

A SQUAD OF SSSS SONTARANS

Alerted by the constant use of the Dalek time machines, a time traveling group of Sontarons beams in looking for the Daleks Time Destructor. They immediately attack any Daleks or anything else they can see, except humans who they will try to capture. They despise anything non-Sontaron and will always fight to the death if attacked...

EFFECT: Run by umpires, the squad of Sontarons from the Sontaron Special Space Service will now attempt to deal-out swift death to any DALEKS they come across...Sontarons are very tough! (use same stats as Cybermen). Insert 1 chit each for activation, 3 to 4 Sontarons).

A SINGLE SONTARAN

Alerted by the constant use of the Daleks time machines, a time traveling Sontaron beams in looking for the cause. He will attempt to capture and beam out with a Dalek. Sontarons despise anything non-Sontaron and will always fight to the death if attacked...

EFFECT: Run by umpires, a single Sontaron, from the Sontaron Army Space Corp, will now attempt to capture a DALEK with his *Osmic Projector*, (by getting within two squares of a DALEK and rolling a 4,5 or 6 on a d6, he gets two rolls). (Sontarons use same stats as Cybermen), 1 chit for activation.

YETI BEAM IN POINT (GIVE THIS CARD TO UMPIRE)

A transmat entrance & exit to Tibet

EFFECT: The Great Intelligence has sent two of his Yeti to steal a Dalek (or preferably Davros himself) to increase his knowledge of robotic creatures. Yeti will try to web spray to immobilise and then carry objects to this room/area to send them back to Tibet.

ACTIONS: 2 Action points per chit.

MOVE: 3 squares per action (2 squares carrying victim). Pick up/drop & beam Immobilised Victim = 1 Action point.

ATTACK: Web spray: Max range 8 squares, (short=1-2, med=3-4, long=5-8) 3D6e Short, 2D6e Med, 1D6e Long. A HIT = Immobilised. (cost to break free 1 Action Chit plus a roll of a 6 on a D6e) Claw: 4D6e - Range adjacent. 2 Attacks per action (can be at different targets).

DEFENCE: As per Cyberman but NO STUNNED and no Destroyed on an 8 (treat both as HIT but NO EFFECT) so ONLY TREBLES KILL

A SINGLE SONTARAN

Alerted by the constant use of the Daleks time machines, a time traveling Sontaron beams in looking for the cause. He will attempt to capture and beam out with a Dalek. Sontarons despise anything non-Sontaron and will always fight to the death if attacked...

EFFECT: Run by umpires, a single Sontaron, from the Sontaron Army Space Corp, will now attempt to capture a DALEK with his *Osmic Projector*, (by getting within two squares of a DALEK and rolling a 4,5 or 6 on a d6, he gets two rolls). (Sontarons use same stats as Cybermen), 1 chit for activation.

SUPER KEY RED 1-4

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

USE: used to open (or close) **any** of the doors numbered “**RED 1 to RED 4**” which are entrances to the central complex.

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



SUPER KEY 1-4

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

USE: used to open (or close) **any** of the doors numbered “**1 to 4**” which are entrances to the central complex and the armoury.

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

SUPER KEY 1 - 4

YETI BEAM IN POINT (GIVE THIS CARD TO UMPIRE)

A transmat entrance & exit to Tibet

EFFECT: The Great Intelligence has sent two of his Yeti to steal a Dalek (or preferably Davros himself) to increase his knowledge of robotic creatures. Yeti will try to web spray to immobilise and then carry objects to this room/area to send them back to Tibet.

ACTIONS: 2 Action points per chit.

MOVE: 3 squares per action (2 squares carrying victim). Pick up/drop & beam Immobilised Victim = 1 Action point.

ATTACK: Web spray: Max range 8 squares, (short=1-2, med=3-4, long=5-8) 3D6e Short, 2D6e Med, 1D6e Long. A HIT = Immobilised. (cost to break free 1 Action Chit plus a roll of a 6 on a D6e) Claw: 4D6e - Range adjacent. 2 Attacks per action (can be at different targets).

DEFENCE: As per Cyberman but NO STUNNED and no Destroyed on an 8 (treat both as HIT but NO EFFECT) so ONLY TREBLES KILL



SPECIAL DOOR KEY RED 1

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

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

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



SPECIAL DOOR KEY RED 2

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

USE: used to open (or close) the door numbered “**RED 2**” which is a main entrances to the central complex.

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



SPECIAL DOOR KEY RED 3

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

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

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



SPECIAL DOOR KEY RED 4

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

USE: used to open (or close) the door numbered “**RED 4**” which is a main entrances to the central complex.

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

