

SEA DEVILS AND SILURIANS

"These human beings will die as they have lived - in a sea of their own blood!"

The first intelligent life to develop on Earth was not mammalian but reptilian. The Silurians ruled the land while the amphibious but less scientifically advanced reptiles known as the Sea Devils had dominion over the sea. Although the Sea Devils had wars between themselves, the natural division of the world helped to develop a close alliance between the two species and the Sea Devils increasingly relied upon the Silurian's greater wisdom and knowledge. The Silurian and Sea Devil civilisations reached their highest point 200 million years ago, while most mammals were merely small shrew-like creatures. At this time, Silurian scientists detected a large astronomical body on collision course with the Earth. They correctly predicted that the collision could cause the extinction of nearly all life. Determined to survive this global catastrophe, the Sea Devils built cities in the deepest parts of the sea, while the Silurians constructed shelters deep beneath the land. They entered an advanced state of hibernation known as "Total Sleep". The strategy was successful but after many millennia had passed and the conditions on Earth had stabilised, the suspended animation devices failed to awaken them. As they slept the dinosaurs became extinct and the mammals took over the world.

Now, periodically, small groups awaken (either spontaneously or due to external forces such as the activities of man) and when they do, they have to come to terms with a world which has changed completely. Some decide to return to hibernation, while others patiently plot to eradicate the "ape primitives" and become once again the masters of the world.

Silurians are similar in size to humans. Their heads have two large protruding flat ears and an extra eye that is located at the top of the forehead. The eye acts as a weapon sending out a very narrow but powerful beam of energy. The Silurian scientific knowledge is more advanced than that of the Sea Devils and considerably more advanced than current day humans. They are expert genetic scientists and are capable of developing biological weapons and new types of species. Although the Silurians are less aggressive than their sea-based allies, they are not as reckless and are better at military planning. It is not unusual for a troop of Sea Devils to be led by a Silurian. In general, the Silurians are basically peaceful and honourable.

In the late 20th century, the most important leader of the Silurians was Icthar. At first Icthar wanted to live in peace with humans and he helped The Doctor to stop the Silurians from releasing a virus designed to destroy all mankind. His action saved mankind but caused the Silurians to break into opposing splinter groups with the majority wanting to eradicate the "ape primitives". By the late 21st century, Icthar had abandoned his commitment to peace and decided that "These human beings will die as they have lived - in a sea of their own blood!" In 2084 AD, he launched an invasion of a human sea base with the plan to trigger a global nuclear war. In defeating the attack, The Doctor caused the apparent death of Icthar but (like Davros and the Master) Icthar has the ability to feign death and so it is possible that he may have survived the encounter.

Sea Devils are larger than humans. The head of the Sea Devil is bony and is dominated by two bulbous eyes and a large beak-like nose. A tough reptilian skin and bony protrusions provide natural armour. Their elite troops enhance this protection by wearing metal helmets and metal armour. Soldiers carry a hand-held circular beam weapon, which is small but surprisingly powerful considering its size. They prefer living in the sea and on land their movements are awkward. The majorities of Sea Devils are aggressive and ruthless and have trained for warfare from a young age. Their skills combined with their size makes them dangerous opponents in hand-to-hand combat.

The Sea Devils breed sea-creatures, which they use as beasts of burden, to aid hunting and as weapons of war. Very few of these creatures are amphibious. The Mykra is the exception. The Silurians created this four-footed monster by genetically modifying an existing marine animal that normally resides at great depth. The Mykra is heavily armoured and is immune to most weapons. It is deadly in close combat, using large electric shocks to kill. Its large bulk enables it to crash through most obstacles.

Title. Sea Devil Warrior	15 PTS.
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Actions Available						
Move	Fire	Move & Fire	Turn (180)	Assault	Swim	

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	+2	180	(45)6	-	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Beam	1	-	3+	4+	5+	6+	-

Special Rules.

Swim – In water Sea Devils MOVE (u) 8

Description.

Sea Devils are larger than a human with a head dominated by two bulbous eyes and a large beak-like nose. A tough reptilian skin and bony protrusions provide natural armour. Their handheld beam weapon is small but delivers a powerful charge.

Title. Armoured Sea Devil Warrior	25 PTS.
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Actions Available						
Move	Fire	Move & Fire	Turn (180)	Assault	Swim	

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	6	+2	180	(45)6	-	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Beam	1	1	3+	4+	5+	6+	-

Special Rules.

Swim– In water Sea Devils MOVE (u) 8

Description.

Sea Devils are similar to other Sea Devils but wear light weight but exceptionally strong helmets and breast plates..

Title. Silurian Warrior	0.75 PTS.
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Actions Available						
Move	Move Fast	Fire	Move & Fire	Assault		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
1	-	+1	180	(u) 4	6	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Third Eye	1	-	3+	4+	6	-	-

Special Rules.**Description.**

Silurians are the land dwelling cousins of the Sea Devils. They have leathery reptilian skin and although they carry no weapons they have a third eye that has a deadly short range beam.

Title. Silurian Leader	3 PTS.
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Actions Available						
Move	Move Fast	Fire	Move & Fire	Assault		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	-	+1	180	(u) 4	6	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Third Eye	1	-	2+	4+	6	-	-

Special Rules.

Positive Influence – All Silurian and Sea Devil Warriors within 5” and Line of Sight of the Silurian Leader receive a +1 modifier on all dice rolls.

Description.

Silurian Leaders have the same appearance as their warriors.

Title. Icthar	4 PTS.
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Actions Available						
Move	Move Fast	Fire	Move & Fire	Assault		

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
2	6	+1	180	(u) 4	7	2

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Third Eye	1	-	2+	4+	6	-	-

Special Rules.

Positive Influence – All Silurian and Sea Devil Warriors within 5” and Line of Sight of the Silurian Leader receive a +1 modifier on all dice rolls.

Description.

Icthar have the same appearance as other Silurian warriors.

Title. Myrka	6 PTS.
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Actions Available						
Move	Turn (180)	Assault				

Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
6	4+	+3	-	4	-	-

Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
None	-	-	-	-	-	-	-

Special Rules.

- 1) Unstoppable Force – see rule book
- 2) Impetuous – see rule book
- 3) Special Assault – Electric Blast – Using this unique form of assault the Myrka is not only able to assault targets it is in base-to-base contact with but is also able to attack models within a giant template area of itself (centred on the Myrka’s head.) All models in the blast area will receive an assault attack regardless of friend or foe. The Myrka may only be injured in an assault if the defending model is in base-to base contact.

Description.

This shambling sea monster is trained to follow the commands of its Sea Devil masters. The Myrka is not intelligent enough to use weapons but at close quarters can prove to be deadly

Organisation & Command

Although the Sea Devils and Silurians do not operate a rigid 'army' style structure of organisation, Sea Devil and Silurian groups rely heavily on their 'leader' for direction and command when in combat situations.

SEA DEVIL and SILURIAN DETACHMENTS DETACHMENT MAX. POINTS

Sea Devil & Silurians 20

- At least half the total point's value of any detachment must be made up of (un-armoured) Warriors.
- A detachment may contain a maximum of one leader model.
- Sea Devils and Silurians may intermingle freely within detachments.
- Sea Devils may be led by a Silurian leader or Itchar.