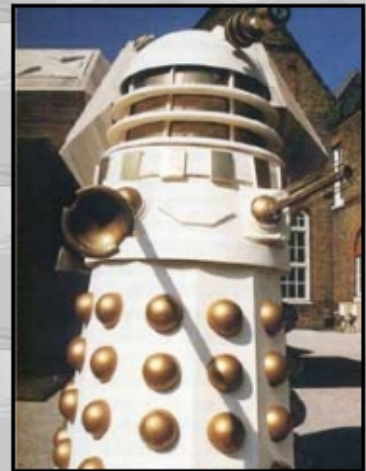


Soldier Dalek *(180 Points for 3 Daleks).*

Agility: D4 **Smarts: D10** **Spirit: D6**
Strength: D8 **Vigour: D10**
Fighting: D4 **Shooting: D8**
Pace: 4 **Parry: 4** **Toughness: 6 (14)**



ABILITIES

Flight - *A Dalek may hover due to powerful repulsors in its base unit.*

It may move at normal Pace horizontally and half pace vertically.

Daleks may not move fast whilst hovering.

Armour - *A Mark III Travel Suit has an Armour Value of Eight (8).*

Independent - *Although purchased as a unit, as troops Daleks deploy and operate independently.*

Slow - *A Dalek only uses a 1D4 for its fast movement, rather than D6.*

Fearless - *Daleks never fail guts checks, and so do not have a Guts rating. They only retreat for tactical reasons, never out of fear.*

WEAPONRY

Weapon	Dam	Short Range	Medium Range	Long Range
Dalek Blaster *	3D6	30	60	120

**Dalek Blasters use the Small Burst Template, with no deviation possible.*

Ogron Warrior *(225 Points for 5 Ogrons).*

Agility: D6 **Smarts: D4** **Spirit: D6**
Strength: D10 **Vigour: D8**
Fighting: D6 **Shooting: D6** **Guts: D6**
Pace: 6 **Parry: 5** **Toughness: 7 (11)**



ABILITIES

Brawny - *Ogrons are big and burly brutes, and so gain +1 Toughness.*

Armour - *Ogrons wear Leather Tabards as part of their 'Uniform' These Tabards have an Armour Value of One (1).*

Slow - *An Ogron only uses a 1D4 for its fast movement, rather than D6.*

Stupid - *Ogrons are not the brightest of creatures, and as a consequence of this their pain threshold is very high. In game terms this gives them +2 Toughness, +2 to recover from being shaken, and they also ignore wound penalties*

WEAPONRY

Weapon	Dam	Short Range	Medium Range	Long Range
Ogron Disruptor	2D8	15	30	60
Ogron 'Hug'*	2D10	-	-	-

**Ogrons roll to hit twice in close combat, if they hit with both- they inflict an Ogron 'Hug'.*