

HOVER PLATFORM

Allows DALEK to move very fast

ACTIVATION: One 'action' to get in or out

MOVE: Allows Driver Dalek to move at double speed.

Whilst on the hover platform, the Dalek in question may not perform any actions other than moving, firing, transforming into a leader or dismounting from the platform. (i.e. it cannot transmat, open doors, etc).

The hover platform can go through an already open door.

SPECIAL WEAPONS DALEK

The team finds an experimental 'remote controlled' SWD model ready to obey them...

ACTIVATION: may be used *instead of* one of the team's DALEKS (i.e. becomes a member of the team), but **NO extra action chits!**. This means that the team progress may be slower...

CONTROL: must *always* be within line-of-sight of at least one member of the player-team

FIRING: see Firing chart

SEARCHING: may *not* search for 'Encounter'

TRANSMAT

A machine for the instantaneous transmission of objects from one location to another...

USE: when the unit is operated by a DALEK (cost 1 Action Point to start this process), the player in control may place the 'aim point' *anywhere* in the station which is **outside** of a room (i.e. any corridor/open area). This creates a TWO WAY 'corridor' between these two points. **Any** other DALEKS may then pass through at normal move cost (one action), except that they leave the transmitter square and move into the target square.

NB target board counts as 'adjacent' to the transmission board for command & control

STEALTH SCREEN

A special field which makes it more difficult for others to 'lock-on'...

USE: ONE DALEK is needed to activate the device by spending THREE action points, The Dalek is placed on the device, which then gives it's protective bonus to all team members on the **same** or **adjacent** boards/locations.

EFFECT: reduce opposition chance to hit by one range band ('short' becomes 'medium' etc)

NB The bonus only takes effect when the screen has been activated (needs to be reactivated each turn at a cost of three action points)

ANTI MOVESPRAY

A nasty booby trap left by Davros to slow down intruders for the guards to catch...

EFFECT: reduces movement to ONE square per action chit in that room (or whole tile if encounter is in an open area.

This only affects DALEKS (and not Daleks on Hoverbouts)

ANTI DALEK AMMO

Represents the issue of later episode 'Depleted Uranium' type armour-piercing rounds...

EFFECT: if a human team finds this, they now add ONE to any 'damage results' rolls against DALEKS

POWER BOOST

Internal motive power generators are enhanced by a strange ray...

USE: each turn, any one DALEK in the team may add ONE action to it's normal allowance - that is it may have **5** actions not 4. It may still not do more than 3 of the same thing, though.

(does not have to be the same Dalek each time).

Does not apply to Hover Platforms!

TARGETING

A software upgrade allows for faster and more accurate targeting of your weapons...

EFFECT: Decrease the actual range band by **ONE**

So Short Range (up to 6 squares) Stays as Short Range (3 Dice)

Middle (6 to 12 squares) Range becomes Short Range (still 3 Dice)

Long (over 12 squares) Range becomes Medium Range (2Dice)

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WHO LEFT THAT THERE?

Oops! DALEK becomes entangled with a long woolly scarf carelessly left lying around...

EFFECT: Dalek is now entangled and must try to free itself. Costs ONE 'action' per attempt.

METHOD: player simultaneously rolls as many D6e's as he wishes to spend action points on (minimum of one and, as usual, a maximum of three out of 4) and umpire the rolls 1d6e; if the players (cumulative) score is higher, that may continue normally with any remaining actions.

MAGNETIC FIELD

A nasty booby trap left by Davros to slow down intruders for the guards to catch...

EFFECT: every time any DALEK tries to leave the room, the player simultaneously rolls as many D6e's as he wishes to spend action points on (minimum of one and, as usual, a maximum of three out of 4) and umpire the rolls 1d6e; if the players (cumulative) score is higher, that may continue normally with any remaining actions.

PENETRATION

A hardware upgrade is under test which focuses the power of your weapons...

EFFECT: when a hit is rolled using 3D3's move the result on the firing chart ONE up the ranking - ie a roll of, say 6, ranked 2, becomes a 7 - ranked 3. Trebles still blow things up though!

This affects all members of your team who fire from now on though this does NOT affect range bands or 'to hit' calculations.

Note that this only affects firing, not other activities (including laser designating)

CYBERMAN PRISON

A laboratory for Davros' evil experiments on other semi-mechanoid life-forms...

EFFECT: Roll 1d3

EFFECT: Releases that die number of very pissed-off Cybermen from stasis prison! Run by umpires, they will now attempt to revenge themselves on the DALEKS

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FASTER REACTIONS

A software upgrade to the command DALEK improves it's planning and transmission of orders...

EFFECT: gain ONE extra action chit for that team; This has the effect of increasing the chance of that team's marker being selected.

NB It does **NOT** allow anything to move twice. Can not be used to make a commander swap, (only in the case of a commander being exterminated), **CAN** be used for another Dalek you find or take over in conjunction with another Encounter card.

SPARE DALEK

You discover one of Davros' newly-created DALEK, which in it's confused state agrees to join your team...

NO action chit is supplied. (You will have to run your team including this new ally with what you have.)

If you subsequently lose a Dalek however, you will not lose a chit.

SPECIAL DOOR KEY 1

This is the access code required to gain entry to Davros' "inner sanctum"....

USE: used to open (or close) the door numbered "1" which is a main entrances to the central complex.

COST: ONE 'action' per attempt (one to open, one to close)

KEY
1

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SHIFT TRANSMAT FOCUS

You have discovered a means of moving the current target location of the Transmat machine...

USE: the player may use this card to move the current 'focus' location of a Transmat whoever 'owns' the encounter card that placed the transmat.

When you receive this card a Transmat may not be currently in play - this card can be saved until the time seems appropriate..

COST: ONE 'action' per board shifted

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A UNIT OF U.N.I.T.

A roving unit of U.N.I.T. assault troops turn up, looking for the Doctor...

EFFECT: Run by umpires, the 4 man squad will now attempt to deal-out swift justice to any DALEKS they come across... assuming any survive to the end of the turn!

SOFTWARE VIRUS

While examining an innocent-looking terminal, the Dalek is infected with a software virus...

EFFECT: permanently remove a chit for that squad of Daleks.

The only way this will change is if another chit is obtained (via an appropriate encounter card) of the squad loses a Dalek - in this case, instead of the accompanying chit being removed the player returns this card to the umpire.

SOFTWARE VIRUS

While examining an innocent-looking terminal, the Dalek is infected with a software virus...

EFFECT: temporarily remove one chit for that squad of Daleks.

This will be returned at the start of the next full turn.

AUTOMATIC DOOR KEY

*All doors now open **whenever** one of the team is within normal opening range....*

EFFECT: all normal doors, (except special doors 1,2,3 & 4) now open automatically when a member of the team is adjacent - whether they want it to do so or not!

Useful as it saves an action, but may cause other problems.....

BLOW FUSES

Booby-trap! A concealed device let's out a burst of EMP which confuses the DALEKS in the vicinity...

EFFECT: causes a **SYSTEM FAILURE** (as per a roll of 6 on the **Firing Chart**) of any DALEKS (of whatever team) in the vicinity.

AFFECTS: (roll 1d3):
1-2 = room
3 = board

SPECIAL DOOR KEY 3

This is the access code required to gain entry to Davros' "inner sanctum"....

USE: used to open (or close) the door numbered "3" which is a main entrances to the central complex.

COST: ONE 'action' per attempt

KEY
3

SPECIAL DOOR KEY 2

This is the access code required to gain entry to Davros' "inner sanctum"....

USE: used to open (or close) the door numbered "2" which is a small side entrances to the central complex.

COST: ONE 'action' per attempt

KEY
2

SPECIAL DOOR KEY 4

This is the access code required to gain entry to the "Armoury"....

USE: used to open (or close) the door numbered "4" which is the main entrances to the Armoury.

EFFECT: On entering the room you will find a Special Weapons Dalek, with an ACTION CHIT (which will be immediately put in the pot)

ACTIVATION: May be used as well as the team's DALEKS. (i.e. Become an extra member of the team)

KEY
4

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EXTERMINATE DAVROS

Davros is a danger to your leader and the purity of your genetics. You must keep your Genetics pure from the medaling of the traitor Davros. Davros tried to rule the Daleks in the past and he is to be stopped from future attempts. **Find Davros and EXTERMINATE him.**

Our robotised informants tell us that there are other Dalek factions, planning to rescue him. Exterminate all opposition. We are the true Daleks we will rule the universe, we are the superior beings, Davros will be Exterminated, you will not fail.

ACTION: Davros can be killed in the same way as you kill others. See Firing Chart. **KILL HIM AND YOU WIN**

EXTRACT DAVROS

The Daleks are in danger. Find Davros and EXTRACT him.

Our robotised informants tell us that there are other Dalek factions, planning to Exterminate him. Exterminate all opposition. Davros must be saved at all costs.

ACTION: Your team has been fitted with the latest "laser transmat designator". This LTD can remote Transmat him to safety. Used in the same way as a weapon at Short range only. No need to roll to hit. but, for each chit roll three D3 once, as if a hit had been achieved. The results are exactly the same as the chart to fire on Davros/Dalek Supreme EXCEPT that DESTROYED means you get him away and that ESCAPES means he beams away but you lose him a minor victory for the team as he is still alive somewhere...

GET HIM OFF AND YOU WIN.

EXTERMINATE DAVROS

Davros is a danger to your masters. He is a madman with designs on the universe. Davros has tried to rule the Universe through the Daleks in the past and he is to be stopped from future attempts. **Find Davros and EXTERMINATE him.**

Our robotised informants tell us that there are other Dalek factions, planning to rescue him. Use and Exterminate or Exterminate all opposition.

Davros will be Exterminated, you will not fail.

ACTION: Davros can be killed in the same way as you kill others. See Firing Chart. **KILL HIM AND YOU WIN.**

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