



Secondary Control Room

2nd edition supplement
by Graeme Dawson

CONTENTS

Contents	1
Event Cards	2
Assembling the Cards	2
Dealing the Cards	2
Playing Event Cards	2
Dice Rerolls	2
The Seal of Rassilon	2
Thanks	2
Wildly Inaccurate	3
Run!	3
Premature Gloating	3
Help or Hinderance?	3
Sustained Attack	3
Guesswork	3
Retreat	3
Summon Courage	3
Invulnerable	3
Dazed & Confused	3
Enough Games!	3
First Principle	3
Killing Spree	4
Knocked Senseless	4
Lateral Thinking	4
Hard To Kill	4
Terribly Bad Luck	4
Terribly Good Luck	4
Seize the Moment	4
Regenerate	4
Impressive Feat	4
Booby Trap	4
Reinforcements	4
Wicked Put Down	4

Dodgy Prop	5
Rubber Suit	5
Quarry	5
Obvious Victim	5
Behind the Sofa	5
Cliff Hanger!	5
Blank Event Cards	5
Event Card Backs	6

Stat Cards

The Doctor (1st)	7
The Doctor (2nd)	7
The Doctor (3rd)	7
The Doctor (4th)	7
The Doctor (5th)	7
The Doctor (6th)	7
The Doctor (7th)	7
The Doctor (8th)	7
Susan	8
Barbera	8
Ian	8
Vicki	8
Steven	8
Dodo	8
Polly	8
Ben	8
Jamie	9
Victoria	9
Zoe	9
Liz	9
Jo	9
Sarah Jane	9
Harry	9
Leela	9
K9	10
Romana (1st)	10
Romand (2nd)	10
Adric	10
Tegan	10
Nyssa	10
Turlough	10
Peri	10
Mel	11
Ace	11
Grace	11
Time Lord President	11
Time Lord	11
Chancellery Guard	11
Outsider	11
The Master	11
Omega	12
The Brigadier	12
Captain Yates	12
Sergeant Benton	12
UNIT Sergeant	12
UNIT Soldier	12
UNIT Heavy Weapon Team	12
UNIT Sniper	12
Administrator	13

Civilian	13
Scientist	13
Security Guard	13
Warrior	13
Alien Lackey	13
Ambassador of Death	13
Nestene Intelligence	13
Auton	14
Auton Copy	14
Animated Plastic	14
Axon (humanoid)	14
Axon (tentacled)	14
Axon Copy	14
The Celestial Toymaker	14
Toy	14
Cyberman (CyberMondasian)	15
Cyberman (Early Cyberfaction)	15
Cyberman (CyberNeomorph)	15
Cyber Leader (CyberNeomorph)	15
Cyber Lieutenant (Cyber Neomorph)	15
Cyber Controller (CyberNeomorph)	15
Cyber Slave (human)	15
Cybermat	15
Tobias Vaughn	16
Packer	16
Dalek	16
Dalek Engineer	16
Dalek Emperor	16
Emperor's Guard	16
Dalek Supreme	16
Davros	16
Special Weapon Dalek	17
Dalek Trooper	17
Draconian	17
Gel Guard	17
Ice Warrior	17
Ice Warrior Squad Leader	17
Ice Lord	17
K1 Robot	17
Morbius	18
Kettewell	18
Solon	18
Movellan	18
Ogron	18
Robot of Death (Dum)	18
Robot of Death (Voc)	18
Robot of Death (Super Voc)	18
Robot, Servitor	19
Sea Devil	19
Sea Devil (armoured)	19
Silurian	19
The Myrka	19
Sontaran	19
Sontaran Commander	19
Sontaran Field Agent	19
Thal	20
Varga Plant	20
Yeti	20
Zygon	20
Zygon Body Print (human)	20
Katarina	20

Contents

Blank Stat Cards	20
Player Reference	21
2nd Edition Index	22–24

The Secondary Control Room

This version release date: 18.11.08

This release, unlike most DWMG releases, is intended to have most of its pages cut up into cards (pages 22–24 are numbered for inclusion after the last page of the 2nd Edition rules).

Event Cards

Doctor Who is full of unusual and random twists of fate – the Master is saved by his trickery, or a companion stumbles and trips or falls into a giant clam. These optional rules put a bit of the unexpected into the DWMG.

On the following pages you will find 24 cards (and 6 not so serious ones!) to cut out. These can be played to alter the game as it unfolds. A UNIT soldier might inexplicably miss (hardly unusual surely), or unexpected reinforcements might turn up to turn the tide of battle. The Doctor might have a brainwave, or may suddenly forget what he was going to do. The possibilities in these cards are not exhaustive, but they're a start. There are several blank cards included so you can make your own if you like.

Assembling the Cards

Print out the fronts and backs of the cards (you will need to print out more than one copy of the backs).

Cut out all the fronts and backs separately. Glue fronts to backs (the right way up!), save or destroy the universe at your whim. Try and print them out onto reasonably thick card for future sturdiness, or alternately sandwich a layer of card between your two printed sheets of paper.



▲ The Sensorites always knew what cards you held

Anatomy of a Card

Invulnerable
Monster player only

One model on your side cannot be harmed by ranged weapons this turn.

"You know, just once I'd like to meet an alien menace that wasn't immune to bullets."
The Brigadier, Robot

..... Card Title

..... Restrictions

..... Game Text
Explains the cards game effects

..... Quote
Something from some TV show...

..... Seal of Rassilon

Dealing the Cards

Shuffle all the cards and deal 3 out to both players. If there is more than one player on a side they will share the cards dealt.

Playing Event Cards

Cards can be played at any appropriate time – this is usually obvious as determined by the card's effects, although once a new model is moved, or the game moves on past the point when the card could be reasonably

played, it is too late. Only one card can be played by each side during each turn, so think carefully.

Dice Rerolls

Certain cards allow dice to be rerolled. Dice cannot be rerolled if they have already been rerolled in this turn – players must accept the result of any rerolled dice.

The Seal of Rassilon

Some cards have a small blue Seal of Rassilon in the bottom left hand corner of the card. These cards can be played as a point of Luck instead of their card text. Playing a card in this way means the affected model (who benefits from this rerolled dice) cannot use any of their own Luck in the same turn.

Thanks

www.amk.ca/quotations/doctor-who/ and the rest of the internet for lots of the quotes.



▲ The fat man only had his jumper left after a bad run

Wildly Inaccurate

Play when one of your models is about to be fired upon. The shot automatically misses – do not roll to hit.

“You mean you missed him.”
Jamie, *Tomb of the Cybermen*

Run!

One of your models may make an immediate Move action. Play in your own turn.

“When I say run, run!”
The Doctor, *Tomb of the Cybermen*

Premature Gloating

Monster player only

A heroic model within 12” of one of your models must make an immediate Morale check.

“Your struggle is futile.”
The Cybercontroller,
Tomb of the Cybermen



Help or Hinderance?

Add or subtract ID3 from any Invention roll this turn.

“I thought you took science at A level.”
“I didn't say I passed.”
The Doctor & Jo Grant,
Terror of the Autons



Sustained Attack

One of your models may Shoot with up to all of their actions this turn.

“Jenkins! Chap with the wings there – five rounds rapid.”
The Brigadier, *The Daemons*

Guesswork

Heroic player only

Roll a die. On an odd result your Invention total gets +2, otherwise it gets -2.

“I don't know, I'm guessing.”
The Doctor, *The Macra Terror*



Retreat

One of your models can take an immediate Move action if an enemy model is within 6”.

“One has no wish to be devoured by alien monstrosities.”
One of the Tribunal,
Carnival of Monsters

Summon Courage

You may immediately reroll a failed Morale check.

“I had to face my fear, Sarah.”
The Doctor, *Planet of the Spiders*

Invulnerable

Monster player only

One model on your side cannot be harmed by ranged weapons this turn .

“You know, just once I'd like to meet an alien menace that wasn't immune to bullets.”
The Brigadier, *Robot*



Dazed & Confused

Play before your opponent activates any models. One model of your choice may not activate this turn.

“I feel disoriented.”
“This is the Disorientation Centre.”
The Doctor & Sarah,
The Android Invasion

Enough Games!

Play this card to cancel any other event card just played. Your opponent may draw another card.

“The quotes are over, Doctor.”
Scorby, *The Seeds of Doom*

First Principle

You may cancel the action of any one Mechanoid model which has just been declared.

“Robots can't harm humans, it's the first principle.”
Toos, *Robots of Death*



Killing Spree

One model who has just eliminated another may take an immediate extra action.

"Enjoy your death as I enjoyed killing you."
Leela, *Horror of Fang Rock*

Knocked Senseless

Your next melee attack hits on 2+ and automatically stuns the target.

"That's your answer to everything – knock it on the head."
The Doctor, *The Invisible Enemy*

Lateral Thinking

You may immediately reroll a failed Intelligence test.

"Shall we try using our intelligence?"
"Well, if you think that's a good idea."
The Doctor & Leela,
The Invisible Enemy

Hard To Kill

Play on a model who has just lost their last Hit. That model counts as still having 1 Hit.

"By the look of him, he didn't die easily."
Colby, *Image of the Fendahl*

Terribly Bad Luck

Play when your opponent is about to make a Luck roll. Instead of rolling, the original result stands.

"Why do you always assume the worst?"
The Doctor, *The Armageddon Factor*

Terribly Good Luck

Play when you are about to make a Luck roll. Roll 3D6 and choose one die as the result.

"I like doing the impossible."
Romana, *Nightmare of Eden*

Seize the Moment

Play before you roll for Initiative. You automatically gain the Initiative this turn.

"First things first, but not necessarily in that order."
The Doctor, *Meglos*

Regenerate

Heroic Player Only

Replace your Doctor with a model of a different incarnation. The new Doctor has 1 Hit and is Stunned.

"It is the end, but the moment has been prepared for."
The Doctor, *Logopolis*

Impressive Feat

Play when you are about to take a Str or Agi test. The attempt succeeds - there is no need to roll.

"...under sevens gymnastics team. I've got the bronze."
Rose Tyler, *Rose*

Booby Trap

Monster Player Only

Nominate a point on the table. Models within 2" are stunned on the 1D6 roll of 4+. Roll for each model.

"..floor trips, electronic sensors, death rays, jets of nerve gas.."
The Doctor, *The Two Doctors*

Reinforcements

Roll 1D3. Return a number of non-unique models with total Hits not exceeding this number to any table edge. Your opponent gains 1 VP per Hit returned.

"One must always accept the unexpected."
The Doctor, *The Leisure Hive*

Wicked Put Down

Swap the Luck points of 2 opposing models within 6" of each other.

"It's better to die, than live like you, a bitchy trampoline."
Rose, *The End of the World*

Dodgy Prop

Immediately cancel any action just declared by your opponent, or move any item of scenery up to 2”.

*“Why does he look so... disco?”
Rose, School Reunion*



Rubber Suit

Heroic Player Only

One non-unique monster model now counts as a civilian.

“You’ve got to come out onto the balcony sometimes and wave a tentacle.”

The Doctor, Terror of the Zygons

Quarry

Replace all items of scenery with large boulders and areas of rubble.

*“Where are we?”
“We’re in a quarry.”
Sarah & The Doctor,
The Hand of Fear*

Obvious Victim

Monster Player Only

Choose one non-unique enemy model. You may reroll any rolls made to hit or wound this model.

*“You didn’t need to kill him!”
Rose, Doomsday*



Behind the Sofa

You may move 1D6 models up to 1D6” each. Roll for each model.

“I grew up watching Doctor Who, hiding behind the sofa like so many others.”

Russell T Davies

Cliff Hanger!

Take a break from the game for 2D6 minutes at the end of the turn. 1 model on each side gains 1 point of Luck.

*“Your certain death is now... certain!”
The Master, Curse of Fatal Death*





The Doctor [1st]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [2nd]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [3rd]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [4th]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [5th]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [6th]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [7th]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



The Doctor [8th]

Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse



DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	3	4	10	9

Weapon

Sonic Screwdriver

Range

6"

Hit

4+

Str

n/a

Notes

Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.



Susan

Screamer companion ●

SPECIAL: Companion, Luck (3),
Monster Magnet, Scream,
Time Lord

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon: None
 Range: Hit: Str: Notes



Barbera

Scientist companion ●

SPECIAL: Companion, Invent, Luck (3), Repair

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	9	8

Weapon: None
 Range: Hit: Str: Notes



Ian

Strongarm companion ●

SPECIAL: Companion, Luck (3)
A Good Offense

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon: Brawl
 Range: melee Hit: 4+ Str: 3 Notes: Stuns



Vicki

Screamer companion ●

SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon: None
 Range: Hit: Str: Notes



Steven

Strongarm companion ●

SPECIAL: Companion, Luck (3), Spacer
A Good Offense

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon: Brawl
 Range: melee Hit: 4+ Str: 3 Notes: Stuns



Dodo

Screamer companion ●

SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon: None
 Range: Hit: Str: Notes



Polly

Screamer companion ●

SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon: None
 Range: Hit: Str: Notes



Ben

Strongarm companion ●


SPECIAL: Companion, Luck (3)
A Good Offense

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon: Brawl
 Range: melee Hit: 4+ Str: 3 Notes: Stuns



Jamie
Strongarm companion ●

SPECIAL: Companion, Luck (3)
A Good Offense

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon
Brawl

Range melee **Hit** 4+ **Str** 3 **Notes** Stuns

H DMWG 2nd Edition



Victoria
Screamer companion ●


SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon
None

Range **Hit** **Str** **Notes**

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Zoe
Scientist companion ●

SPECIAL: Companion, Invent, Luck (3),
Monster Magnet, Repair, Spacer

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	9	8

Weapon
None

Range **Hit** **Str** **Notes**

H DMWG 2nd Edition



Liz
Scientist companion ●


SPECIAL: Companion, Invent, Luck (3), Repair

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	9	8

Weapon
None

Range **Hit** **Str** **Notes**

H DMWG 2nd Edition



Jo
Screamer companion ●


SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	6	7

Weapon
None

Range **Hit** **Str** **Notes**

H DMWG 2nd Edition



Sarah Jane
Screamer companion ●

SPECIAL: Companion, Luck (3),
Monster Magnet, Scream

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon
None

Range **Hit** **Str** **Notes**

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Harry
Strongarm companion ●


SPECIAL: Companion, Luck (3), Medic
A Good Offense

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon
Brawl

Range melee **Hit** 4+ **Str** 3 **Notes** Stuns

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Leela
Strongarm companion ●

SPECIAL: Companion, Luck (3)
A Good Offense

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon
Brawl
Knife
Blowpipe

Range melee **Hit** 4+ **Str** 3 **Notes** Stuns
melee 4+ 3
8" 3+ special Janus Thorns

H DMWG 2nd Edition

**H9****Robotic dog companion** ●**SPECIAL:** Companion, Luck (3),
Mechanoid, Repair**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 1 2 7 8****Weapon**

Nose Laser

Range

6"

Hit

4+

Str

3

Notes

1 Hit or Stuns

**Romana (1st)****Scientist companion** ●**SPECIAL:** Companion, Invent, Luck (3),
Monster Magnet, Repair, Time Lord
*Academy Trained***H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 3 3 10 8****Weapon**Sonic
Screwdriver**Range**

6"

Hit

4+

Str

special

NotesStuns Controlled /
Mechanoid models.
Models get +1 to
lose status effect.**Romana (2nd)****Scientist companion** ●**SPECIAL:** Companion, Invent, Luck (3), Repair,
Time Lord**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 3 3 10 8****Weapon**Sonic
Screwdriver**Range**

6"

Hit

4+

Str

special

NotesStuns Controlled /
Mechanoid models.
Models get +1 to
lose status effect.**Adric****Scientist companion** ●**SPECIAL:** Companion, Invent, Luck (3), Repair**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 3 3 9 8****Weapon**

None

Range**Hit****Str****Notes****Tegan****Screamer companion** ●**SPECIAL:** Companion, Luck (3),
Monster Magnet, Scream**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 2 3 6 7****Weapon**

None

Range**Hit****Str****Notes****Nyssa****Scientist companion** ●**SPECIAL:** Companion, Invent, Luck (3), Repair**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 3 3 9 8****Weapon**

None

Range**Hit****Str****Notes****Turlough****Strongarm companion** ●**SPECIAL:** Companion, Luck (3)
*A Good Offense***H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 3 3 7 6****Weapon**

Brawl

Range

melee

Hit

4+

Str

3

Notes

Stuns


**Peri****Screamer companion** ●**SPECIAL:** Companion, Luck (3),
Monster Magnet, Scream**H**

DWMG 2nd Edition

Move Def Hits Str Aqi Int Morale**6 3 2 2 3 6 7****Weapon**

None

Range**Hit****Str****Notes**



Mel
Screamer companion ●


SPECIAL: Companion, Luck (3), Monster Magnet, Scream

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	6	7

Weapon
None

Range **Hit** **Str** **Notes**

H DWMG 2nd Edition



Ace
Strongarm companion ●

SPECIAL: Companion, Luck (3) *A Good Offense*


Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon
Brawl
Grenade

Range **Hit** **Str** **Notes**

melee 4+ 3 Stuns
8" 4+ 4 Blast 2", Scatter, Thrown

H DWMG 2nd Edition



Grace
Scientist companion ●

SPECIAL: Companion, Invent, Luck (3), Medic, Repair

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	9	8

Weapon
None

Range **Hit** **Str** **Notes**

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Time Lord President
Big time cheese ●


SPECIAL: Invent, Leader (2), Time Lord *Artifacts of Rassilon, President*

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	10	9

Weapon
None

Range **Hit** **Str** **Notes**

H DWMG 2nd Edition



Time Lord
Master of the universe?


SPECIAL: Invent, Repair, Time Lord

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	9	6

Weapon
None

Range **Hit** **Str** **Notes**

H DWMG 2nd Edition



Chancellery Guard
Capitol fellow

SPECIAL: Body Armour
Guard Commanders gain Leader (2)

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	7

Weapon
Brawl
Staser Pistol

Range **Hit** **Str** **Notes**

melee 4+ 3 Stuns,
12" 4+ 4 Laser, Pistol

H DWMG 2nd Edition



Outsider
Gallifreyan gone native

SPECIAL: *Outsider Leaders gain +1 Morale and Leader (3)*

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	7

Weapon
Brawl
Primitive
Weapon

Range **Hit** **Str** **Notes**

melee 4+ 3 Stuns
varies 3+ varies See weapon

H DWMG 2nd Edition



The Master
Villainous Time Lord ●

SPECIAL: Hypnotise, Invent, Luck (3), Repair, TARDIS, Time Lord
Obey Me!, Safer Behind Bars, You Have Tricked Us!

Move	Def	Hits	Str	Agi	Int	Morale
6	3	3	3	4	10	6

Weapon
Tissue
Compression
Eliminator

Range **Hit** **Str** **Notes**

6" 3+ 4

M DWMG 2nd Edition



Omega

Anti-matter megalomaniac ●

SPECIAL: Invulnerable (3), Leader (1), Invent, Repair
Force of Will

M

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	4	3	4	3	10	9

Weapon

Weapon	Range	Hit	Str	Notes
Anti-matter	melee	2+	3	Disruptor
Touch				
Force of Will	12"	2+	special	See rules



The Brigadier

UNIT commander ●

SPECIAL: Leader (2), Luck (2)
Inspirational

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	3+	3	Stuns
Pistol	12"	4+	3	Pistol



Captain Yates

UNIT officer ●

SPECIAL: Leader (2), Luck (1)
Easily Convinced

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Pistol	12"	4+	3	Pistol
Grenade	8"	4+	4	2" Blast, Scatter



Sergeant Benton

UNIT officer ●

SPECIAL: Leader (1), Luck (1)

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
SMG	16"	4+	3	Burst, cannot Aim
Grenade	8"	4+	4	2" Blast, Scatter



UNIT Sergeant

UNIT officer

SPECIAL: Leader (1)

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
SMG	16"	4+	3	Burst, cannot Aim
Grenade	8"	4+	4	2" Blast, Scatter



UNIT Soldier

First line of defence

SPECIAL: May carry either Rifle or SMG.
1 in 3 UNIT Soldiers may be armed with Grenades

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	7

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Rifle	24"	4+	3	
SMG	16"	4+	3	Burst, cannot Aim
Grenade	8"	4+	4	2" Blast, Scatter



UNIT Heavy Weapon Team

Hard hitters

SPECIAL: 2 Man Team, Restricted Use

The Team is armed with one of the heavy weapons listed below.

H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	7

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Bazooka	24"	4+	6	Damage ID6
HMG	40"	4+	4	Burst
Mortar	18-36"	4+	4	4" Blast, 2D6" Scatter



UNIT Sniper

Crack shot

SPECIAL: Restricted Use, Sniper Rifle, Well Concealed


H

DWMG 2nd Edition

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	7

Weapon

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Sniper Rifle	24"	4+	3	



Administrator

Bureaucratic leader ●

SPECIAL: Leader (2), Fears Aliens
Sceptical

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	2	3	7	7

Weapon
None

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Civilian

Helpless monster bait

SPECIAL: Fears Aliens

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	2	3	7	6

Weapon
None

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Scientist

White coated monster food

SPECIAL: Invent, Repair, Fears Aliens

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	2	3	8	6

Weapon
None

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Security Guard

Friend or foe?

SPECIAL: Body Armour¹, Fears Aliens²
¹ optional
² until a Fear based Morale check is passed

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	7	7

Weapon
Brawl
Modern /
Advanced
Weaponry¹

Range **Hit** **Str** **Notes**

melee 3+ 3

DWMG 2nd Edition



Warrior

Historical fighter

SPECIAL: Fears non-native Aliens
Low-tech
Warrior Leaders gain +1 Morale and Leader (1-3)


Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	6	7

Weapon
Brawl
Suitable
Weaponry

Range **Hit** **Str** **Notes**

melee 3+ 3

DWMG 2nd Edition



Alien Lackey

Foolish manipulator

SPECIAL: Infiltrator, Leader (1), Sabotage
Bad Influence, In The Way

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	2	3	7	6

Weapon
None

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Ambassador of Death

Radioactive alien

SPECIAL: Alien or Infiltrator, Invulnerable (3)
Radioactive

Move	Def	Hits	Str	Agi	Int	Morale
4	3	1	3	3	8	7

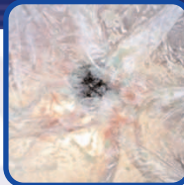
Weapon
Radioactive
Touch
Radioactive Blast

Range **Hit** **Str** **Notes**

melee 3+ 4 Disruptor

6" 3+ 4 Disruptor

DWMG 2nd Edition



Nestene Intelligence

Tentacled terror ●

SPECIAL: Alien, Leader (3), Resist Vacuum
Controller, Plastic

Move	Def	Hits	Str	Agi	Int	Morale
0	4	3	4	0	9	9


Weapon
Tentacle Crush

Range **Hit** **Str** **Notes**

melee 4+ 4

ID6 attacks each turn

DWMG 2nd Edition



Auton
Living plastic automaton

SPECIAL: Alien, Controlled, Resist Vacuum
It Just Came Off In My Hand, Plastic, Steady

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	2	7	8

Weapon
Crushing Blow
Blaster

Range
melee
12"

Hit
4+
4+

Str
4
4

Notes

M
DWMG 2nd Edition



Auton Copy
Living plastic duplicate

SPECIAL: Controlled, Infiltrator, Leader (1), Resist Vacuum
It Just Came Off In My Hand, Plastic, Steady, Wax Copy

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	8	8

Weapon
Crushing Blow
Blaster


Range
melee
12"

Hit
4+
4+

Str
4
4

Notes

M
DWMG 2nd Edition



Animated Plastic
Auton consumer object

SPECIAL: Controlled, Resist Vacuum
Plastic, Temporary Control

Move	Def	Hits	Str	Agi	Int	Morale
2	3	1	3	3	0	0

Weapon
Plastic Attack

Range
melee

Hit
4+

Str
3

Notes
Models in melee may not break free

M
DWMG 2nd Edition



Axon (humanoid)
Golden benefactor

SPECIAL: Alien, Invulnerable (2)¹
Change Form, Fair Form, Group Mind
¹ to primitive and modern weapons

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	9	9

Weapon
None


Range

Hit

Str

Notes

M
DWMG 2nd Edition



Axon (tentacled)
True form of Axos

SPECIAL: Alien, Invulnerable (2)¹, Slow
Change Form, Group Mind, Natural Form
¹ to primitive and modern weapons

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	4	2	9	9

Weapon
Explosive
Tentacle

Range
6"

Hit
2+

Str
5

Notes
Agi test to avoid.
Can also be used in melee

M
DWMG 2nd Edition



Axon Copy
Servant of Axos ●

SPECIAL: Infiltrator, Invulnerable (2)¹
Change Form, Group Mind, Replacement
¹ to primitive and modern weapons

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	3	3	9	9

Weapon
As original model


Range

Hit

Str

Notes

M
DWMG 2nd Edition



The Celestial Toymaker
Shall we play a game? ●

SPECIAL: Invulnerable (4), Luck (4)
Create Toy, Playing

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	9	9

Weapon
None

Range

Hit

Str

Notes

M
DWMG 2nd Edition



Toy
Created plaything

SPECIAL: Blocker, Controlled, Invulnerable (2)

Move	Def	Hits	Str	Agi	Int	Morale
6	3	1	2	3	7	6

Weapon
None


Range

Hit

Str

Notes

M
DWMG 2nd Edition



Cyberman (CyberMondasian) M

Balaclavas on


SPECIAL: Alien, Mechanoid
Cyber Director, Mind Control

Move	Def	Hits	Str	Agi	Int	Morale
6	4	1	5	2	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	5	
Heat Lamp	12"	3+	4	

DWMG 2nd Edition



Cyberman (Early Cyberfaction) M

Fans of radio

SPECIAL: Alien, Mechanoid
Cyber Director, Mind Control

Move	Def	Hits	Str	Agi	Int	Morale
6	5	1	5	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	5	
Sonic Blaster	8"	3+	3	Disruptor
Energy Rifle	12"	3+	4	

DWMG 2nd Edition



Cyberman (CyberNeomorph) M

Upgraded model


SPECIAL: Alien, Mechanoid

Move	Def	Hits	Str	Agi	Int	Morale
6	5	1	5	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	5	
Cyber-Gun	16"	3+	4	Disruptor

DWMG 2nd Edition



Cyber Leader (CyberNeomorph) M

End of level boss ●


SPECIAL: Alien, Leader (2), Mechanoid

Move	Def	Hits	Str	Agi	Int	Morale
6	5	2	5	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	5	
Cyber-Gun	16"	3+	4	Disruptor
Cyber Grenade	12"	4+	4	Blast 2", Scatter

DWMG 2nd Edition



Cyber Lieutenant (CyberNeomorph) M

Metallic squad leader


SPECIAL: Alien, Leader (1), Mechanoid

Move	Def	Hits	Str	Agi	Int	Morale
6	5	1	5	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	5	
Cyber-Gun	16"	3+	4	Disruptor
Cyber Grenade	12"	4+	4	Blast 2", Scatter

DWMG 2nd Edition



Cyber Controller (CyberNeomorph) M

Big head ●

SPECIAL: Alien, Leader (2), Mechanoid
Communicator

Move	Def	Hits	Str	Agi	Int	Morale
6	5	2	6	3	9	9

Weapon

Weapon	Range	Hit	Str	Notes
Crushing Blow	melee	3+	6	
Cyber-Gun	16"	3+	4	Disruptor

DWMG 2nd Edition



Cyber Slave (human) M

Partially Cybernised unfortunate


SPECIAL: Controlled
Unwilling Conscript

Move	Def	Hits	Str	Agi	Int	Morale
6	4	1	4	3	7	6

Weapon

Weapon	Range	Hit	Str	Notes
Varies		4+		

DWMG 2nd Edition



Cybermat M

Cybernetic pest


SPECIAL: Alien, Mechanoid, Sabotage, Small
Hardly Noticed, Surprise

Move	Def	Hits	Str	Agi	Int	Morale
4	2	1	1	3	6	10

Weapon

Weapon	Range	Hit	Str	Notes
Poisonous 'Bite'	melee	4+	4	Cannot affect Mechanoids

DWMG 2nd Edition



Tobias Vaughn
Electronics genius ●

SPECIAL: Hypnotise, Leader (1)
Commanding

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	9	6

Weapon
None

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Packer
Head of security ●

SPECIAL: Body Armour, Leader (2)
Bungling


Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	7	7

Weapon
Brawl
Pistol

Range **Hit** **Str** **Notes**

melee 3+ 3 Stuns
12" 4+ 3 Pistol

DWMG 2nd Edition



Dalek
Mutant xenophobic exterminator

SPECIAL: Alien, Hover, Mechanoid
Armoured Shell, Dalekinium Armour
Dalek Patrol Leaders gain Leader (1)


Move	Def	Hits	Str	Aqi	Int	Morale
6	5	1	2	2	8	8

Weapon
Dalek Blaster

Range **Hit** **Str** **Notes**

16" 4+ 4 Cannot Aim,
Disruptor, Laser,
2 shots

DWMG 2nd Edition



Dalek Engineer
Wheeled toolbox

SPECIAL: Alien, Hover, Invent, Mechanoid,
Repair
Armoured Shell, Dalekinium Armour


Move	Def	Hits	Str	Aqi	Int	Morale
6	5	1	2	2	8	8

Weapon
Manipulator Arm
Dalek Blaster

Range **Hit** **Str** **Notes**

melee 4+ 2
16" 4+ 4 Cannot Aim,
Disruptor, Laser,
2 shots

DWMG 2nd Edition



Dalek Emperor
Ultimate commander ●


SPECIAL: Alien, Force Field (4+), Leader (2),
Mechanoid
*Absolute Command, Communicator,
Dalekinium Armour, Immobile,
Unstoppable Destiny*

Move	Def	Hits	Str	Aqi	Int	Morale
0	6	3	0	0	9	0

Weapon
Cannot attack

Range **Hit** **Str** **Notes**

DWMG 2nd Edition



Emperor's Guard
Elite protectors ●

SPECIAL: Alien, Hover, Mechanoid
Armoured Shell, Dalekinium Armour
May reroll one miss each turn


Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	9	9

Weapon
Disintegrator
Dalek Blaster

Range **Hit** **Str** **Notes**

12" 4+ 4/5 1D3 Hits, Str 5 vs
Mechanoids
16" 4+ 4 Cannot Aim, Laser,
Disruptor, 2 shots

DWMG 2nd Edition



Dalek Supreme
Force commander ●

SPECIAL: Alien, Hover, Leader (2), Mechanoid
*Absolute Command, Armoured Shell,
Communicator, Dalekinium Armour*


Move	Def	Hits	Str	Aqi	Int	Morale
6	5	3	2	2	8	9

Weapon
Dalek Blaster

Range **Hit** **Str** **Notes**

16" 4+ 4 Cannot Aim,
Disruptor, Laser,
2 shots

DWMG 2nd Edition



Davros
Hated scientist ●

SPECIAL: Alien, Hover, Invent, Leader (2),
Mechanoid
*Armoured Shell, Crippled,
Fanatic Leadership*


Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	1	2	9	6

Weapon
Personal Blaster

Range **Hit** **Str** **Notes**

6" 4+ 3

DWMG 2nd Edition



Special Weapon Dalek

Mobile tank ●


SPECIAL: Alien, Mechanoid
Armoured Shell, Dalekinium Armour,
Targeting Computer

Move	Def	Hits	Str	Aqi	Int	Morale
6	6	2	2	2	8	8

Weapon
No melee attack
Dalek Destructor

Range 12"
Hit 4+
Str 6
Notes No hit modifier for long range shots

M DWMG 2nd Edition



Dalek Trooper

Human collaborator

SPECIAL: Body Armour
Trooper Commanders gain Leader (1)

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	7	7

Weapon
Brawl
Dalek Blaster

Range melee
16"
Hit 4+
Str 3
4
Notes Stuns
Disruptor, Laser

M DWMG 2nd Edition



Draconian

Reptilian conqueror

SPECIAL: Alien
Honour Bound, Rival Empire

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	7	8

Weapon
Brawl
Laser Rifle

Range melee
24"
Hit 3+
4+
Str 3
4
Notes Stuns
Laser

M DWMG 2nd Edition



Gel Guard

Protoplasmic servant

SPECIAL: Alien, Controlled, Slow
Anti-matter Creature, Creation of Will

Move	Def	Hits	Str	Aqi	Int	Morale
4	4	1	4	1	5	9

Weapon
Anti-matter Claw
Anti-matter Blast

Range melee
12"
Hit 3+
3+
Str 4
4
Notes Disruptor
Disruptor

M DWMG 2nd Edition



Ice Warrior

Martian conqueror

SPECIAL: Alien, Slow
Heat Intolerant
1 1 model per 2 Ice Warrior squads may carry a Sonic Rifle

Move	Def	Hits	Str	Aqi	Int	Morale
5	5	1	4	2	8	8

Weapon
Martian Claw
Sonic Blaster
Sonic Rifle¹

Range melee
20"
24"
Hit 4+
4+
4+
Str 4
4
5
Notes Compare Str vs target Str or Def

M DWMG 2nd Edition



Ice Warrior Squad Leader

Sssibilant sssergeant


SPECIAL: Alien, Leader (1), Slow
Heat Intolerant

Move	Def	Hits	Str	Aqi	Int	Morale
5	5	1	4	2	8	8

Weapon
Martian Claw
Sonic Blaster

Range melee
20"
Hit 4+
4+
Str 4
4
Notes Compare Str vs target Str or Def

M DWMG 2nd Edition



Ice Lord

Noble Martian leader ●


SPECIAL: Alien, Leader (2), Slow
Heat Intolerant

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	8	8

Weapon
Martian Claw
Sonic Blaster

Range melee
20"
Hit 4+
4+
Str 4
4
Notes Compare Str vs target Str or Def

M DWMG 2nd Edition



H1 Robot

Abused electronic creation ●


SPECIAL: Mechanoid
Compassion, Living Metal

Move	Def	Hits	Str	Aqi	Int	Morale
6	6	4	6	1	6	8

Weapon
Giant Pincers

Range melee
Hit 4+
Str 6

M DWMG 2nd Edition



Morbilus
Reanimated Time Lord criminal ●


SPECIAL: Alien
Rage

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	3	4	2	10	0

Weapon
Massive Pincer

Range **Hit** **Str** **Notes**
melee 4+ 5

M
DWMG 2nd Edition



Hettlewell
Misguided scientist ●

SPECIAL: Infiltrator, Invent, Leader (1)!, Repair, Fears Aliens
In The Way
!: restrictions apply – see rules

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	2	3	8	6

Weapon
None

Range **Hit** **Str** **Notes**
melee 4+

M
DWMG 2nd Edition



Solon
Futuristic Prometheus ●

SPECIAL: Invent, Leader (1)!, Medic, Repair
In The Way
!: restrictions apply – see rules

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	2	3	8	6

Weapon
None

Range **Hit** **Str** **Notes**
melee 4+

M
DWMG 2nd Edition



Movellan
Disco android


SPECIAL: Mechanoid, Repair
Great Strength, Power Pack

Move	Def	Hits	Str	Aqi	Int	Morale
6	5	1	4	4	8	9

Weapon
Brawl
Movellan Blaster

Range **Hit** **Str** **Notes**
melee 3+ 4
20" 4+ 4 Disruptor. Can also Stun

M
DWMG 2nd Edition



Ogron
Brutal hireling


SPECIAL: Alien
Great Strength

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	2	5	7

Weapon
Crushing Blow
Blaster

Range **Hit** **Str** **Notes**
melee 4+ 4
16" 4+ 3 Disruptor

M
DWMG 2nd Edition



Robot of Death (Dum)
Perfect crewmember


SPECIAL: Mechanoid
First Principle, Not Created Equal

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	6	8

Weapon
Crushing Grip

Range **Hit** **Str** **Notes**
melee 3+ 4

?
DWMG 2nd Edition



Robot of Death (Voc)
Perfect crewmember


SPECIAL: Mechanoid
First Principle, Not Created Equal

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	7	8

Weapon
Crushing Grip

Range **Hit** **Str** **Notes**
melee 3+ 4

?
DWMG 2nd Edition



Robot of Death (Super Voc)
Perfect crewmember ●


SPECIAL: Leader (2), Mechanoid
First Principle, Not Created Equal

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	8	8

Weapon
Crushing Grip

Range **Hit** **Str** **Notes**
melee 3+ 4

?
DWMG 2nd Edition



Robot, Servitor

Metal servant

SPECIAL: Mechanoid
Autonomous, Change Program, Programmed

Move	Def	Hits	Str	Aqi	Int	Morale
6	5	2	5	1	5	10

Weapon

Weapon	Range	Hit	Str	Notes
Grapple	melee	4+	5	
Capture Cables	4"	4+	n/a	Target captured
Blaster	12"	4+	3	Disruptor

DWMG 2nd Edition



Sea Devil

Amphibian menace

SPECIAL: Alien, Aquatic

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	1	4	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Slimy Arm	melee	4+	4	
Sea Devil Ray	16"	4+	4	Can fire with Str 3 and Blast 2"
Disc				

DWMG 2nd Edition



Sea Devil (armoured)

Elite warrior

SPECIAL: Alien, Aquatic, Body Armour

Move	Def	Hits	Str	Aqi	Int	Morale
5	4	1	4	3	7	8

Weapon

Weapon	Range	Hit	Str	Notes
Slimy Arm	melee	4+	4	
Sea Devil Ray	16"	4+	4	Can fire with Str 3 and Blast 2"
Disc				

DWMG 2nd Edition



Silurian

Ancient reptilian race


SPECIAL: Alien
May also be given Body Armour

Move	Def	Hits	Str	Aqi	Int	Morale
5	4	1	4	2	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Reptilian Grip	melee	4+	4	
Third Eye	12"	3+	4	1 Hit or Stuns

DWMG 2nd Edition



The Myrka

Lethal Sea Devil pet


SPECIAL: Aquatic, Alien, Slow
Deep Ocean Dweller

Move	Def	Hits	Str	Aqi	Int	Morale
6	5	3	4	2	5	8

Weapon

Weapon	Range	Hit	Str	Notes
Electrical Charge	melee	2+	6	All models in base contact suffer this attack

DWMG 2nd Edition



Sontaran

Cloned warrior


SPECIAL: Alien, Body Armour
High Gravity Homeworld, Probic Vent
! : 1 in 4 Sontarans only

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	1	4	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Grapple	melee	4+	5	
Blaster	18"	4+	4	Disruptor
Battle Rifle!	24"	4+	5	Disruptor

DWMG 2nd Edition



Sontaran Commander

Cloned leader

SPECIAL: Alien, Body Armour, Leader (1-2)
High Gravity Homeworld, Probic Vent

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	8	8

Weapon

Weapon	Range	Hit	Str	Notes
Grapple	melee	4+	5	
Blaster	18"	4+	4	Disruptor

DWMG 2nd Edition



Sontaran Field Agent

Cloned scout

SPECIAL: Alien, Body Armour, Invent, Repair
High Gravity Homeworld, Probic Vent

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	2	4	3	8	9

Weapon

Weapon	Range	Hit	Str	Notes
Grapple	melee	4+	5	
Blaster	18"	4+	4	Disruptor

DWMG 2nd Edition

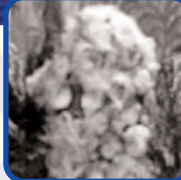


Thal
Blonde survivor
SPECIAL: Pacifist

H DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	7	7

Weapon None
Range Hit Str Notes




Varga Plant
Unfriendly flora
SPECIAL: Slow Varga Thorns

M DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
2	3	1	0	1	0	0

Weapon Poisonous Spine
Range Hit Str Notes
4" 4+ n/a Affected model gains status effect Varga Poison




Yeti
Shaggy robot
SPECIAL: Alien, Controlled, Mechanoid, Slow Roar, Web Fungus
: optional weapon

M DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	5	2	5	2	4	8

Weapon Yeti Claws Web Gun!
Range Hit Str Notes
melee 4+ 5 Blast 2", Stays on table
6" 4+ 5




Zugon
Aquatic refugee
SPECIAL: Alien, Aquatic Body Print, Sting

M DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	1	3	2	8	8

Weapon Stinging Arms
Range Hit Str Notes
melee 4+ 3 May reroll wound dice




Zugon Body Print (human)
Someone fishy
SPECIAL: Aquatic, Infiltrator, Leader (1), Sabotage Bad Influence, Body Print

M DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	special	3	2	8	8

Weapon Crushing Blow Blaster
Range Hit Str Notes
melee 4+ 4 Disruptor
16" 4+ 3



Katarina
Screamer companion ●
SPECIAL: Companion, Luck (3), Monster Magnet, Scream

H DWMG 2nd Edition

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	2	3	6	7

Weapon None
Range Hit Str Notes

SPECIAL:

Move	Def	Hits	Str	Aqi	Int	Morale
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Weapon **Range** Hit Str Notes

DWMG 2nd Edition

SPECIAL:

Move	Def	Hits	Str	Aqi	Int	Morale
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Weapon **Range** Hit Str Notes

DWMG 2nd Edition

DOCTOR WHO Miniatures Game

Player Reference

The Game Turn

1. Determine Initiative
Both sides roll 1D6
2. First Player Actions
3. Second Player Actions
Activate half total models
4. End Phase

Actions

Most models get 2 actions per turn:

- ▶ Move
- ▶ Shoot – *only one shoot action per turn*
- ▶ Aim – *only one aim action per turn*
- ▶ Special Action

Ranged Weapon Modifiers

Situation	Modifier
Weapon is fired at more than half range	-1
Target is airborne	-1
Target is partially hidden	-1
Target is prone	-1
Target is small	-1
Target is immobile	+1
Target is large	+1
Firer has Aimed this turn	+1

Falls

Levels Fallen	Hits Taken	Strength
1	1	3
2	2	4
3	3	5
per +1	+1	+1

Melee Attack Modifiers

Situation	Modifier
All or Nothing attack	extra D6
Attacked from rear	-1 Def
Defending obstacle	+1 Def
Attacking over obstacle	-1
Attacking model in rear	+1

Damage Table

Strength Higher		Equal	Defence Higher		
2 or more	1		1	2	3 or more
2+	3+	4+	5+	6	X

Inventions

1. Invention Breakthrough *Roll 3D6 vs target Int. +2 per additional model with Invent ability to a maximum add of +6*
2. Invention Progress *Roll 1D6, add either +1D6 or +1 bonus per additional model (max 3). Total is best D6 + bonus. Invention complete on the turn after this cumulative score 15+*
3. Invention Result *Roll on table, right*

Invention Result Table

TDG	Invention Result
1	Achilles' Heel
2	Weakness (Shooting)
3	Weakness (Melee)
4	Jammer (2+ effect)
5	Jammer (variable effect)
6	Weapon

Vehicle Out of Control Table

TDG	Steering	Speed
1-2	Veer 45° left	Stops
3-4	Straight ahead	Half
5-6	Veer 45° right	Full

Vehicle Hit Table

TDG	Hit against
1-2	Random occupant
3-6	Vehicle

Vehicle & Terrain Table

Move Type	Road Bonus	Open	Rough	Woods	Water
Wheeled	+4"	Yes	x 1/2	No	No
Tracked	+2"	Yes	x 3/4	x 1/4	No
Hover	None	Yes	Yes	No	Yes
Water	n/a	No	No	No	Yes

Fire Table

Markers	Hits	Strength
1	1	3
2	2	4
3	3	5
4	4 / 1*	6
per +1	+1 / +1*	+1

Doctor Who Miniatures Game
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Index

Main rules entry page number **bold**
 Examples in *blue italic*

0–9

2nd Edition
 credits, 64
 dedication, 64
 designers notes, 64
 image credits, 64
 new in the, 3
 not in the, 3
 what's needed to play, 4

A

Actions, **6**
example of, 6
 multiple actions, 6
 Activations, **6**
example of, 6
 Agility (Agi)
 stat, 5
 test, 11
 test to avoid falls, 7
 Aiming, 8
 All or Nothing attack, 9
 Artifacts, 16

B

Blast templates, 13
 Blocking, **22**
 zone, 22
example of, 22
 losing, 22
 Buildings, **22**
 attacking, 22
 damaging, 22
 doors and windows, 22
 running in, 22
 sizes and sections, 22
 Burst fire, 8

C

Capturing models, **23**
 breaking free, 23
 not resisting, 23
example of, 23
 by Strength, 23
 by weapon, 23
 Companions, **26**
 Confused, 25
 Contents, 1–2
 Copyright notice, 1

D

Damage, **10**
 explanation of, 10
 models and Hits, 10
 multiple damage, 10
example of, 10
 to vehicles, 20
 Defence (Def)
 stat, 5
 Dice, 4
 Distance, 4

E

Examples
activations, 6
All or Nothing attack, 9
blocking zone, 22
example of, 3
invention breakthrough, 15
invention progress, 15
Leader ability, 6
multiple damage, 10
not resisting, 23
obstacles, 7
opposed tests, 12
retreat move, 13
shooting, 8
targeting, 8
variable effect jammer, 16
vehicles and terrain, 19
vehicle movement, 19
weapon technology, 13

F

Falls, 7
 Fear, 12
 Fire, 23
 damage, 23
 spreading, 23
 movement while on, 23

G

Game turn, the, **6**

H

Heroes & Monsters, 24
 Hits
 models and, 10
 stat, 5
 taking a hit. See Damage

I

Information (profile), 5
 Initiative, **6**
 Intelligence (Int)
 stat, 5
 test, 12
 Inventing / Inventions, **15**
 Achilles' heel, 16
 and special actions, 11

I (continued)

artifacts, 16
 breakthrough, 15
example of, 15
 counters, 16
 jammer (2+), 16
 jammer (variable effect), 16
example of, 16
 progress, 15
example of, 15
 result, 15
 weakness, 16
 weapon, 16
 Invulnerable
 and morale, 12

K

Killing Blow, 9

L

Leader
 ability, 6, **17**
example of, 6
 Leadership. See Leader

M

Melee
 All or Nothing attack, 9
example of, 9
 breaking from, 10
 defending, 10
 explanation of, 9
 Killing Blow, 9
 multiple attackers, 9
 multiple attacks, 9
 no weapons, 9
 number of attacks, 9
 order of combat, 9
 rear attack, 10
 roll to hit, 9
 who can fight in, 9
 Miniatures
 needed to play, 4
 manufacturers websites, 63
 Models. See Miniatures
 Morale, **12**
 alone, 12
 decimated, 13
 failure, 13
 fear, 12
 invulnerable, 12
 leaving the battlefield, 13
 making a test, 12
 in melee, 13
 retreat move, 13
example of, 13
 stat, 5
 successful test, 13
 wiped out, 12

M (continued)

- Movement (Move)
 - explanation of, **7**
 - facing, **7**
 - falls, **7**
 - going up and down, **7**
 - going prone, **7**
 - running, **7**
 - rough ground and obstacles, **7**
 - example of, 7*
 - stat, **5**

N

- Notable appearances (profile), **5**

P

- Points values, **24**
- Profile, the, **5**
 - altering, **24**

R

- Range
 - measuring, **4**
- Roll to hit
 - in melee, **9**
 - shooting, **8**

S

- Scenarios, **24**
 - A tangled web, **58**
 - Defend Snowcap base, **57**
 - For whom the diving bell tolls, **62**
 - Locate swarm leader!, **59**
 - Mission expendable, **61**
 - The Sontaran experiment, **60**
- Shooting
 - aiming, **8**
 - conditions of, **8**
 - example of, 8*
 - from vehicles, **20**
 - multiple shots, **8**
 - roll to hit, **8**
 - roll to wound, **8**
 - targeting models, **8**
 - example of, 8*
- Special actions, **11**
 - and inventing, **11**
 - free actions, **11**
 - standard actions, **11**
- Special rules (profile), **5**
- Stat tests, **11**
 - and actions, **11,12**
 - Agility and Strength tests, **11**
 - Intelligence and Morale tests, **12**
 - opposed tests, **12**
 - example of, 12*
- Status effects, **25**
 - confused, **25**
 - stunned, **25**
- Strength (Str)

S (continued)

- stat, **5**
- test, **11**
- Stunned, **25**

T

- Taking a hit. See **Damage**
- TARDIS, the, **26**
- Timescale, **4**

U

- Unique models, **24**
 - two (or more Doctors), **24**

V

- Vehicles, **19**
 - aerial movement, **20**
 - damage to, **20**
 - entering/exiting, **20**
 - hit and run attacks, **19**
 - movement, **19**
 - example of, 19*
 - out of control, **20**
 - rams, **20**
 - sample, **21**
 - Bessie, **21**
 - Helicopter, **21**
 - Motorcycle, **21**
 - Tank, **21**
 - UNIT Land Rover, **21**
 - Whomobile, **21**
 - shooting from, **20**
 - statistics, **20**
 - and terrain table, **19**
 - example of, 19*
- Victory points, **25**
 - levels of, **25**

W

- Weapons, **5, 13**
 - blast templates, **13**
 - technology, **13**
 - example of, 13*
- Websites, **63**

List of Profiles

- Ace, **28**
- Administrator, **35**
- Alien Lackey, **37**
- Ambassador of Death, **37**
- Animated Plastic, **39**
- Auton, **38**
- Auton Copy, **39**
- Axon (humanoid), **40**
- Axon (tentacled), **40**
- Axon Copy, **41**
- The Brigadier, **32**
- Captain Yates, **32**
- The Celestial Toymaker, **41**
- Chancellery Guard, **30**
- Civilian, **35**
- Companion, **K9, 28**
- Companion, Scientist, **27**
- Companion, Screamer, **27**
- Companion, Strongarm, **27**
- Cyber Controller
 - (CyberNeomorph), **43**
- Cyber Leader (CyberNeomorph), **43**
- Cyber Lieutenant
 - (CyberNeomorph), **43**
- Cyberman (CyberMondasian), **42**
- Cyberman (CyberNeomorph), **43**
- Cyberman (Early Cyberfaction), **42**
- Cybermat, **44**
- Cyber Slave, **43**
- Dalek, **45**
- Dalek Emperor, **46**
- Dalek Engineer, **45**
- Dalek Supreme, **46**
- Dalek Trooper, **47**
- Davros, **47**
- The Doctor, **26**
- Draconian, **48**
- Gel Guard, **48**
- Grace, **28**
- Harry, **28**
- Ice Lord, **49**
- Ice Warrior, **49**
- Ice Warrior Squad Leader, **49**
- K1 Robot, **50**
- Leela, **28**
- The Master, **31**
- Morbius, **50**
- Movellan, **51**
- The Myrka, **54**
- Nestene Intelligence, **38**
- Ogron, **51**
- Omega, **31**
- Outsider, **30**
- Packer, **44**
- Robot of Death, **52**
- Robot, Servitor, **52**
- Romana (both versions), **28**
- Scientist, **36**
- Sea Devil, **53**



List of Profiles (continued)

Security Guard, 36
 Sergeant Benton, 33
 Silurian, 53
 Sontaran, 54
 Sontaran Commander, 54
 Sontaran Field Agent, 54
 Special Weapon Dalek, 47
 Steven, 28
 Susan, 28
 Thal, 55
 Time Lord, 30
 Time Lord President, 29
 Tobias Vaughn, 44
 Turlough, 28
 UNIT Heavy Weapon Team, 34
 UNIT Sergeant, 32
 UNIT Sniper, 34
 UNIT Soldier, 32
 Varga Plant, 55
 Yeti, 56
 Zoe, 28
 Zygon, 56

List of Special Abilities

2 Man Team, 34
 Absolute Command, 46
 Academy Trained, 28
 A Good Offense, 27
 Alien, 17
 Anti-matter Creature, 48
 Aquatic, 17
 Armoured Shell, 45, 46, 47
 Artifact of Rassilon, 29
 Autonomous, 52
 Bad Influence, 37
 Body Armour, 17
 Blocker, 17
 Body Print, 56
 Bungling, 44
 Change Form, 40, 41
 Change Program, 52
 Commanding, 44
 Communicator, 43, 46
 Companion, 17
 Compassion, 50
 Controlled, 17
 Controller, 38
 Create Toy, 41
 Creation of Will, 48
 Crippled, 47
 Cyber Director, 42
 Dalekinium Armour, 45, 46, 47
 Deep Ocean Dweller, 54
 Easily Convinced, 32
 Fair Form, 40
 Fanatic Leadership, 47
 First Principle, 52
 Flyer, 17
 Force Field (x+), 17

List of Special Abilities (continued)

Force of Will, 31
 Great Strength, 51
 Group Mind, 40, 41
 Hardly Noticed, 44
 Heat Intolerant, 49
 High Gravity Homeworld, 54
 Honour Bound, 48
 Hover, 17
 Hypnotise, 17, 31, 44
 Immobile, 46
 Infiltrator, 17
 Inspirational, 32
 In The Way, 37
 Invent, 17
 Invulnerable (x), 17
 It Just Came Off In My Hand, 38, 39
 Janus Thorns, 28
 Large, 17
 Leader (x), 17
 Living Metal, 50
 Low-tech, 36
 Luck (x), 18
 Mechanoid, 18
 Medic, 18
 Mind Control, 42
 Monster Magnet, 18
 Natural Form, 40
 Not Created Equal, 52
 Obey Me!, 31
 Pacifist, 55
 Plastic, 38, 39
 Plaything, 41
 Power Pack, 51
 President, 29
 Probic Vent, 54
 Programmed, 52
 Psychic, 18
 Radioactive, 37
 Rage, 50
 Repair, 18
 Replacement, 41
 Resist Vacuum, 18
 Restricted Use, 34
 Rival Empire, 48
 Roar, 56
 Sabotage, 18
 Safer Behind Bars, 31
 Sceptical, 35
 Screamer, 18
 Slow, 18
 Small, 18
 Sniper Scope, 34
 Sonic Screwdriver, 26
 Spacer, 18
 Steady, 38, 39
 Sting, 56
 Surprise, 44
 Surprise/Confuse, 26
 TARDIS, 18

List of Special Abilities (continued)

Targeting Computer, 47
 Temporary Control, 39
 Time Lord, 18
 Unstoppable Destiny, 46
 Unwilling Conscript, 43
 Varga Thorns, 55
 Wax Copy, 39
 Web Fungus, 56
 Well Concealed, 34
 You Have Tricked Us!, 31

List of Tables

Damage, 10
 Falls, 7
 Fire, 23
 Invention result, 15
 Melee attack modifiers, 10
 Out of control, 20
 Ranged weapon modifiers, 8
 Sample vehicle profiles, 21
 Tank weaponry, 21
 Vehicles & terrain, 19
 Victory level, 25
 Weakness, 16
 Weapons, 14
 Weapon effects, 14