THE EIGHTH DOCTOR SOURC EBOK

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‘The Hand of Omega is inside this box. The most powerful and sophisticated remote stellar control manipulator device ever constructed.’

‘Are you sure you want the Daleks to have it?’

‘Absolutely.’

SYNOPSIS

Earth, Totter’s Lane, 1963

The Doctor brought Ace back to a once familiar place, Earth in 1963, and Coal Hill School close to a scrap merchant in Totter’s Lane. Outside the school the Doctor noticed a van with some very peculiar technology, overlooking the young girl watching him from the school gates. Never one to be shy the Doctor introduced himself to the van’s occupant, Professor Rachel Jensen, who was trying to find the source of some very odd readings. Before Rachel could tell the Doctor she was working on a classified project, she was called to the scrapyard in Totter’s Lane by her superiors and the Doctor naturally decided to tag along.

These superiors turned out to be the military, led by Group Captain Gilmore, who had already lost a man to an assailant with an energy weapon while investigating the scene. Now backup had arrived he felt more confident of destroying the invader. However, when the soldiers assaulted the area they found a lone Dalek who proved more than a match for them until the Doctor used some of Ace’s Nitro-9 to destroy it.

Ace and the Doctor left the military to busy themselves securing the area and returned to the school where the energy readings were detected. The Doctor told Ace he was actually expecting to find the Daleks here as they sought something he had hidden a long time ago: the Hand of Omega, a powerful piece of Gallifreyan technology. Investigating the cellar of the school they discovered a transmat device that was the source of the energy readings. This device was transporting Daleks from a mothership stationed in orbit. However, they appeared quite different to the Dalek found in the scrap yard. It appeared there were two factions of Daleks here, both looking for the Hand of Omega.

The Imperial Daleks in the mothership were bionic creatures that served the Emperor Dalek. The Renegade faction had broken away and refused to serve the Emperor or have their mutations ‘enhanced’. While the Doctor had planned to let
the Daleks have what they want, the two factions complicated things and the military was in danger of being caught in the crossfire.

The Doctor went to retrieve the Hand of Omega from its hiding place at an undertakers, but agents of the Renegade Daleks learned of its location. When they tried to retrieve it the Imperial Daleks detected the power source and dispatched an assault shuttle (since the Doctor had put their transmat is out of action). When the shuttle landed the Imperial Daleks poured out and engaged the Renegade faction for control of the Hand of Omega. The Imperial Daleks were victorious, but while they were away from the shuttle the Doctor snuck aboard and hacked into their computer system.

As the shuttle returned to the mothership with the Hand of Omega, the Doctor rigged up a communication device to speak with the Dalek Emperor himself. The Emperor turned out to be Davros, who the Doctor goaded into using the Hand of Omega. Davros believed the device would turn Skaro’s sun into a power source similar to the Time Lord’s Eye of Harmony. With this power his Daleks could expand their time technology and use it to destroy the Time Lords. Unfortunately he had been led into a trap and the Hand of Omega destroyed Skaro’s sun instead, vaporising the home planet of the Daleks. Then it returned to the mothership to destroy that too before returning the Gallifrey.

The Doctor’s plan worked, the Imperial Daleks destroyed the Renegades, and were themselves destroyed by the Hand of Omega. However, at the last moment, Davros abandoned the mothership, escaping so he might rebuild his creations once more.

CONTINUITY
• Given that the Doctor returns to his old home in Totter’s Lane, this episode is full of history and references. Coal Hill School is where Susan went to school and where Barbara Wright and Ian Chesterton first met her as teachers. When Susan brings her teachers to meet her grandfather, they visit the junkyard at 76 Totter’s Lane [see An Unearthly Child in The First Doctor Sourcebook]. It’s also where Clara Oswald subsequently teaches [see The Day of the Doctor in The Eleventh Doctor Sourcebook].

• After all this time we learn why the First Doctor came here: he was hiding the Hand of Omega. It is unlikely his plan to destroy the Daleks began here; after all he hadn’t encountered them yet. However, at some later date he must have decided to leak the location to draw them in. He may have made some of his plans when he last returned here seeking the source of a distress beacon [see Attack of the Cybermen in The Sixth Doctor Sourcebook].

• While the Hand of Omega destroys Skaro, the Doctor will later have to travel there to collect the Master’s remains after his execution by the Daleks [see The Eighth Doctor Sourcebook].
So, we might assume that the Daleks find either a new home or rebuild their old one before the end of the Seventh Doctor’s era.

- The Doctor mentions his age again, noting he is over 900 years old as we already know (see *Time and the Rani*). He also treats Davros to a list of his titles – “President-elect of the High Council of Time Lords, Keeper of the Legacy of Rassilon, Defender of the Laws of Time and Protector of Gallifrey”. Now it’s possible he’s only inventing some impressive titles to scare Davros, but what if they are real? He has been voted in as president twice before, after all.

- What is Rassilon’s legacy and how might the Doctor have been charged with keeping it? Is he a lot older than he looks? He does let slip to Ace when explaining the Hand of Omega that “we, I mean they, had trouble with the prototype”. Was the Doctor there in the early times with Rassilon and Omega, or does he simply use ‘we’ to refer to his people?

- The title of Defender and Protector of Gallifrey and the Laws of Time suggests his unofficial status might have become official. The Time Lords have always used him as a ‘black ops agent’ to do things their own laws don’t allow them to. What if the Doctor is now some sort of sanctioned off book agent of the Time Lords? The title may have been given to him after his trial, possibly by way of apology (see *The Ultimate Foe* in *The Sixth Doctor Sourcebook*). This would let him go about manipulating time as he sees fit for ‘the common good’ with the official blessing of the Time Lords. It would give him carte blanche to do as he pleases, and would explain why the Time Lords are happy to let him look after the Hand of Omega. While the Time Lords have misplaced things in the past, losing track of a device that can destroy stars seems unprofessional even for them!

- It may seem odd that UNIT isn’t involved in this adventure, but in 1963 they didn’t yet exist. UNIT won’t be formed for another five years, under Colonel Lethbridge-Stewart, after a Yeti attack in the London Underground (see the *The Web of Fear* in *The Second Doctor Sourcebook*). However, it is encounters like this one with the Daleks that will lead the military to decide there is a need for a specialised task force.

- Finally, as if confirmation were really needed, we learn that stairs pose no problem for a Dalek.
RUNNING THE ADVENTURE

There is so much going on here it is a little difficult to know where to start. It’s definitely the sort of adventure best saved for an experienced group of characters. One group of Daleks is bad enough, but this adventure pits two in open conflict over one of the most powerful artefacts of ancient Gallifrey. So our first piece of advice is tread carefully especially as characters can often do more damage than Daleks with such a device – see pg. 22!!

If you run this adventure using the Doctor, it makes sense for him to have placed the Hand of Omega here as a lure and chosen this time to play his endgame. However, a less renowned Time Lord is unlikely to have been given stewardship of such a potent device. So maybe the Doctor has actually left it to them to sort out. Once he has left the Hand of Omega at the undertakers he contacts the characters and asks them to retrieve it. He might be watching on the sidelines to make sure things go well, but he’s actually chosen the characters for the job as he knows they won’t manage to keep the Hand of Omega from the Daleks. He can be cunning like that, and keeping himself out of it ensures the Daleks won’t smell a rat.

This adventure might also fit a UNIT campaign very well. While there is no UNIT as yet, the characters may serve in a military investigation group. This adventure might prove the catalyst that allows the characters to get funding and begin UNIT themselves. In fact, many of the characters in this adventure, such as Gilmore, Rachel, Mike and Allison would make excellent characters. The only problem is that without the Doctor they may be hopelessly outclassed by the Daleks.

There are plenty of ways to change the story as well as you might expect with so much going on. The first is to change the Doctor’s agenda. What if he actually doesn’t want the Daleks to have the Hand of Omega? It’s not a bluff; he really is fighting to keep it from them! Should he fail, the Time Lords themselves might be forced to intervene before the Daleks really do use it to destroy Gallifrey and become masters of time.

ALLYING WITH THE DALEKS

With two factions of Daleks, their agenda might be a little different as well. While we hesitate to suggest one is actually made up of ‘good’ Daleks it is still possible to find allies of the moment. It doesn’t really matter which faction is the potential ally, as either side is dangerous enough. However, given the Renegades’ limited resources it makes sense that they might be looking to join forces against the Imperial Daleks. There are a few reasons they might find an alliance acceptable:

- The Imperial Daleks actually want to destroy the Earth, just to make sure there are no other powerful artefacts left there by the Doctor. The Renegades therefore reason they might find useful cannon fodder allies among its inhabitants.
- The Renegades are actually the broken remains of Daleks from the future. They have come
back to stop their past selves using the Hand of Omega, as they do not actually possess the skills to use it properly. They know for a fact that their experiments will actually bring the Dalek Empire to its knees.

- The Renegades are actually robot imposters created by the Movellans (see *Destiny of the Daleks* in *The Fourth Doctor Sourcebook*) to look like Daleks to distract the Imperials while they plan a new offensive.

- The Renegades are actually infected with the Movellan virus (see *Resurrection of the Daleks* in *The Fifth Doctor Sourcebook*). They have slowed its progress but need help to find a cure. If the humans don’t help them they will destroy everything, if the Imperials don’t destroy them first.

- The Renegades are actually just radio-controlled empty shells left over from previous conflicts or fashioned out of fibreglass. The military constructed them to draw out and distract the ‘real’ Daleks. They may get more than they bargained for.

- The little girl is actually a computer genius who has hacked into the Dalek systems. She is playing a huge game and sees the Imperials as more toys to play with.

### 76 TOTTER’S LANE

This junkyard in Shoreditch, in the East End of London has become somewhat mysterious; more for what it might be than for what it actually is. The place is an open yard, entered through large wooden gates with the name I. M. Foreman painted on them as the proprietor. The yard itself is full of scrap and junk, collected over who knows how many years. A few small buildings sit around the edge of the yard, but only serve as more storage space rather than offices or habitation.

What makes this place special is that it might be the closest the Doctor has to a home outside the TARDIS, or it could just be a junkyard. Foreman might be a clue to the Doctor’s name or Susan might just as easily have borrowed it to for herself. There is an implication that the Doctor owns the junkyard, but he might just as easily have just parked the TARDIS here once. His connection is well known enough to the Daleks for them to begin their search for the Hand of Omega here.

### COAL HILL SCHOOL

Near the junkyard lies the school that Susan Foreman attended. It is a school like most others, except for the fact that the Daleks have taken control of it to use it as a forward base. There are few children here, although the little girl who serves as the Renegade’s battle computer spends a lot of time here observing. What has happened to the rest of the staff and pupils is unclear, but it is perhaps safest to assume this adventure takes place during a school holiday. The Headmaster is the only adult on the premises, and while he is a very average human being he is also under the control of the Imperial Daleks.
**KEY LOCATIONS IN COAL HILL SCHOOL**

- **Playground:** The main courtyard of the school is a simple tarmaced area with a hopscotch grid as its only feature. However, it also makes a perfect spot for the Daleks to land their assault shuttle, which has been here before to set up the transmat. This previous landing has left four tell-tale piles of ash where the landing rockets fired.

- **Cellar:** The basement of the school (accessed by a small door in the main corridor and a simple flight of steps) is the most important area as far as the Daleks are concerned. Here they have set up a transmat receiver station so they can deploy their troops quietly and quickly. The Headmaster’s primary job is to defend this area, and he is usually assisted by an Imperial Dalek guard as well.

- **Science Labs:** Overlooking the playground on the second floor is a series of science labs. Like most of the classrooms they have large windows that look into the corridor as well so passing teachers might see the misdoings of unattended pupils. The labs are well equipped with glassware and chemical apparatus that remains set up between classes.

**RATCLIFFE’S BUILDER’S MERCHANTS**

The Renegade faction has made their base at the business premises of their agent, George Ratcliffe. Ratcliffe owns a builder’s merchant that is not

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**GROUP CAPTAIN IAN GILMORE**

The Group Captain leads a small team charged with investigating strange incursions from hostile life forms. No one in the ministry wants to say aliens yet, in fact Captain Gilmore laughs at the Doctor’s suggestion he is facing little green men. However, he doesn’t laugh for long. When a Dalek slaughters several of his men and proves impervious to his best weapons he quickly understands that humanity is outclassed by these extra-terrestrial visitors.

Officially his team is there to respond to threats that cannot currently be classified. So they really have very little idea about what they are facing. Luckily Gilmore cares about the safety of his men and isn’t too proud to take advice from someone outside the chain of command who seems to know what they are doing.

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**SKILLS**

Athletics 3, Convince 2, Craft 1, Fighting 3, Knowledge 3, Marksman 4, Science 1, Subterfuge 2, Survival 1, Technology 1, Transport 2.

**TRAITS**

- **Brave (Minor Good):** +2 bonus to any Resolve roll when Gilmore needs to show courage.
- **Code of Conduct (Minor Bad):** Gilmore follows orders and does his best for his men.
- **Military Rank (Major Good):** Group Captain.
- **Obligation (Major Bad):** Protect the Earth and take care of his men.
- **Tough (Minor Good):** Reduce total damage by 2.
- **Voice of Authority (Minor Good Trait):** +2 bonus to Presence and Convince rolls.

**EQUIPMENT:** Pistol (2/5/7).

**TECH LEVEL:** 5  **STORY POINTS:** 6
dissimilar to 76 Totter’s Lane. A double wooden gate leads into a small yard, which is backed by a warehouse and office building. A series of garages sit along one side of the yard where vehicles or materials can be stored. Behind a small storeroom lies Ratcliffe’s office, where the Renegade Dalek battle computer and command chair can be found. The computer consists of a desk and screen that multicoloured lights constantly play over. Ratcliffe comes here to get his orders from the Dalek commander, which he then relays to his men.

**FURTHER ADVENTURES**

- **The Shoreditch Murderer:** Several people have been killed late at night in the Shoreditch area near Totter’s Lane. The police are looking for a killer who seems to drain their victim of an odd selection of minerals. In fact the killer is a Dalek mutant that survived the destruction of its armoured casing during the battle. It is feeding on random passers-by simply to survive and trying to collect enough scraps of technology to build a distress signal.

- **Jenny Dreams:** The little girl, let’s call her Jenny, who was connected to the Dalek computer has seemingly recovered from the experience. However, she still has nightmarish dreams of metallic monsters doing terrible things to strange beings from other worlds. It seems she is still connected to the Daleks somehow,

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**SERGEANT MIKE SMITH**

Mike seems a decent enough chap, and works as Gilmore’s right hand man. He is dynamic, daring, unconventional and downright heroic. Unfortunately, under all that he is also a racist and a bigot. He is secretly part of Ratcliffe’s group of neo-Nazis and honestly believes in racial segregation. This also makes him a knowing Dalek agent. While he doesn’t want to lead a revolution or see blood spilled, he genuinely believes white people are better than everyone else. His attitude is almost worse that Ratcliffe’s as it is the sort of casual racism shared by many of the ‘men on the street’ and those who read right wing tabloids. The sort of people who say “I’m not racist but...” When Mike’s secret allegiance is discovered he turns to Ratcliffe and his Dalek allies rather than trying to make amends. Ace is drawn to his fighter pilot charm, making her feel doubly betrayed by both his treachery and morality. The most sickening thing about Mike is that he truly believes he is one of the good guys.

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**STRAIGHT**

- Attractive (Minor Good): +2 bonus to any rolls that involve Smith’s looks.
- Brave (Minor Good): +2 bonus to any Resolve roll when the character needs to show courage.
- Charming (Minor Good): +2 bonus to attempts to use charm.
- Dark Secret (Major Bad): Working as part of Ratcliffe’s association and a Dalek agent.
- Impulsive (Minor Bad): Just like any hero, Mike doesn’t think before diving in.
- Military Rank (Minor Good): Sergeant.
- Prejudice (Minor Bad): For all his charm, Mike is a racist.
- Quick Reflexes (Minor Good): Mike dynamically goes first in his Action Round unless taken by surprise.
and might be a way to discover their plans and save lives. However, can the characters put a little girl through all that again? If they don’t find a way to sever her connection at least, the dreams might drive her mad. Worse yet, if the Daleks discover what she can do, they might decide to clean up this loose end.

- **Davros must be Exterminated!** The Renegades destroyed in Shoreditch were only a strike team, not the entire movement. With Skaro and the Imperial Daleks destroyed, they are now the main Dalek force in the galaxy. After waging a more direct war against the remains of the Imperial Daleks they turn their attention to Davros. There are rumours he escaped and they want to hunt him down. Unfortunately they need a Time Lord to track him across time and space. Will the characters help the Daleks hunt down their creator, and if they do, can they trust them not to exterminate them afterwards?

- **Lost Property:** What else might the Doctor have left in Totter’s Lane? Is it as dangerous as the Hand of Omega? A strange build up of energy in the junkyard suggests something dangerous is hidden there. Unfortunately, the energy readings have been picked up by other interested parties who know of the area’s significance, and they are looking to claim whatever might be there for themselves.

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**George Ratcliffe**

Mr Ratcliffe is a despicable human being, but one who hides as a pillar of the community. He is a local businessman and also runs the local chapter of the Territorial Army. However, he has formed them into an ‘association’ that does more than serve in time of war. His men work for the town and do what they can for their country. That might sound very laudable, until you discover what sort of England Ratcliffe thinks needs protecting. Ratcliffe’s association is actually a group of neo-Nazis, waiting for the day they can purge England of the corruption of all foreigners. He has even been imprisoned for insisting England should have fought with Hitler’s Nazis in the war rather than against them. His views of racial purity and segregation are pretty much the same as the Daleks, and this has made him the perfect agent for the Renegade faction. Filled with dreams of a new England under Dalek (and his) control he has given the Renegades everything they ask for and is wholly dedicated to their agenda. It is then ironic that despite his loyal service the Daleks decide to kill him for no better reason than he isn’t a Dalek and they have no use for him any more.

**Awareness:** 3  **Presence:** 4  **Coordination:** 3  **Resolve:** 3  **Ingenuity:** 3  **Strength:** 3

**Skills**

- Athletics 2  
- Convince 3  
- Craft 2  
- Fighting 2  
- Knowledge 2  
- Marksman 2  
- Subterfuge 3  
- Transport 2

**Traits**

- **Back up [Minor Good]**: The ‘association’ are all loyal to the cause.  
- **Charming [Minor Good]**: +2 bonus to attempts to use charm.  
- **Dark Secret [Major Bad]**: Leading the Renegade Dalek agents.  
- **Prejudice [Major Bad]**: Ratcliffe is an unapologetic neo-Nazi.  
- **Selfish [Minor Bad]**: Ratcliffe puts his own needs first.

**Voice of Authority [Minor Good Trait]**: +2 bonus to Presence and Convince rolls.

**Tech Level:** 5  **Story Points:** 5
Allison Williams

**Awareness**: 3  **Presence**: 3  **Coordination**: 3  **Resolve**: 3  **Ingenuity**: 4  **Strength**: 2

Allison is a qualified physicist, with a solid expertise in her field. It is why she got the job as Professor Jensen’s assistant. Unfortunately, it doesn’t seem to matter how many degrees you have, the military types just expect her to act as a secretary or make the tea. It’s frustrating, and annoying, but at least she is not the only woman on the team, and working with Rachel is a fantastic opportunity to partner with such an eminent scientist. Allison is young and eager to learn, but also dedicated, skilled and resolute. Yes, she can make a cup of tea, and it’ll be a bloody good one, but she’d far rather answer your questions about physics because that’s what she’s here for.

**Skills**
- Athletics 2, Convince 2, Fighting 1, Knowledge 2, Marksman 1, Science 4, Technology 3, Transport 2.

**Traits**
- Attractive (Minor Good): +2 bonus to any rolls that involve the character’s looks.
- Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.
- Marginalised (Minor/Bad): -2 to all professional social interaction.

**Tech Level**: 5  **Story Points**: 5

Professor Rachel Jensen

**Awareness**: 3  **Presence**: 4  **Coordination**: 3  **Resolve**: 3  **Ingenuity**: 5  **Strength**: 2

Jensen is one of the most renowned scientists of her generation. So she was doubly annoyed when she was essentially drafted by the military to act as scientific adviser for Gilmore’s operation. While she hates being pushed around by the military, she does secretly relish the opportunity to put her expertise to practical use. In the same way that Gilmore gets a reality check on the power of his armed forces, Rachel comes to understand she really knows little about the science she is supposedly an expert on. This both at once frustrates and excites her. On the one hand a space vagrant is forced to talk to her like a child because her understanding is so limited. On the other hand there are whole universes of science she has yet to even discover, let alone explore.

**Skills**
- Athletics 2, Convince 3, Knowledge 2, Science 5, Subterfuge 1, Technology 3, Transport 1.

**Traits**
- Boffin (Major Good): Allows Rachel to create Gadgets.
- Cutting Edge Technology (Minor Good): Rachel has no penalty when operating technology from one Technology Level above her home time period.
- Insatiable Curiosity (Minor Bad): Rachel will investigate anything that sparks her curiosity unless she passes a Resolve + Ingenuity roll at -2.
- Marginalised (Minor/Bad): -2 to all professional social interaction.

**Tech Level**: 5  **Story Points**: 6