

The Dæmons by Graeme Dawson & Michael Spencelayh

A bronze age burial mound is being opened at midnight on the pagan festival of Beltane. The whole event is being televised live, prompting the Doctor and Jo to head for the nearby village of Devil's End to stop it.

Meanwhile, in the village, all is not well. White Witch Olive Hawthorne's runes have divined evil. Dismissed as a crank, she meets the suspiciously familiar new vicar, Mr. Magister, who also fails to allay her suspicions.

Teaming up with Olive, the Doctor and Jo must defend themselves against a growing sense of evil, earth tremors, summoned aliens, and a village where almost anyone could be a member of Magister's secret coven. With UNIT seemingly powerless to act, can the Doctor's science defeat the all powerful 'magic' of the Dæmons?



Animated 'Dæmons' intro: search YouTube for harnois75

The Dæmons

Olive Hawthorne, White witch ●

Faction: Hero



UNIT File: 200571/03/09
Olive Hawthorne

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	2	3	8	8
Weapon Umbrella		Range melee	Hit 4+	Str 2	Notes Stuns	

Information:

Olive uses her powers for good, and is immediately aware things are not well in Devil's End. Despite her age she is determined and feisty.

Special Rules:

Fears Aliens, Psychic

Cast the Runes: If Olive expends a special action she can determine the presence of all models with the *Infiltrator* ability within 12" by rolling 6 on 1D6.

Mr Magister, Bogus vicar ●

Faction: Monster



UNIT File: 200571/03/09
Mr Magister

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	3	3	4	10	6
Weapon Sacrificial Knife		Range melee	Hit 4+	Str 3	Notes	

Information:

In his guise as a vicar, the Master intends to summon Azal, an alien Dæmon. He hopes Azal will give him the tremendous powers associated with his race.

Special Rules:

Hypnotise, Invent, Luck (3), Infiltrator, Repair, Time Lord
Safer Behind Bars, You Have Tricked Us!: See the DWMG page 31
Controller: The Master can control Bok if Azal is not in play.
Summoning: See page 2

Azal, Last of the Dæmons ●

Faction: Special



UNIT FILE: 200571/03/09
Azal

MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	6	6	6	4	10	10
Weapon		Range	Hit	Str	Notes	
Cloven Hoof Stomp		melee	2+	6	1D3 hits. Can use Evil Gaze instead	
Evil Gaze		12"	2+	6	1D3 hits. Can Hoof Stomp instead	
<i>Azal can only attack if controlled by the monster player.</i>						

Information:

Azal considers Earth to be an experiment to be destroyed if it is considered a failure. His powers are so great his race – the Dæmons – have entered into the planet's mythology.

Special Rules:

Alien, Invulnerable (2), Large

Azal causes fear to all models with only 1 Hit.

Controller: Azal is the controller of Bok.

In Judgement: Models can expend a special action to attempt to convince him their cause is worthier. Azal and one heroic and monster model within 6" can roll 1D6 and add their Int. The model who can beat Azal's roll by the greatest amount can control him for the turn.

If no player gains control of Azal his contempt for other races means he will move toward and attack the nearest non-Time Lord model. Azal will not attack Bok.

Summoning Azal

The Master can summon Azal by using his entire activation over several turns. For each turn spent doing this roll 1D6 and keep a running total (a pile of runestones is good for this). Each cultist within 6" not in melee that does not activate this turn can add +1 to this roll. If the Master is hit in melee or by shooting, the total goes back to zero, even if he wasn't wounded. Any model with the *Psychic* ability (e.g. Olive Hawthorne) within 6" can spend one special action per turn to disrupt the summoning – reduce the summoning total by 1D3 points.

When the total reaches 13 or more Azal appears with a thunderclap. The monster player chooses any point within 12" of the summoner, which the heroic player may modify by 2D6". This point cannot be adjacent to any other model. Azal will appear but cannot activate until the following turn. When he appears all models within 6" immediately take a Str 2 hit from the blast of intense cold.

If Azal is not banished by the end of the turn following his third summoning he will destroy the Earth, having found it unworthy. This will obviously end the game immediately.

Mighty Power: The player controlling Azal can use a special action to activate one of the following powers. He can only use this ability once in any turn:

Cold Blast: All models within 6" take a Str 2 hit.

Tremor: All models on the table (apart from Azal and Bok) must pass an Agi test or fall prone.

Thrice Summoned: If Azal is reduced to 0 Hits he is removed from play. If he has not yet been summoned 3 times he can return to play if summoned again.

"I see. So all we've got to deal with is something which is either too small to see or thirty feet tall, can incinerate you or freeze you to death, turn stone images into homicidal monsters and looks like the devil."

Captain Mike Yates, The Dæmons

Banishing Azal

If Azal attacks a unique model, a friendly model within 6" can spend a *Luck* point to leap in the way as an act of self sacrifice. This is so contrary to the Dæmon's mindset it can cause him to explode (or something). The self-sacrificing model must make an opposed Morale test with Azal. If they succeed, the Dæmon is banished permanently and the heroic side has won! Otherwise, the unlucky mortal takes the full force of Azal's fury instead of the original target.

If the heroic player gains control of Azal, one model within 6" can continue to debate the cause of the Earth by expending a special action. Make an opposed Int test – if the heroic player wins Azal will be banished. If this is the third time he has been summoned he is permanently banished – see the paragraph above. If the player fails this test there is no further penalty.

Bok, Animated gargoyle ●

Faction: Monster

The Demons



UNIT File:200571/03/09
Bok

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	2	4	4	5	10
Weapon		Range	Hit	Str	Notes	
Stony Claws		melee	4+	4		
Finger Zap		6"	4+	4		

Information:

Bok is a stone gargoyle animated by Azal's great power. It proves to be nearly indestructible while Azal is manifest.

Special Rules:

Alien, Controlled, Invulnerable (2), Small
If uncontrolled, Bok cannot activate. Both Azal and the Master can control Bok.

Indestructible: See right.



New Status Effect: Immortal

Indestructible models gain this condition when reduced to 0 Hits. When this status effect is removed, the affected model returns to play with their full complement of Hits, at the same point they left play.

Sergeant Osgood, UNIT technician ●

Faction: Hero



UNIT File:200571/03/09
Sergeant Osgood

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Pistol		12"	4+	3	Pistol	

Information:

Technician Osgood manages to nullify the heat barrier around Devil's End – although he is aided by the Doctor.

Special Rules:

Invent, Luck (1), Repair

UNIT Technicians

Other UNIT Technicians can be represented using the same profile, although they lose the *Luck (1)* ability and are not considered unique. 1 UNIT Technician can be fielded per 8 UNIT Soldiers.

Devils End Cultist, Foolish worshipper

Faction: Monster



UNIT File:200571/03/09
Devils End Cultist

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
Weapon		Range	Hit	Str	Notes	
Improvised Weapon		melee	5+	3	Stuns or Captures	

Information:

The people the Master has enlisted to bring Azal to Earth have no real idea of the stakes involved in their actions.

Special Rules:

Fears Aliens

Human: The heroic player loses 1 VP for each Cultist killed.

The Daemons UNIT Bonus Rules

UNIT Mobile HQ

Old school green bus
Containing powerful radio equipment, the UNIT Mobile HQ allows officers



to control their troops from a moveable location, usually nearby but out of danger of enemy attack.

Photo & miniature by Chris Rowell:

www.anevilgiraffe.blogspot.com

Type: Wheeled

Notable Appearances: *The Claws of Axos, The Daemons*

Weapons: None

Cap	Def	Armour	Hits	Speed	Special
6	5	5+	4	12	Large

Special Rules:

One single UNIT model with the *Leader* ability can add +1 to that ability per turn if they are within 2" of the Mobile HQ. In addition that model's *Leader* ability can be used on any UNIT model on the table. The UNIT player loses 1 VP if the Mobile HQ is destroyed. Models may *Invent* if they are within 2" of the UNIT Mobile HQ.

Corporal Bell, UNIT liason officer ●

Faction: Hero



UNIT File: 20571/03/09
Sergeant Osgood

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	2	3	7	7
Weapon None		Range	Hit	Str	Notes	

Information:

Corporal Bell coordinates the UNIT operation against the Axons, although even she cannot prevent the meddlings of civil servant Horatio Chinn into the affair.

Notable Appearances:

The Claws of Axos

Special Rules:

Monster Magnet

Liason Officer: If Corporal Bell is on the table, one additional UNIT Soldier within 24" may be activated each turn – this free activation *must* be used to move towards and/or attack an enemy model. Corporal Bell does not need to activate for this ability to operate, and if within 2" of the UNIT Mobile HQ, this ability can be used at any distance.

NOTES ON DWMG: THE DAEMONS

This PDF is based on the final scenario in Michael Spencelayh's excellent 'Master' campaign. This is an excellent linked set of scenarios based on all of 1971's season 8 stories:

games.groups.yahoo.com/group/doctorwhominiaturesgame/files/Submissions/

Bonus UNIT Event cards ▶

Call To Geneva

UNIT player only

Any non-unique UNIT Soldiers removed from play last turn return to play at their original starting locations.

Quote

Ministerial Meddling

Monster player only

ID6 UNIT models cannot be activated next turn.

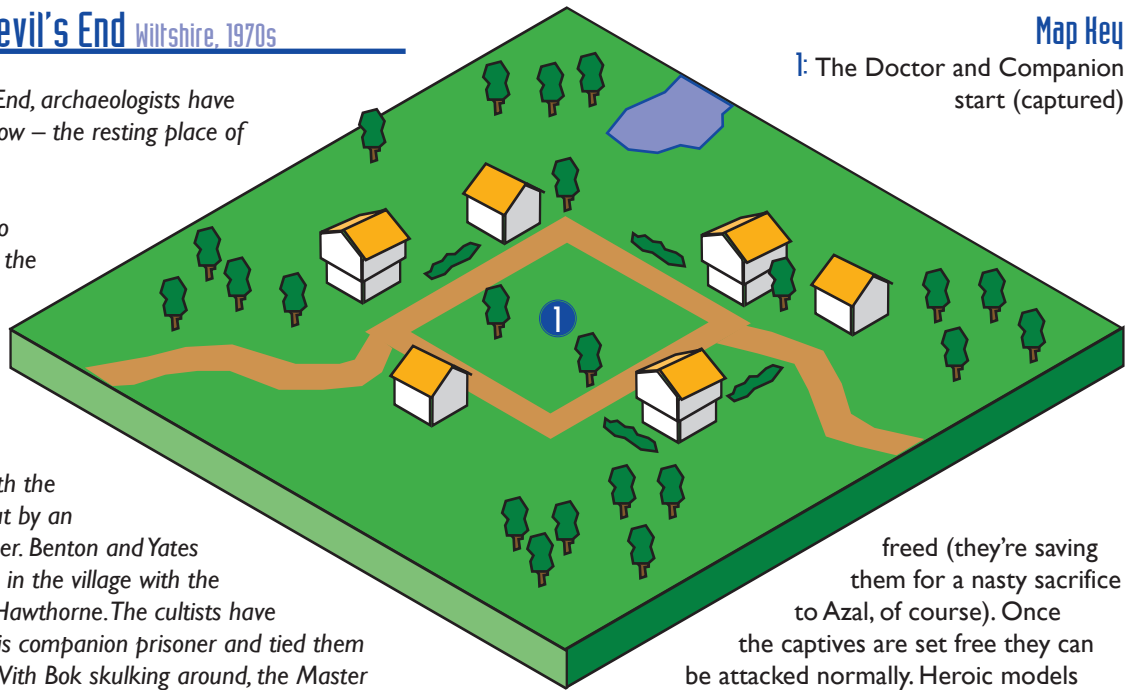
Quote

Hell of a Day at Devil's End Wiltshire, 1970s

In the village of Devil's End, archaeologists have opened an ancient barrow – the resting place of Azal, an alien Dæmon.

The Master has come to Devil's End disguised as the local vicar. Along with his gargoyle minion, Bok, he has gathered a cult that worships the Dæmon, Azal.

UNIT arrives to deal with the menace but are kept out by an impenetrable heat barrier. Benton and Yates have hidden themselves in the village with the local white witch, Miss Hawthorne. The cultists have taken the Doctor and his companion prisoner and tied them to the village maypole. With Bok skulking around, the Master begins the final summoning of the Dæmon...



Map Key

1: The Doctor and Companion start (captured)

Scenario: Hell of a Day at Devil's End

freed (they're saving them for a nasty sacrifice to Azal, of course). Once the captives are set free they can be attacked normally. Heroic models cannot try to kill Cultists in this scenario.

Forces

Heroes and Allies: The heroic side consists of the Doctor, one companion, Sergeant Benton, Miss Hawthorne, Captain Yates, the Brigadier, Sergeant Osgood and 6 UNIT soldiers armed with SMGs and rifles. Up to two may carry grenades. They also have a UNIT Land Rover and Mobile HQ, and one weapon team (counts as 2 models if transported).

Monsters and Villains: The monster side consists of the Master, 5 cultists, Bok and Azal.

The Table

The 48" x 48" table represents the village of Devil's End. There's a 12" x 12" square with a maypole, surrounded by a few houses, one of which could be the *Cloven Hoof* public house. Around the edges are scattered shrubs and trees. The heat barrier is considered to be the edges of the table.

Set Up

The Doctor and his companion start the game tied to the maypole, surrounded by any number of cultists. Yates, Benton and Miss Hawthorne start no closer than 12" to the maypole. Bok sets up more than 12" to any other model. The remaining models do not begin on the table.

Initiative

The heroic models gain the first turn's initiative, but determine initiative on subsequent turns as normal.

Special Rules

The Doctor and his companion may not act until freed by a friendly model (a standard action to cut each one free). The monster side may not harm the captives until they're

Sergeant Osgood is trying to get through the heat barrier by working on the Doctor's invention. Assume the Invention Breakthrough roll has already been made. Each turn the heroic player can add 1D6 to the Invention Progress total (starts at 0). If the Doctor is freed, he can use his UNIT radio to aid Osgood – see *DWMG* page 15. Once the progress roll reaches 15, the heroic player places the rest of the UNIT troops at any point on one table edge.

The Master and the Cultists not on the table are still assumed to be in play, conducting their ritual in a basement. At the beginning of any monster players turn, these models may be placed adjacent to any building.


End of the Game

The game ends when both Azal has been banished (not necessarily permanently banished) and the Master has been captured or has escaped; or when the Heroic side has fled or been eliminated/captured etc.

Victory Points

Normal Victory Points are not used in this scenario. In this scenario levels of victory and their conditions are:

Azal banished & the Master captured:	<i>Major Heroic</i>
Azal banished & the Master escapes:	<i>Minor Heroic</i>
Azal destroys the Earth:	<i>Minor Monster</i>
Monster side captures or eliminates all heroic models:	<i>Major Monster</i>



Olive Hawthorne
White witch ●

SPECIAL: Fears Aliens, Psychic
Cast the Runes

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

Weapon
Umbrella


Range Range
melee

Hit Hit
4+

Str Str
2

Notes Notes
Stuns

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Mr Magister
Bogus vicar ●

SPECIAL: Hypnotise, Invent, Luck (3),
Infiltrator, Repair, Time Lord
*Controller, Safer Behind Bars,
Summoning*

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

Weapon
Sacrificial Knife


Range Range
melee

Hit Hit
4+

Str Str
3

Notes Notes

M DMWG 2nd Edition



Azal
Last of the Dæmons ●

SPECIAL: Alien, Invulnerable (2), Large
*Controller, In Judgement, Mighty Power,
Thrice Summoned*

Move	Def	Hits	Str	Agi	Int	Morale
8	6	6	6	4	10	10

Weapon
Cloven Hoof
Stomp
Evil Gaze


Range Range
melee

Hit Hit
2+

Str Str
6

Notes Notes
ID3 hits. Only
1 attack/turn.
Monster player
only

? DMWG 2nd Edition



Bok
Animated gargoyle ●

SPECIAL: Alien, Controlled, Invulnerable (2),
Small
Indestructible

Move	Def	Hits	Str	Agi	Int	Morale
6	4	2	5	4	5	10

Weapon
Stony Claws
Finger Zap

Range Range
melee

Hit Hit
4+

Str Str
4

Notes Notes
6"

M DMWG 2nd Edition



Sergeant Osgood
UNIT Technician ●

SPECIAL: Invent, Luck (1), Repair

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

Weapon
Brawl
Pistol


Range Range
melee

Hit Hit
4+

Str Str
3

Notes Notes
Stuns
Pistol

H DMWG 2nd Edition



Cultist
Foolish worshipper

SPECIAL: Fears Aliens
Human

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

Weapon
Improvised
Weapon


Range Range
melee

Hit Hit
5+

Str Str
3

Notes Notes
Stuns or Capture

H DMWG 2nd Edition



Corporal Bell
UNIT Liaison Officer ●

SPECIAL: Monster Magnet
Liaison Officer

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

Weapon
None

Range Range

Hit Hit

Str Str

Notes Notes

H DMWG 2nd Edition

Miniatures for 'The Dæmons'

Black Tree Design make Azal and Bok (plus the Doctor, his companions, the Master and the UNIT personalities):

www.blacktreedesign.com

Pulp Figures Weird Menace and Monolith's Cliffhanger range contain models which would work as cultists:

www.pulpfigures.com

www.monolithdesigns.co.uk/cliffhanger.htm

Miss Hawthorne could be represented by Artizan Designs Thrilling Tales models; Miss Greentree or Agatha Marbles:

www.artizandesigns.com/index.php