

DOCTOR WHO

MINIATURES GAME

SILENCE WILL FALL
Series Six Supplement





“Rule one. The Doctor lies”

THE DOCTOR

DOCTOR WHO

MINIATURES GAME

SILENCE WILL FALL

Series Six Supplement by Karl Perrotton

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Dedication

In memory of Elizabeth Sladen 1948 - 2011. Our Sarah-Jane.

THREE OF A KIND



The Eleventh Doctor, End of the line? ●

Faction: Hero



UNIT File: 230411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|------------------------------------|-----|--------------------|------------------|-------------------|---|--------|
| 6 | 4 | 3 | 3 | 4 | 10 | 9 |
| Attack Sonic Screwdriver | | Range 6" | Hit 4+ | Str N/A | Notes Stuns Mechanoid models. Models get +1 to lose this status effect. | |

Information:

The Doctor, in his eleventh incarnation, is an excited explorer of the universe, with a keen intelligence that means he often notices what everyone else has missed.

He can turn in a moment from being interested in the largest of things to being fascinated by the tiniest of things. But his excitement sometimes results in him tripping over himself and walking into things. He enjoys anything that's different and interesting, and as always he has a powerful sense of right and wrong and a determination to do what's right. He gets on well with children. He prefers to call Amy 'Pond'. His dress sense might be a bit... odd. But he knows that bowties are cool.

But is he approaching his final end?

Special Rules:

Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord

If the Doctor uses his Leader ability on any model other than his companion(s), then it only counts as Leader (1).

A New Man: The Doctor can pass 1 Morale check per game automatically - do not roll.

Psychic Paper: Models cannot use their Blocker ability this turn once the Doctor is within 2".

Sonic Screwdriver: The Doctor may use 1 action to use his Sonic Screwdriver to open any door or lock within 2" on a 1D6 roll of 4+.

Geronimo! The Doctor may take an immediate free activation, once per game. This can be done at any point in the turn, even if the Doctor has activated this turn already.

Amy Pond, Is she or isn't she? ●

Faction: Hero



UNIT File: 230411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|------------------------------|-----|-----------------------|------------------|-----------------|-----------------------|--------|
| 6 | 3 | 2 | 3 | 3 | 7 | 7 |
| Attack Feisty Fist | | Range melee | Hit 5+ | Str 3 | Notes Stuns | |

Information:

Amy Pond, the young Scottish woman from the English village of Leadworth first met her 'raggedy Doctor' when she was a little girl and had to wait fourteen years before he finally returned and took her off in the TARDIS.

She's very brave, bold and decisive, always ready to confront the problem or force the Doctor to tell her what he's up to. To the Time Lord's surprise she can sometimes see what's going on more clearly than he does. Amy has known Rory since they were children and has finally tied the knot with him! But marriage certainly hasn't made Amy settle down. She's still travelling in the TARDIS and even managed to have a dramatic honeymoon when the ship she was on had to be rescued by the Doctor.

Special Rules:

Leader (1), Luck (3), Monster Magnet, Companion
Amy's Leader ability cannot be used if she is activated using the Doctor's own Leader ability.

Companion: Amy counts as a companion of the Doctor.

Feisty: Amy counts her Morale as 8 when within 12" of the Doctor and can reroll a single die of any Morale check if she is more than 6" away from any other friendly model.

Rory Williams, Old Stupid Face ●

Faction: Hero



UNIT File: 230411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|--|-----|--------------------------------|------------------------|----------------------|----------------------------|--------|
| 6 | 3 | 2 | 3 | 3 | 7 | 7 |
| Attack Leadworth Lunge Gladius Strike | | Range melee melee | Hit 5+ 5+ | Str 3 3 | Notes Stuns only | |

Information:

Rory Williams is Amy Pond's husband, a straightforward sort of bloke who was initially wary of the Doctor and his constant surprises. He's known Amy since they were children, when she made him dress up as her legendary 'raggedy Doctor'. That's why Rory entered the medical profession.

Rory's compassionate, inquisitive, and capable of great bravery and endurance. He loves Amy, but the Doctor sometimes exasperates him. And he worries that Amy's only with him because he reminds her of the Time Lord. A bit. Following them both around has already landed Rory in huge amounts of trouble but he's faced terrifying aliens with courage and would defend his wife no matter what monsters or mad men threatened her.

Special Rules:

Luck (3), Companion, 'im indoors, Medic

'im indoors: Rory counts counts his Morale as 9 when within 12" of Amy and can reroll a single die of any Morale check if he is more than 6" away from any other friendly model.



BACK WITH A BANG

A strange summons reunites the Doctor, Amy, Rory and River Song in the middle of the Utah desert and unveils a terrible secret the Doctor's friends must never reveal to him.

Dr River Song, Sweet Child of Mine ●

Faction: Hero



UNIT File: 230411/32101

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-------------------------|-----|--------------|------------|------------|-------------------|--------|
| 6 | 3 | 2 | 2 | 3 | 9 | 7 |
| Attack | | Range | Hit | Str | Notes | |
| Hallucinogenic lipstick | | melee | 4+ | 3 | Stuns | |
| Blaster Pistol | | 12" | 4+ | 4 | Disruptor, Pistol | |

Information:

River Song is Amy and Rory's daughter, also known as Melody Pond. Also known as Mels - or the Child of the TARDIS. It's complicated. River was born with the power to regenerate but used up all her remaining regenerations when she saved the Doctor after she poisoned him because she was programmed to kill him...

She's an archaeologist from the future who the Doctor keeps meeting in the wrong order. He first met her on the planet of The Library, but we haven't yet seen where she first met him. So her journal is packed with information the Doctor feels he shouldn't know about yet.

River shares the Time Lord's buccaneering sense of adventure, as well as his knack for getting into trouble. But as for just how much they meant to each other: spoilers!

Special Rules:

Advanced, Companion, Infiltrator, Leader (1), Luck (3), Spacer, Spoilers, Time Lord

Spoilers: River is able to automatically gain initiative once per game.

Mels and Melody Pond: A bespoke psychopath

We also meet Melody in her (possibly third) incarnation as the more wayward - probably psychotic Mels. This younger incarnation has grown up alongside Rory and Amy in Leadworth, but has constantly been in trouble, hearing tales and dreaming of the Doctor. But the conditioning she received at Demon's Run means that when she meets the Doctor she has but one aim - too kill him. See page 17 and the character cards for a separate profile.

President Richard Nixon, He is not a crook ●

Faction: Hero



UNIT File: 230411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-----------------------|-----|-------------------|-----------------|-----------------|-------------------|--------|
| 6 | 3 | 1 | 2 | 3 | 8 | 7 |
| Attack None | | Range - | Hit - | Str - | Notes - | |

Information:

In 1969, for a period of about two weeks, wherever Nixon was he received a mysterious call warning him about monsters and expressing fears about a spaceman. When the Doctor overheard him telling Canton Everett Delaware III about the calls it began a search which led from the White House to a mysterious set of tunnels hiding a dreadful secret...

Special Rules:

Leader (4), Fears Aliens, Spectical
Nixon's Leader ability may only be used on models under his command - Americans!

Sceptical: Roll 1D6 when Nixon is activated. On a 5+ both Nixon and another friendly model within 6" (opponent's choice) count as having been activated this turn, and can take no actions. This rule ceases to have any effect once a monster gets within 12".

Canton Everett Delaware III, Inactive Agent ●

Faction: Hero



UNIT File: 230411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|--|-----|------------------------------|------------------------|----------------------|---------------------------------|--------|
| 6 | 3 | 2 | 3 | 3 | 7 | 8 |
| Attack Bureau Bash Pistol | | Range melee 12" | Hit 4+ 4+ | Str 3 3 | Notes Stuns Pistol | |

Information:

Canton is a former FBI agent contacted by President Nixon to investigate telephone calls he was receiving from a mysterious child in 1969. Joining forces with the Doctor, Canton becomes involved in an alien plot that starts at the Oval Office and ends at the Doctor's funeral in 2011.

Special Rules:

Leader (1), Luck (1)

Men in Black

Canton can lead a squad of US security personnel. Use the *Security Guard* profile armed with Pistols.





DON'T LOOK BEHIND YOU...

Terrifying aliens have invaded Earth! The Doctor must escape the perfect prison and along with Amy, Rory and River, lead a revolution against the Silence.

The Silence, Be unkind, rewind

Faction: Monster



UNIT File: 300411/32/01

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|----------------|-----|--------------|------------|------------|---|--------|
| 5 | 3 | 1 | 2 | 3 | 8 | 9 |
| Attack | | Range | Hit | Str | Notes | |
| Electric Blast | | 8" | 5+ | 4 | Blast | |
| Psychic Scream | | 6" | 4+ | 5 | Automatically inflicts 1D6 hits, Requires Two actions | |

Information:

The Silence are a terrifying race who invaded Earth at an undetermined point in our history. They have powers of telepathy and can kill using a deadly discharge from their hands. But every Silent has a far eerier ability...

Even if you see a Silent, you won't know you've spotted it as Silence somehow edit themselves from an observer's memory. Glimpse one of these creatures and you may feel slightly unsettled the moment it's out of view, but you won't remember anything about it. If and when you next see a Silent you may have a flashback to your first encounter, but again, when the Silent is out of view your mind will not recall ever seeing the alien.

Amy spotted a solitary Silent in modern day America and in 1969 River Song and Rory stumbled across a nest of Silence in a series of tunnels beneath the US. They are horrifyingly powerful killers... can the Doctor stop them?

Special Rules:

Alien, Infiltrator, Lest We Forget, Psychic

Lest We Forget: As soon as you look away from a Silent, they psychically wipe your memory to make you forget they exist. If a model moves to within 6" or attempts to enter melee with a Silent, it must pass an immediate opposed Int test. Success means the model maintains line of sight and can continue their actions as normal for that turn. A failure means the model has looked away and has had their memory wiped which ends their activation for that turn. This test must be made every turn the model remains within range. The test is also required if line of sight is broken at any time between a Silent model and the activating model (either by a another moving model or obstructed by a piece of terrain) or if the model moves the rear of their base (see facing on page 8 of DMWG2) toward a Silent.



SIREN CALL

The TARDIS is marooned onboard a 17th-century pirate ship whose crew is being attacked by a mysterious and beautiful sea creature.

Captain Henry Avery, Booty-licious Buccaneer ●

Faction: Hero



UNIT File: 070511/32/03

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|------------------|-----|--------------|------------|------------|---------------------------------|--------|
| 6 | 3 | 2 | 3 | 3 | 6 | 8 |
| Attack | | Range | Hit | Str | Notes | |
| Cutlass | | Melee | 4+ | 3 | Black Spot | |
| Matchlock Pistol | | 8" | 4+ | 3 | Gunpowder, Move or Fire, Pistol | |

Information:

Henry Avery was the Captain of 'the good ship Fancy'. Avery was once a respected naval officer, but afflicted by an insatiable greed he turned to piracy, commanding a ragbag band of rogues.

Special Rules:

A Good Offense, Leader (3), Luck (2)

FANCY BOYS

The crew of the good ship Fancy

Avery's men are a scurvy bunch. The remaining pirates (*Boatswain, Mulligan, DeFlorres, Dancer and McGrath*) count as *Warriors* as set out on DWMG2, page 36. They are armed with Cutlass and Matchlock Pistols like their Captain - and *Fear Aliens*.



The Siren, Naughty Nautical Nursemaid ●

Faction: Hero/Monster



UNIT File: 070511/32/03

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-------------------|-----|--------------|------------|------------|-----------------------------|--------|
| 6 | 4 | 2 | 2 | 3 | 7 | 10 |
| Attack | | Range | Hit | Str | Notes | |
| Teleport Touch | | Melee | 5+ | 5 | See below | |
| Telekinetic Blast | | 8" | 5+ | 4 | Stuns, Move target back D6" | |
| Cleansing Fire | | 4" | 4+ | 4 | Disruptor | |

Information:

The Siren the Doctor encountered on the Fancy in the 17th Century was able to board the ship by using reflective surfaces as portals. She identified the ill and the injured and took skin samples from them. This process left a black spot on their palms. She then enticed the sailors to touch her - a task made easy by her beauty, seductive singing and mental hold over selected members of the crew. Finally, this touch allowed her to transport them to an incredibly advanced medical bay on a spaceship where they received high-tech supervision.

The Siren was misguided although not evil. She was terrifying but angelic, becoming demonic if you crossed her, yet ultimately she saved Rory's life and later allowed Amy to care for him. But only after she'd signed a consent form.

Special Rules:

Alien, Aquatic, Hypnotise, Hover, Medic, The Black Spot

The Black Spot: The Siren must engage any models who have lost Hits, or those who have survived any attack with out sustaining a wound.

She will then attempt to transport them to the Sick Bay by using her Hypnotise special ability to placate victims and then using her Teleport Touch attack.

Teleport Touch: If the Siren makes a successful Hit on a model, it is immediately teleported to the Sick Bay. Remove the model from the table.





BIGGER ON THE INSIDE

When the Doctor gets mail, the TARDIS crew travel to a bubble universe to meet and a very old friend with a new face.

TARDIS/Idris, Sexy Old Girl ●

Faction: Hero



| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------------------|-----|-----------------------|------------------|-----------------|----------------------------|--------|
| 6 | 3 | 1 | 2 | 3 | 10 | 8 |
| Attack Mad Bite | | Range Melee | Hit 6+ | Str 2 | Notes Stuns only | |

Information:

The TARDIS, or Time and Relative Dimension in Space, is the Doctor's vehicle and home that can take him to any place and any time. When the Doctor first touched the TARDIS console he said it was the most beautiful thing he'd ever known. And then he stole it, choosing to crash through the cosmos, saving people, saving planets and being taken where he needed to go by his frankly magnificent time machine.

The sentient astreroid known House took the living consciousness of the TARDIS and locked it in a human body meaning the Doctor could finally converse with the 'old girl'. The TARDIS claimed she had chosen him on Gallifrey. The TARDIS had needed a Time Lord to see the world and chose the Doctor because he was 'the only one mad enough'. They make the best team in the universe. Ever.

Special Rules:

Past Present Future, Invent, Luck (3), Repair

Past Present Future - the TARDIS exists across all of space and time simultaneously and as such, she has flashes of future events. In each Initiative Phase, a force containing TARDIS\Idris may make a Int test. If successful, you may activate 2 additional models in that turn.

BEING HUMAN



A solar tsunami strands the TARDIS in an acid mining factory where the dangerous work is undertaken by doppelgangers... and they are not happy.

Gangers, The Almost People

Faction: Monster



| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|--------------------------|-----|-----------------------|------------------|----------------------|------------------------------|--------|
| 6 | 3 | 1 | 3 | 3 | 7 | 7 |
| Attack Halberd | | Range Melee | Hit 5+ | Str User+1 | Notes Strikes last | |

Special Rules: Infiltrator, Body Armour and any special abilities held by the original host.

Information:

Gangers were developed to work in environments too dangerous for people. Controlled remotely by a human operator they soon saved lives and money and most believed a Ganger was simply a tool, little more than a fork-lift truck.

But the Doctor immediately recognised they were much more, insisting they had a mind and a soul. Gangers are formed from a type of flesh; once a reading has been taken it can be manipulated into anything, even replicating a living organism. When the Doctor visited a mine run by Morpeth

Jetsan a storm struck and 'hardwired' the Gangers. Normally, it's claimed that when the link is broken between the operator and the Ganger, the Ganger reverts to 'pure flesh'. But the link has been broken and this time the Gangers have evolved. Something new is being created. Something living, something exciting. And something very, very dangerous. As the solar storm rages, Jennifer's Ganger seeks revenge and Rory is cut-off from the rest of the humans. As the crumbling factory fills with toxic fumes and drips lethal acid, Amy is about to find out if two Doctors really are better than one.

Jennifer Lucas, Formidable Flesh ●

Faction: Monster



UNIT File: 280511/32/06

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------|-----|--------------|------------|------------|--------------|--------|
| 6 | 3 | 2 | 5 | 3 | 7 | 8 |
| Attack | | Range | Hit | Str | Notes | |
| Unhinged Bite | | melee | 4+ | 5 | | |
| Flesh Strike | | 4" | 5+ | 3 | Stuns only | |

Information:

Jen worked for Morpeth Jetsan. She was one of the team who used Gangers to mine acid on a remote outpost below a building that was once a monastery. Her life was unremarkable.

But after the Solar Storm, Jennifer's Ganger attacked and left her to die. She befriended and convinced Rory of the Gangers right to life, but tricked him after she cloned her flesh again.

Whether it was the emotional strain, or the results of this second cloning, but the second Jen was 'stronger' and was able to mutate her form - finally transforming into a hideous creature intent on destroying the monastery and taking her revenge on all humanity.

Special Rules:

Infiltrator, Rebel Flesh (Slow*, Large*), The Eyes Have It

Rebel Flesh: Jennifer is able to mutate her form but in doing so suffers the Large and Slow special abilities.

The Eyes Have It: Jennifer is also able to secrete her flesh into other forms -such as eyes - with which she retains a psychic bond. Once per game, Jennifer can automatically gain initiative for the Monster Player.

"Look at you now. Stuff of nightmares. I don't want my world populated by monsters"

FOREMAN CLEAVES



HEALTH & SAFETY

Morpeth Jetsan Acid Mining

In the 22nd Century, the Morpeth Jetsan Corporation mines acid from beneath a remote island on an unknown alien world. The mining facility is within an abandoned and crumbling monastery directly above the acid field.

The miners include *Jimmy, Buzzer, Jennifer Lucas* and *Dicken* and are led by the non nonsense *Foreman Cleaves*.

Acid Suits

Clothing (including the Doctor's boots) provides little defence as the acid eats through. Standard clothing gives one round of protection; unless removed it will eat through the item causing a Str 2 Hit to exposed flesh. Morpeth Jetsan Acid Suits provides *Body Armour* with an extra 2+ save against acid attacks. A roll of a 1 means the suit is compromised and will be destroyed in three rounds.

DEMON'S RUN



Gathering allies from time and space to find Amy and her child, the Doctor rises to his greatest heights – and falls so far. Demon's run when a good man goes to war...

Commander Strax, Sontaran Nursemaid ●

Faction: Hero



UNIT File: 040611/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|------------------|-----|--------------|------------|------------|--------------|--------|
| 6 | 4 | 2 | 4 | 3 | 8 | 8 |
| Attack | | Range | Hit | Str | Notes | |
| Brawl | | melee | 4+ | 5 | | |
| Sontaran Blaster | | 18" | 4+ | 4 | | |

Information:

Commander Strax was a Sontaran commander who was demoted to nurse as punishment for an unspecified failure. He was one of many people who owed the Doctor a debt.

In the year 4037, he was tending to near-human soldiers at the Battle of Zaruthstra when he was summoned by the Doctor to help in the mission to rescue Amy and her baby at Demon's Run.

He was mortally wounded in the battle with the Headless Monks. However, he admitted that he had had a good life, stating that he reached 12 years old.

Special Rules:

A Good Offense, Body Armour, High Gravity Homeworld, Leader (1), Medic, Probic Vent

High Gravity Homeworld: Sontarans frequently operate on worlds with a much higher gravity than Earth. Roll 1D6 in the end phase for each Sontaran who ran or engaged in melee combat during the turn. On the roll of 6, the model will suffer -1 Str. Lost points can be recovered by spending a full turn in a Sontaran spacecraft. Sontarans reduced to 0 Str are removed from play.

Probic Vent: A Sontaran struck in the rear with a natural hit roll of 6 has been struck in the vulnerable probic vent – they must count their Def as 2 against this attack.

Dorium Maldovar, Blue Marketeer ●

Faction: Hero



UNIT File: 040611/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-----------------------------|-----|-----------------------|------------------|-----------------|--------------|--------|
| 6 | 3 | 1 | 3 | 2 | 8 | 7 |
| Attack Blue Brawl | | Range melee | Hit 6+ | Str 3 | Notes | |

Information:

Galactic con-man, Dorium was one of many people who owed the Doctor a debt and fought alongside him at Demon's Run. He did not serve a combat role but instead into the station's computer and discovered the Melody Pond had 'Human plus Time Lord' DNA.

Dorium made a fatal mistake when finally surrounded by the Headless Monks: this was one situation he was unable to talk his way out of...

Special Rules:

Alien, Hacker, Luck (2), Slow, Smooth Talker

Hacker: See the *Bad Wolf* supplement (page 2) for details on this special ability.

Smooth Talker: Dorium's smooth-talking causes any single model within 6" to shoot at -1.

Madame Vastra, Victorian Silurian Lesbian Samurai ●

Faction: Hero



UNIT File: 040611/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|--|-----|-----------------------------|------------------------|----------------------|-----------------------|--------|
| 6 | 4 | 2 | 4 | 3 | 8 | 8 |
| Attack Katana Strike Tongue Lashing | | Range melee 4" | Hit 3+ 4+ | Str 4 2 | Notes Venom | |

Information:

Vastra was a female Silurian warrior who shared a house with a human woman, Jenny in Victorian London. She was one of many people who owed the Doctor a debt: she awoke during the construction of part of the London Underground and wanted to take revenge on the workers for the deaths of her "sisters"; the Doctor convinced her not to give in to rage. Vastra would instead make a home in London, disguising her Silurian form to most people and acting as a freelance adventuress. After eating Jack the Ripper, she was summoned by the Doctor to help in the mission to rescue Amy and her baby at Demon's Run. She and Jenny arrived at Demon's Run along with a army of Silurian soldiers.

Special Rules:

A Good Offence, Alien, Disarm, Leader (2), Scaly Hide, Venom

Scaly Hide: The Silurian's scaly skin will negate a hit on a 1D6 roll of 6.

Venom: Silurian venom is highly toxic and debilitates a victim. Once per game, a Silurian warrior may make a Tongue Lash attack. If the Hit successfully wounds, the poison will inflict a further Strength 2 Hit every round.

Jenny

Madame Vastra's unassuming Victorian housemaid is far more than she seems. A loyal companion and fierce warrior, Jenny counts as a *Strongarm* (see DWMG2e, p27).

She is similarly armed and trained with a *Katana* (4+ To Hit) and benefits from the *Disarm* and *Luck* (1) special ability.





The Church

The Church was a faith-based military organisation operating in the 51st century. It was led by a Papal Mainframe which provided spiritual and tactical authority responsible for interstellar security, protecting human populations, and special covert operations. Instead of regular military ranks, the Church operated under more religious offices such as Bishop, Cleric and Verger. They were organised into multiple different orders, including the Anglican Regiment.

Cleric profiles are in the Series Five supplement (page 11). Those fighting at Demon's Run do not benefit from *Teleport Drop*, but do have *Faith* (see below). These troops have also undertaken further training in how to combat the Doctor's tactics - such as avoiding the effects of psychic paper.

Faith: Once per game all church members can reroll a failed Morale test.

Colonel 'Runaway' Manton, Holy Roller ●

Faction: Monster



UNIT File: 040611/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|----------------|-----|--------------|------------|------------|-------------------|--------|
| 6 | 3 | 2 | 3 | 3 | 7 | 8 |
| Attack | | Range | Hit | Str | Notes | |
| Brawl | | melee | 4+ | 3 | | |
| Blaster Pistol | | 16" | 4+ | 4 | Disruptor, Pistol | |

Information:

Colonel Manton was a human who led the Anglican Regiment, a militaristic wing of The Church. He and Madam Kovarian conspired to kidnap Amy Pond and steal her baby. Manton was determined to kill the Doctor.

Special Rules:

Faith, Leader (2), Inspirational

Inspirational: Cleric models within 12" of the Colonel may use his Morale for tests if required.

The Headless Monks, Devout Decapitatees

Faction: Monster



UNIT File: 040611/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------|-----|--------------|------------|------------|--------------|--------|
| 6 | 3 | 1 | 3 | 3 | 7 | - |
| Attack | | Range | Hit | Str | Notes | |
| Energy Sword | | melee | 4+ | 3 | | |
| Energy Blast | | 12" | 4+ | 3 | Disruptor | |

Information:

The Headless Monks were a religious order who believed in listening to their hearts rather than their minds, to the point of having themselves beheaded. As they were headless they did not register as living beings and were also supposedly incapable of being fooled. They allied with the Church at Demon's Run in exchange for a number of marines for 'conversion' to their order.

Special Rules:

Attack Prayer, Level-Headed, Slow

Attack Prayer: The Monks may expend both actions and utter their Attack Prayer. Monks now cause *Fear* for the remainder of the turn.

Level-Headed: The Monks do not take any Morale tests.



SEALED WITH A KISS

From Leadworth to Berlin in the 1930s, the Doctor deals with Nazis, shape-shifters and giant robot wives before meeting his fate on the lips of an old friend.

Teselecta, Tiny Temporal Transformer

Faction: Monster



UNIT File: 270811/32/08

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------------|-----|--------------|------------|------------|------------------|--------|
| 6 | 4 | 2 | 3 | 2 | 8 | 8 |
| Weapons | | Range | Hit | Str | Special | |
| Miniaturisation Ray | | 6" | 5+ | n/a | Remove from play | |
| Stasis Cone | | 6" | 5+ | 5 | Captured | |
| Hellfire | | 6" | 5+ | 4 | Disruptor | |

Information:

The Teselecta's purpose is grim: to travel through time, locate people deemed to have broken the law, and without killing them, 'send them to hell'.

Also known as Justice Department Vehicles, a Teselecta can adapt itself to resemble anyone whose likeness it has scanned. The vehicle is staffed by a miniaturised crew kept in this state by a compression field.

The Teselecta the Doctor encountered in Berlin, 1938, was Justice Department Vehicle 6018. Deadly, powerful and almost unstoppable, it was only defeated when Amy forced its ruthless crew to abandon it when the machine's own robotic 'Antibodies' were unleashed upon the crew.

Special Rules:

Antibodies, Body Armour, Infiltrator, Mechanoid, Mothership, Repair, Transformer

Antibodies: The Teselecta's internal security are robotic drones. These merciless, but remarkably polite mechanoids 'extract' the life from any unauthorised foreign bodies that get aboard. See character card profile.

Mothership: The vehicle has an emergency teleport which removes all the crew to the Mothership. This takes one Special Action and the Teselecta can longer activate.

Transformer: The Teselecta can transform itself to take on the appearance and functionality of non-living matter, from clothing or even vehicles. It is able to adopt the Wheeled Vehicle Type (travelling at up to 16"). Swapping between forms takes one Special Action.

HOUSE CALL



The TARDIS takes the Doctor, Amy and Rory to the scariest place in the universe – a little boy's bedroom.

Peg Dolls, Wicked Wooden Tops

Faction: Monster



UNIT File: 030911/32/09

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-----------------------------|-----|-----------------------|------------------|-----------------|----------------------------|--------|
| 6 | 3 | 1 | 3 | 2 | 5 | 8 |
| Attack Dolly Grip | | Range Melee | Hit 5+ | Str 3 | Notes Dolly Grip | |

Information:

George's parents told the nervous lad to lock his fears, like the lift and old Mrs Rossiter (who he thought was a witch) into the cupboard, not realising that George's alien abilities could literally do that.

The Peg Dolls inhabited the dolls' house in George's cupboard. But as the Doctor explained, it had become a psychic repository for all his fears which meant these were no ordinary dolls. They could move, speak and hunt!

The Peg Dolls just wanted to play and attempted to capture any 'visitors' that became trapped there - including Rory and Amy - hoping to transform them in new dollies.

Special Rules: Active Imagination, Blocker, Slow

Active Imagination: The Peg Dolls can only activate when George is Terrified (see profile on page 19). Once, he passes a Morale test, the Dolls can no longer function.

Dolly Grip: The Peg Dolls will only ever attempt to Capture opponents (see DWMG:2 p23). Once successful, the two models must make opposed Morale rolls. On a failure, the Captured Model is transmored into Peg Doll and counts towards the Monster activations in all subsequent rounds.

Alex, Dependable Dad ●

Faction: Hero



UNIT File: 030911/32/09

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|------------------------|-----|-----------------------|------------------|-----------------|-----------------------|--------|
| 6 | 3 | 1 | 3 | 3 | 7 | 7 |
| Attack Brawl | | Range melee | Hit 6+ | Str 3 | Notes Stuns | |

Information:

If you met Alex and asked about with his son, George, you'd probably think he was just a normal bloke. But as the Doctor once observed, there's no such thing as a normal human...

But there's something else behind the worried expression in Alex's eyes... a fear there's something wrong with his son, George. Something he can't quite explain.

That was before the Doctor intervened and explained that his son was an alien, but still his son. Alex's unconditional love for his boy allowed George to overcome his fears and save his dad, the Doctor and Rory from the Peg Dolls.

Special Rules:

A Father's Love: Alex may count his Morale as 9 if within 12" of George.

George, Terrified Tenza ●

Faction: Hero



UNIT File: 030911/32/09

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|-----------------------|-----|-------------------|-----------------|-----------------|--------------|--------|
| 6 | 2 | 1 | 2 | 3 | 6 | 5 |
| Attack None | | Range - | Hit - | Str - | Notes | |

Information:

Every night George lies awake, terrorised by every fear you can possibly imagine – fears that live in his bedroom cupboard. But George isn't human at all - but an alien Tenza. The Tenza are cuckoos, as their young are raised by other species. They have developed psychic powers, allowing them to live among others through a powerful perception filter that makes the parents believe their young are their own. George has been able to match himself to Alex and Claire's wish for child, but his fear of rejection manifest through his psychic powers, making his subconscious fears very real indeed...

Special Rules:

Infiltrator, Terrified

Terrified: George is in a constant state of Fear (see DWMG:2 page 12). He is unable to Move and suffers from the other effects listed there. Only while he is in this state can the Peg Dolls Activate.

Friendly models may attempt to calm him with a Special Action, following which George may make a Morale test. He gains +2 to his roll if within 2" of Alex.

'You see these eyes? They're old eyes. And one thing I can tell you... monsters are real!'



THE DOCTOR



Amy is trapped in a quarantine facility on Apalapucia in a different time stream. Can the Doctor and Rory rescue her before she is killed by kindness?

Old Amy, Warrior Princess ●

Faction: Hero



UNIT File: 100911/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------|-----|--------------|------------|------------|--------------|--------|
| 6 | 4 | 2 | 3 | 3 | 7 | 8 |
| Attack | | Range | Hit | Str | Notes | |
| Katana | | melee | 3+ | 3 | | |
| Sonic Probe | | melee | 3+ | 3 | Disruptor | |

Information:

Old Amy has been trapped in an faster time stream for 36 years. With no humans to share the passing decades, she acquired a pet Handbot called Rory to keep her company. She grew tougher and in time, began to blame the Doctor for her plight. But seeing Rory again reminded her of how much she had loved being with him in the TARDIS...

Special Rules:

A Good Offense, Body Armour, Fiesty, Luck (3), Monster Magnet

Fiesty: Amy counts her Morale as 8 when within 12" of Rory and can reroll a single die of any Morale check if she is more than 6" away from any other friendly model.

Handbots, Kindly Killers

Faction: Monster



UNIT File: 100911/32/07

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|---------------------|-----|--------------|------------|------------|--------------|--------|
| 5 | 3 | 1 | 3 | 2 | 7 | - |
| Attack | | Range | Hit | Str | Notes | |
| Tranquilising Touch | | melee | 6+ | 3 | | |
| Needle Gun | | 8" | 5+ | 4 | Stuns | |

Information:

Handbots are drones with no capacity for sympathy or rational thought, but they are not evil creatures. They're simply doing what they were programmed to do, even if it means keeping people on Apalapucia when they are desperate to escape.

Special Rules:

Mechanoid



In an ordinary looking hotel, the walls move, corridors twist and rooms vanish and there is a room for every visitor that contains their deepest, darkest fears.

The Minotaur, Farm-based Faith Feeder ●

Faction: Monster



UNIT File: 170911/32/09

| MOVE | DEF | HITS | STR | AGI | INT | MORALE |
|--------------------------------|-----|-----------------------|------------------|-----------------|--------------|--------|
| 5 | 4 | 2 | 5 | 2 | 8 | 9 |
| Attack Cloven Clutch | | Range Melee | Hit 5+ | Str 5 | Notes | |

Information:

The Minotaur encountered by the Doctor had been locked in a prison that resembled an Earth hotel. He was one of a race that invaded planets and set themselves up as gods to be worshipped. But when the indigenous population became secularised, they threw the aliens from their world. In the case of this Minotaur, it was jailed in an automated prison that drifted through space, snatching people with discernable belief systems. Their personal beliefs were then converted into food for the creature. The Doctor was able to sever the creature's food supply and give it 'space to die'. The Time Lord also noted that the 'alien-Minotaurs' as Amy called them, were distant cousins of the Nimon.

Special Rules: Blocker, Faith Feeder

Faith Feeder: When any model on the table fails a Morale test, the Minotaur gains an additional Activation - up to a maximum of three (including his own) in any one Turn.

Once in base-to-base contact with another model, the Minotaur may make an opposed Morale test and attempt to 'feed' on the creature's faith. It may drain one Hit for each successful attempt. A model reduced to zero Hits is removed from play in the normal fashion.

ELEVENTH DOCTOR

MOVE 6 4 AGILITY
 DEFENCE 4 3 10 INTELLIGENCE
 STRENGTH 3 9 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------------|-------|-----|-----|------------------------|
| Sonic Screwdriver | 6" | 4+ | N/A | Stuns Mechanoid models |

SPECIAL RULES: Geronimo, Invent, Leader (2), Luck (6), New Man, Psychic Paper, Repair, Resist Vacuum (3+), Sonic Screwdriver, Spacer, TARDIS, Time Lord

AMY POND

MOVE 6 3 AGILITY
 DEFENCE 3 2 7 INTELLIGENCE
 STRENGTH 3 7 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------|-------|-----|-----|-------|
| Feisty Fist | melee | 5+ | 3 | Stuns |

SPECIAL RULES: Companion*, Leader (1), Luck (3), Monster Magnet. *Amy's Leader ability cannot be used if she is activated using the Doctor's own Leader ability.

RORY WILLIAMS

MOVE 6 3 AGILITY
 DEFENCE 3 2 7 INTELLIGENCE
 STRENGTH 3 7 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-----------------|-------|-----|-----|-------|
| Leadworth Lunge | melee | 5+ | 3 | Stuns |
| Gladius Strike | melee | 5+ | 3 | |

SPECIAL RULES: Luck (3), Companion, 'im indoors, Medic

DR RIVER SONG

MOVE 6 3 AGILITY
 DEFENCE 3 2 9 INTELLIGENCE
 STRENGTH 2 7 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|----------------------|-------|-----|-----|-------------------|
| Hallucinogenic Lippy | melee | 4+ | 3 | Stuns |
| Blaster Pistol | 12" | 4+ | 4 | Disruptor, Pistol |

SPECIAL RULES: Advanced, Companion, Infiltrator, Leader (1), Luck (3), Spacer, Spoliars, Time Lord

PRESIDENT NIXON

MOVE 6 3 AGILITY
 DEFENCE 3 1 8 INTELLIGENCE
 STRENGTH 2 7 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|--------|-------|-----|-----|-------|
| None | - | - | - | - |

SPECIAL RULES: Leader (4)*, Fears Aliens, Spectral
 *Nixon's Leader ability may only be used on models under his command - Americans!

CANTON DELAWARE III

MOVE 6 3 AGILITY
 DEFENCE 3 2 7 INTELLIGENCE
 STRENGTH 3 8 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------|-------|-----|-----|--------|
| Bureau Bash | melee | 3+ | 3 | Stuns |
| Pistol | 12" | 4+ | 3 | Pistol |

SPECIAL RULES: Leader (1), Luck (1)

MEN IN BLACK

MOVE 6 3 AGILITY
 DEFENCE 3 1 7 INTELLIGENCE
 STRENGTH 3 7 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------|-------|-----|-----|--------|
| Bureau Biff | melee | 3+ | 3 | Stuns |
| Pistol | 12" | 4+ | 3 | Pistol |

SPECIAL RULES: None

THE SILENCE

MOVE 5 3 AGILITY
 DEFENCE 3 1 8 INTELLIGENCE
 STRENGTH 2 9 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|----------------|-------|-----|-----|---------------------|
| Electric Blast | 8" | 3+ | 4 | Blast |
| Psychic Scream | 6" | 4+ | 5 | 106 Hits, 2 Actions |

SPECIAL RULES: Alien, Infiltrator, Lest We Forget, Psychic

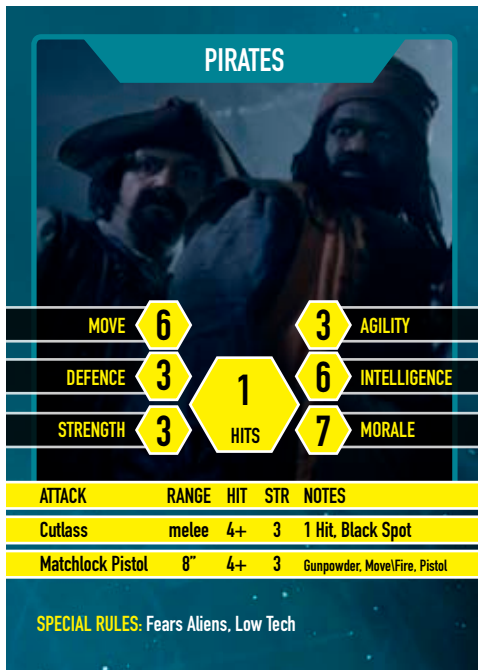
CAPTAIN AVERY

MOVE 6 3 AGILITY
 DEFENCE 3 2 6 INTELLIGENCE
 STRENGTH 3 8 MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|------------------|-------|-----|-----|------------------------------|
| Cutlass | melee | 4+ | 3 | 1 Hit, Black Spot |
| Matchlock Pistol | 8" | 4+ | 3 | Gunpowder, Move/Fire, Pistol |

SPECIAL RULES: A Good Offence, Leader (3), Luck (2)

PIRATES

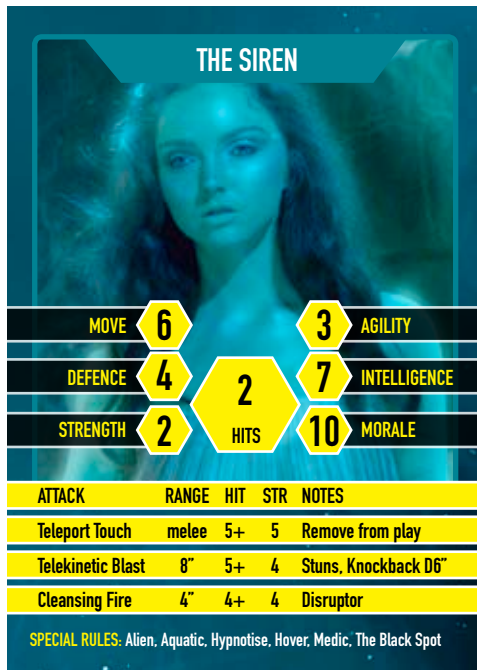


MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **6** INTELLIGENCE
 STRENGTH **3** **7** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|------------------|-------|-----|-----|------------------------------|
| Cutlass | melee | 4+ | 3 | 1 Hit, Black Spot |
| Matchlock Pistol | 8" | 4+ | 3 | Gunpowder, Move!Fire, Pistol |

SPECIAL RULES: Fears Aliens, Low Tech

THE SIREN



MOVE **6** **3** AGILITY
 DEFENCE **4** **2** **7** INTELLIGENCE
 STRENGTH **2** **10** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------------|-------|-----|-----|----------------------|
| Teleport Touch | melee | 5+ | 5 | Remove from play |
| Telekinetic Blast | 8" | 5+ | 4 | Stuns, Knockback D6" |
| Cleansing Fire | 4" | 4+ | 4 | Disruptor |

SPECIAL RULES: Alien, Aquatic, Hypnotise, Hover, Medic, The Black Spot

IDRIS



MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **10** INTELLIGENCE
 STRENGTH **2** **8** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|----------|-------|-----|-----|-------|
| Mad Bite | melee | 6+ | 2 | Stuns |

SPECIAL RULES: Past Present Future, Invent, Luck (3), Repair

GANGERS

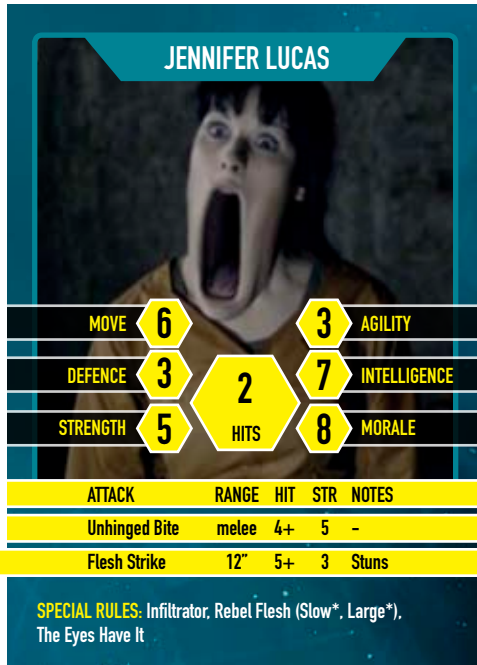


MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **7** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|---------|-------|-----|-----|--------------|
| Halberd | melee | 5+ | +1 | Strikes last |

SPECIAL RULES: Infiltrator, Body Armour + Special abilities from the original Host

JENNIFER LUCAS

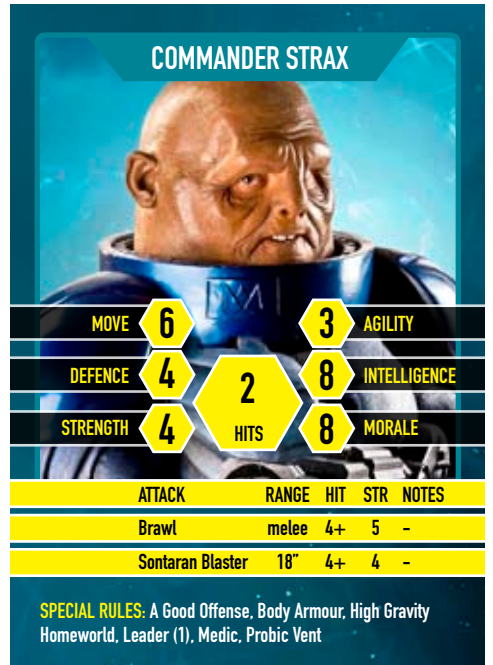


MOVE **6** **3** AGILITY
 DEFENCE **3** **2** **7** INTELLIGENCE
 STRENGTH **5** **8** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------|-------|-----|-----|-------|
| Unhinged Bite | melee | 4+ | 5 | - |
| Flesh Strike | 12" | 5+ | 3 | Stuns |

SPECIAL RULES: Infiltrator, Rebel Flesh (Slow*, Large*), The Eyes Have It

COMMANDER STRAX



MOVE **6** **3** AGILITY
 DEFENCE **4** **2** **8** INTELLIGENCE
 STRENGTH **4** **8** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|------------------|-------|-----|-----|-------|
| Brawl | melee | 4+ | 5 | - |
| Sontaran Blaster | 18" | 4+ | 4 | - |

SPECIAL RULES: A Good Offense, Body Armour, High Gravity Homeworld, Leader (1), Medic, Probic Vent

DORIUM MALDOVAR



MOVE **6** **2** AGILITY
 DEFENCE **3** **1** **8** INTELLIGENCE
 STRENGTH **3** **7** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-----------|-------|-----|-----|-------|
| Blue Biff | melee | 6+ | 3 | Stuns |

SPECIAL RULES: Alien, Hacker, Luck (2), Slow, Smooth Talker

MADAME VASTRA



MOVE **6** **3** AGILITY
 DEFENCE **4** **2** **8** INTELLIGENCE
 STRENGTH **4** **8** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|----------------|-------|-----|-----|-------|
| Katana Strike | melee | 3+ | 4 | - |
| Tongue Lashing | 4" | 4+ | 2 | Venom |

SPECIAL RULES: A Good Offense, Alien, Disarm, Leader (2), Scaly Hide, Venom

JENNY



MOVE **6** **3** AGILITY
 DEFENCE **3** **2** **6** INTELLIGENCE
 STRENGTH **3** **8** MORALE
 HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------|-------|-----|-----|-------|
| Katana Strike | melee | 4+ | 3 | - |

SPECIAL RULES: A Good Offense, Disarm, Luck (2)

COLONEL MANTON



MOVE **6** **3** AGILITY
 DEFENCE **3** **2** **7** INTELLIGENCE
 STRENGTH **3** **HITS** **8** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|----------------|-------|-----|-----|-------------------|
| Brawl | melee | 4+ | 3 | Stuns |
| Blaster Pistol | 8" | 4+ | 3 | Disruptor, Pistol |

SPECIAL RULES: Faith Leader (2), Inspirational

CLERICS



MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **HITS** **8** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------|-------|-----|-----|-------|
| Brawl | melee | 4+ | 3 | Stuns |
| Assault Rifle | 16" | 4+ | 4 | Burst |

SPECIAL RULES: Faith

THE HEADLESS MONKS

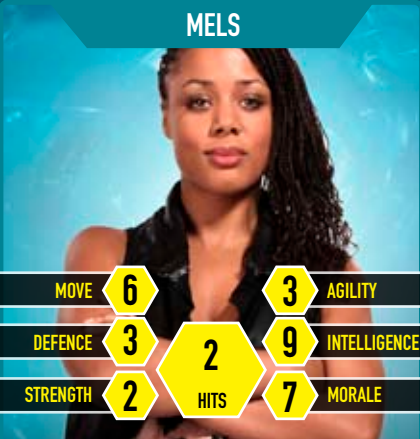


MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **HITS** **0** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|--------------|-------|-----|-----|-----------|
| Energy Sword | melee | 4+ | 3 | - |
| Energy Blast | 12" | 4+ | 3 | Disruptor |

SPECIAL RULES: Attack Prayer, Cool-Headed, Slow

MELS



MOVE **6** **3** AGILITY
 DEFENCE **3** **2** **9** INTELLIGENCE
 STRENGTH **2** **HITS** **7** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------|-------|-----|-----|--------|
| Wayward Whack | melee | 4+ | 2 | Stuns |
| Pistol | 12" | 4+ | 3 | Pistol |

SPECIAL RULES: Infiltrator, Luck (2), Time Lord

ADOLF HITLER



MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **8** INTELLIGENCE
 STRENGTH **2** **HITS** **9** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|--------|-------|-----|-----|--------|
| Pistol | 12" | 4+ | 4 | Pistol |

SPECIAL RULES: Leader (4) - Hitler's Leader ability may only be used on models under his command - Nazis!

NAZI SOLDIERS



MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **HITS** **7** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|--------|-------|-----|-----|-------------------|
| Brawl | melee | 4+ | 3 | Stuns |
| SMG | 16" | 4+ | 3 | Burst, Cannot Aim |

SPECIAL RULES: For every 8 soldiers fielded, you may include 1 Officer with Leader (1) ability.

TESELECTA

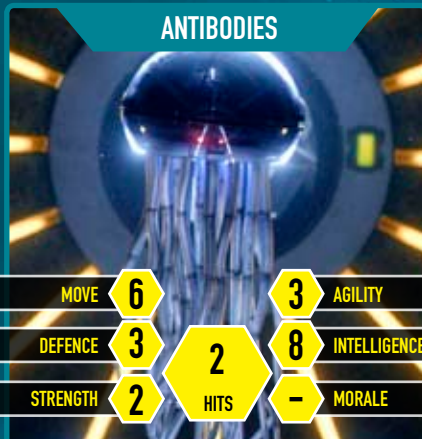


MOVE **6** **2** AGILITY
 DEFENCE **4** **2** **8** INTELLIGENCE
 STRENGTH **3** **HITS** **8** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|--------------------|-------|-----|-----|------------------|
| iMiniaturation Ray | 6" | 5+ | n/a | Remove from play |
| Stasis Cone | 6" | 5+ | 5 | Captured |
| Hellfire | 6" | 5+ | 4 | Disruptor |

SPECIAL RULES: Antibodies, Body Armour, Infiltrator, Mechanoid, Mothership, Repair, Transformer

ANTIBODIES



MOVE **6** **3** AGILITY
 DEFENCE **3** **2** **8** INTELLIGENCE
 STRENGTH **2** **HITS** **-** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|--------------------|-------|-----|-----|-----------|
| Incineration Touch | melee | 4+ | 5 | Disruptor |

SPECIAL RULES: Blocker, Hover, Mechanoid

PEG DOLLS




MOVE **6** **2** AGILITY
 DEFENCE **3** **1** **5** INTELLIGENCE
 STRENGTH **2** **HITS** **8** MORALE

| ATTACK | RANGE | HIT | STR | NOTES |
|------------|-------|-----|-----|------------|
| Dolly Grip | melee | 5+ | 3 | Dolly Grip |

SPECIAL RULES: Active Imagination, Blocker, Slow

ALEX




MOVE **6** **3** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **7** MORALE
HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|--------|-------|-----|-----|-------|
| Brawl | melee | 6+ | 3 | - |

SPECIAL RULES: A Father's Love

GEORGE




MOVE **6** **3** AGILITY
 DEFENCE **2** **1** **6** INTELLIGENCE
 STRENGTH **2** **5** MORALE
HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|--------|-------|-----|-----|-------|
| None | - | - | - | - |

SPECIAL RULES: Infiltrator, Terrified

OLD AMY

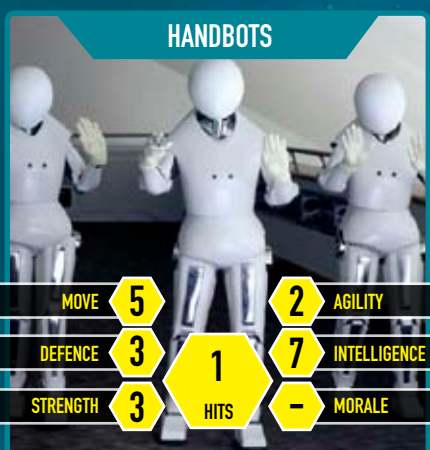


MOVE **6** **3** AGILITY
 DEFENCE **4** **2** **7** INTELLIGENCE
 STRENGTH **3** **8** MORALE
HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|-------------|-------|-----|-----|-----------|
| Katana | melee | 3+ | 3 | |
| Sonic Probe | melee | 3+ | 3 | Disruptor |

SPECIAL RULES: A Good Offense, Body Armour, Fiesty, Luck (3), Monster Magnet

HANDBOTS



MOVE **5** **2** AGILITY
 DEFENCE **3** **1** **7** INTELLIGENCE
 STRENGTH **3** **-** MORALE
HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------------|-------|-----|-----|-------|
| Tranquilising Touch | melee | 6+ | 3 | |

SPECIAL RULES: Mechanoid

THE MINOTAUR



MOVE **5** **2** AGILITY
 DEFENCE **4** **2** **8** INTELLIGENCE
 STRENGTH **5** **9** MORALE
HITS

| ATTACK | RANGE | HIT | STR | NOTES |
|---------------|-------|-----|-----|-------|
| Cloven Clutch | melee | 5+ | 5 | - |

SPECIAL RULES: Blocker, Faith Feeder