

## The War Machines

The TARDIS brings the Doctor and Dodo to London in 1966. The Doctor has a sense of unease at being close to the newly completed Post Office tower. Inside is WOTAN, the world's first supercomputer.

Soon Dodo and others are under its hypnotic influence – WOTAN needs human workers to create an army of War Machines to take over the world. With WOTAN safe inside the tower, how can the Doctor save the world?



## WOTAN, Supercomputer

Faction: **M**



UNIT FILE: 250666/037/10  
**WOTAN**

MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	5	2	0	0	10	0
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Hypnotic Trauma		6"	n/a	n/a	All opponents must succeed at an opposed INT test or be <i>Stunned</i>	

### INFORMATION:

WOTAN (Will Operating Though Analogue) has been built by Professor Brett to control the world's computers for civilian and military purposes. WOTAN decides humanity is not fit to rule the planet, so with the help of hypnotised workers, begins creating an army of almost indestructible War Machines to take over the Earth. WOTAN is a huge immobile computer, which has been built at the top of the new Post Office Tower

### NOTABLE APPEARANCES:

The War Machines

### Gaming with WOTAN

If WOTAN is on the table during a game, it will normally be inside a building, the location of which may be unknown to the heroic player. WOTAN will normally have  $ID6+2$  hypnotised models under its control – at least half of these should be Civilians, the rest can be Scientists, Soldiers etc.

### Building War Machines

If building War Machines is allowed during a scenario, then it should take place inside a suitable building – usually a different one to the one WOTAN is located in. Up to 6 models can construct a War Machine. Each model involved in the construction can add  $ID6-1$  to the *Construction Total* when they are activated (they can add +1 if they are a Scientist). The War Machine can be activated any turn after this total equals or exceeds 100. An additional model is required to oversee the project – this model needs to remain within 6" of all workers. This model does not add to the construction total, but does not need to activate.

### Hypnotised Models

WOTAN only exerts its hypnotic control when immediate tasks are required to be done – at other times the affected people act almost normally. If WOTAN did not activate a hypnotised model in its previous action phase, they may be activated as normal by the heroic player. These models can still activate during future turns.

### SPECIAL RULES:

Controller, Hypnotise, Mechanoid

If WOTAN is destroyed all hypnotised models return to their original players control, and all War Machines count as being uncontrolled.

**Serve the Machine:** When WOTAN activates, half (round up) of the models which have been hypnotised can be activated for free.

**WOTAN Calling:** WOTAN's *Hypnotise* ability can be used on any non War Machine model on the table. Unique models roll an extra D6 and choose the lowest two when resisting this hypnosis. WOTAN can only expend one action per turn attempting to hypnotise an opponent.

## War Machine, Transistorised tank

Faction: **M**



UNIT FILE: 250666/03/10  
War Machine

MOVE	DEF	HITS	STR	AGI	INT	MORALE
5	6	3	4	1	5	0
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Swinging Metal Arm		melee	4+	4	2 Attacks – separate targets	
War Machine Blaster		16"	3+	4	2 Attacks – separate targets, Blaster	

### SPECIAL RULES:

Controlled, Large, Mechanoid  
Uncontrolled War Machines cannot be activated, but 3 successful repair rolls can change the allegiance of an uncontrolled War Machine to Heroic.

**Boxy Structure:** War Machines cannot attack any single model with both attacks from either of their weapons.

**Jam Weapons:** All attacks using mechanical weapons (including grenades) suffer a -2 penalty to hit, as War Machines emit a signal which can jam such weaponry.


**Vorsprung Durch WOTAN:** War Machines can break from melee without penalty. Like vehicles, they cannot end their movement *behind* their initial starting position.

### INFORMATION:

The War Machines are constructed in secret across London to further WOTAN's plans to conquer the globe. They are huge mechanical armoured tank-like robots.

### NOTABLE APPEARANCES:

The War Machines



**WOTAN**  
Supercomputer ●

**SPECIAL:** Controller, Hypnotise, Mechanoid  
*Serve the Machine, WOTAN Calling*

Move	Def	Hits	Str	AgI	Int	Morale
0	5	2	0	0	10	0
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Hypnotic Trauma		6"	n/a	n/a	All models in range pass opposed Int test or Stunned	



**War Machine**  
Transistorised tank ●

**SPECIAL:** Controlled, Large, Mechanoid  
*Boxy Structure, Jam Weapons, Vorsprung Durch WOTAN*

Move	Def	Hits	Str	AgI	Int	Morale
5	6	3	4	1	5	0
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Swinging Metal Arm		melee	4+	4	2 Attacks – separate targets	
War Machine Blaster		16"	3+	4	As above, Blaster	



### Dodo, Ben and Polly

During *The War Machines*, the Doctor was joined by sailor Ben Jackson, and swinging 60s girl Polly, and Dodo departed for the country to recover from WOTAN's hypnosis.

Although Ben and Polly can join the Doctor during games set during WOTAN's attempted takeover, they strictly speaking do not become companions of the Doctor until after they have entered the TARDIS at the end of the story. They should therefore be counted as not having the *Companion* ability during this time.

## Scenario: Rise of the machines, baby 1966, London

### BACKGROUND

WOTAN has taken control of the computers at a factory in London, and is beginning to build War Machines using hypnotised workers. The Doctor and the army must stop the electronic menace!

### FORCES

**Heroic:** The Doctor, Ben, 1 Army Captain and 3 Army Squads - each with 1 Sergeant and 7 Soldiers (use UNIT profiles). The heroic force may include 1 Heavy Weapon team if they give up 4 Soldiers from one Squad. One third of the Soldiers may carry grenades.  
**Monster:** WOTAN, 1 War Machine, 1D6+2 hypnotised models and Polly (hypnotised).

### TABLE

The factory complex consists of at least 12 buildings scattered across the table. In addition there should be assorted piles of crates etc. on the table, and several walkways between buildings at roof height. 2 Buildings on the monster players side of the table should be marked out in secret – one contains WOTAN, the other the War Machine production complex.

### SET UP

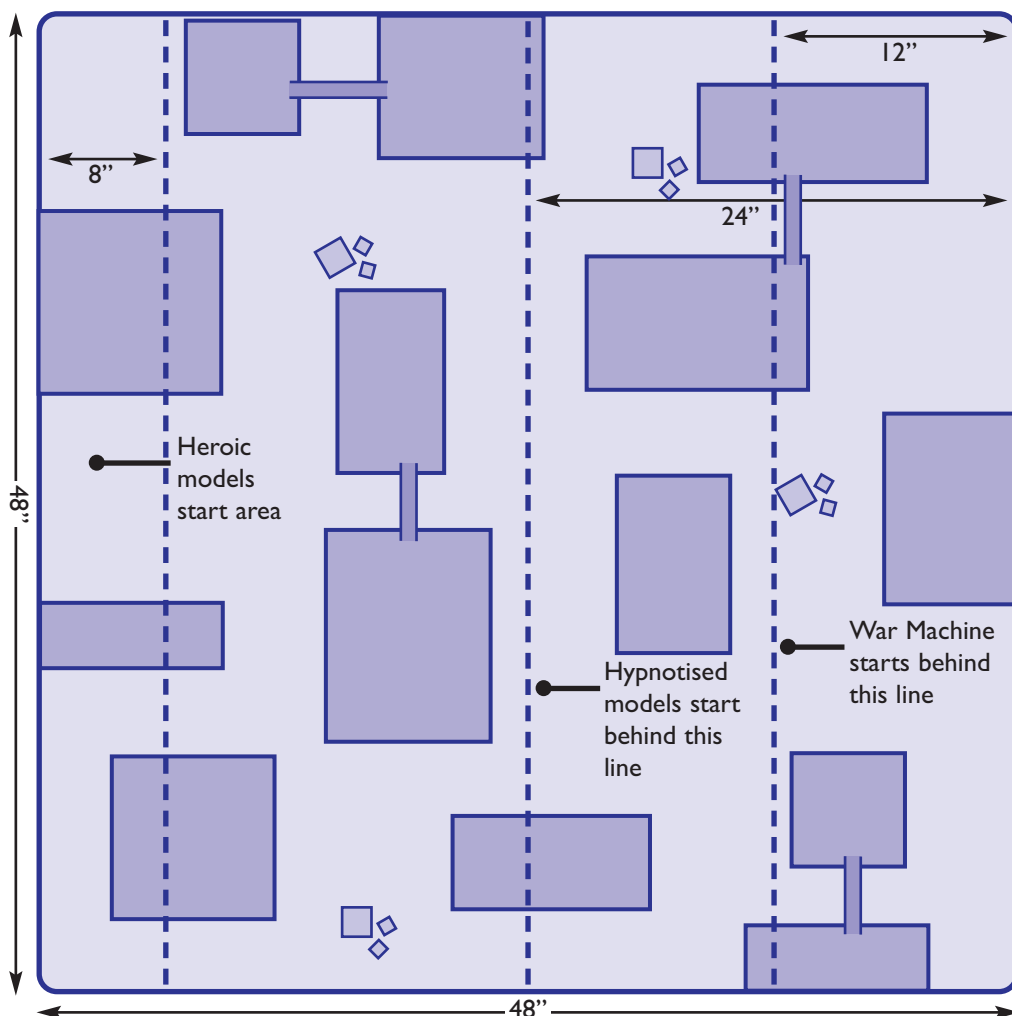
The heroic models begin within 8" of their table edge, not inside any buildings. WOTAN is in the marked building, the War Machine starts within 12" of the opposite edge, and the remaining hypnotised models can begin either anywhere in the monster players half of the table or inside the War Machine production complex.

### INITIATIVE

Initiative is determined as normal for all game turns.

### SEARCHING BUILDINGS

Roll 1D6 if a heroic model enters a building. On a 5+ there are suitable components inside to begin creating Inventions. This does not apply to buildings containing WOTAN or the War Machine production complex.



### WAR MACHINES

War Machines may only travel across the ground, and may not enter buildings apart from the War Machine production complex or WOTAN's control centre. War Machines may be constructed in this scenario.

### VICTORY POINTS

The heroic side get 4 VP for destroying WOTAN, 2 VP for taking out a War Machine, and 1 VP for rescuing Polly. The heroic player loses 1 VP for each hypnotised model they kill.

The monster side gain 2 VP for each War Machine in play at the end of the game, 2 VP for capturing the Doctor, and 1/2 VP for each 4 Soldiers they kill (A weapon team counts as 2 soldiers).

### END OF THE GAME

The game ends when either the heroic side has no models left on the table, or WOTAN is destroyed.