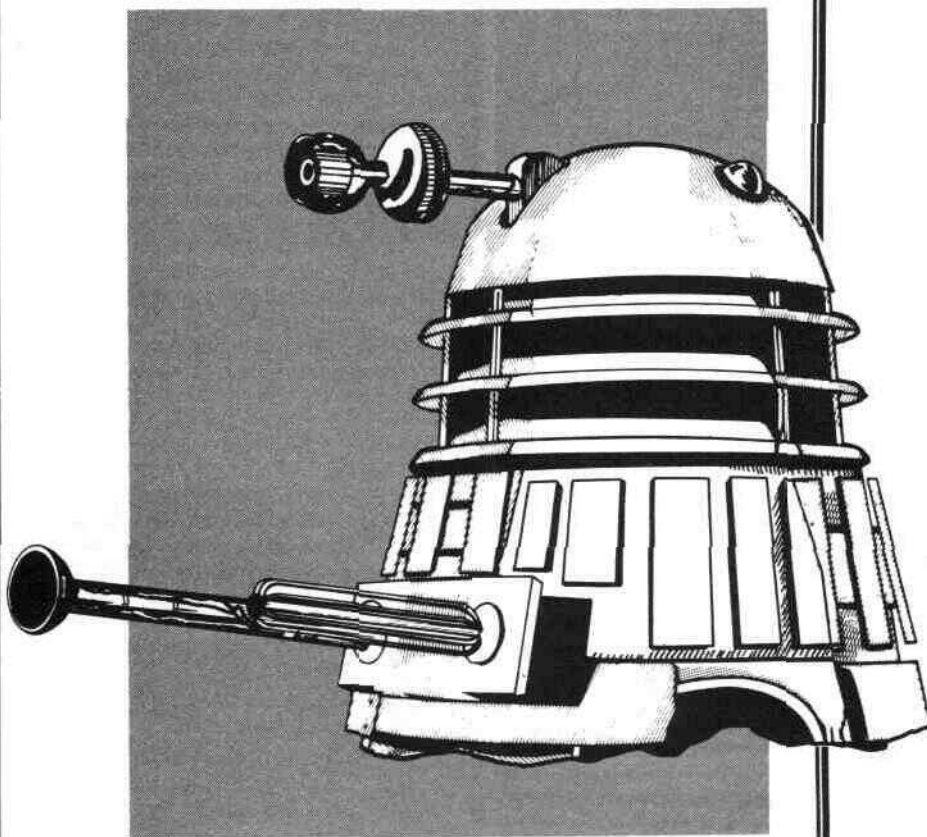


DALEK GROUND COMBAT TACTICS

Once on the ground, the Daleks will act according to the overall strategy of eliminating opposition. The Daleks will usually break the regiment up into the four component companies. These will then attack four separate locations. The Dalek company will act on military intelligence gathered prior to the orbital bombing to seek out the most likely pockets of resistance. The company will then go into a diamond formation, with the leader in the middle. This formation has been optimized as the best offensive/defensive structure for the Dalek machines. Moving forward at a steady pace, the Daleks will shoot anything that moves.

The company will send out a few scouts ahead of the formation to find the pockets of resistance. If resistance is met, the company will rush forward to help their comrades-in-arms. Daleks are fearless and tireless fighters, and have been known to rush forward when the odds are insurmountable. They will not let up in the attack, in the grand tradition of the best of the famous regiments. The Daleks place great faith in their armored machines, and will not hesitate to put it to the test. The company will not rest until the objective is taken.

If harsh resistance is encountered, the Daleks will simply push that much harder. Rarely will other units be called in for assistance. The only assistance normally rendered would be from ships assigned to the unit.



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WEAPONS, DEFENSE SYSTEMS, AND SUPPORT HARDWARE

The Daleks rely almost exclusively on energy weapons for all forms of combat, particularly the particle beam and disruptor weapons. The advantage of having built-in weapons available is immense, as a ready weapon is there at all times. These weapons are very powerful, but the Daleks seem to have a poor targeting system for the computer capacity available.

Ship weaponry is varied somewhat. The weapons are naturally more powerful than any that could possibly be carried by an individual Dalek. All ships carry a powerful version of either personal weapon. In addition, the Dalek vessels carry powerful bombs of several types that can be used to eliminate opposition. The most common is a simple fission bomb, used as the primary weapon against large ground targets.

The second most common type of bomb is a neutron bomb capable of stripping an area of life and leaving the resources behind. It is felt that the Daleks use these in areas where it is desired to keep a population alive to aid in restoration. It is highly probable that these are used more frequently on advanced civilizations where the population is more dangerous and is more likely to cause problems as slaves.

Weapons of the dreaded explosive Dalekanium are rarely targeted from orbit. Instead, these weapons seem to be reserved as tactical weapons that are carried and emplaced by Dalek troops. Dalekanium explosives are massively effective, and can be constructed in any size up to huge planet-crackers. Planet-crackers must be emplaced in subterranean locations along carefully-surveyed weak points in the geological structure of a world to be of maximum effectiveness.

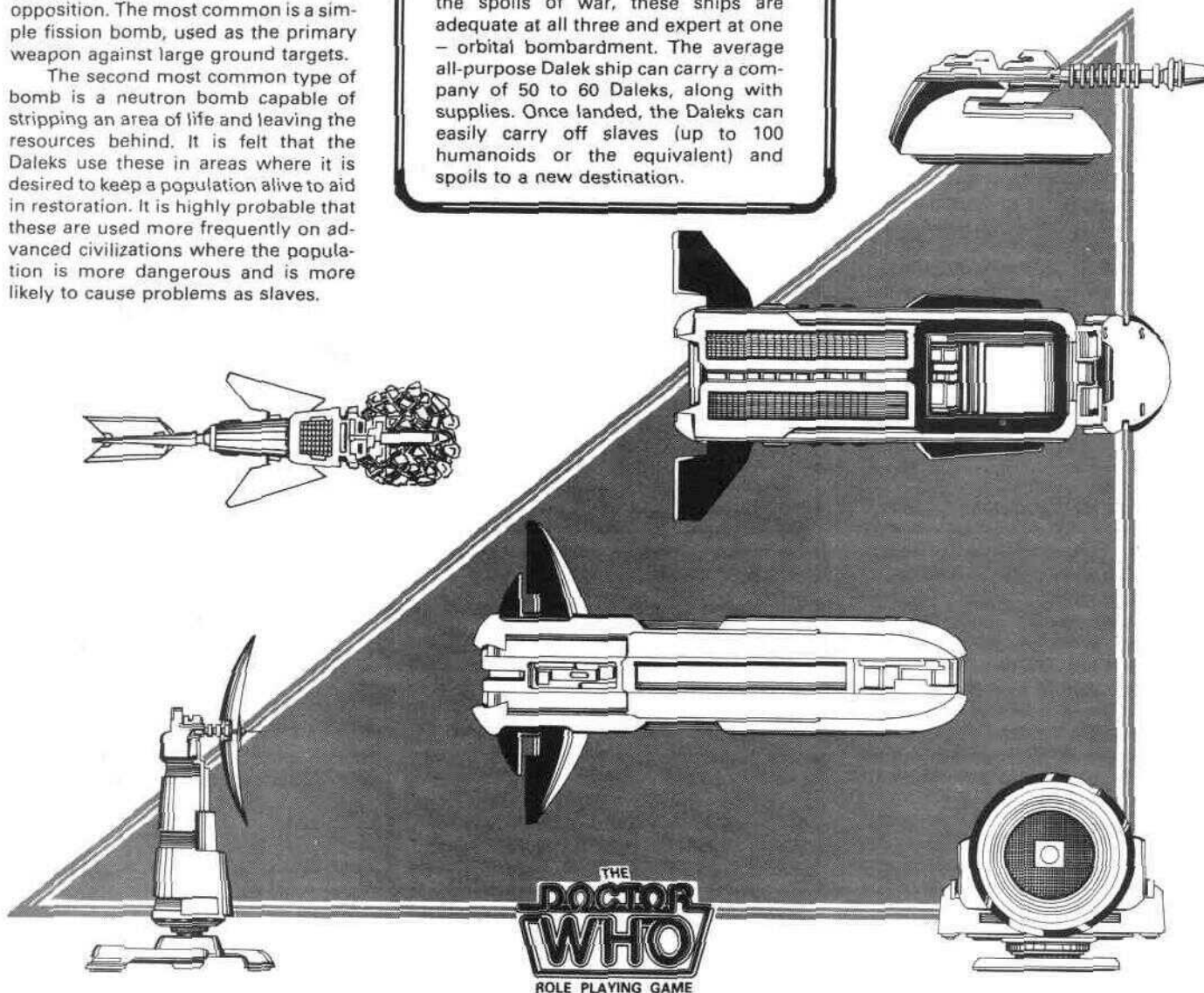
Other ship-to-ground weapons include massive electronic jamming devices used to interrupt the communications network of the opposition forces. By the use of these, the Daleks can confuse the enemy by denying him sorely needed information. The difference between the Daleks' equipment and the common electronic weapons is that the Dalek equipment is designed to blanket an entire average-sized continent.

The Dalek ships are designed as multiple-use vessels. Designed to bombard a planet, land troops, and carry off the spoils of war, these ships are adequate at all three and expert at one — orbital bombardment. The average all-purpose Dalek ship can carry a company of 50 to 60 Daleks, along with supplies. Once landed, the Daleks can easily carry off slaves (up to 100 humanoids or the equivalent) and spoils to a new destination.



CONCLUSIONS

The Dalek combat forces are a conglomeration of regimental-sized units that are trained as efficient fighting units. The troops of a regiment are trained together to act as an efficient killing machine. They are trained to eliminate opposition from space, then land and quickly attack while they have the momentum to sweep aside all opposition. They have obviously studied historical battles extensively, as their combat techniques indicate.



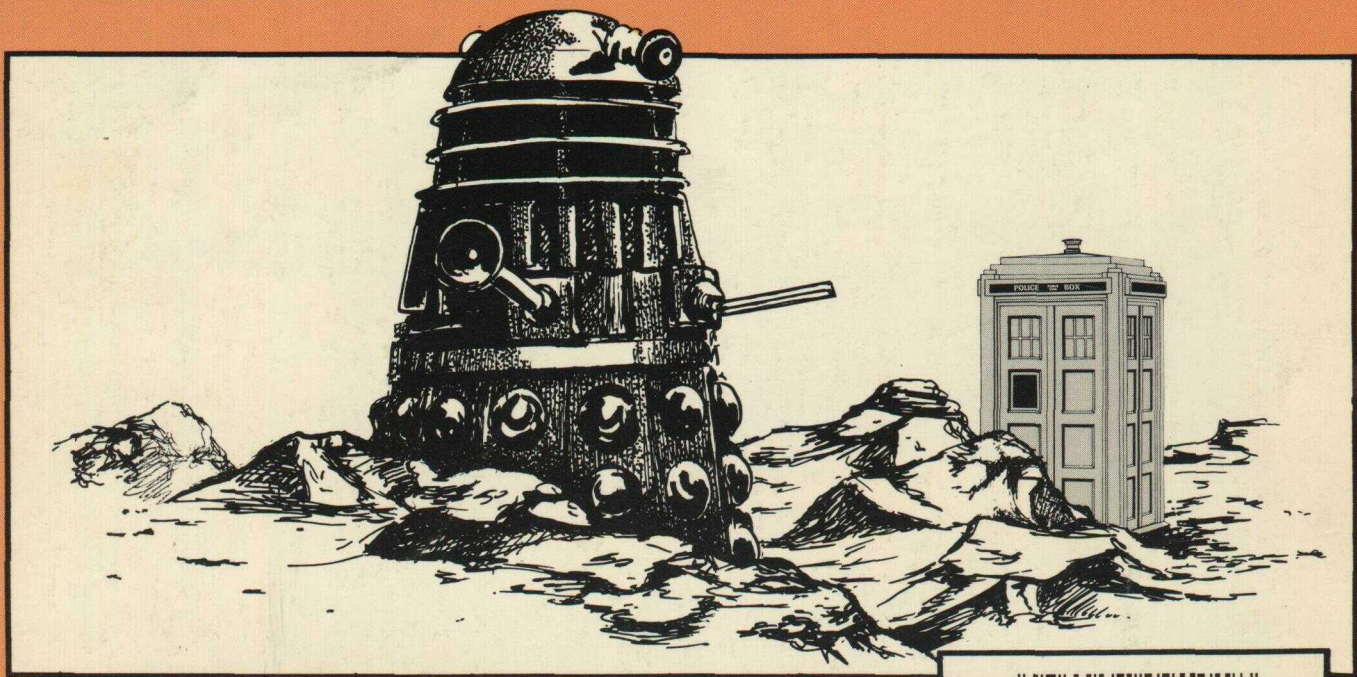
EXTERMINATE ! EXTERMINATE !! EXTERMINATE !!!

The metallic voice that screeches these words sends loathing into the heart of every Time Lord. For no matter where or when you are, the DALEKS can, and probably will, show up to not only ruin your day, but EXTERMINATE thousands of helpless creatures. They will stop at nothing in their never-ending quest for galactic supremacy. No act is too low or plan too outrageous for the Daleks to consider.

These volumes present the definitive work on the Daleks, compiled by Professor Qualenawtivanastech, the Celestial Intervention Agency expert on the subject. More than 80 years of research and the work of more than 140 Time Lords are represented here.

Dalek Physiology
Mechanical Function
Time Line of Dalek History
Origins of the Daleks
Dalek Expansion

Dalek Society
The Dalek Personality
The Dalek Military Machine
Complete Technical Information



It is every TimeLord's responsibility to learn as much as possible about these temporal marauders. Only though knowing them better, do we have any chance of stopping the DALEKS.

