

Space Hulk: Dalek

Dalek Squads: 1 squad of Daleks consists of one Commander & three ordinary (Soldier) Daleks. For the Commander, use a Dalek with a different colour scheme; e.g., a squad could consist of three silver/grey Daleks led by a red Dalek.

Flamer Scenario Requirements: Where victory conditions require the use of a flamer shot at a target (such as in “Suicide Mission”), the Daleks can cope with this. In such an eventuality, once a Dalek reaches its target, all it has to do is spend 3AP within sight of the target. Once this is done, the next shot the Dalek takes will have the same effect as a flamer in terms of victory conditions [Daleks are smart and are able to recalibrate their weapons]. Although Davros doesn’t have a gun, as long as he is in the target room & expends 3AP (CPs must be expended to enable this), he can achieve the appropriate victory conditions [Davros is *very* smart].

Gold Emperor Dalek: This Dalek has only 2APs but confers a 2CP bonus if on the board.

Davros: Davros, the evil creator of the Daleks is unarmed, but due to his intelligence he is able to double the number of CPs granted to Daleks and gains an extra CP. [*Design note: As the Space Hulk missions take place in a vacuum environment, Davros is either in an enclosed armoured body or assumed to have some kind of force field around himself that protects from vacuum.*]

Note: If the Davros and the Emperor Dalek are in play, the Emperor Dalek’s +2CP bonus does *not* apply. Daleks are strictly hierarchical. Davros’ battle armour is stronger than that of all other Daleks: apply a -1 Die Roll Modifier when rolling on the Dalek Damage Table for all attacks against it.

Action Points: Each Dalek receives 3 or 2 APs. These are spent as follows:

	Soldier	Emperor	Davros
AP	3	2	2
Move Forward	1	1	1
Turn 90°	0	0	0
Turn 180°	1	1	1
Move Backwards	1	1	1
Move Up / Down Ladder or Pitfall	3	3	3
Fire	1	1	N/A
Over-Watch	1	1	N/A
Move & Fire	1	1	N/A

Command Points: Daleks rely a lot on receiving orders – they can lack initiative when their leaders are killed. The number of command points available will depend on the rank of the lead Dalek:

Lead Dalek	CP Roll
Commander	1D6
Gold Emperor	1D6 +2
Davros	D6 +1 (doubled)

Leaderless Daleks: If no Dalek Commanders, Gold Emperor & Davros are on the board, the Dalek CP becomes 1D6 – with a maximum of 1 for every remaining Dalek. [e.g. *A mission starts with one Commander & 3 Soldier Daleks, but during combat the Commander is killed, leaving the three soldiers. In subsequent turns, the Dalek rolls 1 D6 with the maximum value being 3; one for each remaining dalek.*]

Multiple Commanders: Daleks have a strictly hierarchical command structure. Only the highest ranking Dalek affects the command points available. No matter how many Commander Daleks a player has available, the CP roll is always only 1D6.

Multi-Player Games: If the Gold Emperor or Davros are in play in a multi-player game in which more than one Dalek team is used, CPs may be given to any particular Dalek team as the Emperor or Davros chooses.

Dalek Guns: Daleks don’t make much use of heavy weapons – they don’t need to. Dalek guns roll three dice per shot. Davros doesn’t have a gun – he’s just bright and adds lots of CPs. A Dalek that rolls a triple when firing becomes over-excited and suffers *Distraction* (see below).

Sustained Fire: Daleks gain the same sustained fire bonuses as a Stormtrooper’s Storm Bolter.

Overwatch: It only costs a Dalek 1 AP to switch to Overwatch. The Dalek’s gun never jams, but if the Dalek rolls a triple when firing, it suffers *Distraction*.

Bulkheads: Daleks can cut their way through a bulkhead by expending 4AP next to the bulkhead (CPs can be expended to enable this).

Antigravity: Daleks have solved the staircase problem. Hurrah! Now, all a Dalek needs to do to move up or down a Pitfall or Ladder is to expend 3 APs. (Note: as the Gold Emperor Dalek and Davros only have 2AP available each turn, they must expend CPs to do this, but as they get lots of CPs, so it isn’t much of a problem.)

Daleks ignore Pitfalls. They never fall down them as their ant-gravity kicks in to enable them to float over the pitfall. They can move down into Pitfall, but are never in any danger of falling prone.

Close Combat: Daleks are not great at close combat, but they're fairly tough. In close combat, Daleks roll 1D. They suffer a Die roll modifier of -1 when fighting humans [Humans are smart enough to have learned how to successfully disable a Dalek in close combat with a mixture of ingenuity & applied technology]. *If using the Guard Mode rule, Daleks can't go on Guard mode, though their Slaves can.*

Dalek Battle Armour: Daleks are notoriously tough. When a "kill" is scored against a Dalek, either in close combat or when the Dalek is shot at, the firing player rolls an extra 1D6.

If the Dalek had been successfully shot at, add a +1 Die Roll modifier for every successful hit beyond the first. Note that Davros gets a -1 Die Roll Modifier on this table.

Dalek Damage Table	
Die Roll	Effect
4 +	Dalek destroyed.
3	Dalek distracted. Reduce AP by 1
2	No effect
0 or 1	Snapshot. If necessary, The Dalek turns 90° towards the attacker. The Dalek then gets a free shot at the opponent if in line of sight. <i>Davros does get this benefit. It's assumed he has activated a hidden defence mechanism.</i>

Dalek Distraction: If a Dalek is distracted during the Dalek player's own turn (e.g. as a result of rolling a triple when firing), one AP is deducted from the APs remaining to that Dalek. If the Dalek has used up all of its APs, place a Dalek distraction marker (You could use a "Jammed" marker) near the Dalek. This acts as a reminder that in its next turn that particular Dalek has fewer APs than it normally would have. If the Dalek is distracted during the opponent's turn, again add a distraction marker to the Dalek. Distraction is cumulative, to a maximum of -3AP.

Slaves: Daleks may make use of Slaves – Typically consisting of recruits taken from enslaved races such as Ogrons or Humans. The Dalek player must, however, have at least one Extermination Unit for every 4 teams. Heavy Infantry such as Terminator Marines are not available to Daleks, as they won't entrust their enslaved underlings with such powerful weaponry.

In campaign games, the Dalek player receives 1 Slave at the end of each mission, to replace losses. Slaves use APs in the same manner as Marines except that they can move sideways for 1AP and can turn 90° for 0AP. Slaves can use Access Tunnels. Slaves can never receive CPs.

While the light armour of the Slaves allows more mobility than that the more heavily armoured Terminators (they have **5 AP**), this means that they are at a disadvantage in close combat. However, this is offset by their hand weapons, which are more easily utilised in close combat than a blaster. These effects cancel each other out; Slaves therefore roll 1 die in assaults, the same as a Marine.

Slave Weapons: Slaves' weapons function in the same manner as Storm Bolters except that they only roll 1 Die. As only one die is rolled, they can't jam when firing on Over-Watch.

Unit Costs

In missions / campaigns that are based on unit costs, the costs of Daleks are as follows:

20 pts. Command Unit (No more than one of these)
Either a Gold Emperor Dalek or Davros, 4 Soldier Daleks.

15 pts. Extermination Unit:
1 Commander Dalek, 4 Soldier Daleks.

10 pts. Reconnaissance Unit:
1 Commander Dalek, 2 Soldier Daleks.

5 Pts. Guard Team:
5 Slaves.

10 pts. Reserve Unit:
3 Soldier Daleks, 3 Slaves.