

Warriors of the Deep by Chris Viau

The Doctor, Tegan and Turlough arrive on Sea Base 4, an undersea military missile installation. Commander Vorshak runs mock missile launches to keep his crew sharp and is certain that the Doctor and his companions are spies from the opposing power bloc.

The Silurian Triad led by Icthar chooses this moment to lay siege to the base. They awaken a force of Sea Devils from hibernation, and Commander Sauvix leads his troops into the base while the Myrka is released as a distraction.

Meanwhile the true spies see an opportunity to complete their mission – the Doctor must overcome the odds to prevent massive loss of life on all sides.



▲ The Silurians remixed everybody except Celine Dion

Warriors of the Deep

Commander Vorshak, Not a fan of seafood ●

Faction: **H**



UNIT File: 050184/21/01
Commander Vorshak

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	8
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Blaster Pistol		12"	4+	4	Blaster	

Information:

Vorshak initially believes the Doctor and his companions to be saboteurs from a rival power bloc, until the base is entered by the Sea Devil and Silurian forces.

Notable Appearances:

Warriors of the Deep

Special Rules:

Communicator, Leader (2), Luck (1)

Sceptical: Roll 1D6 when the Commander Vorshak is activated. On a 5+ both Vorshak 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".

Bulic, Combat Marine officer ●

Faction: **H**



UNIT File: 050184/21/01
Bulic

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	8
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Blaster Rifle		24"	4+	4	Blaster	
Grenades		8"	4+	4	2" Burst	

Information:

Bulic resolutely defends the base against all invaders.

Notable Appearances:

Warriors of the Deep

Special Rules:

Fears Aliens, Leader (1), Luck (2)

Once Bulic passes a Fear based Morale check he is no longer considered to Fear Alien models.

Preston, Sea Base Lieutenant ●

Faction: **H**



UNIT File: 050184/21/01
Preston

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	2	3	7	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Blaster Pistol		12"	4+	4	Blaster	

Information:

Preston is a dedicated officer on board the Sea Base. She is killed by Sauvix seconds before the Sea Devil himself is killed by Hexachromite gas.

Notable Appearances:

Warriors of the Deep

Special Rules:

Fears Aliens, Leader (1), Luck (2)

Once Preston passes a Fear based Morale check she is no longer considered to Fear Alien models.

Maddox, Synch operator ●

Faction: **H**



UNIT File: 050184/21/01
Maddox

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

Information:

Maddox is a student sent to the Sea Base to study an experienced Synch Operator. He is pressed into service when the previous operator is killed in an 'accident'.

Special Rules:

Controlled, Fears Aliens, Repair

Maddox counts as being a Monster model and having the Infiltrator ability until Nilson's control over him is broken.

Synch Operator: If Maddox spends a full activation linked to the base computer he can lock or unlock ID3 doors on the Sea Base, or remotely activate the base's ventilation system.

Notable Appearances:

Warriors of the Deep

Sea Base 4 Security, Red shirts in the wash

Faction: **H**



UNIT File: 050184/21/01
Sea Base 4 Security

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Blaster Rifle		24"	4+	4	Blaster	

Information:

The security personnel aboard Sea Base 4 put up a brave struggle against the marine invaders, but are ultimately overwhelmed.

Special Rules:

Fears Aliens

Nilson, Spy for the other side ●

Faction: **M**

Warriors of the Deep



UNIT File: 050184/21/01
NILSON

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

Information:

Nilson plans to sabotage the Sea Base's computer systems to neutralise it – he is in fact an agent of an opposing power bloc.

Notable Appearances:

Warriors of the Deep

Special Rules:

Controller (*Maddox*), *Fears Aliens*, Infiltrator

In The Way: The Silurian player gains 1 VP if they manage to kill Nilson (don't add another VP for him being *unique*.)

New Ability: Infiltrator



The model is working for the opposition in secret – it may be in disguise, under some form of control or simply be possessed of an opposite ideology.

Infiltrators are set up with the other sides forces, and cannot be targeted by them until their intentions become clear and the alarm is raised against them.

Typical Infiltrator models include the Alien Lackey, Axon Copies, Slitheen in Body Suits and disguised Zygons.

Doctor Solow, Chief medical officer ●

Faction: **M**



UNIT File: 050184/21/01
DOCTOR SOLOW

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	2	3	8	7
Weapon Kung-fu Fighting		Range melee	Hit 4+	Str 3	Notes Martial Arts – see below	

Information:

Working with Nilson, Doctor Solow reprograms the temporary Synch operator, Maddox. She is killed when she unwisely attacks the Myrka.

Notable Appearances:

Warriors of the Deep

Special Rules:

Fears Aliens, Infiltrator, Martial Arts, Medic

In The Way: The Silurian player gains 1 VP if they manage to kill Solow (don't add another VP for her being *unique*.)

Martial Arts: If Solow rolls a 6 to hit, her melee attacks are counted as being at +1 Str.



Hexachromite Gas

Hexachromite Gas is used as a sealant in undersea installations such as Sea Base 4. Although harmless to humans it is lethal to all forms of marine life – including Silurians, Sea Devils and the Myrka.

Outdoors the gas will fill a 4" Blast template, indoors it will expand to fill the immediate room or corridor. Cannisters can also be wielded as weapons with a range of 4" which automatically hit.

Models affected by the gas take a Hit on 3+.

Ichthar, Last of the Silurian triad ●

Faction: **M**



UNIT File: 050184/21/01
Ichthar

MOVE	DEF	HITS	STR	AGI	INT	MORALE
5	4	2	4	2	8	9
Weapon		Range	Hit	Str	Notes	
Reptilian Grip		melee	4+	4		
Third Eye		12"	3+	4	1 Hit or Stuns	

Information:

Ichthar, along with fellow Silurians Scibus and Tarpok intends to launch the Sea Base's missiles to cause global conflict. With mankind wiped out the Silurian and Sea Devil races can reclaim the planet.

Notable Appearances:

Doctor Who and the Silurians, Warriors of the Deep

Special Rules:

Alien, Leader (1), Slow

Commanding: Models activated using Ichthar's *Leader* ability can reroll failed Morale tests.

Scibus & Tarpok

Scibus and Tarpok have Morale 8, and exchange the *Commanding* ability for *Sabotage*.

Sauvix, Sea Devil commander ●

Faction: **M**



UNIT File: 050184/21/01
Sauvix

MOVE	DEF	HITS	STR	AGI	INT	MORALE
5	4	2	4	3	7	8
Weapon		Range	Hit	Str	Notes	
Slimy Arm		melee	4+	4		
Ray Disc		16"	4+	4	Can fire with Str 3 and 2" Burst	

The Cutting Device & The Manipulator

The Cutting Device is used by the invading aliens to break through the bulkheads of the Sea Base. It will cause an automatic Str 6 hit to airlock or interior doors it is in base contact with. The Cutting Device requires 2 models to move and operate it.

The Manipulator interfaces with Sea Base 4's missile launch system. When the models using it activate, make an opposed Int test vs the Base computer (Int 10). The Manipulator allows +1 to the aliens roll. 2 successes are required to crack the base's computer and gain control of the missiles. 1 model is required to use or carry the Manipulator.

Models carrying either of these items cannot run or engage in melee combat.

Information:

Sauvix is the veteran commander of Sea Devil Elite Group One. He and his warriors are revived by the Silurians so they can storm the Sea Base.

Notable Appearances:

Warriors of the Deep

Special Rules:

Alien, Aquatic, Body Armour, Leader (2), Luck (1)
Sauvix' Move is reduced to 5 due to his Body Armour. His Leader ability can only be used on Sea Devils.

Brilliant Tactician: Once per game, Sauvix can automatically win Initiative for his side. Declare this before rolling the Initiative dice.

Elite Group One: All of Sauvix' Sea Devil Warriors count as having the *Body Armour* ability – this will reduce their Move to 5.

Scenario: All your Base are belong to usss... 2084, Sea Base 4

BACKGROUND

The Silurians have sent in the Myrka prior to the main assault by the Sea Devils led by Sauvix. They intend to use the Manipulator to gain control of the Sea Base's missiles – if they launch them they can start a global war and wipe out all humanity.

FORCES

Heroic: The Doctor, Tegan, Turlough (armed with a Blaster Rifle), Vorshak, Bulic, Preston and 9 Security Guards.
Monster: Icthar, Scibus, Tarpok, Sauvix, 6 Sea Devils (with *Body Armour*, 2 carry the Manipulator), The Myrka. Nilson, Solow and Maddox also start on the monster player side.

TABLE

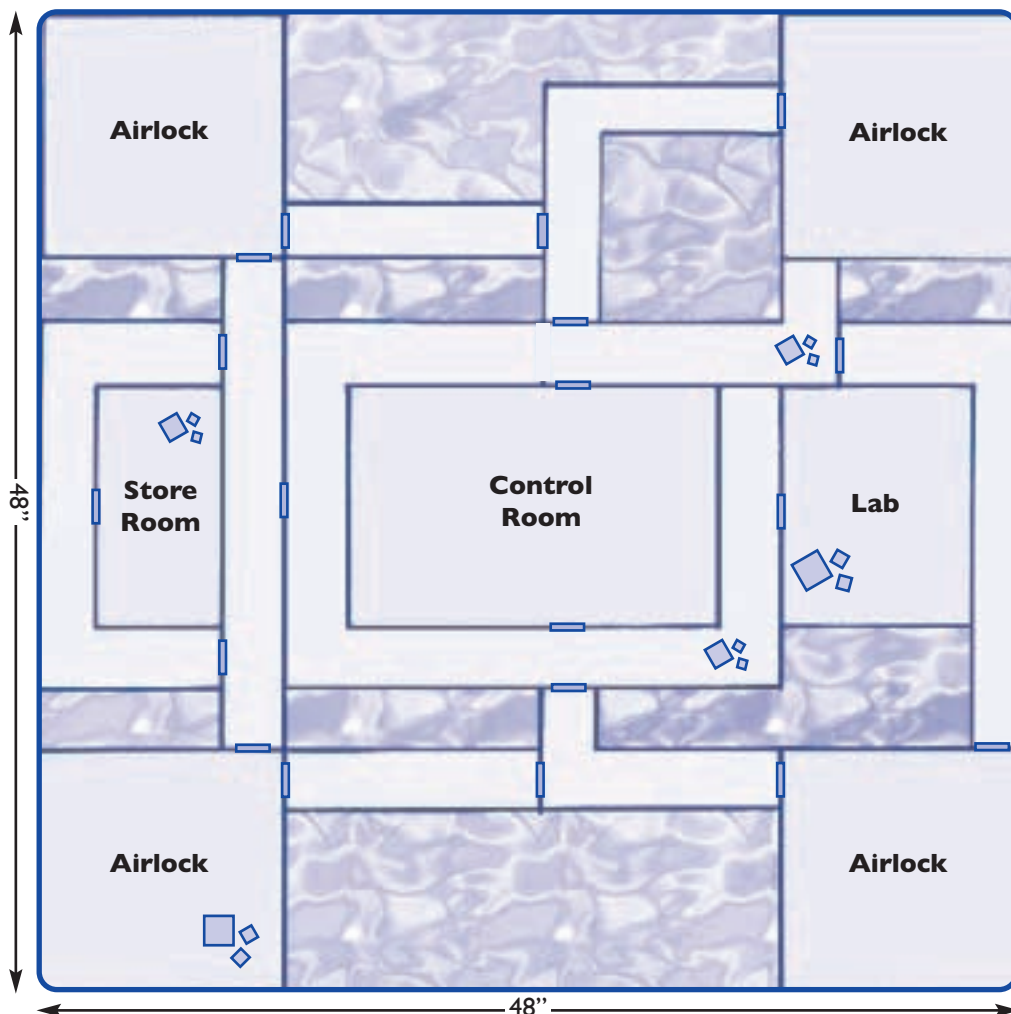
The table represents the cramped confines of part of the Sea Base. The control room should be about 12" square, while each airlock and the other rooms should be about 8" square. Corridors should be about 3" wide.

The Missile Computer should be represented in the Control Room, and the Store Room contains 6 cannisters of Hexachromite gas. Airlock doors count as Def 6 with 2 Hits, while other interior doors are Def 5 with 1 Hit. Heroic models can open or close doors at will.

Inventions can be undertaken in the Store Room or Lab. The Sea Base ventilation system can be accessed from the room adjacent to the Control Room.

SET UP

The Doctor, his companions and Vorshak all begin in the Control Room. The remaining heroic models can each begin in any of the corridors on the table. The heroic models should set up first. The Myrka begins in an Airlock chosen by the monster player, with the rest of the Silurians and Sea Devils all in one randomly determined airlock. Nilson, Solow and Maddox begin in the Science Lab.



INITIATIVE

The heroic side gains the initiative in the first turn. Initiative is determined as normal for all other game turns.

ATTACHING THE SILURIAN SHIP

As the Silurian Battle Cruiser approaches the Sea Base, Vorshak prepares to activate the defence system. The Doctor pleads with him not to attack...

Make an opposed Morale test between Vorshak and the Doctor. If the Doctor succeeds the following die roll is at +1. If Vorshak succeeds, it is at -1. If the Morale test is a draw there is no modifier. These rolls should be made after models have been set up but before the game proper begins. Consult the table on page 6 for the outcome.

Scenario: All of your Base are belong to usss...

Scenario: All of your Base are belong to USSS...

Sea Base 4 – Attack Results Table


106	RESULT
0	Full barrage deflected! The Sea Base is hit by the full force of their own defence system reflected back at them. One Security Guard (monster player's choice) is killed – remove them from the table. One unique heroic model (heroic player's choice) loses 1 point of Luck.
1-2	Barrage deflected! The Sea Base is hit – one Security Guard is killed as above.
3-4	Missed! No effect
5-6	We got em, sir! The Silurian Cruiser is hit – remove one Sea Devil from the game (monster player's choice).
7	Hold fire! The Doctor has convinced Vorshak not to fire. The Doctor may add 1D3 points of Luck.

END OF THE GAME

The game ends when one side is completely wiped out or captured. The monster player can also exit the table via any of the airlocks.

VICTORY POINTS


Both sides score VP as per the normal rules. Note that Maddox is worth 0 VP, the Doctor is worth 2 VP and the Myrka counts as *unique* in this scenario. If the Sea Base computer can be sabotaged or taken over by the monster player they will gain 4 VP, while the heroic player will score the same if they can prevent this.



Commander Vorshak

Not a fan of sea food ●

SPECIAL: Communicator, Leader (2), Luck (1)
Sceptical



Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	3	3	7	8

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Blaster Pistol	12"	4+	4	Blaster



Bulic

Combat Marine officer ●

SPECIAL: Fears Aliens*, Leader (1), Luck (2)
**: Until fear based Morale check is passed*



Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	7	8


Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Blaster Rifle	24"	4+	4	Blaster
Grenades	8"	4+	4	2" Burst, Scatter



Preston

Sea Base Lieutenant ●

SPECIAL: Fears Aliens*, Luck (1)
**: Until fear based Morale check is passed*



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

Weapon	Range	Hit	Str	Notes
Brawl	melee	4+	3	Stuns
Blaster Pistol	12"	4+	4	Blaster



Maddox

Synch operator ●

SPECIAL: Controlled, Fears Aliens, Repair



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

Weapon	Range	Hit	Str	Notes
None				

Sea Base 4 Security H

Red shirts in the wash

SPECIAL: Fears Aliens

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

Weapon
Brawl
Blaster Rifle

Range
melee
24"

Hit
4+
4+

Str
3
4

Notes
Stuns
Blaster

Warriors of the Deep

Nilson M

Spy for the other side ●

SPECIAL: Controller (Maddox), Fears Aliens, Infiltrator
In The Way

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

Weapon
Blaster Pistol

Range
12"

Hit
4+

Str
4

Notes
Blaster

Warriors of the Deep

Warriors of the Deep

Doctor Solow M

Chief medical officer ●

SPECIAL: Fears Aliens Infiltrator, Medic
In The Way, Martial Arts

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	2	3	8	7

Weapon
Kung-fu Fighting

Range
melee

Hit
4+

Str
3

Notes
Martial Arts

Warriors of the Deep

Ichthar M

Last of the Silurian triad ●

SPECIAL: Alien, Leader (1), Slow
Commanding

Move	Def	Hits	Str	Aqi	Int	Morale
5	4	2	4	2	8	9

Weapon
Reptilian Grip
Third Eye

Range
melee
12"

Hit
4+
3+

Str
4
4

Notes
1 Hit or Stuns

Warriors of the Deep

Scibus & Tarpok M

Silurian triad members ●

SPECIAL: Alien, Leader (1), Sabotage, Slow

Move	Def	Hits	Str	Aqi	Int	Morale
5	4	2	4	2	8	8

Weapon
Reptilian Grip
Third Eye

Range
melee
12"

Hit
4+
3+

Str
4
4

Notes
1 Hit or Stuns

Warriors of the Deep

Sauvix M

Sea Devil commander ●

SPECIAL: Alien, Aquatic, Body Armour*,
Leader (2), Luck (1)
Brilliant Tactician, Elite Group One
*: Move reduced to 5 due to Body Armour

Move	Def	Hits	Str	Aqi	Int	Morale
5	4	2	4	3	7	8

Weapon
Slimy Arm
Ray Disc

Range
melee
16"

Hit
4+
3+

Str
4
4

Notes
Can fire with
Str 3 & 2" Burst

Warriors of the Deep