



# THE WAR MACHINES



## DR. WHO IS REQUIRED

In the first part of this scenario, the Doctor and his friends came up against the power of Wotan, an intelligent computer driven by a desire to enslave the human race and make them subservient to machines. One of the Doctor's companions discovered that Wotan was building War Machines, terrifying robots of destruction, in an abandoned warehouse in London. The machine was being built by humans already under Wotan's powerful control, and they attacked the soldiers along with the deadly War Machine. However, the Doctor and his allies were victorious, and now they had a captured War Machine which the Doctor could analyse.

The Doctor has discovered that the War Machines are vulnerable, and he believes that with time (and a fully operational War Machine), he could program it and use it against Wotan. The damaged War Machine from the warehouse is of only partial use; the Doctor has discovered that although the machine was almost fully operational, the programming was at fault. As with all computer based machines, it has to be programmed correctly to function properly, and the Doctor decides that if he can capture another War Machine, he can change the machine's programming and turn it against its creator.

The Doctor learns that there are many more War Machines in London, and all are set to be activated and turned against selected military and civilian centres of authority. Reports come in of another War Machine attacking Battersea Power Station, and the Doctor decides to stop it. During his research, he has discovered that he can disable a War Machine if he can surround it with a magnetic field.

Accompanied by Ben and some soldiers, the Doctor puts his plan into action, and heads off for the power plant. Soon, the War Machine comes into view, patrolling the road looking for more human victims. Using himself as bait (the War Machines have also been told to bring the Doctor to Wotan), the Doctor draws the robot into his trap, which works brilliantly. However, just as they are preparing to move off with their now-disabled

prize, another War Machine, accompanied by several controlled humans, arrives on the scene to rescue the stricken servant of Wotan!

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### EPISODE 2

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## BATTLE AT BATTERSEA

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This scenario requires;

1 War Machine

10 Civilian Servants (use Resistance Fighters or other Civilian figures for these people)

1 Civilian Servant leader (use a miniature different from the other civilians)

Orange Patrol : 1 Detachment of UNIT Troopers; 1 Corporal with SLR, 5 troopers with SLRs and 2 SMG troopers

Red Patrol : 1 Detachment of UNIT Troopers; 1 Sergeant, 5 SLR troopers and 1 bazooka team

The Doctor & Ben Jackson

1 x Immobile War Machine

This is a fully functional War Machine, so the soldiers will not find it so easy to defeat. The Doctor can try and reprogram the immobilised machine and use it against his enemies, and this is covered in the rules. Wotan's civilian servants are utterly loyal to their mechanical master, and know no fear.

### Outline - Army Units and the Doctor

Two detachments of soldiers (use UNIT troopers) have been sent to accompany the Doctor and Ben Jackson in the successful attempt to capture the War Machine. They have orders to take the captured War Machine away for examination, but the arrival of the other Machine has given them cause to think twice. The Doctor is also keen to utilize their prize immediately, even if it means that he can only activate some of its powers.

The Doctor's force begins the game at the southern table edge, and must escape off the northern edge or destroy their enemies to succeed without losing the War Machine.

The civilians are armed in this encounter, and the soldiers have been authorised to fire if threatened. The fate of London and

the entire world is in their hands, and if they fail, Wotan will destroy humanity.

## Outline - The War Machines & their Civilian Servants

Wotan demands that you recapture the lost Machine and bring it back into the fold so it can do its work again. Wotan also commands you to capture the Doctor, as he is still required to serve the machines. Once Wotan has the Doctor's mind, he will be unstoppable.

The civilians are armed in this scenario, and the control radius of the War Machine is greatly improved. They still suffer restrictions on their movement because they are under the control of the machines, but now only have to be within 15 inches of the War Machine (or 8 inches of the Civilian Leader) to avoid becoming confused (see Special Rules).

## Scenery, Deployment and Special Rules

The table should be about 6' x 4'. The battle takes place on open ground outside the Power Station. Use the buildings from *Invasion Earth* and other terrain features like walls to create a suitable playing area for the battle. The soldier and the Doctor begin the game at the eastern board edge and must cross to the western board edge to escape with the War Machine.

### Weapon Jams

The enemy War Machine is much more efficient in its ability to jam the weapons of its opponents. If a soldier fires at the War Machine from a distance of less than 18 inches, there is a chance that his weapon will jam. Each time a shot is fired, roll two dice; one to hit, and one to see if the weapon jams. If the jamming die score is 3 or more, the weapon has jammed and the shot didn't go off, even if it was a successful hit. The soldier may do nothing else that turn as he is assumed to be unjamming his weapon. Try using two different coloured dice (one for the hit roll, one for the jamming) so that both tests can be rolled simultaneously, saving time.

The Doctor's War Machine can also jam weapons, but this depends upon how successful the Doctor is at reprogramming it (see below).

War Machines can only jam human weapons; they can not jam each other.

### Discovery Counters

Place five Discovery Counters on the table as laid out in the main rulebook. The civilians may use any Discovery Counters they took from the warehouse in the last episode to repair their War Machine if it becomes damaged. Each counter may be used only once; after that it is discarded. To fix the War Machine if it is damaged, the character with the Discovery Counter must be in base-to-base contact with the War Machine and not engaged in Assault combat with a soldier. It takes a character's whole action to try and repair the machine. Roll 1d6 and add the relative modifier from the table below (the Discovery Counter Modifier table) depending upon what counter you have. A result of 4 or more means that you have repaired one level of damage to the War Machine; if the result is greater than 6, then you have repaired two levels of damage (providing that the War Machine

has sustained this damage). You can not increase the War Machine's hits above its maximum level this way.

### Civilian Confusion

Wotan's control over these civilian servants is greater than those at the warehouse. If within the control radius of the War Machine, the civilians have the same statistics as Resistance Fighters from *Invasion Earth*.

If out of range of either the leader or the War Machine, civilians workers might become confused. If this happens, roll 1d6 and consult the Confusion table below. The civilian is subject to the conditions of the roll for the rest of his turn. At the start of next turn, the results no longer apply, and any civilians out of control range must roll on the table again.

### The Doctor's War Machine

The Doctor may try and get his immobilised War Machine operational. If he does not do so, the Machine must be pushed to safety by the soldiers or the Doctor's companion. It takes three soldiers to push the Machine. If Ben Jackson is used to push the Machine, he has the equivalent strength of two soldiers. This means that he could move the Machine with the assistance of only one soldier. The Doctor can not be used to push the Machine; at his age, it wouldn't be very practical. The Machine can be pushed at normal walking pace, but the men pushing it may perform no other actions other than moving the Machine.

If the Doctor tries to get the War Machine operational, he can use the Discovery Counters he collected in the last scenario to increase his chances of success. Use the Discovery Counter chart to calculate the Doctor's Reprogram Score. Only one attempt may be made to get the Machine working, and the Doctor must spend at least one full turn in base contact with the Machine to attempt his reprogramming. For every turn after the first, he adds one to his die roll for fixing the Machine. If he is hit or Assaulted during this time, he must begin the whole process again.

When the Doctor's player thinks he is ready to reprogramme the machine, the player must roll 1d6. Add the Doctor's Reprogramme Score and any bonus conferred by waiting extra turns. The consult the table below.

Die Score	Effect
1-4	The Doctor fails to reprogramme the Machine.
5-7	The Doctor gets the Machine moving, but it can't use its weapons.
8-9	The Machine can move and use its Assault attack.
10-11	The Machine can move, Assault and Fire. If fired upon, it jams weapons within 18" on a d6 roll of 5+.
12+	The Machine can move, Assault, Fire and jam weapons as per Wotan's War Machine.

### Capturing the Doctor and his War Machine

Wotan's objective is to capture the War Machine and the Doctor. The Doctor is the primary target; after all, Wotan can build

extra devices of destruction, but there is only one Dr. Who. To capture the Doctor, the Wotan player must defeat him in a round of Assault combat and escort him off the table in any direction other than the western board edge. Once captured, the Doctor may take no further part in the game, even if he is freed. He can be freed by killing his escort.

Taking the War Machine is a little more difficult, but Wotan can do it. If a civilian model can make it into base contact with the War Machine, he can try and bring it back under Wotan's control by sacrificing his own life. Wotan transfers his power from the civilian to the War Machine, making it possible to control it again. The human dies. To attempt this, the civilian must be in base contact with the War Machine. Then roll 1d6. If the result is 5+, then the War Machine reverts to the Wotan player's control for 1d3 (halve the score of a d6, rounding up) turns. It then reverts back to the control of the Doctor.

## Victory Conditions

The game ends when the Doctor (only if he is captured) or his War Machine exit the table. Whoever controls the War Machine in the turn it leaves the board is the victor in such a case. If the Doctor's War Machine is destroyed, it is a draw.

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## EPISODE 3

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# ASSAULT ON THE POST OFFICE TOWER

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This scenario requires;

1 War Machine for Wotan

10 Civilian Servants (use Resistance Fighters or other Civilian figures for these people)

1 Civilian Servant leader (use a miniature different from the other civilians)

1 Detachment of UNIT Troopers; 1 Sergeant, 6 SLR troopers and 2 SMG troopers

The Doctor & Ben Jackson

1 War Machine under the control of the Doctor

Whatever the outcome of the last scenario, somehow the Doctor will have escaped and been able to examine a War Machine long enough to bring it fully under his control. It is now time for the two enemies to confront each other face to face. The Doctor must destroy Wotan, or mankind will be doomed. Wotan's plan must fail at any cost.

## Outline - Army Units and the Doctor

One detachment of soldiers (use UNIT troopers) accompanies the Doctor, Ben and their War Machine in this final mission. Their objective is simple; destroy Wotan!

## Outline - The War Machines & Their Civilian Servants

This is your last chance to defeat the Doctor and bring him

under your control. You felt the loss of one of your War Machines, and you know that it is on the way to the Post Office Tower. You must destroy it, as the cunning Doctor has turned it against you!

## Scenery, Deployment and Special Rules

The table should be about 4' x 4'. The battle takes place inside the Post Office Tower. Use floorplans to create a suitable playing surface full of corridors and rooms. There should be one large room in the centre of the table, and it here that Wotan is located. Only five of his human servants may be in the room at any one; the remainder must start the scenario outside the control room. The Doctor's force may begin at any table edge. Place Discovery Counters as per the main rulebook.

## Weapon Jams

Guns do not work at all if fired at Wotan; he has to be destroyed in Assault combat. Both War Machines are resilient to gunfire; they can still jam weapons, but due to the Doctor's modifications and Wotan's slipping control, they only jam weapons fired at them on a 4+. They can not jam weapons fired at anyone except themselves (as per the last scenario). Both War Machines are fully operational.

## Discovery Counters

Place five Discovery Counters on the table as laid out in the main rulebook. The civilians may use any Discovery Counters they have left over from the previous scenarios to repair their War Machine if it becomes damaged. See the previous scenario for repair rules.

## Capturing the Doctor

Wotan's objective is to take over the Doctor's mind. To do this, his servants must capture the Doctor (see previous scenario for capturing rules). If the Doctor is brought into base contact with Wotan, he engages Wotan in a battle of minds. Each turn, roll 1d6. The Doctor can use any Discovery Counters he has to try and overcome Wotan's mind control (simply add the bonus given by a Discovery Counter to the Doctor's die roll).

If the difference between the two scores is 4 or more, then whoever has the higher score is the winner. Defeat for the Doctor means that his War Machine immediately comes under the control of Wotan. Victory for the Doctor means that Wotan loses control of his War Machine, which falls under the Doctor's control. Once a winner has emerged, the battle of minds is over, and no further dice are rolled. The effects of the duel are applied for the rest of the game, and the loser plays no further part in the scenario.

## Victory Conditions

If all of Wotan's servants are destroyed and he lost the battle of minds, then the game ends, with victory going to the Doctor. If all the Doctor's allies are killed and he lost the battle of minds, victory goes to Wotan. If the soldiers manage to destroy Wotan, then victory goes to the Doctor.