

THE WAR MACHINES

DR. WHO IS

REQUIRED

by Mike Roberts

Introduction

Landing in London during the memorable year of 1966, the Doctor and his companion Dodo Chaplet step out of the TARDIS and straight into another adventure. The Doctor immediately senses something as he leaves the TARDIS; a powerful force that sends a prickling sensation in his hands. Sensing that it has something to do with a device contained within the Post Office Tower, he heads off to investigate. Here he meets Professor Brett, a scientist who has developed a computer years ahead of its time. Dubbed "Wotan", it can think faster and more efficiently than humans, and Brett intends that his life's work be used as a problem solver and as a kind of "nervous centre" for like machines across the globe. The Doctor sounds sceptical at first, questioning Brett with a characteristic "Hmm! Hmm!", but soon discovers that it can indeed think for itself. When Dodo poses Wotan the question "What is the TARDIS?", its correct answer alarms the Doctor. Why should a machine on Earth know what the TARDIS is?

While Dodo heads off to "The Inferno" (allegedly the hottest nightclub in town) with Professor Brett's secretary Polly, the Doctor heads to the Royal Scientific Club to attend the press conference where the world will be informed about Wotan. Setting C-Day (computer day) for four days time, spokesman Sir Charles Summer describes how Wotan can think for itself to a disbelieving audience. One reporter even asks the question "Suppose it decides it can do without people; what then?". Little does he know, but that's precisely what's on Wotan's mind.

Professor Brett is the first to fall under the influence of his creation. Unable to resist Wotan's powerful mind control, the Professor travels to the press conference, and takes the electronics expert Professor Krimpton for "conversion". By the time he returns, Brett has a new ally in the shape of Major Green, who is in charge of security at the Tower. He is ordered to ensnare Dodo, the Doctor's companion, and Wotan brings her under control through a telephone call.

It is Professor Krimpton's honour to be the first to hear Wotan's plan. The super-machine has decided that the Earth can not progress any further with mankind running it, so Wotan has decided that humans are to be enslaved to serve

Wotan's purposes. Soon, all four of Wotan's victims are together, and are issued their orders. Dodo is to bring the Doctor himself before Wotan, so that the machine may absorb his mind and use his knowledge for its own inestimable purposes. In inimitably evil tones, Wotan utters the immortal phrase, "Dr. Who is required." After it has taken over the Doctor, it will decide on the fate of the human race. The first target for Wotan's new regime is London, and to successfully subjugate the people of London, War Machines must be built to attack and capture strategic points of human authority.

Heading to the Inferno to look for Dodo, the Doctor meets her new friends, Ben Jackson and Polly, much to the Doctor's relief. However, she is now under the control of Wotan, and tries to separate the Doctor from the others. The next day, she manages to connect the Doctor to Wotan through the telephone system, but the Doctor, although shaken, manages to throw off Wotan's mind control and finds out from Dodo that there's "a new and deadly danger facing us"; and the heart of the evil lies in Professor Brett's office. Sending Dodo into a trance to shake off Wotan's control, the Doctor sends her away to Sir Charles' home in the country and prepares to take steps to solve the mystery.

The Doctor spots a newspaper article featuring a tramp found dead in the Covent Garden area, and recalls meeting the hobo the previous night while hailing a taxi. Ben visits the Doctor, because Polly hasn't turned up for a luncheon meeting. When the Doctor mentions the tramp Ben remembers him too, and the Doctor asks him to go and investigate the warehouse that the tramp said he'd be sleeping in. Ben is shocked to discover Major Green coordinating the assembly of a War Machine, one of Wotan's computer controlled robots designed to help the evil machine take over London. Ben knows that he must escape and warn the Doctor, and it is then he meets Polly, who appears to be under the control of Wotan too.

Eventually, Ben escapes from the warehouse, and warns the Doctor and Sir Charles about the new menace facing London. Sir Charles authorises military action, and the army go to the warehouse in a bid to round up the servants of Wotan and their War Machine. However, this is a much more difficult mission than they first envisaged.

EPISODE 1

RUMBLE IN THE WAREHOUSE

This scenario requires;

1 War Machine

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

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

Orange Patrol: 1 Detachment of UNIT Troopers; 1 Corporal with SLR, 4 troopers with SLRs and 2 SMG troopers

Red Patrol : 1 Detachment of UNIT Troopers; 1 Sergeant, 3 SLR troopers and 1 grenade trooper

The Doctor & Ben Jackson

The soldiers have gone in to carry out reconnaissance against the Machines and their human servants. They are under orders to gather as much information as they can about the War Machines so that the Doctor can think of some way of defeating them,

The War Machine is not yet fully functional, but nevertheless is still formidable. The civilian workers are utterly loyal to their mechanical master, and will gladly sacrifice their lives for the glory of the machines.

Outline - Army Units and the Doctor

Two detachments of soldiers (use UNIT troopers) have been sent into the warehouse to try and retrieve as much information about the War Machines as they can. They are accompanied by the Doctor and Ben Jackson, both of whom know the power that the War Machines hold.

Each of the patrols begin inside the warehouse at either end. They have to try and collect Discovery Counters and either take them to the Doctor or escape off the table with them. Each of these will help the Doctor in this mission and in the ones that follow.

The soldiers can only fire and use grenades against the War Machine itself; they cannot open fire on the civilian workers. They can engage the civilians in assault combat; see the Special Rules section for details.

Outline - The War Machines & their Civilian Servants

You must uphold the glory of the machines and see that none of the humans survive. Your War Machine has undergone several tests already, but this will be the ultimate test; locate the humans and destroy them for Wotan!

All the Civilians are unarmed, and can only engage the troops in Assault combat. They also suffer restrictions on movement because they are under the control of the machines, and have to remain within 10" of the War Machine or 8" of the Civilian Leader at all times or become subject to confusion (see Special Rules).

Your War Machine is not yet completely finished, but is adequate enough to deal with the human soldiers.

See the Special Rules section for details about your War Machine. Your main objective is to take the Discovery Counters out of the warehouse so that the Doctor and his allies can not use them. If you can hide much of the evidence, then it will be difficult for the Doctor to formulate a successful plan against you.

Scenery, Deployment and Special Rules

The table should be about 4' x 4'. The battle takes place inside the warehouse. You can use normal terrain boards, but make sure that you put plenty of terrain features on it so that there is very little in the way of open ground. Harlequin's forthcoming crates make ideal terrain pieces for this scenario. There should be an area in the centre of the board about 8" square that is open; it is here that the War Machine and the civilian workers begin the game. The soldiers begin the game at the points depicted on the map.

There are four exits from the warehouse; these four exits are the only means of leaving the table.

Attacking Civilians

There are several special rules to use in this scenario. Because of the nature of the mission, the soldiers are not allowed to kill the civilians, so may not fire at them. The only way that the soldiers can subdue the civilian workers is in Assault combat. If the soldiers "kill" a civilian in Assault combat, then that civilian is considered captured and is removed from play, along with any Discovery Counters that the civilian is carrying. These pass to the victorious soldier.

Weapon Jams

The soldiers can use their guns against the War Machine. However, one of the special features of the Covent Garden War Machine is that it causes weapons to jam. Every turn that the War Machine is in action (i.e. not

destroyed), roll 1D6. Consult the weapon jamming table below to see what happens to the soldiers' guns. This roll is made when the soldiers first try to fire at the War Machine in their turn. The result rolled applies for the rest of the turn.

For example, a soldier wants to open fire on the War Machine. It is the first time in his run that the "human" player has opened fire. The War Machine player rolls 1d6 and consults the table. Rolling a "3", we see that all soldiers

JAMMING TABLE	
D6 Roll	Effect
1	No effect
2-3	All guns within 8" of the War Machine jam.
4-6	All guns within 12" of the War Machine jam

DISCOVERY COUNTER TABLE	
Modifier	Counter
+1	Technology
+ 1	Useful Junk
+2	Alien Artefact

because they have jammed. This applies to the soldier firing now, and to all others firing this turn. Next turn, when the human player wants to fire again, another roll is made. The effect only lasts for the turn in which it was rolled; soldiers' guns are automatically un-jammed at the beginning of the next turn, although they may will have to roll on the table again if they wish to fire at the War Machine. This is because the War Machine is still only semi-operational, and the effect it has is not consistent,

Discovery Counters

In this scenario, all miniatures may collect Discovery Counters. The civilian workers may try and escape the warehouse with them or use them to repair their War Machine if it gets damaged. The soldiers may take them to the Doctor so that he can use them to subdue the War Machine or increase his chances of defeating them in the future. If a character passes over a Discovery Counter, he is assumed to have picked it up.

Place eight Discovery Counters on the tabletop;

they may be no less than 6" away from any entrance and no less than 5" away from the centre of the warehouse where the civilians begin the game. At least one of them must be an Alien Artefact, so make sure that you've put one in the pile before placing them. Also ensure that there are no useless items in there too; the warehouse is full of Wotan's technology.

Any character can pick up a counter. The civilian workers may use theirs to repair the War Machine if it is 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.

If the War Machine is jammed, the civilians can fix it. Instead of repairing a level of damage, they can opt to un-jam the War Machine. Roll 1d6 and add the respective modifier from the Discovery Counter table. If the result is greater than "6", the War Machine is un-jammed.

To escape with a counter, the civilian only needs to leave via one of the exits. Each civilian can carry only one counter; the civilian leader can carry two, and the War Machine

The soldiers can also carry counters; they are limited to one per soldier. Ben Jackson can carry two, and the Doctor can carry an unlimited amount. The Doctor may use these Discovery Counters to try and deactivate the War Machine, or may hold on to them and use them in the next scenario.

Jamming the War Machine

If within 6" of the War Machine, the Doctor can try and jam its electronic signals. The Doctor must be within 6" of the War Machine at the beginning of his turn, and must spend the whole turn trying to jam the machine. He can use any Discovery Counters he has at the beginning of the turn to do this; this means that jamming the War Machine should take place before any new counters are handed to the Doctor to save confusion, so it should be the first action the human player takes in his turn.

Each Discovery Counter has a modifier to the die roll that the Doctor must make in order to jam the War Machine. At least one Discovery Counter must be used per jamming attempt, and the Doctor may only make one attempt per turn. More than one counter may be used each time, and their bonuses are cumulative. Any counters used in this way are discarded.

If the War Machine is jammed, then it can not be used in the War Machine player's turn, and it can not jam soldiers' weapons this turn if it fired upon.

Civilian Confusion

Because of the control exercised by Wotan, the civilians are slower to react than usual. All civilians move at a rate of 5" and may not Move Fast, Sneak or Hide. Their Assault score is -2.

If out of range of either the leader or the War Machine, civilians workers might become confused. If this happens, roll Id6 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.

Victory Conditions

The game ends when all the civilians have left the table or are subdued, or all the soldiers are dead. Look at the Discovery Counters each player has, and add up the modifiers that they would usually bestow. This is the total of Discovery Counter points each player has. If the Doctor and Ben Jackson are "dead", then the War Machine player adds 2 to his score. If the War Machine was destroyed, the Doctor player adds +3 to his score. Whoever has the highest score is the winner.

CONFUSION TABLE	
D6 Roll	Result
1-4	No effect
5	Victim may take no further action this turn.
6	Victim must move 5" in a random direction. He stops if he reaches an obstacle.

SCENARIO

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 centers 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!

EPISODE 2

BATTLE AT BATTERSEA

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 un-jamming his weapon. Try using two different coloured dice (one for the to 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, civilian 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 immobilized 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 reprogram the machine, the player must roll 1d6. Add the Doctor's Reprogram Score and any bonus conferred by waiting extra turns. Then consult the table below.

Die Score Effect

1-4 The Doctor fails to reprogram 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.

EPISODE 3

ASSAULT ON THE POST OFFICE TOWER

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 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 floor plans 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.

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