

# DALEKS

## RULES FOR GENETICALLY MODIFIED FIGHTING MACHINES



### Daleks.

**Composition:** 1 Dalek Section leader and 4-9 Daleks.

**Weapons:** Dalek energy weapon  
Range = 24" Shots = 2 Pen = +2

Dalek trooper has a morale 10, and counts as a soft skinned vehicle for shooting.

### Options:

- Add 1 special weapons Dalek  
Range = 24" Shots = 3 Pen = +4 Special =HE(D2)
- Add 1 Dalek engineer (red with claw hand as a medic)
- Daleks can be fitted with hover capability  
This allows them to move over rough terrain without penalty, and to ascend/descend stairs and steep embankments. Hovering Daleks cannot move and fire without penalty
- Add dalek grenades on all daleks

### Limitations:

Unless hovering Daleks cannot climb stairs

Dalek movement is slower than standard infantry, Advance is 4" and run is 6".

Daleks have no 'Down' Order

Daleks are vulnerable to being attacked from behind. When Daleks are assaulted or shot at from behind the attacker doubles their dice.

### Special Rules:

Daleks are hard to pin, and receive half the number of pins from small arms fire. (Half pins are rounded down) (Not from heavy weapons and mortars)

Daleks fighting against an opposing Dalek faction are Fanatics! (Dalek Civil War)

Daleks also have the Initiative Training special rule.

Daleks can move and fire without penalty (except hovering)

Dalek Commander +2 Morale

Dalek Supreme +4 morale

# CYBERMEN

## RULES FOR MONDASIAN CYBORGS



### Cybermen

**Composition:** 1 Cyberleader and 3- 9 Cyber troopers.

**Weapons:** Cyber Gun/ Heat Lamp/Torch gun  
Range = 24" Shots = 1 Pen = +2 Special =HE(D2)

Cyber troopers have a morale 10, and count as a soft skinned vehicle for shooting.

### Options:

- Add 1 Cyber Cannon  
Range = 24" Shots = 3 Pen = +3 Special =HE(D2)
- Add dalek grenades on all daleks

### Limitations:

Cybermen cannot run, and hence have no 'RUN' Order

Vulnerable to gold. If a gold based weapon is used against a Cyber unit it has double the attack dice.

### Special Rules:

Cyber strength. When the Cyberman fight in H2H the receive double dice.

Cybermen also have the Initiative Training special rule.

Cybermen can move and fire without penalty

Cyberleader +2 Morale

Hive mind. When the Cyber leader dies, the Another Cyberman will become Cyberleader, however this takes a little while, on the second turn after the cyberleaders death another trooper can be designated as Cyberleader and is replaced with the Cyberleader miniature.

# The Doctor

## RULES FOR INTERFERING TIMELORDS AND THEIR COMPANIONS



### The Doctor.

The Doctor has a moral of 10. The doctor carries a sonic screwdriver. Sonic has 18" pen +3 2 shots. This can be made optional and only carried by the 2nd, 3rd, 4th, 5th, 8th, 9th, 10th & 11th doctor. However this is entirely up to the player, and how 'canonical' they wish to be.

**Composition:** The doctor is head if a 'section' referred to as the 'Tardis Crew' always accompanied by a companion, and can have up to 3 companions (any more than this is known as crowded Tardis syndrome and is not allowed).

### Special rules:

*Run!* No matter how badly pinned the Doctor never has to test if given the "run" order. Plus the Doctor has a free 'run' reaction he could use once a game as a totally free move, him and his companions can make a run move, this can be regardless of whether he has been activated that turn (in essence he get two activations that turn, one is a run).

*Would you like a Jelly baby* This is the distraction move. It is to represent the many ways the Doctor distracts his foes, be it offering them sweets, talking technobabble or putting his hat on his broly. The doctor can attempt to distract any enemy unit he wants within 18", this can either be as a reaction to an assault, or to being fired on, or can be taken instead of the Doctor's action for the turn. Roll 1D6 on +3 the enemy is considered distracted and halts in their tracks. Any assault move fails and the Doctors enemy is moved 6" from him. Any shooting by the enemy is automatically counted as a miss and the enemy unit cannot move that turn. This can only be used once per game.

*I'm a lucky sort of man* The doctor can halve the scores of 1 enemy units shooting dice, again only once per game.

*Regeneration* If the Doctor is killed he can regenerate. Each turn after he regenerate he must roll a dice on +4 the Doctor has recovered and can be used again. Until then his dice comes out of the pot, and he and his

# BOLT ACTION

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companions can do nothing. A suitable replacement miniature must be used for the Doctor to show he has changed.

*A good man goes to war* The Doctor has an amazing ability to bring out the best in his friends and allies. If the Doctor joins a section (moves within 1" of the section and states he has joined them) temporarily he remove 1D6 of pins from them.

*Mad man in a box!* If the Doctor ends his move in base contact with he may embark. The Tardis and the Doctors group are immediately removed from the table. At the start of their next move the Tardis can be placed anywhere on the table as long as the Doctor passes an order test, and the Doctor can move from the Tardis door. If he fails, he obviously found something more important/interesting to do, or the Tardis got temperamental again, and he misses that turn, and tries to rematerialise next turn by taking another order test. Remove his Dice from the pot until he rematerialises.

If all hope is gone the Doctor can make an emergency Tardis escape. On a roll of a 6 the Tardis appears and whisks the Doctor and his companions away to fight another day. The game is ended as a draw.

## The companions

Companions are all considered regular (apart from a few noted exceptions) and cannot fire unless they carry a weapon (actually on the figure). The weapon should be treated like the nearest WW2 small arm in the Bolt Action core rule book. The exception being any energy weapons that should be treated as a generic ray gun: Range = 24" Shots = 1 Pen = +2 Special = HE(D2)

The Doctor's companions fall roughly into 4 categories:

*Screamers*, these are the most common companions of the doctor, and tend to be mainly (but not exclusively) young females. Screamers generally don't participate in fighting, but can assist the doctor in scientific tasks. Screamers do have some skills though. Startling scream, convenient faint and inspire to action.

*Scrapers*, the second set of Companions can be referred to as Scrapers. These are those like Jamie and Leela

who like to get involved with the action. These companions have the Tough fighter special rule, plus the Inspire to Action special rule.

*Soldiers*, these are the likes of The Brigadier, Mike Yates, River Song, or any number of freedom fighter the Doctor has teamed up with. etc. they are veterans, and have Tough fighter special rule.

*The robot dog*, K9 mainly. K9 has a ray gun ray gun: Range = 18" Shots = 1 Pen = +1 K9 cannot travel over rough terrain. Mickey Smith also considered himself in this category.

## Companion special rules:

*Startling scream*. Can be used once a game, the screamer screams so loud any enemy units within 6" cannot advance, run or fire that turn.

*Convenient faint*. Can be used once per game. When the Tardis Crew receives a casualty inflicting damage, this can be swapped for a convenient faint. E.g. They are fired upon by the enemy soldiers but collapse in a faint before they are hit, the enemy assumes they are dead. If a companion has fainted they can't do anything in the next turn, and will have to be carried, reducing any movement by the Tardis Crew -2" for that turn.

*Inspire to action*. The companions of the doctor have often inspired those on his side to great acts of bravery. The companion can temporarily move to any section within 6" of them and remove 3 pins. Again this can only be used once a game.