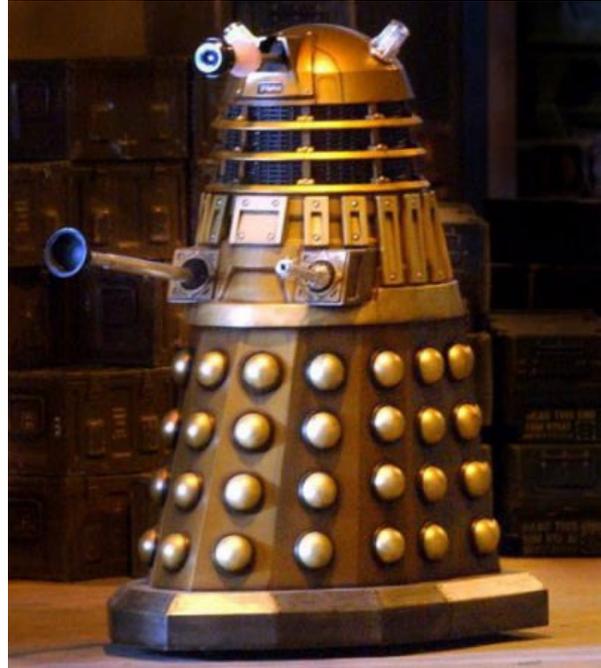


# DALEK

## Detailed Entry

### TECHNOLOGY

Externally, Daleks resemble human-sized salt or pepper shakers around five to six feet (152 to 183 cm) tall, with a single mechanical eyestalk mounted on a rotating dome, a telescoping robot manipulator arm, and a gunstalk containing an energy weapon capable of firing concentrated blasts of Delta-spectrum radiation, killing or even vaporizing organic material instantly. This mount can also be fitted with a projectile weapon. In most cases, the manipulator arm resembles a sink plunger, but Daleks have been shown with arms that end in a tray, a mechanical claw, or other specialised equipment like flamethrowers and blowtorches. Plunger-like manipulator arms allow interface with technology, including bioelectric computers (including human brains, for purposes of measuring the intelligence of a subject, or extracting the brainwaves from a human mind, which invariably proves fatal) and have the strength to crush a human skull.



Dalek casings are made of a bonded polycarbide material known as "dalekanium". This material is stronger than titanium and is believed to be a metal alloy indigenous to the Dalek homeworld but which Daleks can artificially reproduce on other worlds (including Earth) given the proper conditions.

The lower half of a Dalek's shell is covered with protrusions — colloquially called "Dalek bumps" — which are spheres embedded in the casing. These function as a sensor array and are part of a self-destruct system. Perhaps due to their self-destruct function, the casings are vulnerable to "bastic"-headed bullets, and when breached tend to explode spectacularly. As sensors, these spheres are capable of recording and analyzing startling amounts of data in great detail, including the ability to take samples of DNA, break down and reproduce said material, and use it to repair damage to the Dalek shell and the creature inside. It is recommended that an operative never touch a Dalek casing with bare flesh, unless absolutely certain the machine is completely nonfunctional and the creature inside deceased (See *Biology*).

Dalek casing is also an armour which generates a forcefield that evaporates most bullets and absorbs most types of energy weapons, though normally ineffective firepower can sometimes be concentrated on the eyestalk to blind the Daleks. This, however, often leads to blind, continuous, erratic firing of the Dalek energy weapon resulting in massive collateral damage. Daleks also have a radio communicator built into their shells, and emit an alarm to summon other nearby Daleks if the casing is opened from outside.

For many years, it was thought that the greatest weakness of the Daleks was that due to their gliding motion Daleks were unable to tackle stairs, ladders, or any sort of climbing. The Daleks have traditionally made up for their lack of mobility with overwhelming firepower (a Dalek has no need to climb stairs when it can simply destroy the building). However, recent developments indicate the species has evolved, and now demonstrate a degree of amphibious capability and antigravity capability, but their

awkward forms still limit their mobility in tight quarters. Even still, this new technology means Daleks possess the ability to hover and fly using an energy thruster; even, perhaps, traversing the vacuum of space. Regardless, high ground is no longer considered safe haven from a Dalek pursuer.

## **BIOLOGY**

The creature inside the mechanical casing is an octopoid, multi-tentacled creature which is soft and repulsive in appearance and vicious even without its mechanical armour, and may be cybernetically enhanced even without their casings, including claws and artificial means of mobility. Organic Daleks possess one central eye, with a second, smaller (possibly vestigial) eye in the vicinity of the primary. The brain is often exposed, though protected by a clear membrane that acts as a soft exoskeleton. The interdependence of biological and mechanical components makes the Daleks a type of cyborg.

Likewise, the mental capacity of these creatures is not to be underestimated. The Dalek as a genius: it can run through an electronic lock's billion combinations in seconds and download all of the information on the internet into its memory in minutes, showing the union of the biological and mechanical components. Daleks are coldly logical and possessed only of the emotions of hate, rage, and aggression. They do not show compassion, love, worry, joy, or any of the so-called "positive" emotions. Torchwood records indicate that they have shown fear, but only towards the Time Lord known as The Doctor, to whom they refer as "The Coming Storm," or "The Great Enemy."

The voice of a Dalek is electronic; the Dalek creature is apparently unable to make much more than squeaking sounds when out of its casing.

## **RESEARCH AND DEVELOPMENT**

Experimentation has revealed that once the mutant is removed, the casing itself can be entered and operated by humanoids, providing a powerful weapon or adequate disguise to hide amongst a Dalek army. However, operation of the armor is complex, and requires many (if not all) of the Dalek creature's tentacles to perform adequately, meaning only limited functionality may be enjoyed by a human pilot. The speech synthesizer inside the casing will alter a human voice to sound like that of a Dalek. Experiments with casing are ongoing; operatives are not to attempt use of a Dalek shell before authorization is released. Thus far, several operatives after varying amounts of time inside a Dalek shell have gone mad and attempted to destroy bases, crying "Exterminate!" in the same fashion as the prior occupants. In all cases, operatives have had to be retired following operation of a Dalek shell. Research continues as to the cause of this madness and reversion to Dalek attitudes and outlooks. Thus far the only certainty is that psychic agents seem to possess a greater resistance than those without developed paranormal senses. It is hoped that whatever aspect of the armor causes it can be removed, and the armor retrofitted to form a powerful new defensive weapon against Daleks and other alien species.

As a final note, several weapons have recently been unearthed buried in the sewers of New York City which resemble a combination of Thompson Sub-machineguns and Dalek Delta-Wave particle beams. These weapons are somewhat corroded and fouled, having apparently rested in the sewers since the 1920's, judging by the decor of the wreckage surrounding them. Given the age of the weapons, it is unclear what their origin is, since the technology did not exist decades ago for humankind to create such destructive firepower (else it would certainly have surfaced during World War II), and Daleks have no need of handheld energy weapons. AEGIS, in conjunction with Torchwood Cardiff is attempting to restore functionality to these weapons, as we believe that mass production would greatly benefit operatives in case of another Dalek invasion.

## GAME STATISTICS

(*All Flesh Must Be Eaten*-style)

These game statistics were taken (with slight skill modifications) from the *All Flesh Must Be Eaten* message boards, where they were worked up and posted by SunlessNick.

### Dalek

Strength 7      Intelligence 5  
Dexterity 2      Perception 7  
Constitution 2      Willpower 2.

**Life/Structure Points** 46

**Endurance** N/A

**Speed** 8

**Essence** 14 (based on the organism - see below).

**Skills:** Beam Weapon 5, Brawling 1, Computer Hacking 4, Computer Programming 4, Science (All) 4.

**Attacks:** Gun Arm 7 (a Dalek usually waits and aims); damage D6 x 10. Plunger arm grapple 9

**Weak Spot:** All.

**Weight:** Dead Weight.

**Getting Around:** Life-Like, the +4 version. 1 level of Flight.

**Strength:** Monstrous Strength The plunger-arm is really a morphing unit that can shape itself to whatever the Dalek is trying to manipulate (such as smothering someone to death, crushing a skull, or overlaying a door's keypad to try out combinations) - the sucker-arm has Iron Grip.

**Senses:** Like Nothing You've Ever Seen.

**Sustenance:** Who Needs Food? Daleks presumably eat something, and the travel machines presumably need power, but they can store enough for the duration of any likely game.

**Intelligence:** Language, Long Term Memory, Problem Solving. Daleks are limited in their use of human tools - while they can operate the controls for a machine of any complexity, they can't manipulate an object larger than their sucker-hand in a way conducive to actual use - however, as they have their own tools, I gave them no discount. +3 levels of Intelligence and skills.

**Spreading the Love:** Daleks are manufactured, for a -3. In the absence of sufficient dalek biomass, they may resort to harvesting and mutating other species, including humans.

### Special Aspects:

**Natural Armour:** Skin Like Iron (the eyestalk is a little weaker, D8 + 8 rather than D8x2 +8 ).

**Flame Resistant (the +3 level).** Communications (they stay in touch, which is enough like a Hive Mind they should get charged for it; I made it the 6 point limited cost).

**Forcefield:** When active, this provides another layer of protection, dusting projectiles before they even hit - each turn, the field can provide D8x8 + 80 points of protection - however, successive hits in a turn subtract from this, so concentrated fire can get through. Anyone who touches the Dalek while the field is active gets one turn's worth of fire damage. On the plus side, the field doesn't protect against things like explosions, heavy impact, and certain very advanced and heavy energy weapons. I charged them +15 for this.

**Turret Body:** As well as the head, the central torso section holding the gun- and sucker-arms can rotate.

**Gun-Arm:** In the series, we never see a person get hit with this and survive. Even for AFMBE, that's harsh, so I made the damage double that of a Chi Bolt from Enter the Zombie (and costed it double as an Aspect).

**Power Level** = 125.

### **THE DALEK ORGANISM**

**Weak Spot:** All.

**Weight:** Withered - not really a corpse - Thing.

**Getting Around:** Life Like (with the normal Speed reduction).

**Strength:** Ninety-Pound Weakling.

**Senses:** Like a Hawk.

**Sustenance:** Some kind of food. +0.

**Intelligence:** Language, Long Term Memory, Problem Solving, +3 Intelligence, Skills, no Weapon Skill.

**Spreading the Love:** None

**Special Aspects:** Boneless.

**Power Level** = 50.

### **THE DALEK EMPEROR:**

The Emperor organism looks like a regular Dalek organism, but somewhat bigger and butcher, about the size of a child. It's in a fluid-filled cylinder suspended below a giant Dalek (machine) head - all that is supported by three giant struts bearing spheres similar to those on Dalek bases. For some reason, the whole thing reminds me of the Taj Mahal. It's about four or five times as tall as a Dalek, and about as wide at the base as it's tall. It seems to be sessile.

**The Organism:** Replace Ninety Pound Weakling with Dead Joe Average. Power Level becomes 33.

**The Machine:** The Strength and Getting Around Aspects are removed - the categories become N/A.

It loses Turret Body and Gun-Arm.

It's Armoured like nothing else - effectively buying Skin Like Iron another four times, making the armour D8x10 +40 (without the eyestalk being more vulnerable).

Intelligence is increased to 6.

**Power Level** becomes 95.