TIMETRAP

A Doctor Who Role-Playing Game  
Adventure Module

Presented by THE EARTHBOUND TIMELORDS

[EBTL-Module #1]

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# ADVENTURE SUMMARY

The adventurers' TARDIS is captured by a mysterious time tunnel and pulled to a location from which the TARDIS cannot leave. The crew must investigate the location to discover why the TARDIS is trapped, free their time/space vehicle, and take the necessary action to keep other space travellers safe in the future.

# HISTORY OF THE ADVENTURE

This game was first developed and refereed by me in early 1985. It was the first adventure in my on-going Doctor Who role- playing campaign that continues to this day. It was officially refereed at Gen Con XXVI on 19, 20, and 21 August 1993. Gen Con is the world's largest gaming convention and it is good to see Doctor Who represented there each year.

This adventure was originally designed to be run with a modified version of the \_Doctor Who Role-Playing Game\_ designed by FASA. [Guy W. McLimore Jr. and Wm. John Wheeler, \_The Doctor Who Role-Playing Game\_, (Chicago: FASA, 1985)] The original game used a scale of 1 to 7 for ratings of difficulty. I have changed most of the statistics here to a simple percentage for success (up to a [100% chance]) so that you may adapt these numbers to any role-playing game that you wish. In the spirit of this adventure the average person has about 40 hitpoints [40 H.P.] (aka. life points or structure points). Other objects have hitpoints relative to this (for instance a Dalek has [60 H.P.]). Any of the percentages given for the success of a skill can be modified by the Game Master to reflect their particular role- playing system, adventure party, characters or style of play.

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**READ NO FARTHER IF YOU INTEND ON BEING A PLAYER IN THIS GAME**

**THE FOLLOWING INFORMATION IS FOR GAME MASTERS/REFEREES ONLY !!!**

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# IMPORTANT

Game Masters should read the ENTIRE module before running this adventure. The plot is explained, but only familiarity with all elements of the adventure will produce a successful game. Many things can be happening at once and only by reading the entire adventure beforehand will a Game Master be fully prepared.

# GAME MASTER NOTE

The Game Master should remember that he or she may change any element of the adventure to suit their own role-playing party. Nothing in these rules is concrete. As long as the Game Master and the players play fairly and without any personal grudges, changes made to this adventure should not affect game play. Remember, this is ONLY A GAME, and everyone "wins" a well run and played adventure!

# TIMELINE

This adventure takes place some time after the events of "Destiny of the Daleks"[BBC Serial Code-5J]. The Daleks and Movellans are now actually at war, the stalemate having been broken by the introduction of the Movellans' anti-Dalek virus which the Movellans successfully deployed on the battlefield. It also takes place before the events seen in "Resurrection of the Daleks"[BBC Serial Code-6P] when the Daleks rescue Davros to help them find a cure to the Movellan Virus used in biological warfare against them. At this time, the Daleks have taken large losses and have actively started a research campaign to find a cure for the virus. The Daleks are also employing and trying to perfect their time tunnel technology (as seen in "Day of the Daleks"[BBC Serial Code-KKK] and in "Resurrection of the Daleks"[BBC Serial Code-6P].

# GAME MASTER PLOT SUMMARY

The player's TARDIS is in flight when it is caught in a time tunnel. The tunnel causes the TARDIS to lose control and in turn pulls the Gallifreyan time vehicle toward the Asteroid Rurrsis. The TARDIS materializes inside a complex built on the asteroid and is rendered completely immobile. As the players investigate the complex, they discover that it is inhabited by Daleks. The complex is a science research facility built during the Dalek- Movellan War. It turns out that the Daleks are trying to capture a time craft, using their primitive time tunnel technology. They hope to be able to use such a time ship to affect the past, perhaps even to change the state of the Dalek-Movellan stalemate. The crew must avoid, outsmart or destroy the Daleks and reach the complex's generator. Only by cutting the power to the entire complex can they free the TARDIS. The crew should also destroy the timetrap controls (though this alone will not free the TARDIS), so that the Daleks cannot capture other ships in the future. When all is done perhaps the crew will want to take a vacation at the Eye of Orion.

## ADVENTURE (PART 1): The Flight

The TARDIS will be in vortex when suddenly there is a disturbance that shakes the entire craft. The Timelord (you may or may not be using the Doctor) inside can discover that the crew have lost control of the ship and that they are caught in a Time Tunnel. The only way to free the TARDIS from it without significantly endangering the crew is to follow the tunnel to its point of origin. From there the TARDIS could ordinarily be freed. If the crew decides to follow the tunnel no danger will come to the crew.

[Otherwise the crew suffer a [75% chance] of getting hurt for the loss of [4-24 (4D6) H.P.] each attempt that they make trying to escape the tunnel. There is only a [10% chance] that the TARDIS can be freed of the time tunnel on its own. (If the crew succeeds, move on to another adventure or have the TARDIS conveniently captured by the tunnel again moments before materialization if the crew decides to continue an investigation of the tunnel's origins.)]

## ADVENTURE (PART 2): The Timetrap

The Asteroid Rurrsis\* [off the map]:

The Timetrap complex is built on the Asteroid Rurrsis. It is located in a belt of asteroids in deep space. The asteroid has no atmosphere, so if the walls of the Dalek complex are breached it will become depressurized and most likely kill all of the unprotected life inside as the atmosphere escapes. The asteroid itself contains no other lifeforms. The only significant structure on it is the Dalek science facility where the timetrap itself is located. \*The Timetrap Complex\* [see map]:

## HISTORY:

The complex itself was built as a research facility for the Daleks shortly after the beginning of the Dalek-Movellan War. Initially, the research was geared toward finding a cure to the Movellan virus that plagued many of the Dalek forces. As other facilities progressed in their research farther than the one located on Rurrsis, the direction of the research was changed. Having already developed time travel capabilities, the Daleks on Rurrsis changed the direction of their research toward using the time corridors that they created as a method of capturing other time travel vehicles. Thus the TIMETRAP PROJECT was created and the Daleks have proceeded to research time travel and their time corridor technology.

## RECENT EVENTS:

At the time of the crew's appearance at the complex, the Daleks have just finished their fifth test with the timetrap corridor. Their first four tests proved to be inconclusive and warranted only the appearance of a piece of debris after the third test. As the crew's TARDIS appears, the Daleks have abandoned their current test which finished its sequence a quarter of an hour before. The TARDIS was caught in the receding time tunnel after the beam had been disengaged.

## GAME INFO:

The complex's environment is made up of an Oxygen/Hydrogen/ Nitrogen mix very similar to that of the plant Earth. The temperature inside the complex is 22(C)/75(F) degrees.

The complex's wall themselves are made of a metal alloy that is composed of titanium, aluminum, and steel. The walls to the outside of the complex can take [150 H.P.] damage before they are breached. If they are, the complex will rapidly decompress, requiring that the crew don spacesuits or seal themselves into a room (when the crew will have to solve their problems on their own).

Airlocks within the complex are reinforced for [150 H.P.] as well. However, standard doors (which slide straight up and down) have only [50 H.P.] and will slowly leak oxygen out of a room if there is a decompression in the adjoining room. If this is the case, give the players a [30% chance] to realize they are losing air.

The entire complex is lit by phosphorescent liquid, called phosphorsaline-12, that is stored in the ceiling panels. An electrical charge is added to the liquid making it glow brightly through the clear plastic ceiling panels. When charged the phosphorsaline-12 glows a bright shade of light green and one can see the electrical charges moving through the liquid in the appearance of slightly brighter areas (much like the vanilla in a chocolate swirl ice cream--except green). If the ceiling is shot or somehow breached the phosphorescent liquid will leak out flowing down to the floor. The liquid will glow for approximately another ten minutes before it quickly loses its luminescence no longer gaining a charge from the electrical current. The liquid is non-toxic and non-corrosive.

All the doors in the complex slide toward the ceiling when opened. Airlock doors slide to the ceiling and towards the floor. Next to each on the left side is a square panel that when pressed activates the door [this panel can be pressed by the Dalek sucker arm if the door fails and does not properly acknowledge the Dalek's in-built signal that opens the doors automatically].

## THE MAP:

Each map location is divided into two sections. The first section, "DESCRIPTION," contains a description of the room that the Game Master can read to the players when they first enter the given room or location. The contents of the room may be different as the adventure continues (for example some of the Daleks may have left the room that they are described in and thus the description must be altered by the Game Master to fit the current situation). The second section, "GAME INFO," contains information about the given room or its inhabitants important to the Game Master for running the game.

# 1. TIMETRAP CORRIDOR

## [DESCRIPTION]

As you exit the TARDIS you find yourself in a well lit room that glows with a green tint. The ceiling is lit brightly and seems to shift with slight variations of light greens. Strikingly, you notice a large curved mirror that runs from the Northwest corner of the room around to the Southeast corner. The mirror reflects the movement of the crew as you leave the TARDIS. To the West and South are heavy walls made of grey metal. With the exception of the time ship and your characters, nothing else is in the room.

## [GAME INFO]

The Timetrap corridor that the TARDIS gets caught in ends here. Under the floor is a mass of wires and circuits which lead to the North [and Room #10 "Timetrap Systems"] and Northwest [and the control panel in Room #2 "Timetrap Room"]. If these are cut, the timetrap will be rendered inoperable until they are repaired. Removing the floor is difficult and the players will only have a [15% chance] of success without tools (which would improve their odds). The walls to the West and South are walls to the outside of the complex.

The most important feature of the room is the large mirror to the front of the room. This is in fact a one-way mirror which allows the Daleks to observe anything captured in the timetrap [from room #2 "Timetrap Room"]. If the mirror is shot at with a laser the beam will be reflected into the room with a [20% chance] that it hits one of the party members. The mirror, though thin, is rather strong much like bullet-proof glass. It can be breached. The mirror has a total of [75 H.P.] before it is broken in a hole large enough for a person to climb through. The mirror can also be breached using various other destructive methods [Note: one player cut it repeatedly with a diamond from a ring in one adventure]. Mechanical methods seem not to work to remove the mirror (it raises towards the ceiling), however the Game Master may allow the players to use a sonic screwdriver or other such device to activate it.

# 2. TIMETRAP ROOM

## [DESCRIPTION]

The room you enter is almost completely empty, the grey walls conveying the solitude. To your front you can see a control panel standing on a lone pedestal. To the North and the East are heavy sliding doors. A quick look behind you and notice that the large mirror is transparent from this side. You can see the TARDIS in plain view but a little less clear than if the glass of the mirror was not there.

## [GAME INFO]

This room is used to directly control the timetrap experiments. The controls here can control the time tunnel when it is activated (when the players first reach this room it is not). All of the buttons on the control panel are rather large about 10 centimeters square. The buttons are multi-colored, and the only notable color in the grey room. There is a button on the panel that can raise the mirrored shield. The room is also an observation area for the Dalek scientists to see what the timetrap can capture, thus the one-way mirror.

When the timetrap is active, a character with skills in temporal science would have a [50% chance] success rate to control the timetrap experiment. A character with a skill in temporal science or computer use would be able to deduce [60% chance] that this is only the observation control panel for the experiment. The actual controls that make major adjustments to the time corridor and the power source are located elsewhere [room #10 "Timetrap Systems"].

The doors exiting this room are Airlock doors, meaning that they slide toward both the ceiling and the floor. This should be remembered as almost all of the other doors in the complex are normal single upward sliding doors (so when the characters enter the other doors they door will slide only to the ceiling unlike the doors to this room). A character versed in astronautics or the mechanical engineering of space worthy vehicles or hermetically sealed rooms can notice that the double sliding doors are Airlocks [80% chance].

# 3. HALLWAY

## [DESCRIPTION]

Opening the door reveals a hallway that is about two meters wide. There are various sliding doors along the hallway and the hallway seems to turn a distance up the corridor.

## [GAME INFO]

The hallway is quite typical and is large enough for two Daleks to pass one another. There is nothing of note in the hallway. The Game Master should be aware that the characters might encounter roving Daleks who are on patrol through the complex or on their way to their work stations [see ROVING DALEKS after the room descriptions].

# 4. DETENTION ROOM

## [DESCRIPTION]

This room appears to be completely empty.

## [GAME INFO]

This room is used by the Daleks to detain prisoners and anyone they might capture in the timetrap corridor. There is absolutely nothing in this room. If the door closes behind the characters, they may have a difficult time exiting as there is no square door-opening panel on the inside of this door. The characters only have a [5% chance] to open the doors without mechanical aid.

# 5. STORAGE ROOM #1

## [DESCRIPTION]

As this door opens one can see that this dimly lit room is lined with one meter square metal boxes. The boxes to the West are neatly arranged against the wall, but the metal crates to the East are a bit more disorganized. There appears to be no one inside this room.

## [GAME INFO]

This room is a storage room full of metal boxes and nothing else. Though the boxes to the East are more disorganized, there is no reason for this patterning. It just happens to be how the boxes are stacked and arranged at this time. The boxes are stacked two high, though a few do not have another box stacked on them.

Each of the metal boxes is vapor sealed, and to properly open the box, the small button on the top must be pressed to equalize the air pressure. At that time the two snaps on the side of the box's top can be opened without any problem. If a character opens the box without first examining the box and finding the pressurization button, there is a [30% chance] that the resulting sound of the box popping open will alert nearby Daleks [ROVING DALEKS on patrol in the hallway (see below)]. There is also a [15% chance] that some of the electronic parts and instruments contained inside will be propelled out of the box bringing [2-12 (2D6) H.P.] of damage to the character opening the container.

The boxes contain electronic and electrical equipment used to fix the various computers and controls around the complex. The most useful devices that could be built from the various parts found in the crates are the following:

DOOR ACTIVATOR: [20% chance, 50% chance if versed in electrical engineering]. This will allow the players to open the complex's doors automatically as they approach them (like the Daleks), rather than having to press the electronic pad next to the door.

COMPUTER HOOKUP: [10% chance, 40% chance if versed in electronics engineering]. This will allow players to access the Dalek's computer banks and controls at twice the rate without having to use the large awkward buttons built for the Daleks. It still requires that someone connect the COMPUTER HOOKUP to a computer with a [30% chance] of success, improved to a [45% chance] if one has either an electrical or electronics engineering skills.

COMMUNICATORS: [15% chance, 60% chance if versed in electronics engineering]. This allows the player to construct two hand held communicators (walkie-talkies) that the players can use to contact one another at a range up to 10 Kilometers.

# 6. INTERROGATION ROOM

## [DESCRIPTION]

This grey walled room is empty with the exception of a single bed-like table that stands at the center of it. The table has straps that are connected to it that appear as if they can be used to restrain a being on the tabletop.

## [GAME INFO]

The room is an interrogation room, where prisoners are brought to be questioned after being detained [in room #4 "Detention Room"]. The table stands alone in this room and can indeed be used to restrain prisoners (usually when administering drugs to them). There is a [15% chance] that a player can escape the straps if tied down. These odds improve to a [35% chance] if the player has lockpicking skills or mechanical abilities related to escape.

If the door closes behind the characters, they may have a difficult time exiting as there is no door-opening panel on the inside of this door. The characters only have a [5% chance] to open the doors without mechanical aid.

# 7. MEDICAL BAY

## [DESCRIPTION]

This room is brighter than the others shining almost a true white. It contains two table-like beds that have straps attached to them to restrain a being laying on them and some electronic monitoring equipment. There is a table, with a storage locker in it, built against the Northern part of the West wall that wraps around to the North wall. There is a door to the West which is labeled "Cryogenics."

## [GAME INFO]

This room is a medical bay that services both the Daleks and the prisoners that they capture. The door labeled "Cryogenics" leads to [Room #8 "Cryogenic Freezer"].

The tables in this room and can indeed be used to restrain prisoners (usually when administering drugs or medical treatment to them). There is a [15% chance] that a player can escape the straps if tied down. These odds improve to a [35% chance] if the player has lockpicking skills or mechanical abilities related to escape.

The electronic monitoring equipment (which is displayed on the wall between the two beds) is used to electronically monitor the vital statistics of the person or creature on the beds. This is accomplished through an array of sensors built into the bed and requires that there be flesh to metal contact with the bed itself. (Apparently, Dalek doctors offices are cold as well). All characters have a [10% chance] of discovering how the system works, with the odds improved to a [50% chance] if the character is skilled in electrical engineering. A character with medical skills will have a [60% chance] of using the beds to discover any illnesses in another character (such as those possibly contracted in previous adventures).

The storage locker is unlocked and contains various medicines and medical instruments. The medical instruments all seem as if they are part of a modular system--each has an end that is the same size slimmed to about 2 centimeters wide and rounded. This is so that the Dalek with the medical functioning can attach the various tools to his adapted sucker arm for use. There are only three medicines of note in the locker. A character skilled in chemistry has a [55% chance] of discovering their use, and a character with medical skills has a [30% chance]. The medicines are:

CORDOZINEATHOL (MEDICINE #1): This is a truth drug, that once administered requires that the character tells the truth for the next 5 questions they are asked. The character has a [15% chance] to resist having to tell the truth. The bottle contains a total of 5 doses.

MOVELLUS-2 SERUM (MEDICINE #2): This is an experimental serum for the Movellan anti-Dalek virus [as seen in "Resurrection of the Daleks"[BBC Serial Code-6P]. Amazingly, this formula is not too far from a proper antidote for the virus, and can be converted to a preventative medicine if it is combined with Iron and heated to 100(C)/212(F) degrees. A character with a chemistry skill has a [35% chance] of properly discovering and a [25% chance] of synthesizing the formula.

[GAME MASTER NOTE: The Daleks do not find the cure for the Movellan virus before their visit to Davros in "Resurrection of the Daleks"[BBC Serial Code-6P], so characters who act irresponsibly and give the Daleks the formula should have to pay for their mistakes--such as a follow-on adventure where the Timelords forcibly recruit them to get the formula back at all costs, or perhaps a trial conducted by the Timelords for a charge of direct interference (like in "The War Games"[BBC Serial Code-ZZ].]

TRIMETHOLHYPERCLORODINE (MEDICINE #3): While labeled as a "Combat Enhancement Drug" the truth is that the drug is in an experimental stage and the Daleks intend to test the effects on those captured in the Timetrap. The actual results of the drug vary and are determined by a percentile dice roll on the following chart:

|  |  |  |
| --- | --- | --- |
| 01-20% | Memory Loss | Characters forget where or who they are for the next [10 turns]. |
| 21-40% | **Quick Reflexes** | The intended effect of the drug increases a character's Dexterity and combat skills by [20%] for the next [10 turns]. |
| 41-60% | **Kleptomaniac** | Causes the character to want to steal, including from their friends, anything of value or importance. The need to acquire physical objects overrides everything except for self-preservation. This lasts for the next [20 turns]. |
| 61-80% | **Hero Worship** | This causes the character to be in complete awe of the first character that speaks to them. The affected character will believe that the person who speaks to them is perfect and their intellectual and physical superior, and that they must serve them completely. This includes doing anything the character asks and protecting that character's life at all costs, including jumping in the way of bullets or lasers. The affected character believes their life is inconsequential compared to that of the first character to speak to them. They are unworthy in respect to them. They will protect the character and always side with the character in arguments defending the person who spoke's position with such remarks as "Shut up, you know nothing compared to [speaking character's name]." or "[Speaking character] is one of the greatest minds in the Universe, how dare you disagree with them!" This will last for the next [20 turns]. |
| 81-100% | **Seizures** | This will cause the character to go into uncontrollable convulsions. It causes [3-18 (3D6) H.P.] damage to them as well. This will last [1-3 (1D6/2) turns]. |

# 8. CRYOGENIC FREEZER

## [DESCRIPTION]

As you open the door to this room a wave of cold air touches you. The air around the edges of the door start to mist into white wisps of air. Inside, a light is activated and the ceiling begins to glow a familiar light green. The room is freezing and ice crystals seem to be slowly forming as your gaze sweeps the room. Inside there are 2 large freezers. The first starts on the Southern wall and wraps around to the East. This freezer has a sliding plexiglass doors and there seem to be a variety of unused hooks that hang in the freezer. The second freezer made of metal stands against the North wall. This freezer has 20 smaller compartments that are all covered by small metal doors.

## [GAME INFO]

This cryogenics freezer room is used to store a variety of items that must be properly cooled. The temperature inside the room is -18(C)/0(F) degrees. The freezer with the plexiglass windows and hooks are intended to be a storage area for beings that are captured in the timetrap and medically stored in a cryogenic freeze, or to store the cadavers or body parts after an autopsy by the Daleks. The second freezer with the compartments is a medical storage freezer used to store tissue samples, serums, and medicines. There are six compartments currently in use. These compartments variously contain:

* COMPARTMENT #3: Contains a tissue sample from a Dalek that has been killed by the Movellan created anti-Dalek virus. This tissue sample had been used for research for finding an antidote before the complex's Daleks changed the direction of their research to the timetrap.
* COMPARTMENT #6: Contains a metal scrap. The scrap was from the debris found after the third timetrap experiment. It was used by the Daleks to attempt to determine if there had been any life in the debris. The answer is no, and a character with chemistry or medical skills have a [40% chance] to discover this (though the only place that they can find out where the piece of metal came from is in the computers located at either [room #12 "Computer Banks] or [room #14 "War Room/Control Center"])
* COMPARTMENT #7: Contains mutated Dalek cells that have been effected by the Movellan anti-Dalek virus, but have not been killed. These cells have been treated with the vaccine MOVELLUS-2 SERUM [found in room #7 "Medical Bay"]. A character with either chemistry or medical skill have a [40% chance] of making the connection between the sample in this compartment and the vaccine if they are aware of the existence of both. Players with chemistry and medical skills have a [50% chance] of discovering that the vaccine has caused a mutation in these cells and the cells have developed a cancerous growth. However, the vaccine did stop the effect of the anti-Dalek virus.
* COMPARTMENT #10: Contains a vial of the drug FALADRINE. The effect of the drug is to cause sleepiness and sleep upon direct contact with skin. A character has a [25% chance] of resisting falling asleep each turn until they either fall asleep or [10 turns] pass. If the character falls asleep, the drug will last [40 turns] from the point of their unconsciousness or until they are revived by a character with medical skills.
* COMPARTMENT #13: Contains a block of frozen ice for use in other experiments. There is nothing significant about it.
* COMPARTMENT #18: Contains a piece of metal (made of the same titanium, aluminum, and steel alloy that the complex walls). The alloy is going through a vigorous test of being heated and cooled repeatedly. A character with skills in chemistry or metallurgy has a [75% chance] of discovering that this is the test that is being performed and a [75% chance] of realizing that the alloy is performing well and not under any stress of breaking.

# 9. NUTRITION AREA

## [DESCRIPTION]

As you enter this room, you notice that it is almost completely empty. On the far Southern wall is a large machine made of grey metal. From the machine there are variously 16 bottle-like protrusions with small tubes extending from them.

Also in the room is a robot-like machine [a Dalek]. Its base is peppered with small bulbous protrusions and at its midsection there appears to be a sucker-like arm and a weapon stalk of some kind. Near the top there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights. This domed top seems to be open and one of the tubes from the machine on the wall apparently leads inside the salt shaker-like robot. The front of the metallic creature is turned away from you as its the eye stalk.

## [GAME INFO]

This room is a feeding and nutrition area for the Daleks. A mixture of synthetic proteins and carbohydrates is created in the machine against the wall and is fed through the straws to the Dalek creatures inside their casings through the straw system. To feed, the Dalek creature opens the top of its travel unit and feeds directly from the straw.

If a player tastes the thick green nutritional liquid there is a [90% chance] they will find that it tastes revolting. If this is the case there is also a [40% chance] the player will vomit.

The Dalek[#12] in this room is a patrol Dalek on its normal nutrition break. It will not notice the characters unless they approach the Dalek and look inside. If they do they will see the organic Dalek creature inside. There is a [70% chance] it will spring out at the players. If it does the Dalek creature will use its tentacles to wrap itself around the player and bite it with its teeth [3-18 (3D6) H.P.] damage per hit. If attached it will take a considerable amount of player strength to remove the creature. The Dalek has [60 H.P.] when it is in its casing, but only [25 H.P.] for the organic creature itself outside of its protective shell.

If the alarm has sounded, the Dalek will end it's nutrition break and patrol [room #3 "Hallway"]. It will pursue any intruders with the intent to capture or kill.

# 10. TIMETRAP SYSTEMS

## [DESCRIPTION]

As you open the door to this room, you are greeted with an array of flashing multi-colored lights that are on the desk-like panels that stretch from the South all the way around to the North wall. The lights are part of a large control panel.

Also in the room is a robot-like machine [a Dalek]. Its base is peppered with small bulbous protrusions and at its midsection there appears to be a sucker-like arm and a weapon stalk of some kind. Near the top there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This is the control room for the Timetrap tunnel. The computer here controls all of the major systems that regulate the tunnel and make any modifications to the timefield. If the characters destroy the controls here, the timetrap will be useless until it is fixed ([40% chance] to repair for a character (or Dalek) with temporal science skill). To ensure that the computer controls are completely destroyed and irreparable the panel must take [50 H.P.] of damage. However, regardless if the controls are damaged or destroyed, the existing timefield will continue to operate (meaning the TARDIS will still be trapped). Only by cutting the power to the generator [in room #20 "Generator Room"] will the TARDIS be freed.

Also, the destruction of the timetrap does not mean that the Daleks would not be able to build another tunnel. Only by destroying the TIMETRAP PROJECT files in [room #12 "Computer Banks"] will the crew prevent the Dalek experiments to continue (at least until the Doctor gets caught in a timetrap in "Resurrection of the Daleks"[BBC Serial Code-6P]).

The Dalek[#11] here is one of two Daleks versed in temporal science. It will man this post under all circumstances and will not leave the room (unless ordered to evacuate). Its mission is to guard the Timetrap controls when the complex is in danger.

# 11. WEAPONS RANGE

## [DESCRIPTION]

You enter a large room that seems to be rather empty. To the North there are three cut out figures of humans with identical white uniforms and cornrow braided hair. To the South stand three racks, as well as a rack that is placed against the Southern wall. The racks contain some sort of weapon with a rounded ball on one end for attachment to a swivel socket.

## [GAME INFO]

This room is a weapons range for the Daleks. The cut out figures in the room are made of metal and represent Movellans with whom the Dalek are at war.

The weapons in the room are Thermal Disruptors with a swivel ball socket that can be attached to a Dalek. New Daleks are brought to the weapons range to practice their skills. Though they have weapons built in when the casings come off the assembly line in [Room #17 "Dalek Assembly"], there are back-up weapons stored here. The total number of weapons here are 35. A player can use one of the weapons with a reduction in their ranged weapons rifle skill of a [-15% chance] to hit, until the Game Master decides they have become proficient with the weapon. A Dalek thermal disruptor does [5-60 (1D12x5) H.P.] of damage (or A-Level (Energy weapon) damage if using the chart in the FASA \_Doctor Who\_ role-playing game).

# 12. COMPUTER BANKS

## [DESCRIPTION]

Entering this room, you find yourself surrounded by a large wall of blinking lights from a mainframe computer that wraps around the room. In the center of the room is another part of the room-sized computer that seems to be processing a great amount of information. To the East wall there is a computer console.

## [GAME INFO]

This room is the Daleks' computer database and information storage facility. The computer is a huge mainframe of information for a good many of the Daleks activities.

The most important file in the computer is the TIMETRAP PROJECT file which contains the blueprints for making the Timetrap. The characters must destroy this file to prevent the Daleks' experiments from continuing even if they destroy the timetrap controls in [Room #10 "Timetrap Systems"]. A character has a [20% chance, 60% chance if versed in Computer use] of finding and destroying the TIMETRAP PROJECT file. If this is accomplished, the Daleks will be unable to continue the project until they create a new timetrap and soon after succeed in capturing the Doctor in "Resurrection of the Daleks"[BBC Serial Code-6P]. If the players fail to destroy this file, continue to plague them occasionally with variations on this adventure.

There are five other files of interest in the computer other than the normal day-to-day information uses of the Daleks. Each character has a [20% chance, 60% chance if versed in computer use] to discover each of these files as well. They are:

MOVELLUS-2 SERUM (File #1): This is a detailed account of the research done on an cure for the anti-Dalek virus employed by the Movellans during the war. This is an experimental serum for the Movellan anti-Dalek virus[as seen in "Resurrection of the Daleks"[BBC Serial Code-6P]. Amazingly, this formula is not too far from a proper antidote for the virus, and can be converted to a preventative medicine if it is combined with Iron and heated to 100 degrees (C). A character with a chemistry skill has a [35% chance] of properly discovering and a [25% chance] of synthesizing the formula. A vial of the current stage of the virus cure is listed as being located in [Room #7 "Medical Bay"]. [GAME MASTER NOTE: The Daleks do not find the cure for the Movellan virus before their visit to Davros in "Resurrection of the Daleks"[BBC Serial Code-6P], so characters who act irresponsibly and give the Daleks the formula should have to pay for their mistakes--such as a follow-on adventure where the Timelords forcibly recruit them to get the formula back at all costs, or perhaps a trial conducted by the Timelords for a charge of direct interference (like in "The War Games"[BBC Serial Code-ZZ].]

GEMINI PROJECT (File #2): This is a file revealing that this Dalek research outpost was not one chosen for research into a cloning procedure. No details are given about the project, and no work is being done on it at this location. This file simply reveals the existence of the project itself.

THE TALEN PLAN (File #3): This is a file revealing that the Daleks have a spaceship located underneath the Timetrap Complex, and in an emergency, the Daleks are to go to [Room #23 Airlock/Transport Room"] and take the elevators down to the ship and evacuate the complex. The reason for this plan is revealed to be so that as few Daleks are destroyed as possible, in an attempt to keep their numbers strong against the Movellan biological threat.

INTELLIGENCE UPDATE (File #4): This file reveals the current status of the Dalek-Movellan War. It reveals that until recently the Daleks and Movellans have been at an impasse, neither side being able to engage in combat because the other's battle computers would predict the counter attack and react to it before the attack was even launched. The computers continued this stalemate with no weapons being fired. An expedition was sent to find Davros, the scientist who accelerated the mutation of the Daleks during the Kaled-Thal War on Skaro. The mission proved unsuccessful due to suspected Movellan interference [Game Master Note: At this time the Daleks are not aware that there was also interference by the Doctor and Romana and their human allies.] Recently, the Movellans employed a virus that attacks the genetic make-up of the Daleks themselves.

This biological weapon was not foreseen by the Daleks' computers and the stalemate was broken. The Movellans are at this time making advances on all fronts as the Daleks race for a cure to the virus. In pitched conventional battles between the two races the Daleks have won a slightly larger number of encounters. [Game Master Note: Nowhere in the intelligence report does it actually report that the Movellans are a completely robotic race, thus revealing why the Daleks in turn could not retaliate with a biological weapon of their own.]

CONTENTS OF COMPARTMENT #6 (File #5): This file reveals that the metal scrap found in compartment # 6 of [Room #8 "Cryogentic Freezer"] was from the debris found after the third timetrap experiment.

# 13. COMMUNICATIONS

## [DESCRIPTION]

As you enter this room you can see controls lining the walls as well as a control station in the center of the room. The hiss of static as well as various broadcasts can be heard inside the room. Large green oscillators reveal the wave patterns of many of these sounds. There is a door on the East wall near the Southern wall.

Also in the room are three robot-like machines [Daleks]. Their bases are peppered with small bulbous protrusions and at their midsections there appear to be a sucker-like arm and a weapon stalk of some kind on each. Near the top of each there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This room is the communications facility for the complex. All of the major communications made with any Daleks or other races not on the Asteroid Rurrsis are controlled from here. it is possible to make a communication from [Room #14 "War Room/ Control Center"] but the call will be transferred through this room.

Character may use the communications equipment here if they choose to with a [20% chance, 45% chance if versed in computer use] of successfully sending a message to where they wish.

Two Daleks[#5 and #6] here are versed in Communications computer use. They will man this post under all circumstances and will not leave the room (unless ordered to evacuate). Their mission is to guard the equipment and maintain communications when the complex is in danger.

The last Dalek[#7] is a patrol Dalek on watch. If the alarm has sounded, the Dalek will continue to guard the room. If the door is opened by any of the characters, the Dalek will pursue them with the intent to capture or kill.

# 14. WAR ROOM/CONTROL CENTER

## [DESCRIPTION]

As you enter this room you immediately notice the large computer display table in the center of the room. Large animated graphics and numbers seem to be constantly changing theappearance of its tabletop. The periphery of the room is surrounded with many controls and computers that flash in wild succession. There are doors that exit the room on the North, East and West (near the South) walls.

Also in the room are four robot-like machines [Daleks], one of which is gold. Their bases are peppered with small bulbous protrusions and at their midsections there appear to be a sucker- like arm and a weapon stalk of some kind on each. Near the top of each there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This is the Timetrap Complex's command center. All of the important functions of the complex can be monitored from this location and can be responded to appropriately. The table at the center of the room is a large computerized display giving any information required. When the characters enter the room, the display will be showing a schematic of the adjoining star system. The display itself can easily be changed from a 2-dimensional representation to a 3-dimensional representation at a flick of a switch on the tabletop (characters have a [90% chance] to accomplish this).

The computers around the walls can monitor a variety of activity in the complex. Most notable are links to the communications center [Room #13 "Communications"] so that messages can be sent, a link to the life support control center [Room #19 "Life Support Controls"] and the adjoining complex's power supply [Room #20 "Generator Room"], a link to both the timetrap control center [Room #10 "Timetrap Systems"] and the timetrap room [Room #2 "Timetrap Room"] to monitor experiments. The command center has audio communication with every room through a system of two way intercoms. The control center also has direct access to the computer banks in [Room #12 "Computer Banks"] and information stored there can be accessed from here.

The command center also serves as a war room when the complex is under attack. It contains the radars that monitor nearby space traffic (located on the South wall). It also contains an anti-ship missile system that can destroy approaching spacecraft. These can be used with a [10% chance, 60% chance if versed in computer use (such as Daleks)] of destroying nearby spacecraft.

It is from this location that the Gold Dalek[#1] will monitor the complex's activity. The Gold Dalek will order an evacuation of the complex if 14 or more of the Daleks are destroyed. At that time the Gold Dalek will announce over the intercom "TALEN PLAN IN EFFECT" and then move to [Room #23 "Airlock/ Transport Room"]. If the Gold Dalek is destroyed, then no order will be given to evacuate the complex.

One Dalek[#2] here is versed in heavy weapons use. It will man this post under all circumstances and will not leave the room (unless ordered to evacuate). Its mission is to protect the complex from attack by spacecraft, but in the case of a direct attack in the complex will guard the Gold Dalek until it is evacuated.

The last two Daleks[#3 and #4] are patrol Daleks on watch. If the alarm has sounded, the Daleks will continue to guard the room. If the door is opened by any of the characters, the Dalek will pursue them with the intent to capture or kill.

# 15. SCIENCE LAB

## [DESCRIPTION]

The door opens into a rectangularly shaped room lit very brightly and smelling like mothballs. Near the center of the room is a large laboratory table. Attached to the walls in Northwest corner are a set of computers. To the Southwest are two smaller tables with laboratory equipment such as beakers and testtubes on them. There are two doors to the room one on the West and one on the East wall.

Also in the room is a robot-like machine [a Dalek]. Its base is peppered with small bulbous protrusions and at its midsection there appears to be a sucker-like arm and a weapon stalk of some kind. Near the top there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This room is a scientific laboratory. The computers in the room are used to record information which is then relayed to the computer banks [Room #12 "Computer Banks"]. There is no information currently stored (nor can information be accessed) on this computer and characters have a [30% chance, 80% chance if skilled in computer use] to realize that data is stored elsewhere in the complex. The tables are used for various experiments but at this time contain only unused equipment. There is a mass of small debris located on the main table. This debris is from the third use of the timetrap, when the Daleks managed to capture something in the timetrap. There is nothing of note about the debris.

The Dalek[#10] here is versed in Chemistry (and has a secondary skill as a back-up medic). If the alarm is sounded this Dalek will move to [Room #7 "Medical bay"] where it will guard Dalek [#20] as it treats casualties. If Dalek [#20] does not arrive at [Room #7 "Medical Bay"] this Dalek will treat casualties that arrive there. [Game Master Note: Daleks always engage the enemy until they are victorious. Daleks that have been hurt will only go to [Room #7 "Medical Bay"] once all enemy threats have been dealt with.]

# 16. GROWTH CHAMBERS

## [DESCRIPTION]

As one enters this room, the first thing that one notices is the stench. Much like decaying meat, the air here is thick and rancid. Aligned along the North and South walls are machines with tall transparent plastic containers on top of them. The containers are inhabited by small green mutated animals of some sort [Dalek embryos]. Each of these banks of machinery have a small control panel attached to them. As the green mutated animals see you they start to squirm, tentacles thrashing about out of the tops of the containers.

## [GAME INFO]

This room is where the biological Daleks (mutants of the race once known as Kaleds, that lived on the planet Skaro) are bred and educated. Aligned along the North and South walls are breeding chambers for Dalek embryos. It is here that young Dalek organisms are fed and trained until they are mature enough to be placed into a travel machine casing.

The controls attached to the machines control the environment for these Dalek embryos (which includes some levels of radiation). A character has a [20% chance, 45% chance if versed in computer use] of changing the environment and killing the Dalek embryos. There are a total of 5 embryonic Daleks in the room at this time. If the environment is changed, each of the five embryos will have a [25% chance] of jumping out of the tank and surviving.

The Dalek embryos will notice the characters and react to their presence as outsiders. There is a [25% chance] for each that they will spring out at the players. If it does the Dalek embryo will use its tentacles to wrap itself around the player and bite it with its teeth [2-12 (2D6) H.P.] damage per hit (this is less than an adult Dalek mutant). If attached it will not take much player strength to remove the creature, but the embryo will continue to try to attack. Each Dalek embryo has [15 H.P.] for the organic creature itself.

If more than 10 Daleks are destroyed the Gold Dalek will order the two Dalek embryos that are most mature to be given a casing and activated. If this happens, see the section below entitled DALEK INFORMATION--ASSEMBLY LINE DALEKS.

[Game Master Note: "Dalek embryo" is simply a term used to describe the young organic Dalek mutants. They are not exactly true embryos, but called such because of their ameboid resemblance to actual embryos.]

# 17. DALEK ASSEMBLY

## [DESCRIPTION]

As one enters the room one notices the large conveyor belt on which stand a great deal of parts and equipment. There seems to be a general progression of some sort of mechanical or robotic machine. One can first see a base peppered with small bulbous protrusions. The next has the addition of a sucker-like arm and a weapon stalk of some kind at its midsection. Near the top of the next few are the addition of a grille a domed top with a stalked eye and a pair of inactive lights. The assembly line appears to be roboticly run.

## [GAME INFO]

This room is used to assemble new Dalek casings. When a Dalek embryo has properly matured and been properly trained it is brought to this room and given a Dalek casing (originally called a "Mark 3 Travel Machine") in which it will live and function as a member of the Dalek race.

In the Northwest corner of the room is a computer panel that controls the robotic assembly system. A character has a [30% chance, 75% chance if skilled in computer use] of turning the assembly line on or off.

If more than 10 Daleks are destroyed the Gold Dalek will order the assembly line activated and the two most mature Dalek embryos in [Room #16 "Growth Chambers" ]to be given a casing and activated. If this happens, see the section below entitled DALEK INFORMATION--ASSEMBLY LINE DALEKS.

# 18. DALEK CHAMBER #1

## [DESCRIPTION]

This room is made up of four grey walls and no equipment.

Also in the room are four robot-like machines [Daleks]. Their bases are peppered with small bulbous protrusions and at their midsections there appear to be a sucker-like arm and a weapon stalk of some kind on each. Near the top of each there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This room is a common room for Daleks when they are not active the Daleks may come here and rest.

One Dalek[#13] here is a parol Dalek that may leave the room at any time and continue its watch (see DALEK INFORMATION--ROVING DALEKS).

One Dalek[#15] will start the assembly line and retrieve Dalek embryos from [Room #16 "Growth Chambers"] if ordered to by the Gold Dalek. (See DALEK INFORMATION--ASSEMBLY LINE DALEKS).

The other two Daleks[#14 and #16] will remain in the room. If the door is opened by any of the characters, the Daleks will pursue them with the intent to capture or kill.

If the alarm is sounded, each of the Daleks will move to their designated areas and stand guard (see DALEK INFORMATION-- DALEK COUNTER), pursuing any character with the intent to kill if a character is spotted.

# 19. LIFE SUPPORT CONTROLS

## [DESCRIPTION]

Entering this room, one sees control panels on each wall. A screen readout on the wall tells the complex's temperature and air content. There are two doors here, one on the North wall and one on the East.

Also in the room are two robot-like machines [Daleks]. Their bases are peppered with small bulbous protrusions and at their midsections there appear to be a sucker-like arm and a weapon stalk of some kind on each. Near the top of each there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This room houses the complex's life support systems. The two most notable are the atmosphere controls and the gravity controls. Each of these are computer controlled and a character has a [25%chance, 50% if skilled in computer use] of activating or deactivating these systems.

If the atmosphere control is disabled there is enough oxygen in the complex for [25 turns] before characters without their own source of air start feeling the effects. Characters without air will suffer [1-6 (1D6) H.P.] damage per turn without air. Dalek can survive an airless environment (such as underwater or in space) in their casings, as they have a self contained breathing system.

If the gravity controls are disabled, [2 turns] later the complex will become a zero gravity environment. Daleks will not be able to freely move as they do not yet have in-built propulsion units (as seen in "Revelation of the Daleks'[BBC Serial Code-6Z] and "Remembrance of the Daleks' [BBC Serial Code-7H], apparently only members of Davros's faction of Daleks have this ability.) The same is true of the characters. However, disabling the complex's gravity for a few turns would allow the characters to disrupt Dalek movement and the characters would be able to recover in [1 turn] as they stood up, while it would take the Daleks [10 turns] to right themselves.

One Dalek[#8] here is an engineer and controls the systems here and also repairs any major damage to these systems and the generator in [Room #20 "Generator Room"]. He will remain at this post and alternately guard and repair these systems as necessary.

The other Dalek[#9] is one of two Daleks skilled in temporal science and is involved in researching the timetrap project itself. The Dalek is at this time reviewing the power usage readouts from the most recent timetrap experiment that captured the TARDIS. If the alarm is raised this Dalek will investigate the treat and the origin of it by securing [Room #2 "Timetrap Room"]. If the door is opened by any of the characters, only Dalek[#9] will pursue them with the intent to capture or kill.

# 20. GENERATOR ROOM

## [DESCRIPTION]

As you open the door you are greeted with the looming presence of a large generator and various other power output devices. They seem to stand in the shadows of a darkly lit room. On the East wall is an accompanying control panel whose blinking controls give the room most of its light. The air in here is thick and humid and the temperature feels very hot.

## [GAME INFO]

This room contains the complex's generator, its main power source, which uses nuclear fission to generate power. The temperature inside the room is 38(C)/100(F) degrees. The control panel on the East wall controls the system and a character can turn off the power with a [15% chance, 35% chance if skilled in computer use, 75% chance is skilled in electrical engineering] of success.

If the complex's power is turned off, it will successfully free the TARDIS of the timefield it is currently trapped in. If the power is restored, the TARDIS will still be freed, but the Daleks will surely be aware of the character's presence. Also, shutting down the power can only be accomplished by affecting the entire complex. This means that everything except for life support and gravitational systems will be deactivated. It is always interesting to see how the characters open doors without power, or make makeshift torches when the lights go out. Turning on the power is a bit more difficult (especially since some of the computers no longer function. A character has a [10% chance, 60% if skilled in electrical engineering] of restoring the complex's power.

# 21. STORAGE ROOM #2

## [DESCRIPTION]

As this door opens one can see that this dimly lit room is lined with one meter square metal boxes. The boxes are all organized neatly. There appears to be no one inside this room.

## [GAME INFO]

This room is a storage room full of metal boxes and nothing else. The boxes are stacked two high, though a few do not have another box stacked on them.

Each of the metal boxes is vapor sealed, and to properly open the box, the small button on the top must be pressed to equalize the air pressure. At that time the two snaps on the side of the box's top can be opened without any problem. If a character opens the box without first examining the box and finding the pressurization button, there is a [30% chance] that the resulting sound of the box popping open will alert nearby Daleks [ROVING DALEKS on patrol in the hallway (see below)]. There is also a [15% chance] that some of the Dalek parts contained inside will be propelled out of the box bringing [2-12 (2D6) H.P.] of damage to the character opening the container.

The boxes contain Dalek parts used to repair damaged Daleks or build new ones in [Room #17 "Dalek Assembly"]. The only part not included in these boxes used in the construction of a final Dalek are the weapon stalks which are stored in [Room #11 "Weapons Range"].

# 22. DALEK CHAMBER #2

## [DESCRIPTION]

This room is made up of four grey walls and no equipment.

Also in the room are four robot-like machines [Daleks].

Their bases are peppered with small bulbous protrusions and at their midsections there appear to be a sucker-like arm and a weapon stalk of some kind on each. Near the top of each there is a grille and resting above the grill is a domed top with a stalked eye and a pair of inactive lights.

## [GAME INFO]

This room is a common room for Daleks when they are not active the Daleks may come here and rest.

One Dalek[#17] here is a patrol Dalek that may leave the room at any time and continue its watch (see DALEK INFORMATION-- ROVING DALEKS).

The other three Daleks[#18, #19 and #20] will remain in the room. If the door is opened by any of the characters, the Daleks will pursue them with the intent to capture or kill.

If the alarm is sounded, Daleks[#18 and #19] will move to their designated areas and stand guard (see DALEK INFORMATION-- DALEK COUNTER), pursuing any character with the intent to kill if a character is spotted. Dalek[#20] here is a medic). If the alarm is sounded this Dalek will move to [Room #7 "Medical bay"] where it treats casualties. [Game Master Note: Daleks always engage the enemy until they are victorious. Daleks that have been hurt will only go to [Room #7 "Medical Bay"] once all enemy threats have been dealt with.]

# 23. AIRLOCK/TRANSPORT ROOM

## [DESCRIPTION]

As you enter the room through an airlock door, inside you find it empty except for five cylindrical tubes which have airlock doors on them.

## [GAME INFO]

This room is an airlock between the timetrap complex and the Dalek's saucer shaped spacecraft which is located inside the Asteroid Rurrsis under the complex itself. If the Gold Dalek[#1] announces the evacuation of the complex, all of the remaining Daleks will move to this room and enter the airlocked tubes. Inside the tubes they will be shuttled by magneto-lift down to their waiting spaceship below.

If the players damage the tubes, air will not escape the complex unless the Dalek ship has already left. The tubes can each take [70 H.P.] damage before they are damaged beyond repair.

[Game Master Note: If the players want to take the tubes to see where they go, you may either let them enter the Dalek ship (you must provide any adventure module details for that), or create an excuse for why the players cannot go there. I suggest the former.

# ADVENTURE (Part 3): Aftermath

After the alarm is set off, the Daleks will attempt to escape the besieged timetrap complex. As they leave, the Gold Dalek will active the nuclear generator in [Room #20 "Generator Room"] to overload and melt down, destroying the complex and its vital information and experiments. An automated countdown will start and announce the destruction of the entire complex in [30 seconds]. A character has a [10% chance, 45% if skilled in electrical engineering] to stop the overload from either [Room #14 "War Room/Control Center"] or [Room #20 "Generator Room"]. Otherwise the complex will explode in a nuclear explosion. Turning off the generator (if the TARDIS is not yet free) will not stop the countdown and accompanying meltdown, but will result in the characters not being able to restore power. However, characters will be safe if they are inside the TARDIS during the explosion, and the explosion will destroy the timetrap systems that are holding the TARDIS as well.

Alternately, the Dalek's escape and detonation should not happen with a good party of players, who will avert the escape of the Gold Dalek[#1] in the first place. A Dalek patrol ship will eventually scout the empty complex if the characters are able to free themselves and destroy all the Daleks leaving the complex intact. The Dalek patrol ship will arrive at least 2 months after the characters leave.

A good group of characters will avert the Gold Dalek's escape and also destroy the complex. This is the preferred ending to the mission.

# DALEK INFORMATION

# DALEK ALARM

Though most of the descriptions read "[A Dalek] will pursue any intruders with the intent to capture or kill" this means that the Daleks will first try to capture a character and only if they encounter violent activity (that seriously harms the Dalek for at least [20 H.P.] (of its [60 H.P.] total), will a Dalek try to kill the characters. Remember the Daleks want to capture a time craft, and need information from crew members on how to operate it. However, if the Daleks are having a problematic time apprehending the characters the alarm may be raised.

The Dalek alarm will be set off when the Daleks believe that there is a serious threat to the complex. It is up to the Game Master to determine when the Daleks feel that the complex is in danger of being overrun and the alarm is activated. The Game Master is encouraged to let the players encounter a few Daleks before the alarm is set off and the Daleks hunt the characters with the intent only to destroy them.

# ROVING DALEKS:

Variously, Daleks [#13 and #17] may leave their rooms [Rooms #18 and 22 "Dalek Chamber #1 and 2" respectively] and patrol the halls. There is a [25% chance] that these two Daleks will set out on patrol on any given turn. If the characters are able to navigate most of the complex without setting off the alarm and the adventure needs some action, it is suggested that the Game Master roll to see if the Daleks indeed patrol.

# ASSEMBLY LINE DALEKS:

If more than 10 Daleks are destroyed and the following Daleks[#1 and #15] and two Dalek embryos in [Room #16 "Growth Chambers"] are alive, then the assembly line can be activated and two new Daleks can be produced to hinder the characters.

The turn of events is as follows. If any of the following steps cannot be completed, then the two new Daleks cannot be properly activated.

* The Gold Dalek[#1] is alive.
* 10 Daleks have been destroyed.
* Dalek[#15] is alive.
* The Gold Dalek[#1] contacts Dalek[#15] and tells him toactivate the assembly line in [Room #17 "Dalek Assembly"] which must be in working order.
* After starting the assembly line, Dalek[#15] moves to [Room #16 "Growth Chambers"].
* Up to two Dalek embryos are alive.
* Dalek[#15] returns to [Room #17 "Dalek Assembly"] and the embryos are placed into new casings.
* Two new Daleks [#21 and #22] will search for and engage the characters.

# DALEK ACTIONS/SPEECH INFORMATION

Daleks react in a specific fashion when encountering different situations. As a Dalek talks the lights on the top of its dome will flash along with the syllables. If a Dalek must speak it does so in a high grinding metallic monotone voice. Sound out the syllables of your speech in a robot-like way to give the players the right idea. [An example would be "YOU WILL BE EX-TER-MIN-A-TED!"]

If a Dalek is under attack or if it decides to attack a character it will repeatedly say "Exterminate" or the phrase "You will be exterminated."

If a Dalek discovers the characters it will repeat the words "intruder alert" and set off the alarm.

If a Dalek is actively searching for the players after the alarm has sounded (and there is an urgency to discovering the characters) it will use the words "seek, locate, exterminate."

If a Dalek captures a character or interrogates one, or is giving a character orders of any sort, it will often say "you will obey."

If a Dalek's eye stalk is damaged, it will repeat the phrase "My vision is impaired, I cannot see."

Daleks can say more than simply these words and communicate as humans do in regular speech. The Daleks, however, always maintain their metallic syllable-breaking voices.

# DALEK ABILITIES/WEAPONS INFORMATION:

Except for the Gold Dalek, all Daleks have [60 H.P.]. The Gold Dalek has [80 H.P.]. Out of its protective casing all organic Dalek creatures have [25 H.P.]. The young Dalek embryos with no casing each have only [15 H.P.].

All Daleks have a specific set of skills they can use in the adventure. The skills along with their percentage of success are listed below. Game Masters are encouraged to modify these percentages relative to a given situation. For example if a Dalek is shooting down a hallway at a character at a great distance change the percentage to hit to something like a [10% chance], or if a character is charging the Dalek and the Dalek gets a shot off, give the Dalek a [50% chance] because of the point blank range.

|  |  |
| --- | --- |
| SKILL | CHANCE OF SUCCESS |
| Computer Use (all complex controls | [70% chance] to succeed |
| Piloting (Space vehicles) | [50% chance] to succeed |
| Surveillance (Spotting things) | [30% chance] to succeed |
| Weapon (thermal disruptor) use | [35% chance] to succeed |

# DALEK WEAPONS DO [5-60 (1D12x5) H.P.] OF DAMAGE.

(If using the FASA \_Doctor Who\_ Role-Playing Game use the A-LEVEL (energy weapon) chart). The weapons are thermal disruptors that work by using heat to disrupt the cell structure of a target being. They are very dangerous!

Specific Daleks are also versed in a few special skills. These skills are listed here after the Dalek's number.

DALEK --- SPECIAL SKILL

Gold Dalek #1 --- Leadership

Dalek #2 --- Heavy Weapons use (anti-spacecraft Missiles)

Dalek #5 --- Communications

Dalek #6 --- Communications

Dalek #8 --- Engineering

Dalek #9 --- Temporal Science

Dalek #10 --- Chemistry

Dalek #11 --- Temporal Science

Dalek #20 --- Medical Science

# DALEK COUNTER:

This is a listing of all the Daleks in the Timetrap Complex and a list that allows the Game Master to check off where they are and what they are doing in any give situation. The circles to the left of the Dalek's number are included so that the Game Master can check off the Dalek if it is destroyed. The numbers next to the circles are the number of hitpoints the Dalek has. The next number is the Dalek's number for Game Master reference. The Location is where the Dalek is if the alarm has not sounded. The Alarm Location is where the Dalek will go if the alarm sounds (this is where the Dalek will head to (or be) once the players are discovered--and thus affects where the players can freely move without confrontation). The section on notes gives any miscellaneous information that must be remembered for controlling that Dalek.

If the Gold Dalek issues the order to evacuate, all of the Daleks will hastily move to [room #23 "Airlock/Transport Room"] for evacuation on a Dalek spacecraft.

There are a total of 20 Daleks in the complex, and two more [#21 and #22] can be produced if the Daleks start the assembly line. Also there are 5 Dalek embryos in [Room #16 "Growth Chambers"], two of which would be used to produce the two new Daleks.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ALIVE/DEAD | DALEK | LOCATION | ALARM LOCATION | NOTES |
| 80 HP | #1 | Room #14 | Room #14 | Gold Dalek/leader |
| 60 HP | #2 | Room #14 | Room #14 | Gold’s Bodyguard |
| 60 HP | #3 | Room #14 | Room #14 |  |
| 60 HP | #4 | Room #14 | Room #14 |  |
| 60 HP | #5 | Room #13 | Room #13 | Communications |
| 60 HP | #6 | Room #13 | Room #13 | Communications |
| 60 HP | #7 | Room #13 | Room #13 |  |
| 60 HP | #8 | Room #19 | Room #19 | Engineer |
| 80 HP | #9 | Room #19 | Room #02 | Temporal Scientist |
| 60 HP | #10 | Room #15 | Room #07 | Chemist |
| 60 HP | #11 | Room #10 | Room #10 | Temporal Scientist |
| 60 HP | #12 | Room #09 | Room #03 | Dalek Eating |
| 60 HP | #13 | Room #18 | Room #03 | Patrol Dalek\* |
| 60 HP | #14 | Room #18 | Room #02 |  |
| 60 HP | #15 | Room #18 | Room #17 |  |
| 60 HP | #16 | Room #18 | Room #14 |  |
| 80 HP | #17 | Room #22 | Room #03 | Patrol Dalek\* |
| 60 HP | #18 | Room #22 | Room #11 |  |
| 60 HP | #19 | Room #22 | Room #02 |  |
| 60 HP | #20 | Room #22 | Room #07 | Medic |
| 60 HP | #21 | Room #17 | Room #03 | New Assembly |
| 60 HP | #22 | Room #17 | Room #03 | New Assembly |
| 15 HP | EMBRYO #1 | Room #16 [unless became Dalek #21 or 22] | | |
| 15 HP | EMBRYO #2 | Room #16 [unless became Dalek #21 or 22] | | |
| 15 HP | EMBRYO #3 | Room #16 [unless became Dalek #21 or 22] | | |
| 15 HP | EMBRYO #4 | Room #16 [unless became Dalek #21 or 22] | | |
| 15 HP | EMBRYO #5 | Room #16 [unless became Dalek #21 or 22] | | |
| 15 HP | EMBRYO #6 | Room #16 [unless became Dalek #21 or 22] | | |

# COMMENTS ON THE ADVENTURE

This adventure can become a serious hack and slash adventure. The Daleks are a violent and unforgiving race that believe that they are the superior beings in the universe. However, the adventure can be an outlet for the more creative character role-players if the Game Master slows down the pace and allows the player the opportunity to invent creative ideas and solutions to problems. A little chaos at the climax of the adventure is always nice, and is designed to be the point when 10 of the Daleks are killed and the Gold Dalek activates the rest of his forces by sending out the alarm. At this point Daleks and characters should have to engage in combat (though for good role-players this may mean using well thought out scientific solutions to the Dalek threat--such as jamming doors to prevent Dalek movement or reverse engineering the Dalek virus from the MOVELLUS-2 serum).

The crux of making this adventure interesting is by adding an element of moral dilemma to the adventure. Should the players help the Daleks in their losing war against the Movellans? Should the players kill the young Dalek embryos (shades of "Genesis of the Daleks"[BBC Serial Code-4E])? Should the Timelords have the monopoly on time travel? This may be difficult to do if all the characters are blood thirsty, but then sometimes everyone just needs a good hack and slash to get the pressures of the real world off their shoulders--so why not let it be Daleks.

# ALTERNATE/ADDITIONAL ADVENTURES

This adventure can be modified by the Game Master for the needs of his or her campaign. However, this scenario can be presented with various variations (most notably for sequel adventures). Here are some favorites (all of these have been play-tested):

TIMETRAP CONSTRUCTION: A great sequel adventure to this one.

The TARDIS lands in a timetrap, not because it is captured but out of random circumstance. The new timetrap complex is only half built and under construction. This allows for there to be holes in walls that Daleks and players can move through and missing rooms alltogether or in different locations. Overall a fun adventure with a switch if the characters have already played the standard timetrap formula. -TIMETRAP CAPTURED: Another great sequel adventure module. The TARDIS is again captured by a timetrap tunnel. Upon landing the crew discovers that Movellans have captured the complex and unknowingly activated the timetrap tunnel. Upon arrival the Movellans question them about how they arrived. If the characters reveal the truth, the Movellans will want to remove the timetrap and use it for themselves (a prospect as dangerous as if the Daleks have it). Rescue and chaos ensue as Daleks attack the complex and the players must escape from both enemies. This one is especially fun if the Game Master can engineer that the party switches sides variously through the adventure trying to get both the Daleks and Movellans to treat them as their allies.

-TIMETRAP FUTURESHOCK:

The characters land in a timetrap only to discover their own bodies in [Room #7 "Medical Bay"]. As they investigate further they become more aware that things are not exactly right with what is going on--Daleks are friendly, Movellans or other humans may appear as enemies, etc.. Once one of the characters disbelieves the events occurring, the character suddenly regains consciousness and discovers that they already are captives of the Daleks in a timetrap (the TARDIS was captured and the characters were knocked out). The characters must make their way out of the situation with more creative thinking and deception than the ordinary mission. This is great if you are into a "Prisoner," "Twilight Zone," or "X-Files" style campaign.

# SELECT BIBLIOGRAPHY

There are a few \_Doctor Who\_ episodes which relate a great deal of background to this given adventure module. It is suggested that one watch these episodes and familiarize oneself with how Daleks act and the back story of what is occurring in these two stories (thus familiarizing ones self with the detail and nuances of the plot for this adventure). These episodes are available on video cassette and listed here with their American bibliographical information (these videos should also be available in the UK and parts of Europe).

\_Doctor Who: Destiny of the Daleks\_, (Beverly Hills: FoxVideo, 1997), NTSC video cassette.

\_Doctor Who: Resurrection of the Daleks\_, (Beverly Hills: Fox Video, 1994), NTSC video cassette.

# CANONICITY ISSUES

While most of the elements used in this adventure adhere to strict Doctor Who canon, some elements of the narrative are speculation and assumption. An example of this is that there is a Dalek modified for medical purposes (this is never seen in the television show), another is the inclusion of a nutrition area (Daleks have never been seen eating or taking in nutrition in any way in the \_Doctor Who\_ television program). Also, there is no evidence in any \_Doctor Who\_ program that any Daleks came anywhere near finding a cure to the Movellan anti-Dalek virus before "Resurrection of the Daleks"[BBC Serial Code-6P]. These are not the only added elements.

It is inevitable that some liberties must be taken to create a piece of fiction in the \_Doctor Who\_ Universe. However, it must be clear to people using this adventure that not everything included is strictly "true" to the \_Doctor Who\_ television show. Every effort has been made to use canonical information and interpretation in the creation of this adventure module so that it does not conflict with existing continuity.

# HISTORY OF THE ADVENTURE--SUPPLEMENTAL INFORMATION

The following information is the listing for this game as it was given in the program booklet for Gen Con XXVI [\_Gen Con XXVI: Official Convention Program (August 19-22,1993)\_, (Lake Geneva [WI]: TSR Inc., 1993]. The listing can be found on pages 92, 142, and 191.

*Timetrap! 400127*

*-----------------------------------------------*

*One Round Novice $2.00*

*The Doctor and Ace have been captured by an unknown force and only your group, led by a psychotic Timelord who promotes the use of force, can break the First Law of Gallifrey and interfere.*

*Location: B416, Bruce Hall*

*Also runs: 06, 10*

The adventure at Gen Con ran a little bit differently than the posted adventure. It featured the Doctor and Ace having already been captured by the timetrap, and another somewhat emotionally unstable Timelord (named Zepo) who assembled a crew of players to go on a rescue mission. Zepo's TARDIS and the crew would land next to the Doctor's TARDIS in [Room #1 "Timetrap Corridor"]. The Doctor and Ace would also have to be rescued in the course of the adventure, though they were located in a secondary detention room located in [Room #22 "Dalek Chamber #2"].

Each of the three times the adventure was played at Gen Con XXVI it was run slightly different, with the Cybermen replacing the Daleks in one of the adventure modules. This was to be sure that the convention attendees, had they signed up for more than one time the adventure was run, would not experience the exact same adventure. It also made sure that earlier players could not play spoiler to the players who had not yet experienced the adventure.

As a thank you to all the players who helped make the Gen Con games a success, I list the names of all my players that attended the Convention. Thanks to my Thursday (19 August 1993) group: Todd Shaffer, Betse Shaffer, Max Liebl, Dale Pigg, Aaron Wallach, Ladonna Weeks, and Aaron Andries. Thanks to my Friday (20 August 1993) group: Russell Ahrens, Gary Reidenbach, Bob Schumacher, Dan Sheiman, Benjamin Shove, Barbara Tysinger, Louise Webster, Pat Murphy, and Mike Bloom. Thanks to my Saturday (21 August 1993) players: Brandie Tarvin, Michelle Palmer, John Reed II, B. Matt Conklin, Adam Edmund Patrik and Ian Craig. I apologize if any names are spelled incorrectly. If they are please contact the Earthbound Timelords.

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# CREDITS/THANKS

This adventures owes a great deal of thanks to all the players who have playtested and played this adventure over the years. A special thanks goes out to my original two players of 01 April 1985: David Fisher-Hewett and Paul Vnuk.

I would also like to thank the many groups of players who have played the game over the years: The Dubberz, the TARDIS Crew, the players at the many Gen Con conventions (especially Kim Huebbe, Brandie Tarvin and Todd Shaffer) and my players from Adventure Games Plus (especially Brian Hicks, Tim Beyersdorf, and John Romppainen). A specific thanks goes out to Kenn Hewett, Matt Hewett, Dane Vermillion, Bob Wasikowski, Jeff Miller, Rob Kohlmetz, Al "Adge" Sumner Jr., Jerry Kastenholtz, Steve "The Clone" Schwai, Rob and Rod Reineke, Eric Fettig, Jason Shaver, Chris Horvat, and Eric Cox. Thanks also to Talen (from the SW1 MUSH).

A special thanks to those who have helped me with all my other role-playing, \_Doctor Who\_, and web projects (especially Gothic\_Skywalker and Z1R0). I would also like to thank everyone involved in the Earthbound Timelords. Also, thanks to \*you\* for showing interest in \_Doctor Who\_ and role-playing.

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