

Stop! Police! Silurian!

An introduction to the *Doctor Who Miniatures Game*
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Preface

The Doctor tightened his cape around his shoulders as he strode out of the farm gate, towards Wenley Moor. The creature which had attacked Liz could only be a few minutes ahead of him. Despite the attack in the barn the Doctor was certain the creature was frightened rather than dangerous – if only he could reach it before the Brigadier’s UNIT troops who were also searching for it. The Doctor already knew the Brigadier had a ‘shoot first and ask questions later’ attitude.

Introduction

Stop! Police! Silurian! (or *S!P!S!* for short) uses an edited version of the *Doctor Who Miniatures Game* (DWMG) rules to recreate the hunt for the sole Silurian from episode three of *Doctor Who and the Silurians*. In addition to the rules, stats and the scenario, on page **xx** you will find several standup models to copy onto card, cut out and assemble to get you going. All you need to add are some six sided dice, a tape measure, playing surface and an opponent. If you like this scenario, page **xx** details more information on the (free) DWMG rules.

Models and the Profile

Models in the game have a *profile* detailing their capabilities. Models have seven stats – to wargamers each should be fairly obvious: Movement (Move), Defence (Def), Hits, Strength (Str), Agility (Agi), Intelligence (Int) and Morale. Models may also have *special abilities*, and if they have any attacks these are detailed with the range, hit number, strength and special rules needed.

The Game Turn

The game takes place as a series of turns until the game ends. There are 4 phases to each turn as detailed below.

1. Determine Initiative
2. First player actions
3. Second player actions
4. End phase

Initiative

Each player rolls 1D6, the highest roll becomes the first player. On a tie the player who was the second player last turn becomes the first player. If the player who loses the initiative has rolled a 1 then they must immediately roll on the Wenley Moor Events table, below.

Wenley Moor Events table

1D6	Result	Effect
1	Reptilian Roar!	The underground roar of some prehistoric beast causes all heroic models to take a Morale test – if this is failed they will move 6" towards the closest table edge.
2	Quinn's Signal	Traitorous scientist Quinn calls the Silurian using an alien device – the Silurian may immediately move.
3	Liz Shaw	Hapless companion Liz Shaw wanders onto the moors. The monster player may either move her (if she is in play) or place her at any table edge if she is not already in play.
4	Disorientated	Lost in the gloom, one of your models must move 1D6" in a random direction. This counts as an activation and one of their actions this turn.
5	Bad Stumble	A trip over a stone or fall into a hidden dip inflicts a Str 2 hit on one of your models (your choice of model).
6	Briar Patch	One of your models (opponent's choice) is entangled in a thorny thicket and cannot activate this turn while they untangle themselves. If this event occurs due to the model <i>running</i> they can do nothing else this turn.