

The Dominators

The TARDIS materialises on the cultured planet Dulkis, where the crew are expecting some rest and relaxation. Such hopes are shattered when they discover two Dominators and their robotic Quark servants are apparently drilling on a remote island.

The native Dulcian rulers at first refuse to believe the Doctor's evidence, and in any case the only existing weapons are in a museum. The Doctor and Jamie manage to fool the Dominators into believing they are of limited intelligence, and soon the fight back begins.

With the Dominators' plan to turn the core of the planet into molten radioactive fuel for their war fleet, the stakes have rarely been higher. The Dulcians must find the strength to rise up and defend their planet.



▲ Dominators: their 5 year mission – destroy everything

The Dominators

Dulcian, Peaceful race

Faction: Hero



UNIT File: 100868/02/15
Dulcian

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

Information:

The inhabitants of the planet Dulkis have renounced their violent ways after they saw the results of atomic testing almost 200 years ago. Most Dulcians are accepting, and do not question the way of things.

Special Rules:

Pacifist: Dulcian rolls to hit can never be better than 5+.
Dulcians who cause an opponent to lose their last Hit must make an immediate Morale test.
Uninquisitive: Dulcians get -1 to all Invention rolls.

Dominator, Imperious alien

Faction: Monster



UNIT File: 100868/02/15
Dominator

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	2	3	3	8	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3		

Information:

Dominators are a war-like humanoid race with binary hearts. They rely heavily on robotic Quarks to perform much of their manual work. Dominator scout vessels are led by a single Navigator, although their race seems to have a natural disrespect for authority.

Special Rules:

Alien, Body Armour, Leader (2)
Dominator can only use their Leader ability on Quarks.
Martial Race: Dominators can hit with any weapon on 4+.
Navigator: A Navigator (see right) can expend both points of their Leader ability to use it on another Dominator.

Quark, Size isn't everything

Faction: Monster



UNIT File: 100868/02/15
Quark

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	4	2	2	1	5	0
Weapon		Range	Hit	Str	Notes	
Molecular Force		8"	2+	n/a	Blast 2". Target(s) cannot activate next turn. <i>Power Drain</i> .	
Quark Destructor		16"	4+	5	Blast 2". Inflicts 1-3 Hits. Str 6 vs Buildings/Vehicles. <i>Power Drain</i> .	

Information:

Quarks are small robots who pack tremendous firepower. Their only weaknesses are their slow speed and liability to run out of power.

Special Rules:

Mechanoid

Power Drain: Quarks must make a power roll when they use either of their weapons (1D6 if they use their Molecular Force or 1D6 per Hit when firing their Destructor). If any dice roll 1, then the Quark gets the Temporary Status Effect *Recharging* – see right.



Temporary Status Effect: Recharging

Quarks have limited power reserves – once drained they must recharge. While affected by this status effect, the model cannot be activated. Once a 6 is rolled in an end phase, this effect is removed and the Quark can be activated as normal from the following turn.

Dulcian Museum Weapon Table

1D6	Status	Range	Str	Special
1	Broken	6"	2	None
2	Broken	12"	3	Blast 2"
3	Broken	12"	4	Burst
4	Working	16"	4	Disruptor
5	Working	16"	5	Laser
6	Working	24"	6	Stuns

▲ This table is used in the scenario on page 3. Roll 1D6 on each column to determine the weapon's capabilities.

Dulcian
Peaceful race

SPECIAL: Pacifist, Uninquisitive

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The Dominators

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

Weapon
None

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

Dominator
Imperious alien

SPECIAL: Alien, Body Armour, Leader (2)
Martial Race, Navigator

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The Dominators

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

Weapon
Brawl

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

melee 4+ 3

Quark
Size isn't everything

SPECIAL: Mechanoid
Power Drain

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The Dominators

Move	Def	Hits	Str	AgI	Int	Morale
4	4	2	2	1	5	0

Weapon
Molecular Force
Quark
Destructor

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

8" 2+ n/a See profile
16" 4+ 5 See profile

Scenario: Rotten to the core Date unknown, Dulkis

Background

Two Dominators and their robotic Quark servants have arrived on the planet Dulkis. They intend to drill to the planet's core and convert it into radioactive fuel for their war fleet – leaving it lifeless.

Forces

Heroic: The Doctor, Jamie and Zoe. 6 Dulcians – 1 has the special abilities of an Administrator and 2 have the *Invent* and *Repair* abilities.
Monster: 2 Dominators (1 is a Navigator) and 6 Quarks.

Table

The table is covered in rocky outcrops, counted as a mix of impassable or difficult terrain. The Dulcian Museum sits in the middle of the table, and the 4 Dominator drilling setups sit 4" away from each table edge. The Museum has 6 Hits and counts as difficult terrain, while the drilling equipment each has 2 Hits and 5 Def.

Set Up

The heroic models begin within 6" of the centre of the south table edge. The Dominators and 2 Quarks begin within 6" of the centre of the north table edge. The remaining Quarks each begin within 2" of a drilling site.

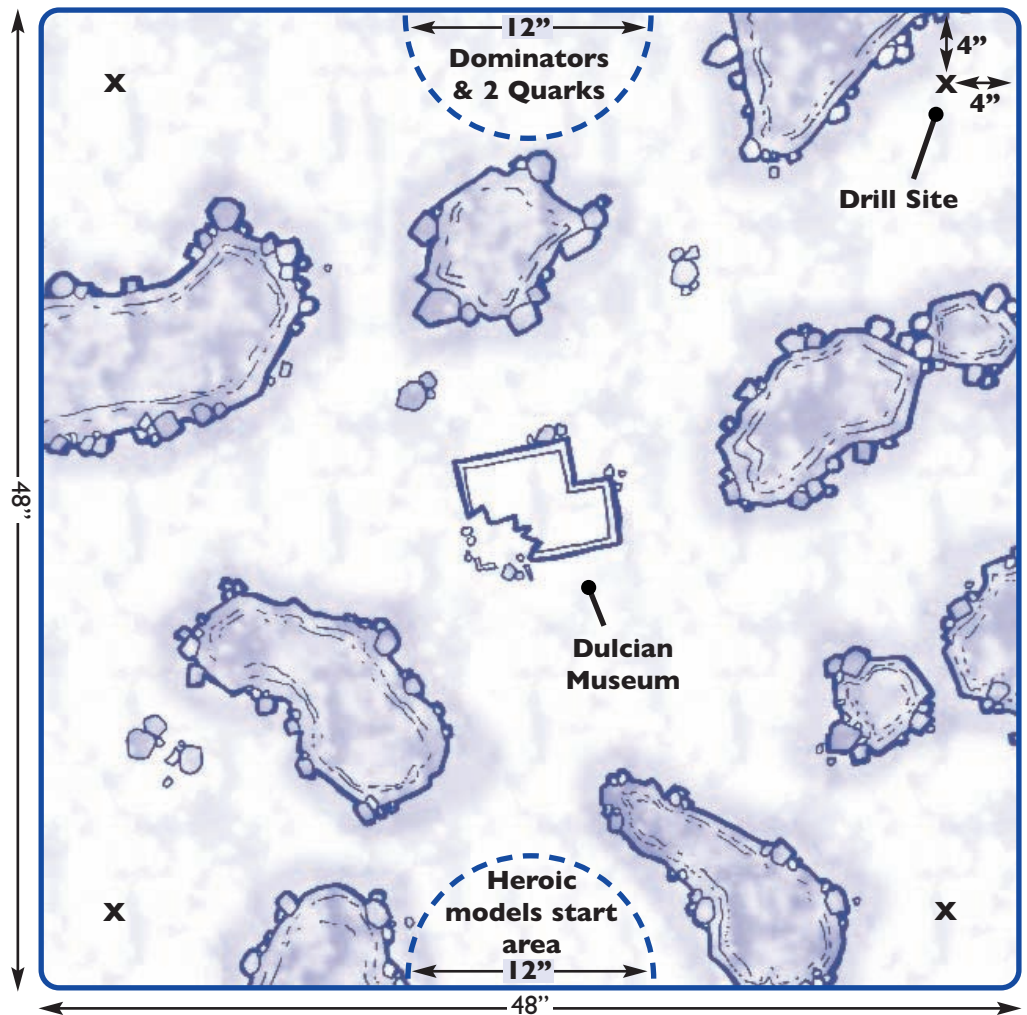
Initiative

Initiative is determined as normal for all game turns.

The Museum

The museum contains assorted weapons – some of which may still work. An action spent searching will uncover one on the D6 roll of 4+. Roll on the table on page 2 to determine if it is working – if not a *Repair* roll or *Int* test at -2 is required to get it working. Once it works roll on the table a further 3 times to determine its capabilities.

Only Jamie, the Dulcians and the Dominators may use these weapons. A Hit roll of 1 indicates the weapon has irreparably malfunctioned.



Rock & Roll

Models may push boulders down onto Quarks (not Dominators) from the high ground by succeeding at an opposed Str test vs the boulders Str of 5. Boulders will travel 1D6", and hit any models in their path on the 1D6 roll of 4+. Models struck take 1D3 Str 5 hits.

Rock & Drill

During each end phase, add one to the *Drilling Total* for each drilling site still operational. If this score reaches 60, the game ends as a Dominator victory.

Victory Points

Victory points are not used in this scenario.

The End of the Game

The heroic side wins if they can destroy all 4 drilling sites, or kill or capture both Dominators. The Dominators will win if they can capture or kill all the heroic models, or by getting their *Drilling total* to 60, as detailed above.