

# Savage U.N.I.T.

## U.N.I.T.

All players start as members of the *United Nations Intelligence Taskforce* with all the rights and responsibilities that entail from working for the U.N. Player characters are not restricted to military men (or women) as U.N.I.T. needs all sorts to help it run smoothly and efficiently. PCs can also be civilians who are somehow officially 'attached' to U.N.I.T. These might be; *scientific advisors, government liaisons, undercover operatives, officials, or even reporters*. Military player characters are assumed to be Officers or N.C.O.s.

Most (if not all) characters will be human, but U.N.I.T. has encountered many strange beings in its time - not all of whom are evil - and some of them might stick around as 'special advisors'. *Robots, androids, or aliens* working for U.N.I.T. may not be out of place.

## Arcane Backgrounds

All Arcane Backgrounds are allowed in this setting (and in fact encouraged).

## Duty

The bread and butter of U.N.I.T. is the odd and strange; regularly facing menaces and cosmic horrors in their efforts to protect the Earth and mankind. To reflect this the following rules replace those in the Savage Worlds rulebook where indicated.

Due to their devotion and courage members of U.N.I.T. have a new stat called Duty. For each game Rank a U.N.I.T. character has (starting at Novice) they receive a point in Duty (certain Edges and Hindrances may alter a character's final Duty score). In addition Savage U.N.I.T. does not use the Guts skill. Instead all Fear Checks are made using the Spirit trait instead.

Whenever a character is called upon to make a Fear Check they add their current Duty value to their Spirit roll. They also apply their Duty as a negative modifier when rolling on the Fright Table. For example a character with Duty: 2 adds +2 to their Spirit roll for Fear Checks and -2 on their Fright Table rolls.

## New Skills

### Knowledge - Computers (Smarts)

Most people can operate computers in basic, ordinary ways without having to know how they actually work (Common Knowledge). You however are deeply immersed in all forms of computer technology, as well as its science and theory.

## New Edges

### Boffin (Professional)

**Requirements;** Seasoned, Smarts D8+, In Your Stride, Knowledge - (any two science skills at D8+)

You have been studying the various items of alien technology that U.N.I.T. picks up. You get a +2 to Smarts or Knowledge rolls to understand an alien artefact's function and a +2 to any Repair rolls involving them.

### Computer Wiz (Professional)

**Requirements;** Novice, Smarts D8+, Knowledge - Computers D8+, Repair D6+

You're an expert with computers and are known as one of the 'top men' in the field. You get a +2 on any Knowledge or Smarts rolls relating to computers and +2 to any repair rolls when fixing or building them.

### Five-Rounds Rapid! (Combat)

**Requirements;** Seasoned, Spirit D6+, Rock and Roll, Shooting D8+

You are skilled and disciplined shooter, able to land your bullets right where you want them. This Edge represents firing a series of single shots with great speed and precision. When you take the Aim manoeuvre you get +3 to your Shooting and Damage rolls for that attack. This uses 5 rounds of ammo; also the weapon must be capable of firing Semi, or Full Auto.

### Gung Ho (Combat)

**Requirements;** Wild Card, Veteran, Fighting D10+, Shooting D10+

You have a real gung ho attitude to combat and know how to 'make 'em count' and 'hit 'em where it hurts'. With this Edge multiple Raises on either your Fighting or Shooting To Hit rolls grant you greater potential Bonus Damage as follows:

- One Raise = 1d6 Bonus Damage (as normal)
- Two Raises = 1d8 Bonus Damage
- Three Raises = 1d10 Bonus Damage
- Four or more Raises = 1d12 Bonus Damage

In Your Stride (Professional)

**Requirements;** Seasoned, Spirit D8+

"Cybermen, Dalarmeks? Seen 'em all son." You're an old hand at this U.N.I.T. lark and are no longer as fazed by all the strangeness and danger; +1 to Duty.

Old Foe (Combat)

**Requirements;** Wild Card, Seasoned

You have tangled with a particular species or race before and learned from the experience. You gain a +2 To Hit and +2 Damage Bonus whenever you face your old foe. This Edge can be taken multiple times, but must be for a different foe each time. Note: This edge cannot be taken against a specific individual and can only be taken once per Rank.

Stiff Upper Lip (Background)

**Requirements;** Novice, Spirit D6

You've got 'pluck' and plenty of it. Your character is courageous in the face of danger and not easily frightened. You get a +2 to your Spirit rolls when making Fear Checks and to resist Intimidation.

## New Hindrances

Goldbricker (Minor)

They say you should never volunteer in the Army. You take that one step further and try to never do anything. You are not a coward, but you are idle and unmotivated; -1 from your Duty score. If you decide to 'shape up' then this Hindrance can be bought off with a Levelling.

"Tea UP!" (Minor)

An army marches on its stomach and so do you. If you don't get enough tea breaks or a regular NAAFI you get very grumpy. Halve all the times intervals involved when checking for Fatigue due to lack of food or water.

## Gear

As the characters are working for U.N.I.T. all of the equipment and weapons they need will be supplied for them by their employer, within reason - U.N.I.T does have a fixed budget and its officials are expected to get the most out of those resources. Characters can of course buy their own equipment and begin play with the normal starting funds.

## Weapons

U.N.I.T. is a military organisation and has access to military hardware of all stripes. Some of their more common weapons are listed below.

### U.N.I.T Weapons

Name	Range	Damage	ROF	Shots	Wt	St	Notes
Automatic Pistol	12/24/48	2d6+1	1	7	4	-	AP 1, Semi-Auto
Automatic Rifle	25/50/100	2d8+1	3	20	10	D6	AP 2, Auto
Sub Machine Gun	12/24/48	2d6+2	3	30	8	-	AP 1, Auto
Machine Gun	30/60/120	2d8+1	3	50	30	D6	AP 2, Snapfire
Revolver	12/24/48	2d6	1	6	4	-	AP 1, Revolver
Service Revolver	12/24/48	2d6+2	1	6	6	-	AP 1, Revolver
Bazooka	24/48/96	4d8+1	1	1	20	-	MBT, AP 9, HW, Snapfire
Anti-Tank Gun (6 Pdr)*	75/150/300	4d10	1**	1	-	-	AP 12, HW
Grenade	5/10/20	3d6+1	-	-	1	-	MBT, Thrown

\* Can be towed by Landrovers and Trucks

\*\* Requires 1 turn to reload (2 if there is only one gunner)

### Bayonets

As per Savage Worlds rules (pg 41).

### Satchel Charges

As per Savage Worlds rules (pg 44) but count as a Heavy Weapon.

### Alien Weapons

Name	Range	Damage	ROF	Shots	Wt	St	Notes
Auton Hand Gun	12/24/36	2d6	1	-	-	-	AP 2, Semi-Auto
Cyber Electro-Blaster	30/60/120	3d8+1	2	-	8	D6	-
Cybermat Stun Beam	1/2/4	2d6	1	-	-	-	Paralysis
Dalek Raygun	25/50/100	3d10	3	-	-	-	AP 4, Auto, 3RB HW
Dalek Trooper Raygun	24/48/96	2d10	3	-	6	D6	AP 4, Auto, 3RB
H.W. Dalek Raygun	40/80/160	5d10	1	-	-	-	AP 10, SBT, Snapfire, HW
Ice Warrior Sonic Gun	12/24/48	2d8	2	-	6	-	AP 4, Semi Auto
Ogron Heavy Blaster	30/60/120	3d6	3	30	4	-	Auto, 3RB
Sea Devil Heat-Ray	12/24/48	2d8	2	-	3	-	AP 2, Paralysis
Sontarian Control Rod	12/24/48	2d8+2	1	-	6	-	AP 4
Yeti Web Gun	6/12/24	3d6*	1	20	8	D6	See Yeti Notes

\* Special see Notes for Yeti

## U.N.I.T. Equipment

U.N.I.T. has access to most modern equipment, so pretty much anything that is standard kit for the world's armies is available to them. The same applies to civilian equipment or facilities (or at least those that can be seconded to U.N.I.T. through Official Channels). Standard 'kit' is as follows.

### Field Radio

This large backpack radio is designed to see use in the field. It has an effective range of 50 miles and weighs 8lbs.

### Walkie Talkie

This is a smaller, rugged personnel radio. It has an effective range of 5 miles and weighs 2lbs.

### U.N.I.T. Communicator

This special device available to U.N.I.T. is a small but powerful transmitter/receiver. It has a range of 2 miles and is easily concealable.

### U.N.I.T. Tracking Beacon

Another piece of equipment U.N.I.T. has perfected is the Tracking Beacon. It can't be used to communicate, but once activated, this small but powerful device begins sending out a tracking signal with a range of up to 10 miles, the signal lasts for about 15 minutes, easily concealable.

## **U.N.I.T. Vehicles**

U.N.I.T. has access to all sorts of equipment and machinery, however most civilian governments take a rather dim view of the deployment of tanks and artillery littering their streets. Such overt military build-up is never done lightly and a 'softly softly' approach is considered vital to a successful mission. Here are some of the standard vehicles available to U.N.I.T.

### Land Rover

The backbone and workhorse of U.N.I.T. is the Land Rover. These rugged, adaptable 4-wheel drive vehicles are used for everything from transporting troops and equipment to mobile lab facilities.

**Acc/Top Speed:** 20/40 **Toughness:** 13(3)

**Crew:** 1+7 **Cost:** -

**Notes:** *Four-Wheel Drive*

### 3.5 Tonne Truck

These large open bed trucks are used to transport heavy equipment and troops.

**Acc/Top Speed:** 5/40 **Toughness:** 13/6(2/0)

**Crew:** 1+13 **Cost:** -

**Notes:** *Four-Wheel Drive, Soft-sided; Toughness 6 for the cargo bed area*

### **Weapons:**

- Occasionally fitted with coaxial *.30 Cal Machine Gun*; (Range 30/60/120, Damage 2d8+1, ROF 3, AP 2, 200 hundred rounds of ammo).

### Staff Car

For use by the Top Brass and visiting 'big-wigs' U.N.I.T. has a fleet of staff cars available.

**Acc/Top Speed:** 20/40 **Toughness:** 11(2)

**Crew:** 1+5 **Cost:** -

**Notes:** *Radio Phone*

#### U.N.I.T. APC

If light support is needed for ground troops, U.N.I.T. uses Armoured Personnel Carriers. The following is typical example of the kind available to U.N.I.T.

**Acc/Top Speed:** 5/20 **Toughness:** 18/15/15(6/3/3)

**Crew:** 2+8 **Cost:** Military Only

**Notes:** *Heavy Armour; Four-Wheel Drive or Tracked*

#### **Weapons:**

- *.50 Cal Machine Gun on a coaxial mount; (Range 50/100/200, Damage 2d10, ROF 3, AP 4, Heavy Weapon, 500 hundred rounds of ammo).*

#### U.N.I.T. Helicopter

When required, U.N.I.T. has access to various aircraft, from Lear Jets to huge cargo planes. A small fleet of helicopters is also maintained. These are not armed and mainly used for light reconnaissance, surveillance and transport. The following is a typical small helicopter that makes up the mainstay of the U.N.I.T. 'air force'.

**Acc/Top Speed:** 15/48 **Climb:** 12 **Toughness:** 12(2)

**Crew:** 1+1 **Cost:** -

**Notes:** *Radio*

#### U.N.I.T. Tank

U.N.I.T. does have access to more intimidating hardware, but the use of tanks or other heavy weaponry is frowned upon by the higher-ups and is only authorised in the direst situations. U.N.I.T. can call upon the armed forces of whatever country they are stationed in for armoured or artillery support - although they may not get it. They do maintain a small number of their own tank units in reserve as well - though these are generally made up of older equipment and are not top of the line. A typical example is as follows.

**Acc/Top Speed:** 5/12 **Toughness:** 29/20/20(15/5/5)

**Crew:** 4 **Cost:** Military Only

**Notes:** *Heavy Armour; Tracked*

#### **Weapons:**

- *Main Gun; Turreted; (Range 100/200/400, Damage 4d8, ROF 1, AP 30, Heavy Weapon, 1 action will reload.*
- *.50 Cal Coaxial Machine Gun; (Range 50/100/200, Damage 2d10, ROF 3, AP 4, Heavy Weapon, 1000 hundred rounds of ammo).*
- *Light Machine Gun; front facing only (Range 24/48/96, Damage 2d8+1, ROF 3, AP 4, Heavy Weapon, 1000 hundred rounds of ammo).*

U.N.I.T. Soldier

**Agility:** D6, **Smarts:** D6, **Spirit:** D6, **Strength:** D6,  
**Vigour:** D6

**Pace:** 6", **Parry:** 5, **Toughness:** 5

**Skills:** Fighting D6, Shooting D6, Driving D4, Notice D6,  
Stealth D4, Survival D4

**Duty:** 1

**Edges:** -

**Hindrances:** -

**Gear:** *Automatic Rifle, Bayonet*

Veteran U.N.I.T. Soldier

**Agility:** D6, **Smarts:** D6, **Spirit:** D6, **Strength:** D6,  
**Vigour:** D8

**Pace:** 6", **Parry:** 5, **Toughness:** 6

**Skills:** Fighting D6, Shooting D8, Driving D6, Notice D6,  
Stealth D6, Survival D6, Throwing D6

**Duty:** 2

**Edges:** In Your Stride, Combat Reflexes

**Hindrances:** -

**Gear:** *Automatic Rifle, Bayonet*

U.N.I.T. Sergeant

**Agility:** D8, **Smarts:** D6, **Spirit:** D8, **Strength:** D6,  
**Vigour:** D8

**Pace:** 6", **Parry:** 6, **Toughness:** 6

**Skills:** Fighting D8, Shooting D8, Driving D6,  
Intimidation D6, Notice D8, Stealth D8, Survival D6,  
Throwing D8

**Duty:** 2

**Edges:** Combat Reflexes, Dodge, In Your Stride, Command

**Hindrances:** -

**Gear:** *Submachine Gun, Knife, 2 Grenades*

☒ U.N.I.T. Officer

**Agility:** D8, **Smarts:** D8, **Spirit:** D8, **Strength:** D8,  
**Vigour:** D8

**Pace:** 6", **Parry:** 6, **Toughness:** 6

**Skills:** Fighting D8, Shooting D8, Driving D8,  
Intimidation D6, Knowledge - Tactics D8, Notice D8,  
Stealth D8, Survival D6, Throwing D6

**Duty:** 3

**Edges:** In Your Stride, Level Headed, Command, Hold the  
Line!

**Hindrances:** -

**Gear:** *Automatic Pistol, Binoculars, Walkie Talkie*

U.N.I.T. Scientist

**Agility:** D4, **Smarts:** D8, **Spirit:** D6, **Strength:** D4,  
**Vigour:** D4  
**Pace:** 6", **Parry:** 2, **Toughness:** 4  
**Skills:** Knowledge - Computers D6, Knowledge - (any two science @ D8), Investigation D6, Notice D6, Repair D6  
**Duty:** 1  
**Edges:** -  
**Hindrances:** -  
**Gear:** *Slide Rule or Calculator*

Veteran U.N.I.T. Scientist

**Agility:** D6, **Smarts:** D10, **Spirit:** D8, **Strength:** D6,  
**Vigour:** D6  
**Pace:** 6", **Parry:** 4, **Toughness:** 5  
**Skills:** Fighting D4, Knowledge - Computers D8, Knowledge - (any two science @ D8)\*, Investigation D8, Notice D8, Repair D10  
**Duty:** 2  
**Edges:** Boffin, In Your Stride, Scholar(\*)  
**Hindrances:** Curious  
**Gear:** *Slide Rule or Calculator*

⚔ Brigadier Lethbridge-Stuart - *Head of U.N.I.T. London*

**Agility:** D8, **Smarts:** D10, **Spirit:** D12, **Strength:** D8,  
**Vigour:** D8  
**Charisma:** +2, **Pace:** 6", **Parry:** 6, **Toughness:** 6  
**Skills:** Fighting D10, Shooting D10, Climbing D6, Driving D8, Intimidation D10, Notice D8, Persuasion D6, Stealth D8, Survival D8, Throwing D8  
**Duty:** 5  
**Edges:** Dodge, Handsome, Hard to Kill, Nerves of Steel, In Your Stride, Old Foe - (Daleks, Cybermen, Sea Devils), Stiff Upper Lip, Strong willed, Command, Fervour, Inspire, Hold the Line!  
**Hindrances:** Cautious, Code of Honour, Loyal  
**Gear:** *Service Revolver, Walkie Talkie, Swagger stick (Str+0, counts as Armed), Binoculars, Pocket Knife*

⚔ Sergeant Benton

**Agility:** D8, **Smarts:** D6, **Spirit:** D8, **Strength:** D8,  
**Vigour:** D8  
**Charisma:** +2, **Pace:** 6", **Parry:** 6, **Toughness:** 5  
**Skills:** Fighting D8, Shooting D10, Driving D8, Healing D6, Notice D8, Persuasion D8, Stealth D8, Survival D8, Throwing D6  
**Duty:** 4  
**Edges:** Charisma, Dodge, Five Rounds Rapid!, Marksman, Rock & Roll, In Your Stride, Stiff Upper Lip, Command  
**Hindrances:** Loyal, Overconfident  
**Gear:** *Automatic Pistol or Rifle, Walkie Talkie*



☠ Professor Anne Travers - *U.N.I.T. Scientific Advisor*  
**Agility:** D6, **Smarts:** D12, **Spirit:** D8, **Strength:** D4,  
**Vigour:** D8  
**Pace:** 6", **Parry:** 4, **Toughness:** 6  
**Skills:** Fighting D4, Shooting D4, Investigation D10,  
 Knowledge - Computers D10\*, Knowledge - Electronics D12\*,  
 Knowledge - Physics D10, Knowledge - Robotics D8,  
 Notice D8, Persuasion D6, Repair D10, Stealth D6  
**Duty:** 4  
**Edges:** Boffin, Investigator, Scholar(\*), Stiff Upper Lip  
**Hindrances:** Curious, Loyal  
**Gear:** *Notepad, Pencil, Calculator*

Foes - CLASSIFIED

☠ Indicates Wild Card

#### Autons

**Agility:** D4, **Smarts:** D4, **Spirit:** -, **Strength:** D10,  
**Vigour:** D10  
**Pace:** 4", **Parry:** 5, **Toughness:** 11/14(4/6)  
**Skills:** Fighting D6, Shooting D8, Stealth D4, Notice D6  
**Special Abilities**

- **Armour +4/+6:** Autons are made from tough resilient plastic; Armour +4 (+6 vs bullets).
- **Construct:** See SW pg121.
- **Fearless:** Autons are mindless automatons and are not affected by Fear.
- **Hand Gun:** Concealed in each Auton's right hand is a small blaster; (Range 12/24/36, Damage 2d6, ROF 1, AP 2).
- **Mindless:** When cut off from their controller, Autons automatically become Shaken. They may not roll for Recovery until their controller is once more in charge.

#### Cybermen

**Agility:** D6, **Smarts:** D8, **Spirit:** D8, **Strength:** D12,  
**Vigour:** D8  
**Pace:** 6", **Parry:** 5, **Toughness:** 15/17(8/10)  
**Skills:** Fighting D6, Shooting D6, Intimidate D8,  
 Notice D6, Repair D8, Piloting D6  
**Gear:** *Electro-Blaster, Communicator*  
**Special Abilities**

- **Armour +8/+10:** Their tough outer covering of 'plastic metal' means that Cybermen can resist a great amount of damage; Armour +8 (+10 vs bullets), their chest grills are weaker, Toughness 10(3), -4 to hit.
- **Cyber:** The Cybermen are all but machine; +2 to recover from Shaken. However the only way to 'heal'

damage is through successful Repair rolls not Healing rolls - damage is not healed naturally.

- **Fearless:** Cybermen are logical beings and have removed all emotions from themselves, they are not affected by Fear.
- **Size +1:** Cybermen stand over 2 metres in height.
- **Stun Attack:** Cybermen are capable of generating an electrical current to stun their opponents. The target must be adjacent and requires a successful Shooting roll, damage is per Stun (SW pg124).

#### Cyber Lieutenant

**Agility:** D6, **Smarts:** D8, **Spirit:** D8, **Strength:** D12, **Vigour:** D8

**Pace:** 6", **Parry:** 5, **Toughness:** 15/17(8/10)

**Skills:** Fighting D6, Shooting D8, Intimidate D8, Notice D8, Repair D8, Piloting D8

**Gear:** *Electro-Blaster, Communicator*

#### **Special Abilities**

- **Armour +8/+10:** Their tough outer covering of 'plastic metal' means that Cybermen can resist a great amount of damage; Armour +8 (+10 vs bullets), their chest grills are weaker, Toughness 10(3), -4 to hit.
- **Cyber:** The Cybermen are all but machine; +2 to recover from Shaken. However the only way to 'heal' damage is through successful Repair rolls not Healing rolls - damage is not healed naturally.
- **Fearless:** Cybermen are logical beings and have removed all emotions from themselves, they are not affected by Fear.
- **Size +1:** Cybermen stand over 2 metres in height.
- **Stun Attack:** Cybermen are capable of generating an electrical current to stun their opponents. The target must be adjacent and requires a successful Shooting roll, damage is per Stun (SW pg124).

#### ♁ Cyber Leader

**Agility:** D6, **Smarts:** D10, **Spirit:** D10, **Strength:** D12+2, **Vigour:** D8

**Pace:** 6", **Parry:** 5, **Toughness:** 17(10)

**Skills:** Fighting D6, Shooting D8, Intimidate D10, Notice D8, Repair D8, Piloting D10

**Gear:** *Electro-Blaster, Communicator*

#### **Special Abilities**

- **Armour +10:** Their tough outer covering of 'plastic metal' means that Cybermen can resist a great amount of damage; Armour +10, their chest grills are weaker, Toughness 10(3), -4 to hit.

- **Cyber**: The Cybermen are all but machine; +2 to recover from Shaken. However the only way to 'heal' damage is through successful Repair rolls not Healing rolls - damage is not healed naturally.
- **Fearless**: Cybermen are logical beings and have removed all emotions from themselves, they are not affected by Fear.
- **Size +1**: Cybermen stand over 2 metres in height.
- **Stun Attack**: Cybermen are capable of generating an electrical current to stun their opponents. The target must be adjacent and requires a successful Shooting roll, damage is per Stun (SW pg124).

#### Cybermats

**Agility**: D8, **Smarts**: D4, **Spirit**: -, **Strength**: D6, **Vigour**: D4

**Pace**: 8", **Parry**: 5, **Toughness**: 10(6)

**Skills**: Fighting D6, Shooting D6, Climbing D10

Notice D8, Repair D8, Stealth D10

#### **Special Abilities**

- **Armour +6**: Cybermats are covered with the same armour as Cybermen; Armour +6, their eyes are not armoured however and can be targeted at -6.
- **Construct**: Cybermats are robotic drones; SW Pg123.
- **Fearless**: They are not affected by Fear.
- **Poison Bite**: Str+2, it can deliver two types of poison that either cause paralysis or death; if the target is Shaken or better in the attack they must make a Vigour roll, Failure means they are knocked out for 2d10+2 minutes, or in the case of the fatal poison, will die within 1d6 Combat Rounds.
- **Stun Attack**: Cybermats have a weak energy attack that can stun its opponents; (Range 1/2/4 and does 2d6 Stun damage as per SW pg123).
- **Small -2**: Cybermats are only about half a metre in length; attacks suffer a -2 to hit.

#### Daleks

**Agility**: D4, **Smarts**: D6, **Spirit**: D12, **Strength**: D6, **Vigour**: D8

**Pace**: 4", **Parry**: 2, **Toughness**: 18(12)

**Skills**: Shooting D4, Intimidate D10, Notice D6,

Piloting D6, Repair D6, Stealth D4

#### **Special Abilities**

- **Heavy Armour +12**: A Dalek's Travel Machine acts as conveyance, life support and armour for the Dalek Mutant inside. Made from incredibly tough alloys it is highly resistant to damage; Armour +12 and counts as Heavy.

- **Eyestalk:** The most vulnerable part of a Dalek is its eyestalk. This can be targeted at -6 and such a called shot does +4 damage. Until repaired all Notice rolls are at -2. The eyestalk does not count as being Heavy Armour.
- **Fear -2:** Daleks are formidable opponents, ruthless and logical they can instil fear in even the stoutest hearts; Fear -2.
- **Fearless:** Daleks are not affected by Fear.
- **Raygun:** Daleks have a built in blaster weapon; (Range 25/50/100, Damage 3d10, ROF 3, AP 4, Auto, 3RB, HW). This can be set to stun as per Paralysis (SW pg123) but the Daleks rarely use this setting unless specifically ordered to.
- **Strong Willed:** Daleks are single minded and will follow their orders to the end, they get the Strong Willed Edge.

#### ☠ Black Dalek

**Agility:** D4, **Smarts:** D10, **Spirit:** D12, **Strength:** D6, **Vigour:** D8

**Pace:** 4", **Parry:** 4, **Toughness:** 18(12)

**Skills:** Fighting D4, Shooting D6, Intimidate D12, Notice D6, Piloting D8, Repair D6, Stealth D4

#### **Special Abilities**

- **Heavy Armour +12:** A Dalek's Travel Machine acts as conveyance, life support and armour for the Dalek Mutant inside. Made from incredibly tough alloys it is highly resistant to damage; Armour +12 and counts as Heavy.
- **Eyestalk:** The most vulnerable part of a Dalek is its eyestalk. This can be targeted at -6 and such a called shot does +4 damage. Until repaired all Notice rolls are at -2. The eyestalk does not count as being Heavy Armour.
- **Fear -2:** Daleks are formidable opponents, ruthless and logical they can instil fear in even the stoutest hearts; Fear -2.
- **Fearless:** Daleks are not affected by Fear.
- **Raygun:** Daleks have a built in blaster weapon (Range 25/50/100, Damage 3d10, ROF 3, AP 4, Auto, 3RB, HW). This can be set to stun as per Paralysis (SW pg123) but the Daleks rarely use this setting unless specifically ordered to.
- **Strong Willed:** Daleks are single minded and will follow their orders to the end, they get the Strong Willed Edge.

### Engineer Dalek

**Agility:** D4, **Smarts:** D6, **Spirit:** D12, **Strength:** D8,  
**Vigour:** D8

**Pace:** 4", **Parry:** 2, **Toughness:** 18(12)

**Skills:** Intimidate D6, Lockpicking D8, Notice D6,  
Piloting D8, Repair D10, Stealth D4

#### **Special Abilities**

- **Heavy Armour +12:** A Dalek's Travel Machine acts as conveyance, life support and armour for the Dalek Mutant inside. Made from incredibly tough alloys it is highly resistant to damage; Armour +12 and counts as Heavy.
- **Engineer:** Dalek engineers get +2 to all Repair and Lockpicking rolls.
- **Eyestalk:** The most vulnerable part of a Dalek is its eyestalk. This can be targeted at -6 and such a called shot does +4 damage. Until repaired all Notice rolls are at -2. The eyestalk does not count as being Heavy Armour.
- **Fear -2:** Daleks are formidable opponents, ruthless and logical they can instil fear in even the stoutest hearts; Fear -2.
- **Fearless:** Daleks are not affected by Fear.
- **Strong Willed:** Daleks are single minded and will follow their orders to the end, they get the Strong Willed Edge.
- **Tool-Arm:** Dalek engineers have the normal weapon attachment replaced with a special tool-arm; they never suffer penalties to Repair rolls due to lack of tools. If used as a HtH weapon damage is Str+2, the arm also has a cutting torch built in that can also be used as a weapon; (Range adjacent only, Damage 2D10, Snapfire penalty).

### Heavy Weapon Dalek

**Agility:** D4, **Smarts:** D6, **Spirit:** D12, **Strength:** D6,  
**Vigour:** D8

**Pace:** 4", **Parry:** 2, **Toughness:** 20(14)

**Skills:** Shooting D8, Intimidate D10, Notice D6

#### **Special Abilities**

- **Heavy Armour +14:** Heavy Weapon Daleks are more heavily armoured than a normal Dalek; Armour +14 and counts as Heavy.
- **Heavy Raygun:** HWDs have a much heavier weapon than normal Daleks (Range 40/80/160, Damage 5d10, AP 10, Small Burst Template, Snapfire, Heavy Weapon).
- **Eyestalk:** The most vulnerable part of a Dalek is its eyestalk. This can be targeted at -6 and such a called shot does +4 damage. Until repaired all

Notice rolls are at -2. The eyestalk does not count as being Heavy Armour.

- **Fear -2:** Daleks are formidable opponents, ruthless and logical they can instil fear in even the stoutest hearts; Fear -2.
- **Fearless:** Daleks are not affected by Fear.
- **Strong Willed:** Daleks are single minded and will follow their orders to the end, they get the Strong Willed Edge.

**Daleks Mutants:** When outside their Travel Suits, slimy green Dalek Mutants only have a pace of 2" and Strength D4. They do get +2 to their Fighting rolls when attempting to Grapple and +2 to their Stealth rolls, they are also -2 to hit.

#### Dalek Troopers

**Agility:** D6, **Smarts:** D6, **Spirit:** D6, **Strength:** D6,  
**Vigour:** D6

**Pace:** 6", **Parry:** 5, **Toughness:** 11(6)

**Skills:** Fighting D6, Shooting D6, Intimidate D6,  
Notice D6, Piloting D4, Stealth D6

**Gear:** *Trooper Armour*; Armour +6, torso only, *Helmet*;  
Armour +8 to the head, built in communicator plus sensors  
+2 to Notice rolls when worn, *Dalek Trooper Raygun*; can  
be set to stun as per Paralysis (SW pg123)

#### ☠ Dalek Trooper Commander

**Agility:** D8, **Smarts:** D8, **Spirit:** D8, **Strength:** D8,  
**Vigour:** D8

**Pace:** 6", **Parry:** 5, **Toughness:** 12(6)

**Skills:** Fighting D10, Shooting D10, Intimidate D8,  
Notice D8, Piloting D8, Stealth D8, Survival D6

**Gear:** *Trooper Armour*; Armour +6, torso only, *Helmet*;  
Armour +8 to the head, built in communicator plus sensors  
+2 to Notice rolls when worn, *Dalek Trooper Raygun*; can  
be set to stun as per Paralysis (SW pg123)

#### **Special Abilities**

- **Combat Reflexes:** These hardened veterans of many campaigns have the Combat Reflexes Edge.
- **Command:** They also have the Command Edge.

#### Giant Maggots

**Agility:** D4, **Smarts:** -, **Spirit:** -, **Strength:** D6,  
**Vigour:** D10

**Pace:** 2", **Parry:** 4, **Toughness:** 15(8)

**Skills:** Fighting D4, Stealth D8

### **Special Abilities**

- **Armour +8:** Resilient little perishers, they have a tough hide; Armour +8.
- **Bite:** Their mouthparts can do Str+2 damage. If the target is Shaken (or worse) by the attack they must immediately make a Vigour roll or come down with a potentially fatal (in 1D6 days) disease.
- **Hardy:** SW pg122.
- **Fear:** Giant Maggots, eww!
- **Slow:** Draw 2 initiative cards and take the lowest and they cannot Run!

### Ice Warriors

**Agility:** D4, **Smarts:** D6, **Spirit:** D6, **Strength:** D12, **Vigour:** D10

**Pace:** 4", **Parry:** 6, **Toughness:** 16(8)

**Skills:** Fighting D8, Shooting D6, Intimidation D8, Notice D6, Pilot D6, Stealth D4

**Gear:** *Sonic Wrist Blaster*

### **Special Abilities**

- **Armour +8:** Ice Warriors have a thick carapace of armour; Armour +8, however there is one gap located below the throat, a called shot at -6 ignores Armour.
- **Claws:** Ice Warriors are equipped with large, powerful pincer-like claws; Str+2 damage.
- **Cold Blooded:** Ice Warriors are used to cold temperatures; -4 to all Vigour rolls to avoid the effects of heat exhaustion, however they ignore the effects for cold temperatures.
- **Combat Reflexes:** Due to their warrior nature this martial race gets the Combat Reflexes Edge.
- **Fear:** Coming from Mars they have a menacing appearance and sibilant voices.
- **Size +1:** Ice Warriors stand over 2 metres tall.

### ☠ Ice Lord

**Agility:** D4, **Smarts:** D10, **Spirit:** D8, **Strength:** D10, **Vigour:** D8

**Pace:** 4", **Parry:** 7, **Toughness:** 7

**Skills:** Fighting D10, Shooting D8, Intimidation D10, Notice D6, Pilot D8, Stealth D6

**Gear:** *Sonic Wrist Blaster*

### **Special Abilities**

- **Claws:** Ice Warriors are equipped with large powerful pincer-like claws; Str+2 damage.
- **Cold Blooded:** Ice Warriors are used to cold temperatures; -4 to all Vigour rolls to avoid the

effects of heat exhaustion, however they ignore the effects for cold temperatures.

- **Combat Reflexes:** Due to their warrior nature this martial race gets the Combat Reflexes Edge.
- **Fear:** Coming from Mars they have a menacing appearance and sibilant voices.
- **Size +1:** Despite lacking a Warrior's heavy armour, Ice Lords are still big and imposing, standing over 2 metres tall.

#### Ogrons

**Agility:** D6, **Smarts:** D4, **Spirit:** D8, **Strength:** D10,

**Vigour:** D8

**Pace:** 6", **Parry:** 5, **Toughness:** 9(2)

**Skills:** Fighting D6, Shooting D6, Intimidate D10,

Notice D8, Survival D6, Stealth D6

**Gear:** *Heavy Blaster, Leather Armour* (Armour +2)

#### **Special Abilities**

- **Loyal:** Ogrons are totally obedient to their masters; they have the Loyal Hindrance.
- **All Thumbs:** Due to their primitive nature Ogrons get the All Thumbs Hindrance.
- **Size +1:** Ogrons are big hulking chaps.

#### Sea Devils

**Agility:** D6, **Smarts:** D8, **Spirit:** D6, **Strength:** D8,

**Vigour:** D8

**Pace:** 6" **Parry:** 5, **Toughness:** 10(3)

**Skills:** Fighting D6, Shooting D6, Intimidation D8,

Swimming D6, Notice D6, Stealth D6

**Gear:** *Heat Ray;* can be used to Stun as per Paralysis (SW pg123) and can also be used as a cutting torch.

#### **Special Abilities**

- **Armour +3:** Sea Devils have a thick, scaled skin to protect them; Armour +3.
- **Amphibious:** Sea Devils can survive the crushing depths of the ocean; they have to breath air, but only need to make a Drowning roll every 15 minutes. For every 24 hours spend out of water, make a Vigour roll or suffer a point of Fatigue.
- **Fear:** Reptilian looking.
- **Size +1:** Sea Devils stand a full head higher than humans.



### Silurians

**Agility:** D6, **Smarts:** D8, **Spirit:** D6, **Strength:** D8,  
**Vigour:** D8

**Pace:** 6" **Parry:** 5, **Toughness:** 8(2)

**Skills:** Fighting D6, Shooting D6, Intimidation D8,  
Notice D6, Knowledge - Computers D6, Knowledge -  
Cryogenics D6

#### **Special Abilities**

- **Armour +2:** Silurians have a thick-scaled skin to protect them; Armour +2.
- **Fear:** Silurians are tall and reptilian looking.
- **Third Eye:** Silurians have a third eye in the centre of their foreheads; this can be used to operate various Silurian equipment such as locks, computers etc and also as a weapon emitting a damaging beam (Range 6/12/36, Damage 2d8, ROF 1).

### Sontarans

**Agility:** D4, **Smarts:** D6, **Spirit:** D8, **Strength:** D12+2,  
**Vigour:** D8

**Pace:** 4" **Parry:** 6, **Toughness:** 15(7)

**Skills:** Fighting D8, Shooting D8, Intimidation D8,  
Knowledge - Control Rod D8, Piloting D6, Notice D6,  
Survival D6

**Gear:** *Space Armour*; Armour +7, *Control Rod*; (see below)

#### **Special Abilities**

- **Arrogant:** Sontarans believe every race is an inferior; they have the Arrogant Hindrance.
- **Fear:** They look extremely intimidating and 'orrible.
- **Hardy:** Sontarans are bred for war and incredibly tough; they are considered Hardy (SW pg122).
- **Recharge:** Sontarans have to recharge their energy levels periodically. Unless they return to the ship or base every 6 hours to 'recharge', they must make a Vigour roll every 15-minutes after this or receive 1 Fatigue point.
- **Size +2:** Sontarans evolved on a dense world with a high gravity and are very durable; Size +2.

**Control Rod:** This Sontaran tool can be used in a number of capacities. It is used in the operation of certain pieces of equipment and technology. It can also be used as a weapon to either kill or enslave.

- **Enslave:** When used to enslave the mind of a subject it functions just like Puppet; the rod has 10 PP and the user rolls verses Knowledge - Control Rod, they must have line of sight on their target.
- **Blaster:** It can also be used as a beam weapon; (Range 12/24/48, Damage 2d8+2, ROF 1, AP 2).

## Yeti

**Agility:** D6, **Smarts:** -, **Spirit:** -, **Strength:** D10,

**Vigour:** D10

**Pace:** 4" **Parry:** 5, **Toughness:** 8

**Skills:** Fighting D6, Shooting D6, Notice D6, Stealth D6

**Gear:** *Web Gun* (see below)

### **Special Abilities**

- **Claws:** Their sharp claws do Str+2 and count as Armed.
- **Construct:** Yeti are actually robot constructs; SW pg123.
- **Control Sphere:** A Yeti needs a small Control Sphere to operate, without one they cannot function; a Control Sphere is capable of some independent movement, they can roll or levitate (Pace 3",) and are -4 to hit, Toughness 6(4).
- **Fear:** Fearsome looking.
- **Fearless:** Yeti are not affected by Fear.
- **Remote Control:** Yeti require a guiding intelligence to give them orders, without it they cannot function, their Smarts and Spirit are that of their controller.
- **Size +1:** Yeti stand nearly 2 metres tall and are big and furry with it; Size +1.
- **Slow:** Yeti tend to lumber a bit; draw 2 initiative cards and take the lowest.

**Web Gun:** The Web Gun can be used to try to entrap and kill a target, or create a vast cobwebby mass that carpets the ground.

- **Ensnare:** Damage is special; if the target is only Shaken they haven't become fully entangled and ensnared, but are still Shaken, 1 or more Wounds indicates the target has become fully Ensnared in the weapons tendrils. To escape the victim must make a Strength roll as well as first recover from Shaken (Multi Action Penalty) a Success means they are free to act next turn. Every turn after the first the victim remains Ensnared causes them 1 point of Fatigue damage. Once they become Incapacitated they must make a Vigour roll each turn to survive.
- **Area Attack:** When used to carpet surfaces with its web-like emissions, each shot fired covers an area the size of a Large Burst Template; these areas are considered Difficult Ground and those entering it must make a Vigour roll or suffer 1 point of Fatigue Damage. These areas also inhibit electrical and chemical reactions.

## Zygons


**Agility:** D6, **Smarts:** D8, **Spirit:** D10, **Strength:** D10,  
**Vigour:** D6

**Pace:** 6" **Parry:** 5, **Toughness:** 7(2)

**Skills:** Fighting D6, Shooting D6, Intimidation D8,  
Investigation D6, Knowledge - Computers D6, Notice D6,  
Stealth D6

### **Special Abilities**

- **Armour +2:** Zygons have a thick hide that gives them natural protection; Armour +2.
- **Electrical Attack:** Zygons can deliver an electrical charge with a successful Fighting roll to an adjacent target; damage 2d8.
- **Fear:** Zygons look pretty nasty.

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