



Miniatures Game

Bad Wolf

9th Doctor Bestiary

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PICTURES & LINKS

All photos from *Doctor Who* episodes are ultimately copyright of the BBC. Use of these images is not intended as any challenge to copyright.

Check out these websites which are all good fun for *DW* fans and gamers:

- www.siskoid.com/whoccg/index.html
- www.redders-daleks.com/index.html
- www.shillpages.com/dw
- drwhoht.phenominet.com/
- www.bbc.co.uk/doctorwho/
- www.earthstar.co.uk/dalekindex.htm
- en.wikipedia.org/wiki/Doctor_who

CREDITS

Once again big thanks to Alice, my favourite companion, and to Richard for the maps, playtesting and miniatures advice. Chris Mainwaring for checking everything over, and to everyone who emailed suggestions and nice things.

CONTACT

Email me at:

MAIL@DRWHOMINIATURES.CO.UK

Or check the website for updates and all sorts of good *DW* game stuff:

WWW.DRWHOMINIATURES.CO.UK

Most of all remember...

Lots of planets have a north...

Graeme.

NEW SPECIAL ABILITIES

HACKER

The model can attempt to gain access to a computer system using a suitable computer terminal which must be represented on-table. This computer may be connected to the system being accessed or it might be remote. There are 3 levels of Hacker access, each harder than the last but offering greater benefits. A Hacking attempt takes one full activation, and might take longer than a single turn depending on how the dice rolls go

First determine the level of system to be accessed, and find the number to equal or exceed on 1D6 (see below). Internet hacking is automatically successful, but Corporate and Military systems are more protected

INTERNET (AUTO)

The Internet is full of low level information, some of which is useful, some is misleading and some is just plain nonsense.

CORPORATE (3+)

Private but non military facilities usually have this level of firewalls, but once you're in the information is usually much better.

MILITARY (5+)

The toughest to crack, Military computer systems can be goldmines of information. Just beware of tripping their numerous security systems.

PSYCHIC

Psychic models are 'touched' by a power that is unseen and unfathomable to most. Many such individuals can speak with the dead or have glimpses of the future. Unfortunately the power makes their minds easier targets for some hostile beings.

Models with this ability get 1 point of *Luck* to spend each turn. It can only be used on themselves, and if not spent in a turn it is considered lost. The opposing player can force them to reroll one die of any **Int** test when the model is resisting being *controlled* or otherwise taken over.



“The Things you’ve seen.. the darkness.. the big bad wolf..”
Gwyneth,
The Unquiet Dead

On a successful Hacking attempt, roll 1D6 on the table below for the bonus given to *Invention* rolls. The Hacking model rolls each turn a successful Hacking attempt has been made and adds or subtracts the number to the *Invention* total.

If the Hacking roll fails when attempting to get into a Corporate or Military system, roll a further 1D6:

- 1-3** No Security Activated
- 4** Security Laser - **Str 3** Hit on **3+**
- 5** Lockdown - all doors count as Locked
- 6** Security - place a Security Guard 12” away

A hacking attempt made in the turn immediately after an unsuccessful Hack allows a **+1** to the Hacking die roll.

On a successful Hack of a Corporate or Military system, a scenario might offer special results, like allowing access to a restricted area, or shutting down a power source, defence grid or electric fence, or opening all the doors in a facility.

HACKING: INVENTION BONUS TABLE

1D6	INTERNET	CORPORATE	MILITARY
1	-1	0	0
2	0	0	+1
3	0	+1	+1
4	0	+1	+2
5	+1	+1	+2
6	+1	+2	+2

TOP SECRET ACCESS

Government Scientists and Military top brass have access to secrets most people can only dream about. This can come in useful if you're 'on the outside trying to get in', information wise.



This ability allows models without the *Hacker* ability to try and get access to Military grade information as if they had it. If they already have the *Hacker* ability, they can add **+1** to all Hacking rolls when trying to get into a Military system, including the *Invention Bonus Table*, above. A roll of **6** still counts as a 6 on this table.

Top Secret Access will also cancel the 2” Blocking radius of Security or Military models on the roll of **4+**, as the model bluffs his way through or uses his credentials against the unfortunate guard.

BUILDINGS

FIRE

Buildings are useful in the *Doctor Who* game - they can contain laboratories full of stuff to *Invent* with, they can provide transport to and from Omega's Black Hole realm of anti-matter and if push comes to shove you can hide behind them when the Sontarans invade.

BUILDING SIZES & SECTIONS

Buildings can come in all shapes and sizes, but for gaming purposes they should be considered as Sections, each up to 4"-6" on a side. Large buildings can be built from multiple sections, as can long stretches of wall. Each section has its own Hits, just like a model. Sections will have between 2 and 6 Hits depending on their sturdiness.

ATTACKING BUILDINGS

Buildings will be automatically hit in melee combat, and by models using their ranged weapons at half the weapon's maximum range or less. Over half range the shot still gets a **+2** 'to Hit' bonus as buildings are usually very large (unless they're inside a Miniscope!)

DAMAGING BUILDINGS

Only weapons with **Str 6** or more can damage buildings. Simply figure out the damage caused and reduce the Hits of the section by that amount. There is no need to use the Wound table.

DESTROYED BUILDINGS

Buildings are destroyed when they are reduced to **0 Hits**, and will collapse. All models inside will take a **Str 6** Hit, and models within 2" will take a **Str 4** Hit if they fail an **Agi** test.

DOORS & WINDOWS

Up to 4 models can pass through a door in a single turn, but only one can get through a window. 2 Models can shoot through either a door or window and they themselves will get a **-1** penalty to be fired upon. Doors and windows should always be modelled on buildings.

RUNNING IN BUILDINGS

Buildings are usually cluttered with furniture, dead bodies and bits of spaceship, so models cannot run when they are inside them.

Fire is nasty and no-one likes being on fire or being too close to it. Being composed of gas the Gelth are susceptible to fire, and the Forest of Cheem, being made of wood, aren't too keen either.

To represent fires, you will need a number of Fire markers, either modelled from bits of cotton wool, or a counter, or something. Certain weapons or other effects will cause fire damage which is represented by placing a Fire marker on the target. Note that the target can be anything flammable, like a forest or a building, as well as a model.

FIRE DAMAGE

In the player's end phase, any fires can potentially cause damage to models within 2". The chart below indicates the number of Hits and relevant Str of fire damage according to the amount of Fire markers; numbers after the slash marked "*" are the amount of hits Buildings take from Fires.



NEVER PLAY WITH MATCHES

FIRE TABLE		
FIRE MARKERS	HITS	STR
1	1	3
2	2	4
3	3	5
4	4/1*	6
PER +1	+1/+1*	+1

SPREADING FIRES

After fire damage has been assigned, roll 1D6. Add another Fire marker on the roll of **1-2**, and remove one on the roll of **6+**. Add **+1** per additional model in base contact who is helping to combat the fire (to a maximum of **+2**) and a further **+1** if water is being used.

MOVEMENT ON FIRE

Models with 2 or more Fire markers must make a single move action in a random direction if they are not within base contact of another friendly model at the start of their turn. This forced movement **does not** count as one of the player's activations for the turn.

TIME PARADOXES

Travel in Time is fraught with danger. Time Lords are accustomed to this and generally avoid creating paradoxes - situations where the laws of time have been broken. To represent Time Paradoxes, 4 levels of Paradox are used. These are detailed below, along with an example of the paradox level from the episode *Father's Day*.

Most of the time the thorny issue of paradoxes will not exist but certain situations, scenarios or dastardly alien plans will require that these rules be used.

PARADOX LEVEL 0

This is the usual state of space-time and represents normality (such as it is in the *Doctor Who* universe!).

A level 0 paradox exists when the Doctor and Rose are in the TARDIS at the beginning of the episode.

PARADOX LEVEL 1

Having 2 or more copies of the same unique model in play is a level 1 Paradox. There are no other effects for this level of paradox, just be careful what you do! Paradox Level 1 is the highest level possible *unless* your game is set after the Time War.

A level 1 paradox is in effect when the Doctor and Rose travel back to 1987, before Rose saves her father's life.

PARADOX LEVEL 2

If time is changed in any way, for example by the removal from play of any character deemed at the start of the game to be important to the timeline, then a level 2 Paradox is created. Every turn a Reaper (see page 17) will appear on the 1D6 roll of **6**. Do not roll for more Reapers if this roll is **1**. Models may not enter the TARDIS during a level 2 Paradox.

The paradox level increased to 2 when Rose saves Pete Tyler.

PARADOX LEVEL 3

Any further changes in the timeline will cause the Paradox level to rise to 3. Reapers can now enter ancient structures, and generally things are going to go very downhill from this point.

A level 3 paradox is created when Rose touches herself as a baby.



'SHE LOOKS FAMILIAR' THINKS ROSE.

BLOCKING

Certain models are particularly good at stopping others, for example a Security Guard who will on no account let the Doctor and Rose into Number Ten Downing Street without a written invite from the Prime Minister.

These models may not be overtly hostile, but it's certainly more than their job is worth to let anyone through.

BLOCKING ZONE

These models have a **2"** **Blocking Zone** around them - models entering this area can move into base contact with the blocking model, but cannot move past them. The only possible move they may make is back the way they came.

The 2" Blocking Zone moves with the blocking model. The player controlling the blocking model may choose to drop the block at any

time, otherwise more subtle methods like Psychic Paper or the *Top Secret Access* ability will need to be used. Failing that the offending model could always be *Stunned* (or worse!)



"EXTER.. UM.. ROOM SERVICE (CHUCKLE).."

LOSING THE BLOCKING ZONE

Models lose their Blocking Zone if they become Stunned, Controlled, go Prone, or if subject to any other special state not otherwise covered here. Models who have fought in Melee or fired a weapon are also considered to have lost their blocking zone, being far too busy with whatever else they are doing.

BAD WOLF MINIATURES

The problem with playing *Bad Wolf* era *Doctor Who* games is the lack of specific miniatures for many of the heroes and monsters. A lot of this can be solved by creative painting and modelling, and by having a good hunt for the right figure to represent someone or something.

AUTONS

Auton models are sold by Black Tree Design, and are the boiler suited versions from *Spearhead from Space*. Civilian models with some of the facial detail removed would do for the 2005 shop dummies seen in *Rose*.



Auton

END OF THE WORLD

Cassandra and the Robot Spiders would have to be scratch built. It is really amazing what can be done with some paper clips, plastic card, and modelling putty. Cassandra's Attendants do have me slightly stuck. Find a neutral looking human and file off all the detail on the clothing, get the putty out and make face masks and smocks. Paint white. Hopefully.



Gelth

Most ranges have some kind of figures useable for Adherents of the Repeated Meme (add big cybernetic claws!), and the Forest of Cheem just need a knobbly bark applied to their skin.

THE UNQUIET DEAD

To represent the Gelth I am using a Games Workshop Banshee model. The Unquiet Dead could be gamed with generic zombies or Brigade Games Victorian range, painted suitably off colour, which the picture unfortunately isn't.



Unquiet Dead

DALEKS

Fairly easy, as Black Tree sell them, albeit the old versions. Quick addition of a new eye stalk mounting, new flashing bits and a brass and gold paint job and voila! Richard reckons the toy version of the Emperor might be to scale so either that or build one for yourself if you want it.



Dalek

JAGRAFESS & DRONES

For the Jagrafess 2 minutes with some modelling putty should do the trick. Drones can be represented with

civilians (try Foundry's *Street Violence* range) painted frosty blue and white. Brrr!

REAPERS

Richard suggests this Warmachine figure. It would need some serious filing of all the pointy parts and a deep dark paint job. Other companies might have suitable flying beasties in their ranges so get checking the monsters parts of their websites.



Reaper?



Body Suit

SLITHEEN

For their body suits check out some of the larger models in the *Street Violence* range, or just bulk out existing figures with putty. Being gamers we can supply our own bad smells.

Actual Slitheen were made by Richard 'expert miniatures boy' from plastic Dungeons & Dragons Ettercaps, converted with a field generator box added and painted. They don't look half bad at all, check out the main rules cover for a much larger look at one. Note he had to get his from the USA which shows you how devoted he is to the *DW* cause.



Slitheen

THE EMPTY CHILD

Jamie and the other Nanogene victims could be represented using anyone's WW2 civilians range, with gas masks modelled on. Spooky!

THE DOCTOR & THE REST

The Doctor could be represented by Black Tree's Ben model (with less hair and bigger ears!). For the rest of the humans, i.e. Rose, Jackie, Mickey, Van Statten etc look for contemporary civilians and see what fits.

LINKS

Have a look at these sites to start you off:

www.black-tree-design.com/
www.wargamesfoundry.com/main.asp
uk.games-workshop.com/storefront/store.uk
www.brigadegames.com/
dmz.org/Games/Miniatures/Manufacturers/
www.westwindproductions.co.uk

Otherwise get onto *The Miniatures Page* forums and ask around, there's lots of expert knowledge on there!

theminaturespage.com

The Doctor, 9th Incarnation •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	3	3	4	10	9
WEAPON	RANGE	HIT	STR	NOTES		
Sonic Screwdriver	6"	4+	n/a	Affects Controlled / Mechanoid models only. Affected model may not activate next turn and will miss the remainder of this turn.		

SPECIAL:

Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Time Lord. The Doctor's *Leader (2)* ability can only affect his companions; otherwise it counts as Leader (1).

Psychic Paper: See right.

Sonic Screwdriver: The Doctor may spend one action to use his Sonic Screwdriver to open any door or lock within 1" on a 1D6 roll of 4+

Surprise/Confuse: Once per game the Doctor may use a free activation at any time, even in a turn he has already activated. This free activation only affects the Doctor.



Psychic Paper

The Doctor carries psychic paper in a small wallet. It is able to show the reader exactly what the Doctor wants them to see.

Models do not count as having their 2" blocking zone for the turn if the Doctor moves to within 2" of them during his activation.

Rose Tyler, Plucky companion •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	7
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Leader (1), Luck (3), Monster Magnet, Scream.

Rose's *Leader* ability cannot be used if she is activated using the Doctor's own *Leader* ability.

Companion: Rose counts as a companion of the Doctor.

Determined: Rose counts her **Morale** as **8** when within 12" of the Doctor; and can reroll one die of a Morale check if Jackie Tyler is within 6".

NOTES:

Rose met the Doctor while he was investigating the presence of Autons in the basement of Henriks Department store, where she was working at the time.

Shortly afterwards Rose made the decision to travel with the Doctor in the TARDIS, a decision she has never regretted. She nearly died after looking into the Time Vortex of the TARDIS in order to return to the future, save the Doctor, the Earth and defeat the Daleks. The Doctor was forced to regenerate in order to save her life.



Bad Wolf

Once she looks into the TARDIS Time Vortex, Rose gains power over time and space and realises she has planted the phrase 'Bad Wolf' throughout time as a series of clues.

If you have the TARDIS in play, Rose can spend an activation inside it and look into the Time Vortex. In each future turn Rose must be activated first and only gets one action, then must roll 1D6: On a **5** or less, that many Hits can be allocated to any enemy models. On a **6**, Rose has expended all the energy she has gained, and will die on the next turn unless the Doctor can get to within 2" of her. The Doctor will then count as *Stunned* for the remainder of the game.

Jackie Tyler, Devoted mother ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	2	6	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Luck (1), Monster Magnet, Scream

Determined: Jackie can reroll one die of a Morale check if Rose is within 6”.

NOTES:

Jackie Tyler is Rose’s mum. She lives on the Powell estate in London. She is initially suspicious of the Doctor’s motives towards Rose, but warms to him even though Rose’s new lifestyle causes her some worries.

Mickey Smith, Earthbound boyfriend ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	6
WEAPON	RANGE	HIT	STR	NOTES		
Improvised Weapon	melee	4+	3	1 Hit or <i>Stuns</i>		

SPECIAL:

Hacker, Luck (1)

NOTES:

Mickey Smith is Rose’s boyfriend until the Doctor appears and she goes travelling with him. He is jealous of the Doctor, who calls him ‘Ricky’ and ‘the idiot’. His computer skills have come in useful however on several occasions.

Captain Jack, Charming con artist ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Punch	melee	4+	3	1 Hit or <i>Stuns</i>		
Concealed Blaster	6”	4+	3	Disruptor. No Hit penalty for long range		
Sonic Blaster	6”	4+	n/a	See main rules page 14		

SPECIAL:

Leader (1), Luck (3), Repair

Psychic Paper: See the Doctor, on page 6.

Sonic Blaster: Jack’s Sonic Blaster counts as a *Sonic Screwdriver*.

The Best Defence: Jack can use any weapon he can lay his hands on, needing a **4+** to hit.

This Charming Man: Once per game, Jack allows any model within 6” to reroll a failed **Morale** check.

NOTES:

Captain Jack Harkness is an ex-Time Agent, now following the life of a criminal through time. He is suave and charming, and this has allowed him to steal a Chula warship which he parks adjacent to the Houses of Parliament in 1941. Seemingly self interested, Jack shows courage and determination, and defends the Game Station with his life when the Daleks invade it. He is later returned to life by Rose, and his current whereabouts are unknown.

Autons

The Nestene returned to Earth in the early 21st Century, after the Time War destroyed most of their food planets. The Earth's polluted environment will sustain the Nestene for some time, once humanity has been dealt with.

AUTON SPECIAL RULES

It Just Came Off In My Hand: Uncontrolled Autons are hit automatically in melee, and count their **Def** as 2.

Plastic: Any hit caused by bullets or other blunt weapons can be disregarded by rolling **2+** on 1D6.

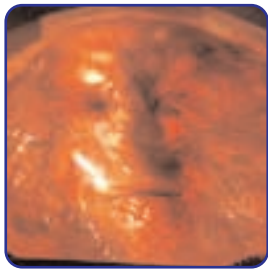
Steady: If an Auton model runs, that model counts as using up 2 of the player's activations for the turn.



AUTON BOY BANDS. ALSO A BAD IDEA.

Nestene Intelligence, Tentacled terror •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	4	3	4	0	9	9
WEAPON	RANGE	HIT	STR	NOTES		
Tentacle Crush	melee	4+	3	ID6 tentacle attacks each turn. If a tentacle fails to kill an model, it counts its Str vs that model at a cumulative +1 each turn. The attacked model can neither attack or move until succeeding in an opposed Str test.		

SPECIAL:

Alien, Leader (3), Resist Vacuum. The Nestene Intelligence's Leader ability only affects Autons and Auton Copies, but it can use its *Leader* ability on any Auton model on the table.

Controller: The Nestene Intelligence controls all Autons (including Copies) on the table. If it is destroyed all Autons will count as *uncontrolled*.

Plastic: See above.

NOTES:

The Nestene Intelligence is an alien life form comprised of many individual intelligences, with an affinity for plastic.

Auton, Living plastic automaton

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	2	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Crushing Blow	melee	4+	4			
Blaster	12"	4+	4			

SPECIAL:

Alien, Controlled, Resist Vacuum.

Uncontrolled Autons may take no actions.

It Just Came Off In My Hand, Plastic, Steady: See above.

NOTES:

Autons are constructs of the Nestene consciousness. They often take the form of shop dummies and can "come alive" seemingly at the will of their controller.



Anti-plastic

Anti-plastic is a liquid which destroys the molecular chains of the Nestene's plastic forms. ID6 doses can be made by a successful *Invention* roll.

Each dose can be thrown like a Grenade, and will cause **1 Hit** to Nestene or Auton / Auton Copy models.

Auton Copy, Living plastic duplicate

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Crushing Blow	melee	4+	4			

SPECIAL:

Controlled, Resist Vacuum.

Uncontrolled Auton Copies may take no actions.

It Just Came Off In My Hand, Plastic, Steady: See page 8.

Replacement: Auton Copies may replace any non unique enemy model with no more than 2 Hits at any point during the game, the original model having been destroyed or captured by the Autons previously. The copy will not need to use any weapons or equipment possessed by the original model - its own strength along with the element of surprise are usually enough. The opposing player immediately gains a number of VP equal to the replaced model's original Hits.

NOTES:

Auton Copies are nearly identical plastic copies of humans, able to take their place in order to subvert authority and to help further the Auton cause.



THE AUTONS NEVER QUITE GOT SUBTLETY.

Animated Plastic, Controlled object

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	3	1	3	3	-	-
WEAPON	RANGE	HIT	STR	NOTES		
Plastic Attack	melee	4+	3	Models in Melee may not break free.		

SPECIAL:

Controlled, Resist Vacuum.

Uncontrolled Animated Plastic objects are removed from play, as they are normally harmless.

Mindless: Animated Plastic objects are not affected by anything which involves an **Int** test, nor do they take Morale checks.

Plastic: See page 8.

Temporary Control: The Nestene player can expend one activation if the Intelligence is in play and gain control of a plastic object within 1D6" of an enemy model. Control can be maintained on subsequent turns by rolling 3+.



Clive •

Clive is a typical Conspiracy Theorist - a paranoid, convention going Science Fiction fan. His many hours spent on the Internet have unearthed some surprisingly accurate information regarding the Doctor, which Clive has spent all his free time logging and speculating over.

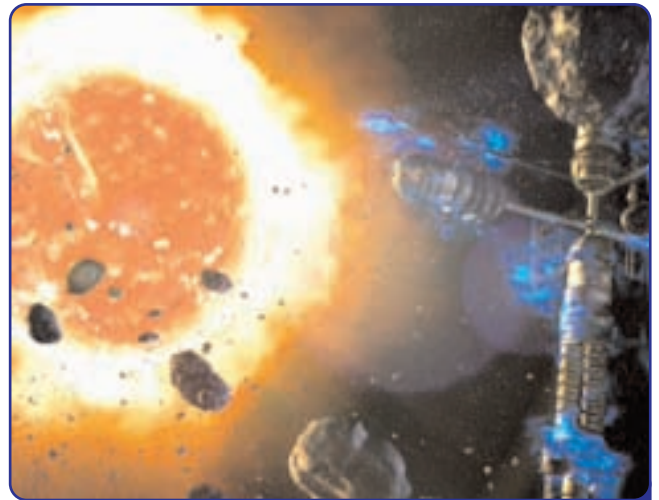
Clive counts as a *Civilian* (see main rules page 19) with the *Hacker* ability. In addition he is fully prepared for the arrival of Aliens, and so is not subject to *Fear* as other Civilians are. Clive was killed when the Autons began their recent attack in London.

The End Of The World

By the year 5 Billion, the Earth is uninhabited due to the Sun's expansion. The National Trust has no further money to maintain the gravity satellites which protect the Earth from the fire of the star.

A select few have gathered on the orbiting Platform One to watch the final end of the planet. The station is run by the blue-skinned Steward and his diminutive staff, whose purpose is to ensure the safety and comfort of the guests.

The guests include Lady Cassandra, the Forest of Cheem, the Moxx of Balhoon and the Face of Boe, who is the official sponsor of the end of the world. The Doctor uses psychic paper to gain access to the party - it appears to the steward as an invite.



NO MORE GARDENING - EVER

Cassandra, The last human •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	2	1	0	0	7	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

NOTES:

Lady Cassandra considers herself to be the last 'pure' human. She has had 708 operations, and is now a stretched skin on a metal frame, with her brain in a tank of nutrient fluid underneath. She plans to hold the high profile guests on Platform One to ransom - or to destroy them, profiting from her shares in rival companies.

SPECIAL:

Leader (2), this can only be used on Robot Spider, Adherent or Attendant models.

Attendants: Cassandra is attended by two of her personal surgeons at all times - see below.

Controller: Cassandra is the controller of the Robot Spiders and the Adherents.

Stretched Skin: Cassandra cannot attack, and is hit automatically if engaged in melee.

Teleport: Cassandra and her attendants can teleport off the table at the start of her turn. Her opponent will gain VP for this, as this counts as defeating her.

Attendant, Personal surgeon

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Acidic Moisturiser	4"	3+	4	2" Blast		

NOTES:

Cassandra's personal surgeons go with her everywhere - she relies on them to moisturise her every few minutes. These devices can also emit jets of acid which can undo a lifetime's moisturising in seconds.

Robot Spider, Metal saboteur

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	1	1	1	3	6	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

NOTES:

Small metal orbs are given to the other guests by the Adherents of the Repeated Meme as gifts on board Platform One. They 'hatch' into robotic spiders and infiltrate the station's access tunnels and deactivate critical systems in order to facilitate its destruction. Cassandra is eventually revealed to be their controller.

SPECIAL:

Controlled, Infiltrate, Mechanoid, Sabotage
Uncontrolled Robot Spiders deactivate and become harmless.

Distraction: Roll 1D6 for each Robot Spider within 2" when a heroic model is activated. If any of these dice roll a 1 the model may activate, but loses one action.

Self Destruct: A Robot Spider can self destruct as an action. This causes a **Str 3** hit, with a **2"** Blast, and destroys the Spider.

Very Small: Shots fired at Robot Spiders suffer a **-2** penalty to hit due to their small size and fast movement.

Adherent of the Repeated Meme, Android decoy

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	2	6	7
WEAPON	RANGE	HIT	STR	NOTES		
Cybernetic Claw	melee	4+	3			

NOTES:

The Adherents of the Repeated Meme appear to be from Financial Family Seven. They appear as cloaked figures, with cybernetic claws visible from under their robes.

SPECIAL:

Controlled, Mechanoid

Uncontrolled Adherents fall apart and are destroyed.

A Gift For You: When activated, an Adherent model can produce a Robot Spider by rolling **5+** on 1D6, or automatically if in base contact with another non Adherent model.

Forest of Cheem, Ancient tree race

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	3	3	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Wooden Limb Liana	melee 6"	4+ 3+	3 -	Opponent <i>captured</i> on successful opposed Str test.		

NOTES:

The Forest of Cheem is a collective of humanoids related to trees. The Earth was home to many descendants of the Forest and they have come to pay their respects to the planet. The Forest do not understand technology, and have difficulty in using it.

SPECIAL:

Alien

Metalmachine: Forest of Cheem must succeed at an **Int** test to operate any technology.

Wooden: Forest of Cheem get **-1** to all rolls to determine the spread of flame markers if they are on fire. They *fear* opponents with fire causing weaponry.

The Unquiet Dead

The Doctor and Rose attempt to go to Naples in 1860 but instead end up in Cardiff, during Christmas, in 1869. Charles Dickens is giving a reading in a music hall when the proceedings are interrupted by an old woman (actually a corpse) who has been possessed by a Gelth, an interdimensional life form. This attracts the attention of the Doctor and Rose.

With the help of Dickens and the psychic maid Gwyneth, the Doctor defeats the Gelth, who initially seem benevolent. This causes a time rift to open up over the city, which still exists when the Doctor returns in 2005.



Charles Dickens •

Charles Dickens is in the last year of his life when the Doctor meets him in 1869. Initially sceptical about the possibility of extra terrestrial life, he soon warms to the idea, declaring his life and writings have found new inspiration.

He counts as a *Civilian*, with **2 Hits** and **Int 8** and does not *Fear Aliens* as other *Civilians* do.

Gelth, Gaseous possessor

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	-	3	9	7
WEAPON	RANGE	HIT	STR	NOTES		
Possession	melee	n/a	n/a	1 Hit if opponent fails Int test. Once a body has 0 Hits , the Gelth may take possession (see Unquiet Dead).		

SPECIAL:

Alien

Demonic Appearance: Gelth can appear as angelic forms, as pictured above, or they can become fearsome and Devil-like. In this form they cause *Fear*.

Incorporeal: Gelth are gaseous and cannot be harmed by physical attacks or weapons. They can be affected by Jammers, fire and also the Doctor's Sonic Screwdriver. They ignore all movement penalties.

Swirling: Gelth are constantly shifting around, so are considered to occupy an area 2" from the center of their base. This area can also contain other models, Gelth, terrain etc.

“The Time War raged, invisible to smaller species. But devastating to higher forms.”

The Gelth, The Unquiet Dead

NOTES:

The Gelth are a displaced race of Aliens who claim to have lost their physical bodies in the Time War. Initially seeming benevolent, their true side is revealed when they attempt to bridge the gap between their realm and the Earth in 1869 - they use a human psychic, Gwyneth as a conduit, although the process kills her.

Unquiet Dead, Possessed corpse

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	4	2	9	-
WEAPON	RANGE	HIT	STR	NOTES		
Inhuman Strength	melee	4+	4			

SPECIAL:

Stolen Form: Unquiet Dead are considered to pass all Morale checks. If reduced to 0 Hits, the Unquiet Dead model is replaced by the possessing Gelth model.

Risen Dead: Unquiet Dead cause *Fear* to ordinary mortals.

NOTES:

When the Gelth possess human corpses, the result is a zombie-like creature which often has vestiges of the original will. Such unions are short lived, and the Gelth must find another to become its host.

Slitheen

The Slitheen are an extended alien family from the planet Raxacoricofallapatorius. They have fled from their homeworld after their numerous criminal doings were finally no longer tolerated. They were tried *in absentia* - should they return they will all face the death penalty.

They are eight feet tall, lumpen green figures with bloated heads and huge black eyes. They recently operated on Earth, using human sized body suits and compression fields. In this form they can more or less disguise themselves as very large members of the human race, although this does generate excess gas and is very uncomfortable for the Slitheen themselves.

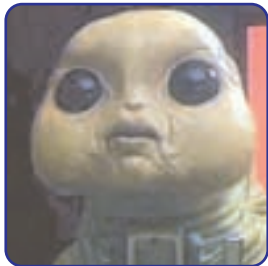


THE SLITHEEN JUST LOVED TELEMARKETERS

Slitheen

Slitheen, Galactic criminal

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	5	2	5	4	9	8
WEAPON	RANGE	HIT	STR	NOTES		
Powerful Limbs	melee	3+	5	May Breathe Poison instead		
Breathe Poison	melee	2+	n/a	As Poison Dart		
Poison Dart (1 in 2 models only)	6"	3+	n/a	1 Hit if 1D6 roll exceeds target's Str . Not effective against Mechanoids.		

SPECIAL:

Alien

Body Suit: Slitheen can use their body suits to disguise themselves as humans or other establishment figures. Rules for this are given below.

NOTES:

As with many families the Slitheen have a hierarchy of command; Slitheen in charge would gain the *Leader* (2) ability which applies only to other members of the family.

Slitheen Body Suit, Passable human imitation

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	4	2	9	8
WEAPON	RANGE	HIT	STR	NOTES		
Alien Strength	melee	4+	4	As Poison Dart (see Slitheen)		
Breathe Poison	melee	2+	n/a	1 Hit if 1D6 roll exceeds target's Str . Not effective against Mechanoids.		
Poison Dart (1 in 2 models only)	6"	3+	n/a			

SPECIAL:

May Not Run: Slitheen in a body suit are far too restricted to be able to run, so may not move more than 6" in a single turn.

Authority Figure: Typically Slitheen imitate military or political leaders, so until their cover is blown, they can be set up with, and cannot be targeted by, Heroic forces.

Yes, Sir!: Whilst in their body suits, each Slitheen gains the ability *Leader* (1) which can be used on any non-unique Heroic model which has not activated in the Heroic player's turn.

Getting into a body suit takes one full action, and requires the help of another model; Slitheen usually do these before meeting underlings as part of their masquerade. Removing the body suit takes a full action, and allows the Slitheen to use their natural profile at the top of this page.

The Compression field is generated from a collar around the neck of the Slitheen, and is susceptible to being Jammed by an invention. If it is Jammed while a body suit is being worn, or if the body suit takes a Hit, then the Slitheen will spend all of the next turn reverting to their own form.

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Harriet Jones, Lifelong backbencher •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	2	7	8
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Luck (2), Top Secret Access

Resolute: If a die rerolled using Harriet Jones' *Luck* ability rolls a 6, that point of Luck is not considered spent.

NOTES:

When the disguised Slitheen take control of Downing Street, Harriet Jones helps the Doctor and is instrumental in the defeat of the aliens.

Space Pig, Porcine decoy •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	2	1	1	3	5	5
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Out Of The Frying Pan: The side which captures the Space Pig may add +1 to its Invention rolls.

Terrified: The Space Pig *Fears* every other model on the table.

NOTES:

The Space Pig is an ordinary pig engineered by the Slitheen to look like it has come from space. It is shot and killed by soldiers despite the best efforts of the Doctor to save it.

The Van Statten Archive

The archive is buried under the deserts of Utah and has at least 50 levels. Only the very privileged are allowed access to its corridors and rooms. It is full of the items Van Statten has collected over the years - one of which will be his downfall.

Van Statten's collection of alien artifacts contains among other things:

- Roswell Spaceship Mileometer
- Slitheen Claw
- Cyberman Head
- Hairdryer
- Alien Musical Instrument

His top prize is what he calls the 'Metaltron', a badly damaged alien life form found in a burning crater on the Ascension islands some 50 years ago. He keeps it under lock and key and chained up in a laboratory.



DALEKS DISLIKE ORANGE. AND EVERYTHING ELSE.

Metaltron, Captive Dalek •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	2	2	8	-
WEAPON	RANGE	HIT	STR	NOTES		
Sucker	melee	3+	4			
Dalek Blaster	16"	4+	4	Disruptor, Laser		

SPECIAL:

Alien, Force Field (3+), Hover, Mechanoid
Armoured Shell, Dalekanium Armour, Exterminate!: See main rules page 24.
All Round Fire: The Metaltron has a 360° arc of fire, as opposed to the 180° of other models.
Contaminated: If Rose re-energises the Metaltron by touching it, then it will be unable to harm her.

Damaged: Until the Metaltron is re-energised its Blaster and Force Field do not function.

Last Of Its Kind: The Metaltron is considered to pass all Morale tests.

NOTES:

The Doctor encounters a lone Dalek survivor of the great Time War in Van Statten's Alien museum. Rose accidentally re-energises it when it absorbs her DNA through its casing. It then tries to fulfill its function by exterminating all the personnel on the base.

Henry Van Statten, Alien collector •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	8	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Hacker, Leader (2). This can only affect Van Statten's own Security Guard models.
Collector: At the start of the Heroic turn, the Alien player can gain control of Van Statten by rolling 5+ on 1D6. The Doctor must exceed the total number of Van Statten's Security Guard models (including Van Statten) within 2" on

1D6 or will forfeit an action. Roll for each action the Doctor attempts.

Well Protected: Van Statten gains +1 Morale per 2 Security Guard models within 6", to a maximum of +2.

NOTES:

Henry Van Statten is a billionaire who reputedly controls the internet in the year 2012. He has come into possession of a badly damaged Dalek, and has it brought to his museum in order to learn its secrets.

Adam Mitchell, Not a team player •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	9	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

NOTES:

Adam works for Van Statten cataloging his artifacts. He is a computer genius but also has his own agenda.

SPECIAL:

Hacker, Luck (1)
Loner: Adam cannot be affected by any other model's Leader skill.

Satellite Five

In the year 200,000 all news fed to the Fourth Great and Bountiful Human Empire is collated and transmitted through the space station Satellite Five, in orbit above the Earth. It simultaneously broadcasts 600 channels.

Something has disrupted the advancement of the human race and the Doctor and Rose set off to find out what it is, while Adam Mitchell, recently rescued from Van Statten's base, decides to take advantage of his look into the future.

An alien influence is found to be working behind the scenes, and although it is defeated, the real reason for the plan is not discovered until later...



NOW THERE'S A FAMILIAR NAME...

Jagrafess, Alien manipulator •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	6	3	4	1	9	-
WEAPON	RANGE	HIT	STR	NOTES		
Bite	melee	4+	4			

SPECIAL:

Alien.

Assured: The Jagrafess automatically passes all Morale tests.

Controller: If the Jagrafess is defeated, all Drones are removed from the table.

High Metabolism: The Jagrafess must be kept cold at all times. If it is exposed to warm temperatures it will take a single **Str 6** hit each turn.

NOTES:

The Jagrafess is installed in the ceiling of floor 500 in the space station Satellite Five, where it manipulates humanity through the news media. The Jagrafess has a natural lifespan of 3,000 years.

The Editor, Nearly in charge •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	8	8
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Leader (2)

Chip Implant: See right

Typical Lackey: If the Jagrafess is defeated the Editor counts as having **Morale 6**.

NOTES:

The Editor represents a consortium of banks and is directly responsible to the alien Jagrafess. He believes that the manipulation of the human empire is in its best interests, and will do anything to maintain the status quo.



Spike!

The inhabitants of Satellite Five interact with their computers using an implanted chip, of which there are two varieties; a type one and a type two.

These give the equipped model the *Hacker* ability. The model can now be affected as though they were *Mechanoid*, although they do not suffer the restriction on being able to run as mechanoid models do.

Drone, Dead software

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	3	1	0	-
WEAPON	RANGE	HIT	STR	NOTES		
Icy Touch	melee	4+	3			

SPECIAL:

- Chip Implant:* See the Spike! entry on page 16.
- Dead:* Humans **Fear** Drones until they pass a **Morale** test, while Drones are considered to pass all **Morale** tests.
- Shambling:* Drones get only 1 action per activation.
- Unshakeable Grip:* If Drones expend their single action they count as having **Str 5** for the turn.

NOTES:

Drones are dead humans, who were once promoted to floor 500. Their implanted chips now function even after the death of their owners to serve the Jagraffess.

Father's Day

The Doctor and Rose visit 7th November 1987, a seemingly innocuous date except this is the date Rose's father died in a hit and run accident.

Initially only wanting to be with Pete Tyler when he died, Rose instead changes history when she knocks him out of the path of the car that would have killed him. The Doctor accuses Rose of planning to save her father from the moment she first entered the TARDIS.

This causes a time paradox as Pete was supposed to have been killed - huge winged creatures called Reapers materialise and begin to wipe out everyone; first in the surrounding area, and then in the whole world. Such are the consequences of changing history. In the event, the timeline is returned to normal by Pete's sacrifice, when he realises only his death can avert disaster.



THE EX WIFE HAD TURNED UP TO SPOIL THINGS

Reaper, Time parasite

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	6	1	5	3	4	8
WEAPON	RANGE	HIT	STR	NOTES		
Bite	melee	3+	n/a	See below		

SPECIAL:

- Erased:* Models hit in melee by a Reaper are removed from the table; they can only return when the Paradox level is reduced to 1 or less.
- Flyers:* Reapers ignore all terrain penalties, and shots at them suffer a -1 'to Hit' penalty.
- Outside Time:* Reapers cannot cross the boundaries of ancient structures until Paradox level 3 has been reached. Reapers can move through most other objects and terrain without penalty.

NOTES:

Reapers exist outside time and look like huge winged bats. They consume material within areas where time and space have been weakened by paradoxes.

The Empty Child

Following a Chula ambulance spaceship, the TARDIS arrives in London during the blitz in 1941. The Doctor meets Nancy, who looks after street children, and who is being sought by a gas mask clad child who constantly asks for his 'mummy'. The child is Jamie, and is only one of scores of people with the same symptoms, in a state neither alive or dead.

Meanwhile Rose encounters Jack, who is posing as an American volunteer in the RAF. He is a time travelling criminal who believes the Doctor and Rose are time agents, and will pay him for the Chula ship.

It turns out that Chula nanogenes from the crashed ship are responsible for the state of the affected humans. With only seconds to spare before a bomb lands on the site the Doctor must try to revert the damage done...



ROSE WAS PARKED WHERE JACK WOULD REMEMBER

Jamie, The empty child

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	3	2	6	-
WEAPON	RANGE	HIT	STR	NOTES		
Contagious Touch	melee	4+	n/a	Victim becomes Infected on the roll of 5+ , roll at the end of player's turn.		

SPECIAL:

Unresponsive: Jamie and all Infected models are considered to pass all **Morale** tests.

Shambling: Jamie and all Infected models get only 1 action per activation.

NOTES:

Victims of the nanogenes have had their physiomy altered to match the first victim they encountered, the nanogenes thinking this was the typical humanoid state.



Street Child, Blitz orphan

Faction: Hero

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	2	1	2	4	6	7
WEAPON	RANGE	HIT	STR	NOTES		
None						

NOTES:

The street children of 1941 survive by stealing food from those who have obtained it on the black market. They are led by an older girl, Nancy, who looks after them - count Nancy as having the *Leader (2)* ability which can only affect other Street Child models.

SPECIAL:

Safety In Numbers: If another 3 Street Child models are within 6", then count **Morale** as +1.

Chula Nanogenes

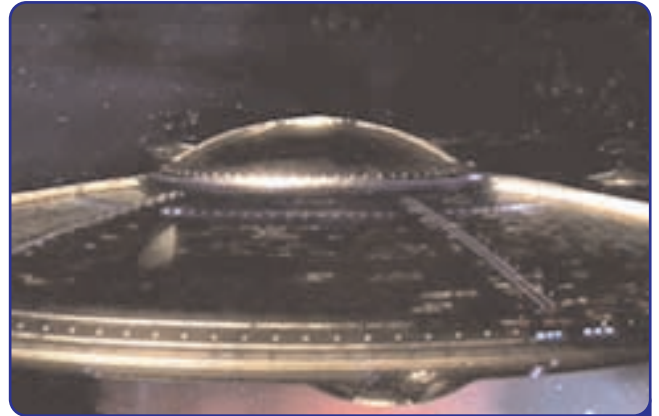
These have a 2" radius of effect and once a model enters this zone they are considered to be affected for the remainder of the game. The Nanogenes will return 1 lost **Hit** on the roll of **3+**, or **5+** if that model is reduced to **0 Hits**, when they will now be classed as one of the Infected.



The Oncoming Storm

The Doctor has to once again face his ultimate foes near the end of his ninth incarnation. His usual benevolent attitude instantly hardens when he discovers Van Statten's 'Metaltron' is a Dalek, and he is stunned to find that the Daleks have survived the Time War - a war so great the entire race of Time Lords save himself perished for all eternity, leaving him the last of his race.

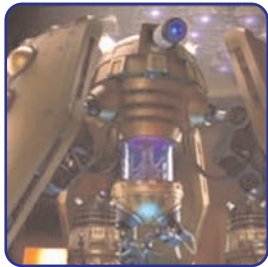
Although considering themselves tainted by any signs of human 'weaknesses', the Daleks have developed an insane religious mania centered on their Emperor, who is surrounded by black domed Guards. Their end, when it comes, is surprising and swift, but is it final?



THE DALEKS HAD COME MILES TO GET TO IKEA

Dalek Emperor, Supreme commander ●

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	6	3	-	0	9	-
WEAPON	RANGE	HIT	STR	NOTES		
None						

SPECIAL:

Alien, Force Field (3+), Mechanoid, Leader (2)
Absolute Command: All Daleks on the side of the Emperor pass all Morale tests until it is destroyed, when the force counts as being *Wiped Out* automatically.
Dalekanium Armour: See main rules page 24.
Immobile: The Dalek Emperor cannot attack in melee and is hit automatically in melee combat - do not roll to hit.
Unstoppable Destiny: The Dalek Emperor grants the Dalek player 2 points of *Luck*, as per the ability per turn. If these points are not used each turn they are lost.

“They survived - through me”
The Dalek Emperor, Bad Wolf

NOTES:

The Dalek Emperor is immobile and is wired into the systems of the main Dalek Cruiser. Rose apparently destroyed the Dalek Emperor when she absorbed the energy of the TARDIS' Time Vortex.

Dalek, Time War survivor

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	2	2	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Sucker	melee	3+	4			
Dalek Blaster	16"	4+	4	Disruptor, Laser		

NOTES:

The Doctor encounters a lone Dalek survivor of the great Time War in Van Statten's Alien museum (see pages 14-15). When it self destructs he believes their race is finished, as is his. He later encounters a fleet of Dalek warships when he and Rose revisit Satellite 5 in the 2001st century. These Daleks, under the control of a meglomaniac Emperor, have been rebuilding their race using humans drawn from the population of Earth.

SPECIAL:

Alien, Force Field (3+), Hover, Mechanoid
Armoured Shell, Dalekanium Armour, Exterminate!: See main rules page 24.
All Round Fire: Time War era Daleks have a 360° arc of fire, as opposed to the 180° of other models.

Earth 2005 AD: London

THE STORY SO FAR...

The Doctor is investigating the presence of Autons in London and has tracked the probable location of a Nestene transmitter to somewhere within Henrik's department store.

It is nearly closing time and the store is still full of shoppers looking for last minute bargains. Unfortunately the Doctor has triggered an Auton warning mechanism and shop dummies all over the store are coming to life with murderous intent!

The back corridors are jammed with dozens of activated window dummies, so grabbing a young sales assistant, Rose, he runs for the main doors, trying to get as many people out as possible...

Map

Scenario 1: The Autons Have Landed



THE FORCES

The heroic side consists of the Doctor and Rose. The Autons get 6 Auton models. There are also 12 shoppers (use the Civilian profile) on the table.

THE TABLE

The table represents the ground sales floor of Henrik's department store, and should have lots of displays of merchandise, shelves, racks etc as befits a large store. Large doors, (12" wide) lead out along the middle of one wall.

SET UP

The Doctor and Rose set up first, then the Autons, in their respective set up locations as given on the map. Both sides take turns setting up one shopper in the remaining section of the table. Shoppers must be at least 6" apart.

FIRST TURN

Roll randomly to determine the first turn.

END OF THE GAME

The game ends when both heroic models are killed or exit the table, or all the Autons are destroyed. If the Autons kill the Doctor they automatically win the game.

VICTORY POINTS

The normal Victory Points rules are not used in this scenario. Instead the heroic side gains **+1 VP** for each shopper they get off the table, and **+2 VP** for getting Rose off. The Autons gain **+1 VP** for each shopper killed, and **+2VP** for eliminating Rose.

CIVILIAN MOVEMENT

Roll **1D6** for all shoppers not activated using the Leader ability at the end of both player's turns. On a **1-2**, they are moved by the Auton player; on a **3-4** they take no action this turn, and on a **5-6** they are moved by the heroic player. Shoppers only get one action.

Earth 2005 AD: London

THE STORY SO FAR...

After the crash of a spaceship into the Thames, the Doctor has come to Albion hospital to examine the sole occupant of the craft.

Along with Rose and Dr Sato, they are trying to capture the terrified porcine 'astronaut' when Military Police burst in, accompanied by two overweight individuals seemingly with excess bodily gas - Slitheen in their body suit disguises!

Realising the importance of the Doctor from their access to top secret Government files, they intend to remove his potential threat before he can get word to anyone in authority of their true plans.

Map

Scenario 2: Catch The Pig, John



Catch The Pig, John

THE FORCES

The heroic side consists of the Doctor, Rose and Dr Sato (a *Scientist*). The Space Pig begins play on the table, and 2 Slitheen in Body Suits, and 6 MP's - Military Police (use the *Security Guard* armed with SMG's - one with the *Leader (1)* ability) begin the game waiting to enter play on the monster's side.

THE TABLE

The table represents a large lab/medical examination room, and should be full of desks, examining tables, filing cabinets and all kinds of equipment. There are large doors in each of the 4 table edges. The Doctor or Dr Sato can *Invent* if adjacent to a desk or other relevant equipment.

SET UP

The 3 heroic models set up first anywhere on the map, then the Space Pig is placed by the monster player anywhere at least 6" away from another model. The Slitheen and MP models will enter play from any door if their player can roll a 6 on 1D6 at the end of their turn.

FIRST TURN

Roll randomly to determine the first turn.

SAVING THE BACON

The Space Pig will always attempt to move away from any other model, in the monster player's turn.

VICTORY POINTS

The normal Victory Points rules are used in this scenario, with the exception of the *Table Quarter* points. In addition the side which captures the Space Pig gets **+1 VP**.

MILITARY POLICE

If a Slitheen model reverts to its natural form roll 1D6 for each MP model in play; on a 4+ they will immediately revert to the control of the heroic side. If both Slitheen take their natural forms all remaining MP models will come under the control of the heroic player. Slitheen in this scenario do not get their usual *Yes, Sir!* rule.

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Earth 2012 AD: Below the Utah Desert

THE STORY SO FAR...

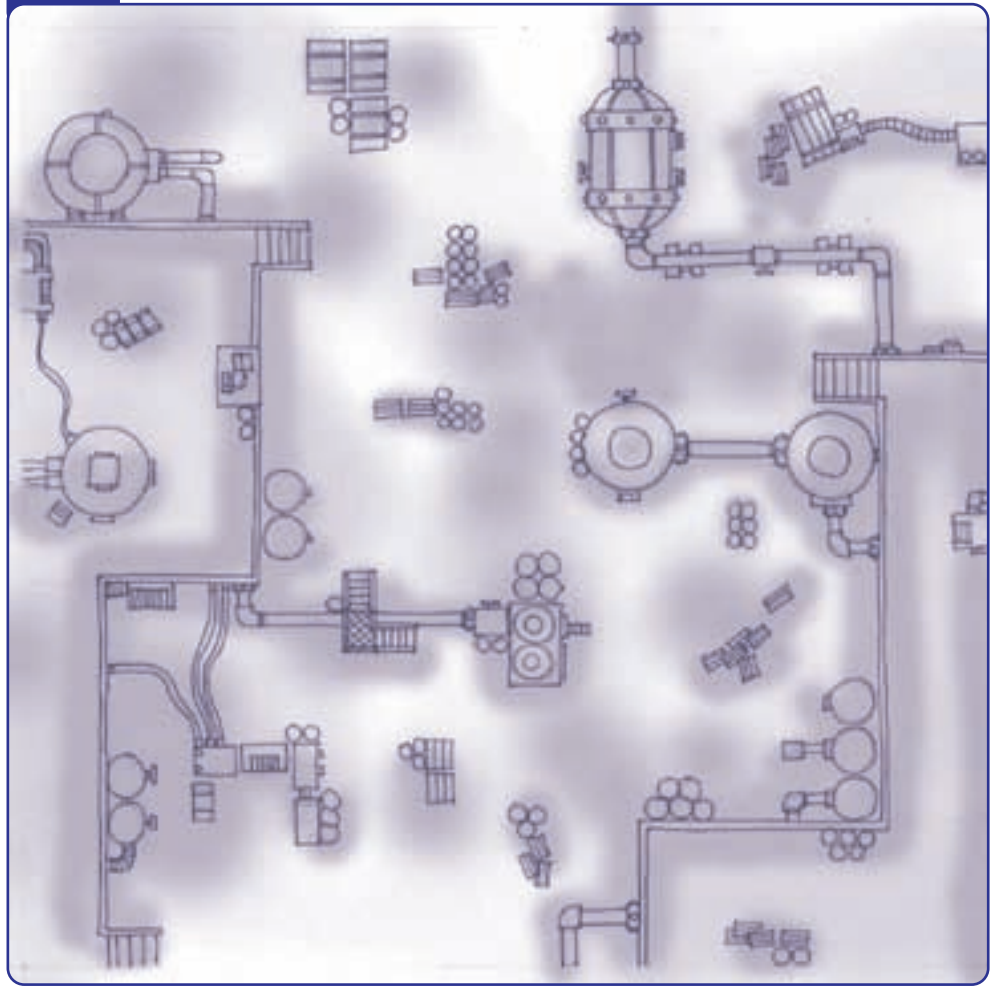
Van Statten's 'Metaltron' has been re-energised by Rose, and is loose and seeking to fulfill its prime directive and exterminate all non Dalek life.

It makes a promising start by taking on Van Statten's security personnel, in a firefight which seems to be very one sided.

As part of its strategy, the Dalek is trying to ascertain if it is the last of its kind, and also the current military strength of the Earth, in case it can make contact with other surviving Daleks.

The defenders must strike the Dalek hard and fast before it accesses the US Defence data from Van Statten's computers, or they and possibly the entire continent will fall to the last member of the Dalek race.

Map



Scenario 3: Dalek

THE FORCES

The heroic side consists of Rose, Adam and 20 Security Guards armed with SMG's. 4 of these models have the *Leader (1)* ability. The Metaltron is the sole model on the other side.

THE TABLE

The table represents part of one of the multiple levels of Van Statten's underground archive. It should be full of industrial architecture, walkways, barricades and typical near future stuff to hide behind. 3 Computer terminals should be placed on the table by the heroic player, at least 12" apart.

SET UP

The heroic models set up first anywhere on the map, then the Metaltron should be placed within 4" of one of the corners.

FIRST TURN

The heroic side gets the first turn.

ENDING THE GAME

The game ends when the Metaltron eliminates all the heroic models, captures Rose, or is destroyed.

The game will also end if Adam can *Hack* the base security (as a Corporate system) and get a total cumulative Invention table bonus of **+6** or more to open the doors to the next level.

The Metaltron will win the game in this case if it has killed more than 15 models (counting Rose as 8 models). Otherwise the heroic player will win.

If the Metaltron spends a full activation adjacent to a computer and manages to roll 4+ on 1D6 it can download a portion of the information it needs regarding the defences of Earth. If it can do this from all 3 computers on the table it will win the game.



Earth 1941 AD: Bellefield Military Hospital, Norfolk

THE STORY SO FAR...

Some of Doctor Constantine's patients have been brought to a top secret military hospital in order to study them, and to determine if their conditions are a result of some secret new German gas weapon.

Ironically, the Germans have learned that there is activity of some description in the area and have sent some elite commandos in to steal whatever secrets they can lay their hands on.

Unfortunately they have been discovered, and one of the barracks housing the gas mask clad infected patients has been destroyed by an accidental German grenade.

Both sides now not only have to contend with each other but also the danger of infection.

Map

Scenario 4: Operation: Bad Wolf



THE FORCES

The heroic side consists of 8 British soldiers armed with rifles. The monster side comprises 6 German commandos armed with SMG's (2 also have grenades). Use the Security Guard profile for these models. One model on each side has the *Leader (1)* ability.

THE TABLE

The table represents the barracks area of Bellefield hospital. It should have rows of huts (think *Great Escape*) representing the patient's 'living' quarters.

SET UP

The Germans set up within 6" of a spot more than 12" from a table edge. The British models can begin anywhere on table within 6" of a table edge. Players then take turns placing 10 Infected models (see Jamie, p18), no closer than 6" to any other model.

FIRST TURN

Roll for the first turn as normal.

SPECIAL RULES

It is night so all shots fired at ranges of 12" or more suffer a -1 Hit penalty. British soldiers will not fire at Infected models unless they are within 4" at the start of their activation.

VICTORY POINTS

The normal Victory Points rules are used for this scenario, with the exception of the Table Quarter rule. British troops gain **+1 VP** per 2 Germans taken out. The Germans gain **+4 VP** for getting any infected model off the table, or alternately will get **+1 VP** per turn spent within 2" of one if that model makes it off the table. The Germans can only claim a total of **2 VP** in this way.

ENDING THE GAME

The game will end when the Germans have either all been killed or have exited the table. They can only exit the table by a 6" gap along one table edge of their choice, which they must state at the beginning of the game.

Satellite 5,
200,100 AD:

THE STORY SO FAR...

The Daleks are about to enter the Game Station, to destroy the Doctor before he can wipe out their fleet.

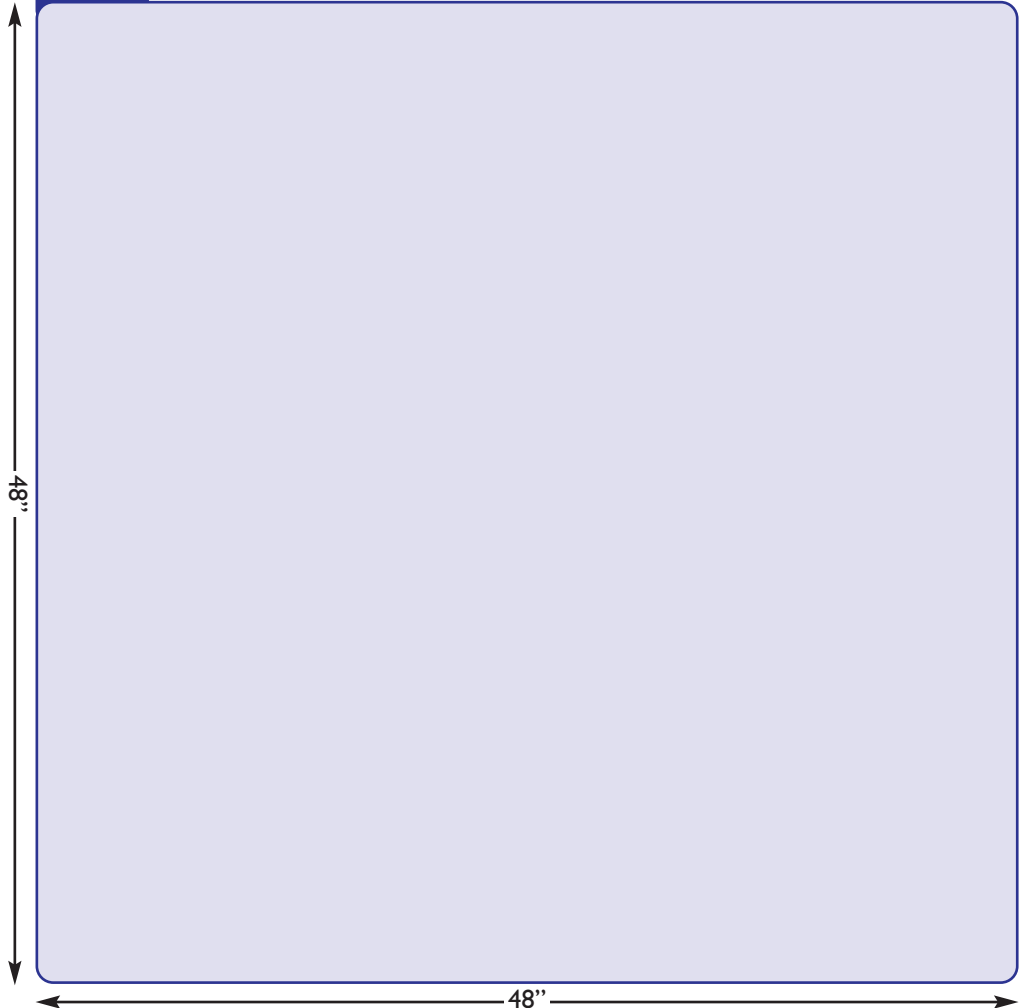
Jack must lead the defense of the Station while the Doctor has just realised using the Delta Wave transmitter will not only destroy the Daleks but all human life on Earth - time to come up with plan B.

THE TABLE

The table is split into four sections, each 24" square, representing floor 494, 496, 498 and 500. Models can move from one section to another only by using the lifts which connect sections 494-496, 496-498 and 498-500.

Map

Scenario 5: The Oncoming Storm



THE FORCES

The heroic side consists of Jack and 20 Game players (count as Civilians) all armed with SMG's fitted with *Bastic Heads* which gives all shots **Str 4**, and the weapons now count as having the *Disruptor* ability. Half of the civilians have had some weapons training and will hit on **4+**, the remainder hit on **5+** (the usual for civilians). The Doctor is also on this side, and Rose can enter play later in the game. On the opposing side are 8 Daleks.

SET UP

The Doctor begins on floor 500. The equipment on this floor allows him to *Invent* anywhere on this table section. Due to his communicator link, any inventions can be shared with Jack instantly apart from the *Weapons* result. Jack begins on floor 494 with 10 of the Game players, the rest can begin anywhere. The Daleks begin on floor 494 at the airlock door.

FIRST TURN

Roll for the first turn as normal.

SPECIAL RULES


Once any Daleks reach floor 498, roll 1D6 at the end of the heroic players turn. On the roll of **6**, the TARDIS will materialise at the start of the next heroic players turn with Rose inside, anywhere on the map the heroic player chooses.

VICTORY POINTS

The Daleks gain **+½ VP** for each Civilian they kill, and **+1 VP** each for Rose and Jack. Killing the Doctor gains them **+4 VP**. Each Dalek destroyed gains the heroic side **+2 VP**. No other Victory Points rules are used in this scenario.

ENDING THE GAME

The game will end when one side or the other is wiped out. The final battle for the fate of humanity is extrapolated from the results of this battle, so one race is going to end up out of existence!



The Doctor (H)
 9th Incarnation •
SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Time Lord
Psychic Paper, Sonic Screwdriver, Surprise/Confuse BW 6

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	3	3	4	10	9

WEAPON Sonic Screwdriver
RANGE 6"
HIT 4+
STR n/a
NOTES Controlled / Mechanoid models only



Rose Tyler (H)
 Plucky companion •
SPECIAL: Leader (1), Luck (3), Monster Magnet, Scream
Bad Wolf, Companion, Determined BW 6

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	7

WEAPON None
RANGE
HIT
STR
NOTES



Jackie Tyler (H)
 Devoted mother •
SPECIAL: Luck (1), Monster Magnet, Scream
Determined BW 7

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	6

WEAPON None
RANGE
HIT
STR
NOTES



Mickey Smith (H)
 Earthbound boyfriend •
SPECIAL: Hacker, Luck (1) BW 7

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	6


WEAPON Improvised Weapon
RANGE melee
HIT 4+
STR 3
NOTES 1 Hit or Stuns



Captain Jack (H)
 Charming con artist •
SPECIAL: Leader (1), Luck (3), Repair
Psychic Paper, Sonic Blaster, The Best Defence, This Charming Man BW 7

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7

WEAPON Punch, Concealed Blaster, Sonic Blaster
RANGE melee, 6", 6"
HIT 4+, 4+, 4+
STR 3, 3, n/a
NOTES 1 Hit or Stuns, Disruptor; hits on 4+, See main rules p14



Nestene Intelligence (M)
 Tentacled terror •
SPECIAL: Alien, Leader (3), Resist Vacuum
Controller, Plastic BW 8

MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	4	3	4	0	9	9


WEAPON Tentacle Crush
RANGE melee
HIT 4+
STR 3
NOTES +1 Str/turn



Auton (M)
 Living plastic automaton
SPECIAL: Alien, Controlled, Resist Vacuum
It Just Came Off In My Hand, Plastic, Steady BW 9

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	2	7	8

WEAPON Crushing Blow Blaster
RANGE melee
HIT 4+
STR 4
NOTES



Auton Copy (M)
 Living plastic duplicate
SPECIAL: Controlled, Resist Vacuum
It Just Came Off In My Hand, Plastic, Replacement, Steady BW 9

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	8	8

WEAPON Crushing Blow
RANGE melee
HIT 4+
STR 4
NOTES



Animated Plastic

(M)

Controlled object

SPECIAL:
Controlled, Resist Vacuum
Mindless, Plastic, Temporary Control

BW
9

MOVE DEF HITS STR AGI INT MORALE

2 3 1 3 3 - -

WEAPON

Plastic Attack

RANGE

melee

HIT

4+

STR

3

NOTES

Models cannot break from melee



Cassandra

(M)

The last human •

SPECIAL:
Leader (2)
Attendants, Controller, Stretched Skin, Teleport

BW
10

MOVE DEF HITS STR AGI INT MORALE

2 2 1 0 0 7 6

WEAPON

None

RANGE

HIT

STR

NOTES



Attendant

(M)

Personal surgeon

SPECIAL:
Moisturise Me!

BW
10

MOVE DEF HITS STR AGI INT MORALE

6 3 1 3 3 7 7

WEAPON

Acidic
Moisturiser

RANGE

4"

HIT

3+

STR

4

NOTES

2" Blast



Robot Spider

(M)

Metal saboteur

SPECIAL:
Controlled, Infiltrate, Mechanoid, Sabotage
Distraction, Self Destruct, Uncontrolled, Very Small

BW
11

MOVE DEF HITS STR AGI INT MORALE

6 1 1 1 3 6 6

WEAPON

None

RANGE

HIT

STR

NOTES



Adherent of the Repeated Meme

(M)

Android decoy

SPECIAL:
Controlled, Mechanoid
A Gift For You

BW
11

MOVE DEF HITS STR AGI INT MORALE

6 3 1 3 2 6 7

WEAPON

Cybernetic Claw

RANGE

melee

HIT

4+

STR

3

NOTES



Forest of Cheem

(H)

Ancient tree race

SPECIAL:
Alien
Metalmachine, Wooden

BW
11

MOVE DEF HITS STR AGI INT MORALE

6 4 1 3 3 7 8

WEAPON

Wooden Limb
Liana

RANGE

melee
6"

HIT

4+
3+

STR

3
3

NOTES

Str test to capture



Gelth

(M)

Gaseous possessor

SPECIAL:
Alien
Demonic Appearance, Incorporeal, Swirling

BW
12

MOVE DEF HITS STR AGI INT MORALE

6 3 1 - 3 9 7

WEAPON

Possession

RANGE

melee

HIT

n/a

STR

n/a

NOTES

1 Hit if opponent fails **Int** test



Unquiet Dead

(M)

Possessed corpse

SPECIAL:
Stolen Form, Risen Dead

BW
12

MOVE DEF HITS STR AGI INT MORALE

4 3 1 4 2 9 -

WEAPON

Inhuman
Strength

RANGE

melee


HIT

4+

STR

4

NOTES



Slitheen (M)


Galactic criminal

SPECIAL: Alien Body Suit
Note: Poison attacks limited to 1 in 2 models

BW
13

MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	5	2	5	4	9	8

WEAPON	RANGE	HIT	STR	NOTES
Powerful Limbs	melee	3+	5	or Breathe Poison
Breathe Poison	melee	2+	n/a	As Poison Dart
Poison Dart	6"	3+	n/a	1 Hit if ID6> Str



Slitheen Body Suit (M)


Passable human imitation

SPECIAL: Authority Figure, May Not Run, Yes, Sir!
Note: Poison attacks limited to 1 in 2 models

BW
13

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	4	2	9	8

WEAPON	RANGE	HIT	STR	NOTES
Alien Strength	melee	3+	4	or Breathe Poison
Breathe Poison	melee	2+	n/a	As Poison Dart
Poison Dart	6"	3+	n/a	1 Hit if ID6> Str



Harriet Jones (H)

Lifelong backbencher •

SPECIAL: Luck (2)
Resolute, Top Secret Access

BW
14

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	2	7	8

WEAPON	RANGE	HIT	STR	NOTES
None				



Space Pig (M)

Porcine decoy •

SPECIAL: Out Of The Frying Pan, Terrified

BW
14

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	2	1	1	3	5	5

WEAPON	RANGE	HIT	STR	NOTES
None				



Metaltron (M)

Captive Dalek •

SPECIAL: Alien, Force Field (3+), Hover, Mechanoid
All Round Fire, Armoured Shell, Contaminated, Dalekanium Armour, Damaged, Exterminate, Last Of Its Kind

BW
15

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	2	2	8	-

WEAPON	RANGE	HIT	STR	NOTES
Sucker	melee	3+	4	
Dalek Blaster	16"	4+	4	Disruptor, Laser



Henry Van Statten (H)

Alien collector •

SPECIAL: Hacker, Leader (2)
Collector, Well Protected

BW
15

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	8	6

WEAPON	RANGE	HIT	STR	NOTES
None				



Adam Mitchell (H)

Not a team player •

SPECIAL: Hacker, Luck (1)
Loner

BW
15

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	9	6

WEAPON	RANGE	HIT	STR	NOTES
None				



Jagrafess (M)

Alien manipulator •

SPECIAL: Alien
Assured, Controller, High Metabolism

BW
16

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	2	3	7	7

WEAPON	RANGE	HIT	STR	NOTES
Bite	melee	4+	4	



The Editor

(M)

Nearly in charge •

SPECIAL:
Leader (2)
Chip Implant, Typical Lackey

BW
16

MOVE DEF HITS STR AGI INT MORALE

6 3 1 3 3 8 8

WEAPON None
RANGE **HIT** **STR** **NOTES**



Drone

(M)

Dead software

SPECIAL:
Chip Implant, Dead, Shambling,
Unshakeable Grip

BW
17

MOVE DEF HITS STR AGI INT MORALE

4 3 1 3 1 0 -

WEAPON Icy Touch
RANGE **HIT** **STR** **NOTES**



Reaper

(M)

Time parasite

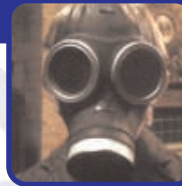
SPECIAL:
Alien
Erased, Flyer, Outside Time

BW
17

MOVE DEF HITS STR AGI INT MORALE

6 6 1 5 3 4 8

WEAPON Bite
RANGE **HIT** **STR** **NOTES**



Jamie

(M)

The empty child

SPECIAL:
Unresponsive, Shambling

BW
18

MOVE DEF HITS STR AGI INT MORALE

4 3 1 3 2 6 -

WEAPON Contagious Touch
RANGE **HIT** **STR** **NOTES**



Street Child

(H)

Blitz orphan

SPECIAL:
Safety In Numbers

BW
18

MOVE DEF HITS STR AGI INT MORALE

4 2 1 2 4 6 7

WEAPON None
RANGE **HIT** **STR** **NOTES**



Dalek Emperor

(M)

Supreme commander •

SPECIAL:
Alien, Force Field (3+), Mechanoid, Leader (2) 19
Absolute Command, Dalekanium Armour,
Immobile, Unstoppable Destiny

BW

MOVE DEF HITS STR AGI INT MORALE

0 6 3 - 0 9 -

WEAPON None
RANGE **HIT** **STR** **NOTES**



Dalek

(M)

Time War survivor

SPECIAL:
Alien, Force Field (3+), Hover, Mechanoid 19
All Round Fire, Armoured Shell, Dalekanium
Armour, Exterminate!

BW

MOVE DEF HITS STR AGI INT MORALE

6 5 1 2 2 8 8

WEAPON Sucker
Dalek Blaster
RANGE **HIT** **STR** **NOTES**



SPECIAL:

MOVE DEF HITS STR AGI INT MORALE

WEAPON **RANGE** **HIT** **STR** **NOTES**