

THE WEB OF FEAR

Can the Doctor and the Special Unit force stop the malevolence of the Great Intelligence and its robotic Yeti minions or will Earth be victim to a full scale manifestation of the evil alien force? Find out in this scenario for Dr Who: Invasion Earth!

INTRODUCTION

Forty years ago in Tibet, The Doctor foiled the schemes of an alien consciousness calling itself the Great Intelligence. A formless entity, the Great Intelligence took control of the abbot of Detsen monastery, Padmasambhava, and began preparations for the establishment of a bridgehead from which to launch a full scale invasion of earth. To this end, the Great Intelligence created robotic Yeti to do his evil bidding, controlled by silver spheres in their chest that carry the Intelligence. The Doctor and his companions successfully prevented the Intelligence manifesting on Earth, and sent it back into space, resulting in the deactivation of the Yetis.

However, one Yeti was taken back to London by Professor Edward Travers, an anthropologist who had been in Tibet searching for the abominable snowman when the robot Yetis attacked. The Yeti was sold to Emil Julius, a wealthy private collector, but Travers kept the deactivated control sphere for himself, determined to get it working again.

His success proved to be his downfall. Reactivating the sphere proved possible, but controlling it was not. Guided by the Intelligence, it located the Yeti in Julius' museum, and the Yeti "lived" once more. Murdering Julius before leaving, the Yeti disappeared, but weeks later, strange patches of mist began appearing in Central London. People who spent any time in the mist were found dead, their faces covered in cobwebs. More and more patches of mist began to appear, linking up and threatening to envelope London. Central London was cordoned off, and the army called in. A Special Unit of soldiers and scientists was formed to combat the problem, but the fog spread. The tunnels of the London Underground, previously clear, were filling with a strange cobweb-like substance, which began to swallow up the system. Any who entered it were never seen again...

Shortly after this, London fell prey to a massive Yeti attack. Roaming the misty city streets and cobwebbed tunnels of the Underground, the Yetis killed anyone who they came across. Though any attempts at resistance appeared futile, the men and women of the Special Unit still battled against the robotic Yeti, determined to free London from the foul strands of the Web...

Episode 1 ON THE RETREAT

This scenario requires:

- 2 detachments of soldiers (use UNIT profiles) as follows;
- 1 detachment containing a Captain, 5 SLR troopers, 2 SMG troopers and an LMG support (13 points).
- 1 detachment containing a Sergeant, 4 SLR troopers and a Land Rover with Driver (12pts). The Driver is unarmed.
- 2 detachments each of 3 Yetis (9pts total).
- 1 detachment of civilians (use Resistance Fighter profiles) containing 5 Rifles, 3 Petrol Bombs and 3 Pistols (8.25pts).

The soldiers of the Special Unit are still above the ground, fighting the Yeti for every street corner with grim determination. The centre of operations is in the Underground. Called the Fortress, it was built during the Second World War as a secret Government H.Q. Now it houses the latest technology and a team of scientists trying to unlock the mystery of the Web.

The Yeti also search for the Fortress, and the soldiers are having a difficult time resisting them. Ammunition and explosives are needed to fend off the enemy. A truck loaded with supplies is trying to

get through to Holborn, and from there to the Fortress. However, as the soldiers begin to load the cargo, the Yetis launch another attack.

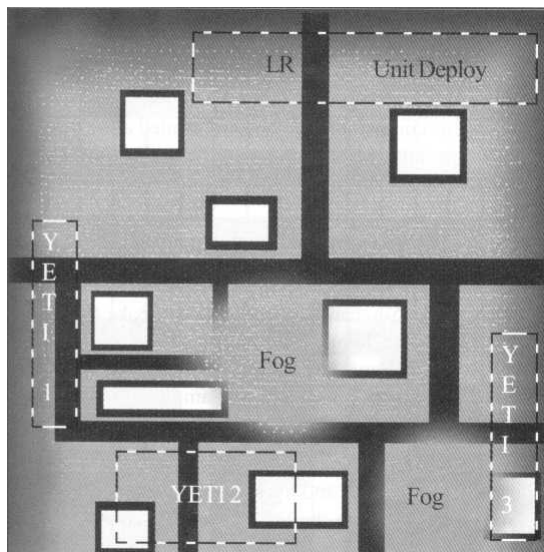
Outline - Special Unit Forces

Two detachments of soldiers (use UNIT troopers) are keeping a watchful eye out for the approach of the Yetis, and although the truck is half full of supplies, they must endeavour to break through the Yetis for the fully laden Land Rover to escape off the southern table edge.

Even though the Special Unit force is worth more in points, the Land Rover is only useful for evacuating the ammunition. In addition to this, all Special Unit troops (with the exception of the Captain, the LMG troopers and the Sergeant) suffer a -1 to all firing because of the approaching mist. The Land Rover may only move normally at Move - 8" up to a top speed Move Fast - 16" due to the unsafe conditions on the roads, and due to the cowardly nature of the driver, Private Evans, can not be used to ram. If the Land Rover's movement takes it into contact with a friendly or an enemy model, Evans skilfully avoids them, allowing him to continue driving but leaving the model he passed "through" unhurt.

There are eight ammunition crates to be loaded onto the Land Rover. It takes two models 1 Turn to load 1 crate onto the Land Rover, and no more than three crates may be loaded in 1 Turn (the troopers just get in each others' way if they try this). If the player prefers, two troopers can carry one crate between them, but they may not Move Fast while carrying the crates and may not fire. Crates can be dropped and picked up later, but the player may not drop a crate and pick it up in the same Turn. It takes 1 Turn for two troopers to pick up a crate before they can carry it, so really, the Land Rover is their best option.

On the Retreat - Deployment Map



Outline - Yetis

The Great Intelligence has more than just Yetis under its control. Human minds are easy prey to the Intelligence, and it has taken control of some of London's hapless citizens to do its bidding. The Yeti player must prevent the crates exiting from the southern table edge and ruthlessly purge the earth of as many Special Unit troopers as he can.

Scenery, Deployment and Special Rules

The map is 4ft x 4ft. There are two roads by which the Land Rover may leave the southern edge of the board. Set terrain out as indicated in the map.

The Special Unit forces are deployed in the northern part of the board. The Land Rover must start the game at the point marked LR, the rest of the Special Unit troops can be anywhere in their deployment zone. The Yeti player has three deployment zones, and must place a detachment in each one.

All other table edges are covered by thick mist. The mist gains 2" each Turn from the northern edge of the table. Any Special Unit trooper caught within the mist is removed from the table as a casualty. The mist "moves" at the start of each complete Turn (it moves, then the Special Unit forces move, then the Yeti player moves, back to the mist, etc).

Special Unit forces may not pass through the two areas of mist on the table. Firing at any targets within the thick mist is at -2; if the target is beyond the mist, then Special Unit forces can not see the target. However, Yeti forces still have line-of-sight through the mist and suffer no penalty for firing either through the mist or from within it. Even the civilian "allies" of the Yetis suffer no penalties while in the mist as they too are tools of the Great Intelligence.

If the Yeti player attacks the Land Rover with the Web Guns, the damage is suffered next Turn as normal, but as long as the Land Rover moves in the following Turn (the Turn after it is hit), the Web is broken off and no further damage is caused.

Victory Conditions

For every two crates out of the eight evacuated off the southern table edge, the Special Unit forces player receives an extra point to be spent on the forces for the next scenario. They also receive a random Discovery Counter for every two crates they evacuate.

The Yetis only have to stop the crates leaving the southern table edge.

Episode 2 **GOING UNDERGROUND**

This scenario requires:

- The 2nd Doctor, Jamie and Victoria.
- 1 Sergeant and 4 SLR Special Unit troopers.
- 5 Yeti .
- 10 coins or counters.

The Doctor and his companions (Victoria and Jamie) have been forced to land in the London Underground system by the Intelligence. After some confusion, they've managed to convince Colonel Lethbridge-Stewart (commander of the Special Unit forces) and his people that they are not agents of the Yeti. In fact, Professor Travers is now working for the Special Unit as a scientist, and is working on a way to jam the Yeti control signals.

Unfortunately, a traitor controlled by the Intelligence has enabled Yeti to penetrate the security of the Fortress and kidnap the Professor. Most of the work he has been doing on the control spheres lies destroyed. His daughter, Anne Travers, also aiding the Special Unit forces, has a control sphere that she was working on, but it has been damaged. The Doctor knows that if he can reach the TARDIS, he probably has equipment there which will help. However, the TARDIS is well defended by Yeti, and the Special Unit can't spare troops to blast their way through the enemy.

The Doctor devises a bold plan. If he can find an intact control sphere, he may be able to modify it so that he can override the signal of the Great Intelligence and prevent the malign entity from using at least one of its robotic Yetis against them. The only way to recover one undamaged is to capture a Yeti.

Taking Jamie and Victoria with him, The Doctor ventures off into the dim tunnels of the Underground system in search of his quarry. A detachment of Special Unit troopers and their Sergeant accompany him, alert for the staccato bleeping that heralds the approach of the Yeti.

Outline - Special Unit Forces

The Doctor, his companions and the Special Unit forces must defeat one Yeti and retreat off the southern table edge. The Yeti must be defeated in Assault combat, otherwise the sphere may be damaged and be of no use to the Doctor.

Outline – Yetis

The Great Intelligence wants to capture the Doctor and his companions, as he has evil designs on the Doctor's knowledge. If the Doctor and one of his companions are killed by Yeti using an Assault attack, the scenario ends in a victory for the Yeti forces. Yeti can not use their Web Guns on the Doctor or his companions as they are wanted alive; however, the Special Unit troopers are to be eradicated if they resist.

Scenery, Deployment and Special Rules

The table is 4ft x 4ft and split up into tunnels, each approximately 3" wide. You can use floor plans to make the tunnels, or draw them out on a sheet of artist's mounting board. The map shown here has been split up into a grid pattern so that you can use it as an example.

The Doctor and the Special Unit detachment are deployed in the centre of the map. However, the Yeti player deploys differently. The Doctor and his friends don't know where the Yetis are exactly, so the Yeti player uses counters or coins, marking one side with a "Y" to indicate that it is a Yeti and leaving the other side blank.

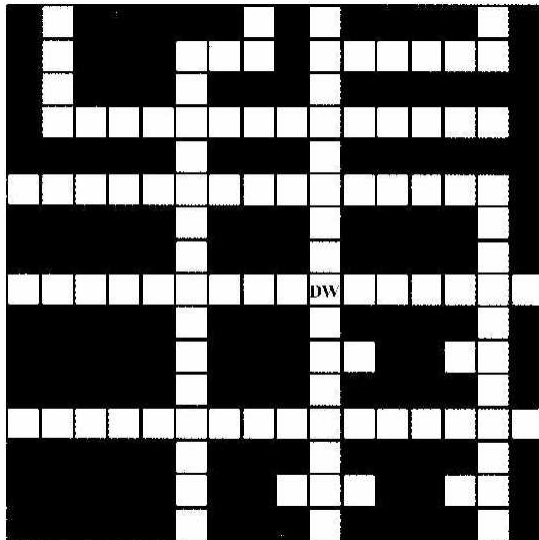
The Yeti player deploys twice as many counters as he has Yetis, and moves them as if they were all Yeti models. Yeti counters can be grouped up to a maximum of three counters at any one of the deployment zones. It doesn't matter whether these counters are all really Yetis, or even if none of them are actually Yetis. Yeti deployment zones are at the table edges where the tunnels begin.

Special Unit forces can tell whether a counter is really a Yeti providing they have line-of-sight and that the Yeti is within 15" of them. Tunnel walls, of course, block line-of-sight. Special Unit forces also suffer a -1 penalty to all firing due to the darkness within the tunnels.

Assaulting Yetis is a dangerous task, and for this reason, it is quite likely that the Doctor will try and find a lone Yeti and swamp it. To this end, Special Unit forces have the following special rule for this scenario. If a Yeti is outnumbered during an Assault, the Yeti subtracts one from its die roll for each opponent above one it faces up to a maximum of -3. To attack in this fashion, the Special Unit forces may Assault the Yeti once they have moved as many of their troops into base to base contact with the Yeti, and then declare an Assault.

For example, Jamie and 2 Special Unit troopers attack a lone Yeti. Normally, the battle would be resolved against Jamie, then one Special Unit trooper followed by the second Special Unit trooper with no modifiers. However, in this scenario, the Yeti would suffer a -2 penalty to all its Assault die rolls as it is outnumbered 3:1. To "capture" a Yeti, the Special Unit player must "kill" the Yeti in Assault combat. The Yeti does not need to be carried off, (the Doctor only needs the sphere).

Going Underground – Deployment Map



Victory Conditions

The Doctor wins the game if he manages to leave the table with a Yeti control sphere. The Yeti win if they capture the Doctor and one of his Companions.

The Yeti control sphere counts as an item of Alien Technology Discovery Counter, and will help the Doctor towards his ultimate goal.

If the Yeti capture the Doctor and his Companions, they inevitably succeed in escaping, but the Yeti player adds the points value of the captured characters to his force for the next scenario.

Last time, we left the Doctor after he had been struggling with the minions of the Great Intelligence in the tunnels of the London Underground. In the final part of this two-part campaign, the Doctor and his allies must gather the equipment he needs with which to finally defeat the Great Intelligence and save the Earth once more.

Episode 3 **FINAL CONFRONTATION**

This scenario requires

- 1 detachment containing Colonel Lethbridge-Stewart (later The Brigadier) and 4 SLR troopers
- 1 Doctor detachment containing the 2nd Doctor, Jamie and Victoria with one Yeti
- 3 detachments each of 2 Yetis (13 5pts total)

The Doctor and his Companions are ready to confront the Great Intelligence at last. He has constructed a device with which to control one of the Yeti as part of his plan to defeat them.

Before the scenario begins, the Doctor should make a Tech Roll to see how effective his Yeti control device is. He can attempt to make the device even if he has no Discovery Counters, there is enough debris in the Fortress with which to construct a "bodged" version, but if he has accrued Discovery Counters, they will serve to make the controller more effective.

For each piece of Scientific Equipment or Useful Junk collected over the last few scenarios, the Doctor receives +1 on his Tech Roll. For each Alien Artifact, he gains +3 to his roll.

Once you have rolled, consult the table on page 6 to see what the Doctor has made.

Outline - Special Unit Forces

The Special Unit force and is determined to wipe out the Yeti threat once and for all. The Doctor has allowed himself to be captured in order to try and defeat the Great Intelligence and to save his Companions, who are hiding in the tunnels. Jamie has the Yeti control device that the Doctor built, and controls one Yeti that he intends to use to rescue the Doctor.

Colonel Lethbridge-Stewart also intends to free the Doctor from the threat of the Yeti, and is filled with anger after seeing many of his good men killed at the hands of the Great Intelligence's agents. Jamie has told him that the Intelligence is carried by the Yetis in a glass pyramid, and he is out to shatter it and with it, the Intelligence's evil designs for Earth.

Outline - The Great Intelligence

The Intelligence is trying to drain the Doctor's mind in order to know all about Earth and complete its invasion. Even though it is battling the Doctor, the Intelligence is so powerful that it still controls one of the Special Unit troopers in the Colonel's detachment. This is picked by the Great Intelligence player at the beginning of the scenario and can be revealed when the player wishes. It can not control the Colonel or the Doctor and his Companions, and if the trooper it controls is killed, then it may not attempt to control another.

The Intelligence is housed in a glass pyramid in the lower centre of the tunnel system, protected by Yetis. It must be destroyed in order to banish it. The pyramid has 2 Hits and a Save of 6. It can not cause damage if it wins an Assault against an attacker, and has no way to fight for itself. If it is destroyed, the Yetis are deactivated, so it must be protected at all costs.

Scenery, Deployment and Special Rules

The game board is 4' x 4'. Once again, the fighting is in the tunnels of the Underground, using the map as a layout. The Doctor begins the game in the large "room" in the centre; he plays no part in the game other than with his struggle with the Great Intelligence. He can not be attacked by any of the Great Intelligence's minions.

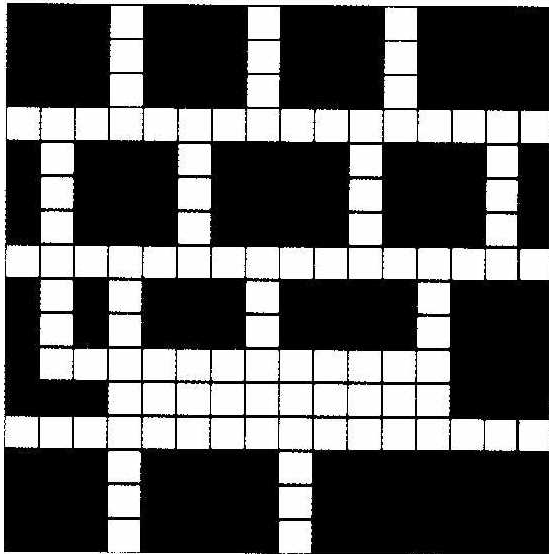
His Companions begin the game in the uppermost tunnel on the eastern board edge with their controlled Yeti. The Special Unit troopers and their Colonel start out in any of the three tunnels on the northern board edge. There is a -1 penalty to all firing within the darkness of the tunnels. However,

there are no penalties for firing into the large room in the centre which is well illuminated by the glow of the pyramid.

The Yeti forces begin the game in the centre of the large room next to where the Doctor is located. They must protect the Intelligence at all costs.

The Doctor is engaged in an heroic attempt to banish the Great Intelligence using the power of his own mind. Each Turn, the Doctor must roll D6 as he struggles with the Intelligence. The Intelligence must also roll D6; if the Doctor rolls higher than the Intelligence for three consecutive Turns, the Intelligence is forced to permanently deactivate one Yeti. If the Intelligence rolls higher than the Doctor for three successive Turns, then the Intelligence gains one Hit to its profile.

Final Confrontation - Deployment Map



Victory Conditions

If the Doctor's allies are wiped out, then the Great Intelligence can claim victory and gloatingly take over the world. If the pyramid is destroyed then the Yetis are deactivated and the Great Intelligence is banished to space where it can harbour malevolent feelings towards the Doctor until they confront each other again.

Yeti Control Device Table

Tech Roll	Device Effects
3 or less	The device can control one Yeti (this must be the same model throughout the game) providing that the Yeti no more than 10" away from the controller. If control is lost, the device becomes useless.
4-6	The device can control one Yeti up to a range of 20". If control is lost, the device can be used to control the same Yeti once it is within 20" on a D6 roll of 5+.
7-8	The device can control one Yeti up to a range of 20". If control is lost, the device can be used to control the same Yeti once it is within 20" on a D6 roll of 3+.
9+	The device can control one Yeti with unlimited range. The device is so good that the Yeti in question receives +1 to all die rolls.