

# THE DALEK

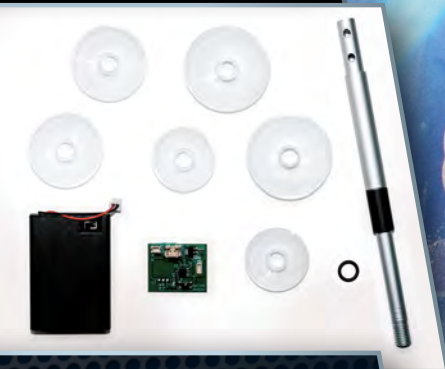
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DALEK!**

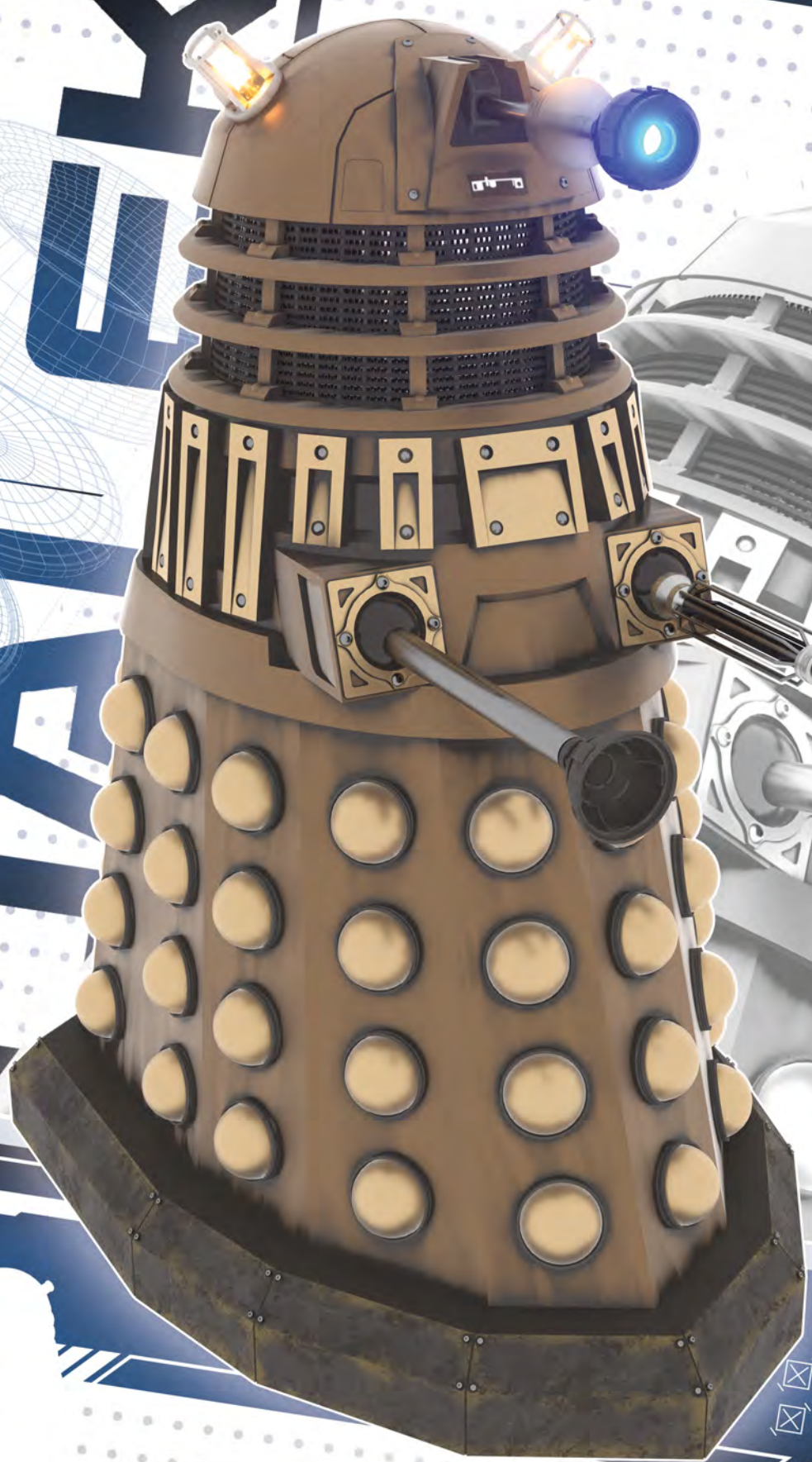


**STEP-BY-STEP  
INSTRUCTIONS!**





# DALEK THE DALEK





# DALEK

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# DAVROS

**T**here are many legends surrounding Davros, the dark lord of Skaro. It has been said that he was born on the first day of the Thal/Kaled war, a conflict that blighted his homeworld with a thousand years of carnage. It is certain that Davros has never experienced a single day of genuine peace in his life, and his long existence can only be measured in chapters of conquest, loss and pain.

As a boy he found himself living from day to day, almost always underground, in the long, crowded tunnels where millions of Skaro's poorest huddled together. Death was everywhere, as the young Davros watched the people around him be claimed by violence, hunger and disease.

On a rare day of coming to the surface in search of supplies, Davros found himself running for his life across a wasteland, facing death from Thal fighter planes. But a far worse threat was awaiting him below: he became trapped in a field riddled with the monstrous handmines – mindless bio-organic creatures that dragged their victims beneath the mud to their doom. Davros would have surely died on that day, but he heard a strong voice coming out of the mist, offering him hope: "Survival is just a choice. Choose it now!" A man was suddenly there, his eyes icy blue, his face like an ancient god. He wielded a weapon that blasted the handmines into dust. The man led Davros back to his people and then vanished.

From that day forward, Davros felt touched by destiny. He knew he would overcome all the trials still to come in his life; he was certain that he had been saved in order to do something great.

## RISE TO POWER

As he grew to young adulthood, Davros was conscripted into the Kaled armed forces. The results of his intelligence tests propelled him into an education programme where he excelled beyond any student ever recorded. He was soon placed in the army's weapons research division where he quickly demonstrated



Every day was a battle for survival for the young Davros.





Davros and his mysterious saviour.

his scientific genius. His reputation swiftly grew, and he became known to the ranks of his society's political elite. Davros had come from humble beginnings and was unimpressed by privileged individuals who had only found their way to the top with inherited wealth and political connections. The only attribute he respected was intelligence. However, he saw that politicians and industrial leaders would be necessary resources for his future ambitions, and so he cultivated the art of diplomacy.

A personal disaster struck Davros. Its cause is uncertain. Perhaps an assassination attempt, or a laboratory accident, or a Thal bombardment? All that matters is that Davros' body was severely injured. Anyone else would have perished, but his indomitable will kept him from death. He created his own life-support system: a chair that would not only keep him alive, but prolong his life. Years turned into decades, and decades into centuries. Davros outlived all of his contemporaries.

### RULERS OF THE WASTELAND

Kaled officials saw in Davros a possible end to the war. He was a genius with no sense of morality, willing to go to any lengths to assure victory. If anyone could find a way to crush the Thals for ever, it would be him. But Davros was too brilliant not to see the truth – ultimately the war between the Kaleds and the Thals could have no true victor. The centuries of conflict had scarred the planet permanently. The oceans were filled with toxic poisons. The forests had been turned into deserts by nuclear exchanges. What was the point of winning a war when there was nothing left to actually win?

One day, Davros observed a batch of Kaleds being cast out into the wastelands. They had failed the genetic purity test that all of his kind were made to take, and had been classified as 'Mutated Sub-Normals' or 'Mutos'. He watched them wander into the desolate terrain, some crying, some yelling, all looking lost and confused. He knew that most would be dead within months, unable to survive in an environment that had become their enemy.

But some of them would survive. Some would be strong enough to live on, and even reproduce. Davros suddenly understood that if his race were to claim any kind of future, they would have to deliberately adapt to this harsh landscape. They would have to become something else.

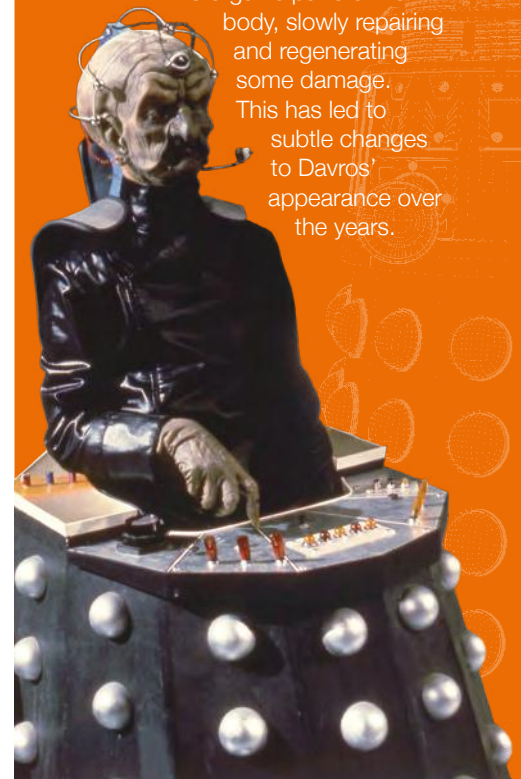
### DESTINY AWAITS

Davros started to work with simple animal lifeforms, altering them with radiation and chemical treatments, causing them to grow and mutate. Some were used as weapons in the war, but most were deemed failures and discarded. Once he was satisfied with the results, Davros began to secretly obtain wounded Kaled soldiers for experimentation. He twisted their bodies into horrible shapes, seeking a way to create a lifeform that would thrive on any form of radiation, live off any type of poison. He would base its armour on his life support system, so his 'children' would be made in the image of their creator. The Kaleds would be transformed into the Daleks.

As the first Daleks took shape, Davros believed his destiny was drawing closer.

### MOBILE LIFE SUPPORT SYSTEM

Davros' chair is a complete life-support system, replicating the function of damaged organs such as his heart and lungs. To a limited degree, the system can also revitalise the organic parts of his body, slowly repairing and regenerating some damage. This has led to subtle changes to Davros' appearance over the years.



He was correct, but not in the way he expected. He would soon meet a man who would challenge his every belief, and take him down a path he could never possibly have imagined.

Davros would never learn this man's name, but he was called the Doctor...



Davros unveils his new creation.



# GENESIS OF THE DALEKS

## PART ONE

On a desolate planet, the Time Lords approach the Doctor with a mission that he can't refuse...

Season 12 Episode 11  
First Broadcast: 8th March 1975

A group of soldiers armed with rifles emerges from clouds of smoke in a desolate, rocky landscape. Their uniforms are ragged and they wear gas masks and helmets reminiscent of the First World War. Several soldiers are suddenly cut down by machine gun fire. Their surviving comrades move on.



Another figure emerges from the smoke shortly after: the Fourth Doctor. He looks around at his surroundings in confusion. The Doctor and his two companions, Sarah Jane Smith and Harry Sullivan, had been travelling from Earth to a satellite called Space Station Nerva via a transmat beam. The Doctor is greeted by a member of his own race, the Time Lords. The Doctor realises that the transmat beam has been deliberately diverted – he has been brought to





this world to carry out a task for the Time Lords. "I will not tolerate this continual interference in my life!" the Doctor declares. The Time Lord smugly reminds him that the special missions the Doctor is given are only occasional, but the Doctor refuses to even listen: "Whatever it is, I won't do it!"

The Time Lord replies with a single word: "Daleks."

The Doctor is immediately interested. The Time Lord tells him that a possible future has been seen where the Daleks have exterminated all other life in the universe. The Time Lords want the Doctor to travel back to the Daleks' point of creation and



stop them from ever evolving, or at least alter their development so they become less aggressive. The Doctor agrees. He then discovers that the Time Lord has already placed him on the Dalek's home planet of Skaro. The Time Lord gives the Doctor a Time Ring that will return him to the TARDIS when he completes his mission. He warns the Doctor not to lose it: "That Time Ring is your life line." The Time Lord disappears.

Sarah Jane and Harry appear over a pile of rocks. The three time-travellers take cover from a heavy artillery barrage. When it ends, they discover a dead soldier. The Doctor studies two discarded firearms – a laser gun and a single-shot rifle. "There are centuries between these two weapons," he comments. Harry observes that the soldier is wearing a gas mask and a radiation detector. Sarah Jane notices that the soldier's uniform is composed of both animal skin and synthetic fibre. The Doctor theorises that this strange mismatch of items could be the result of a thousand-year war, with a civilisation on the point of collapse.

The trio move on across the wasteland. The Doctor spots a landmine and they realise they are walking through a mine field. The Doctor and Sarah Jane feel that they are being watched by something in the distance. Distracted, the Doctor finds that he has stepped on a landmine – if he moves his foot, it will detonate. Harry wedges rocks underneath the lethal weapon to try to stabilise it, and then holds the landmine steady as the Doctor gently raises his foot. They walk on.



A gigantic dome, large enough to cover an entire city, comes into view on the horizon. "Why are they fighting with old-fashioned things like barbed wire and landmines if they can build something like that?" Harry wonders. They come across a fortified row of trenches. There are dead soldiers propped up inside it in an attempt to make it look as if it is still fully manned. These soldiers wear different uniforms to the others, suggesting to the travellers that they have crossed over the lines of combat. They find a heavy steel door, but don't notice when they are observed through a small hatch in it.



## IN THE BEGINNING...

In 1973 the creator of the Daleks, Terry Nation, discussed writing a new Dalek serial with *Doctor Who*'s producer Barry Letts and script editor Terrance Dicks. Both men felt the initial outline Nation submitted was too similar to previous Dalek stories. Letts suggested that Nation instead explore the origin of the Daleks. Nation liked the idea and wrote a plot outline titled *Daleks – Genesis of Terror*. The outline began with the TARDIS appearing in a beautiful garden where a Time Lord is waiting for the Doctor. Director David Maloney disliked this opening and shifted their scene directly to Skaro; a change disapproved of by Nation.



The next year, incoming *Doctor Who* producer Philip Hinchcliffe and script editor Robert Holmes inherited the story from their predecessors. Neither man was enthusiastic about the Daleks, feeling that they lacked menace and credibility. "Terry Nation had written the script before I was appointed," Hinchcliffe recalled. "So, I thought that we'd better do something bloody good with the Daleks because people had seen them ad nauseum. They were silly little things, running around on castors. So, I just tried to inject more atmosphere."

The Fourth Doctor, Tom Baker, and Terry Nation in a promotional photo for *Genesis of the Daleks*.





The Doctor and Harry find themselves prisoners in an underground bunker. They are placed on a train and taken to a young officer, General Ravon, for interrogation. Ravon believes they are "Mutos". The man is a fanatic: "Our battle cry will be, 'Total extermination of the Thals!'" he screams. The Doctor disarms Ravon, and he and Harry take control of his headquarters. The Doctor studies a tactical model on a table with two large domes separated by a mountain range. He is intrigued to learn that they are in the company of "Kaleds", noting the similarity of the name to "Daleks".



The Doctor and Harry find a service lift and get back to the surface of the wasteland. They are chased by Kaled soldiers. They escape an explosive boobytrap, but are recaptured and brought back inside the bunker. Nyder examines the Doctor's belongings. He is intrigued by a device the Doctor describes as an "etheric beam locator". Nyder knows it was not created by the Thals. The Doctor casually tells him that he and Harry are not from Skaro.

Poison gas shells suddenly strike nearby. The trio quickly grab gas masks from the dead soldiers to protect themselves. They are attacked by invading forces, but are saved when an enemy squad appears from behind the door and kills the soldiers with machine-gun fire. The Doctor and Harry are seized and taken inside, but the unconscious Sarah Jane is left behind.

Meanwhile, Sarah Jane awakens to find herself alone in the trenches. She tries the door, with no success, so reluctantly moves back into the wastelands.

General Ravon is forced at gunpoint to take the Doctor and Harry to an exit. They encounter Security Commander Nyder, who is not fooled by the Doctor's story of being a civilian visitor. The Doctor and Harry barely escape machine-gun fire from Nyder's men, and are chased through the dark corridors of the bunker. Nyder berates Ravon for letting himself be captured. Ravon insists that the Doctor and Harry are neither Thals nor Mutos. Nyder replies, "We'll find out what's different about them... by autopsy."



## WAR-TORN SKARO

Betchworth Quarry in Surrey was the exterior location used for the desolate Skaro wasteland, with filming taking place 6th-10th January, 1974. The first day's filming included the discussion between the Doctor (Tom Baker) and the Time Lord (John Franklyn-Robbins), and the discovery of the dead soldier. The black, monk-like costume worn by Franklyn-Robbins was director David Maloney's tribute to *The Seventh Seal*. In that 1957 film, Bengt Ekerot plays the personification of Death, and wears a similar costume.

The laser rifle the Doctor examines was a prop previously used in the 1965 story *Galaxy 4* featuring William Hartnell as the First Doctor (the rifle had originally been a weapon wielded by the clone warriors known as the Drahvins).



Drahvin clones armed and ready with their laser rifles.





"I've heard Davros say there is no intelligent life on other planets," Nyder states, "so either he is wrong or you are lying." The Doctor is intrigued, and learns that Davros is the Kaleds' greatest scientist, in charge of all research at the bunker. The Doctor asks about Mutos, and learns that they are the result of hundreds of years of chemical warfare; people who have suffered genetic mutations and been cast out of Kaled society to live in the wastelands. "We must keep the Kaled race pure," Nyder states coldly.

Nyder tells Ravon to release the prisoners into his care – he wishes to take them to the Special Unit in the bunker for



interrogation. Ravon is reluctant but agrees. Nyder gives Ravon a list of items to be sent to the bunker. Ravon argues that he cannot spare the equipment, but Nyder silences him by pointing out that the list comes directly from Davros himself. Ravon has no choice but to agree. The Doctor and Harry are taken away.

Elsewhere, night is falling on the wastelands as Sarah Jane wanders through some dead trees, searching for her friends. She realises she is being stalked by a strange shambling creature



and starts to run. Two more figures appear, also following her. Sarah Jane finds herself at the remains of a stone building. She looks in through a gap in the wall and realises she is not alone...

Inside the building, a shadowy figure is seated in a protective chair. He is ancient, hairless, his eyes withered and closed. He is clad in a black leather military-style tunic. Lights from a control panel on his chair illuminate him. Across the room, a uniformed man prepares three wooden targets. "Ready, Davros," he says to the



elderly figure. "Observe the test closely, my friend," Davros replies in a horrible, rasping whisper. "This will be a moment that will live in history." Davros' painfully gnarled hand flicks a switch.

Sarah Jane recoils as a sinister shape she recognises emerges from the darkness. It is a Dalek – in fact, it is the first Dalek. The creature fires at all three targets, destroying them completely. "The weaponry is perfect," Davros says. "Now we can begin..."

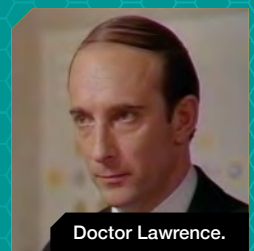


## THE MAN BEHIND THE COMMANDER

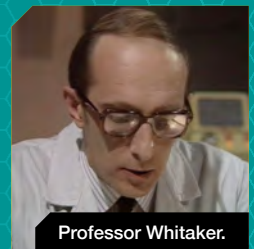


Peter Miles would also return to the role of Nyder for the Big Finish audio drama *I, Davros*.

Actor Peter Miles turned Security Commander Nyder into one of the most memorable villains in *Doctor Who* history; no small feat considering he was playing the assistant to the iconic Davros. Miles had appeared in two previous *Doctor Who* stories: first as the officious Doctor Lawrence in *Doctor Who and the Silurians* (1970) and then as the calculating Professor Whitaker in *Invasion of the Dinosaurs* (1974). Contact with fans at *Doctor Who* conventions made him see how well-regarded *Genesis of the Daleks* was to them. "Some fans can quote the script at me. That was disconcerting at first, but I'm used to it now," he said in a 1997 Interview. Miles had high praise for the show's star: "Tom [Baker] was another hugely talented actor going in his own direction with *Doctor Who*. Because he was so talented, and a man of intellect and skill, it was bound to be an interesting direction. He had a wicked – in the nicest sense of the word – smile which he beamed at people quite often, and I believe he added a lot of human touches to his stories. I'm very sorry I never worked with him again, and similarly David Maloney."



Doctor Lawrence.



Professor Whitaker.



# THE DALEK MUTANT

The mutated creature that dwells inside the Dalek armour is the result of decades of extensive genetic engineering by Skaro's most brilliant scientist, Davros. While the universe's population has come to see the infamous metal war machine as a Dalek, the true Dalek lies within it.

**T**he Dalek Mutant has considerable mental abilities. Its tentacle limbs are too weak and clumsy to operate the many controls of its travel unit, so the Mutant's brain is linked directly to its central processing computer. It only has to think of an activity and the unit carries it out. The Dalek's 'voice', for example, is a series of neural signals being sent to a loudspeaker device – the Mutant has no actual mouth. In return, the mechanisms of the unit are constantly feeding new sensory information back into the Mutant, giving it all the data it requires to survive and carry out its duties.

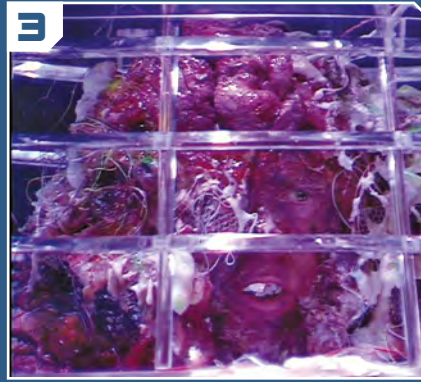
Dalek Mutants do not require sleep, but when they have no immediate function, they shut down their travel units to conserve their energy reserves. While they may appear to be dormant, the Mutants are always conscious.



The Mutants are all identical clones taken from a genetic template devised by Davros. They have absolutely no sense of individuality, and are programmed at a fundamental level to hate all other forms of life. Upon its release from its clone bank, a newly formed Mutant's first conscious thought is the desire to kill. When the Fourth Doctor encountered the original batch of Mutants while on Skaro, three broke free from their containers and instantly tried to strangle him [1].



Dalek Mutants can be dangerous in many ways, as the Fifth Doctor discovered when they infiltrated Earth in 1984. Following a battle, one of the Mutants survived the destruction of its casing. Despite its injuries, it attacked an unsuspecting soldier, leaving a wound on his neck [2]. The Doctor led a search for the Mutant, but the creature avoided detection. It then did something intriguing – it returned to the soldier and attacked him again. The Mutant was killed, and the soldier was taken away for treatment. He later seemed to fall into a state of alienation, failing to recognise his comrades. He shoved his sergeant aside and wandered off, as if heeding a summons. It appears that toxins inside the Mutant's body infected the man's bloodstream, causing him to take on aspects of its mentality. Perhaps the Mutant calculated that it would not survive further contact with the enemy without its casing, and instead chose to take control of a human to use as an additional weapon.



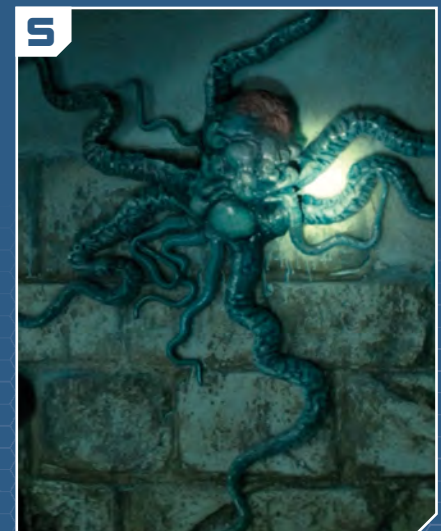
The Dalek Mutants later created by Davros on the planet Necros could be classified as a completely different species. They were taken from the genetic content of human beings [3] and had no genuine link with the original Skaro Mutants. Even so, they were programmed by Davros with the same mindset: to consider themselves superior to all other lifeforms and hate any species alien to themselves. The one vital difference was that these Mutants were completely obedient to Davros.



In London, 1963, the Seventh Doctor had the opportunity to examine two different breeds of Dalek Mutant. The first was an original Dalek, described by scientist Professor Rachel Jensen as “under-developed, with vestigial limbs and sensory organs almost ameboid”. The second faction she described as having “functional appendages and some kind of mechanical prosthesis grafted into its body”. These Dalek Mutants were a new generation created by Davros. He had altered the Mutant's genetic design, probably adapting it from his Necros models. These Mutants were equipped with large, crustacean-like claws [4]. To the original Mutants, these altered versions were abominations; an insult to their genetic “purity”. The two factions hated each other with an intensity never seen before in all of Dalek history.

**“A NIGHTMARE.  
A MUTATION.  
THE DALEK  
RACE WAS  
GENETICALLY  
ENGINEERED.  
EVERY SINGLE  
EMOTION WAS  
REMOVED  
EXCEPT HATE.”**  
- THE NINTH DOCTOR

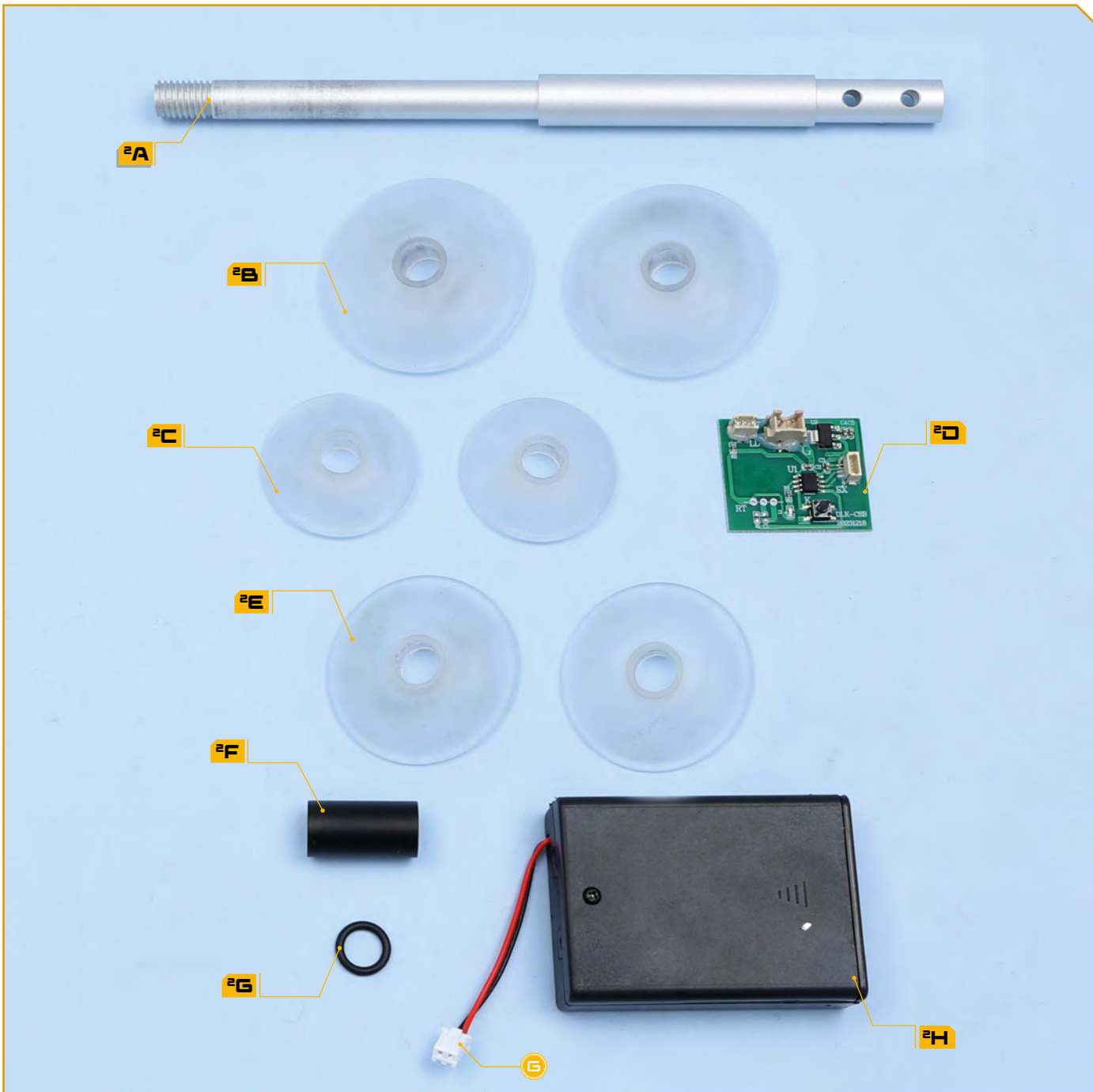
In 2019, the Thirteenth Doctor faced a Dalek Mutant that was far more powerful than the usual breed. It was a Reconnaissance Scout, part of the first group of Daleks ever to leave Skaro. It had survived since the ninth century in a dormant state and revived by a burst of ultraviolet light. It was larger, more mobile and had fully functioning tentacles [5]. Most importantly, it had a considerable telepathic ability. The Scout took control of a human woman named Lin, attaching itself to her back and linking with her body's nervous system. With its casing long destroyed, the Scout used Lin's body as a new method of transportation, and dominated her mind. The Scout's tentacles were strong enough to crush the bodies of two police officers – a grim reminder that, with or without its casing, a Dalek is always a lethal organism.





# DALEK EYE STALK

## EYE-STALK ASSEMBLY



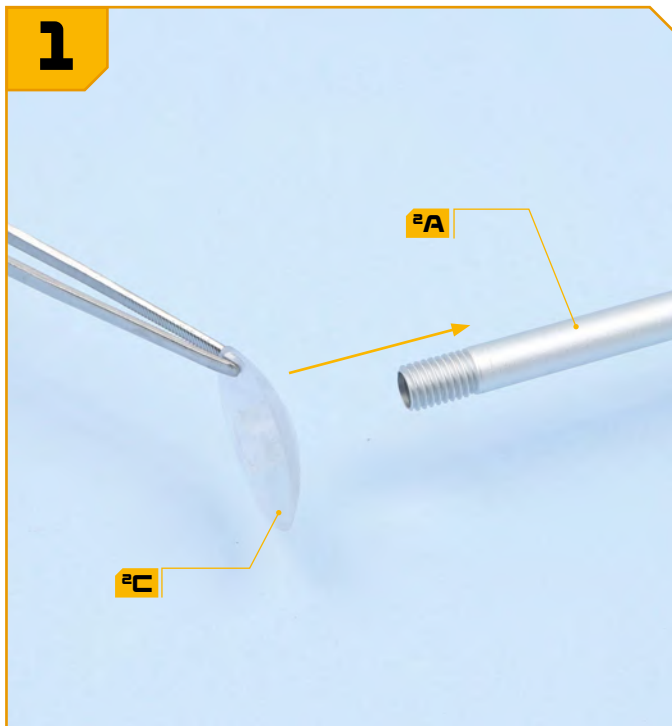
### COMPONENTS OF ISSUE 2

- 2A** EYE ARM
- 2B** INSULATOR (LARGE X2)
- 2C** INSULATOR (SMALL X2)

- 2D** CIRCUIT BOARD FOR TESTING FUNCTIONS
- 2E** INSULATOR (MEDIUM X2)
- 2F** ARM SLEEVE

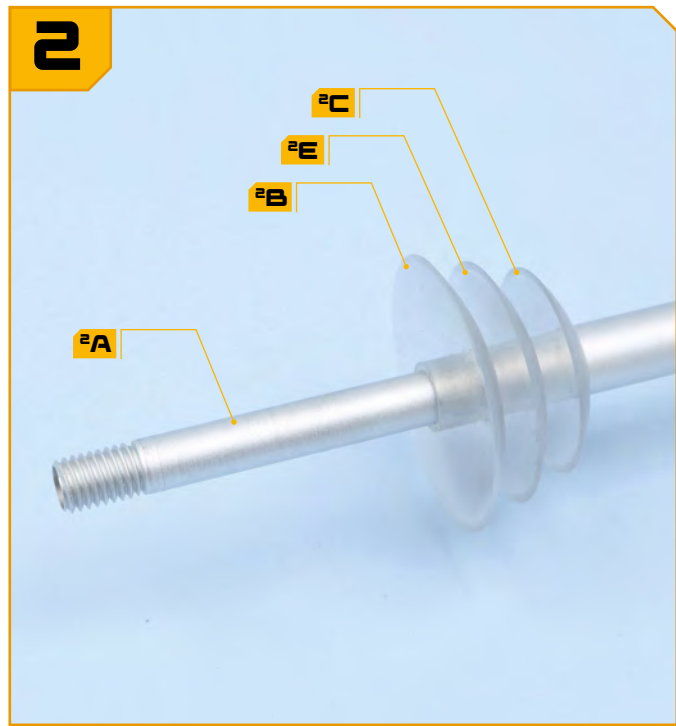
- 2G** RUBBER WASHER
- 2H** BATTERY CASE FOR TESTING FUNCTIONS WITH CABLE AND CONNECTOR MARKED **6**





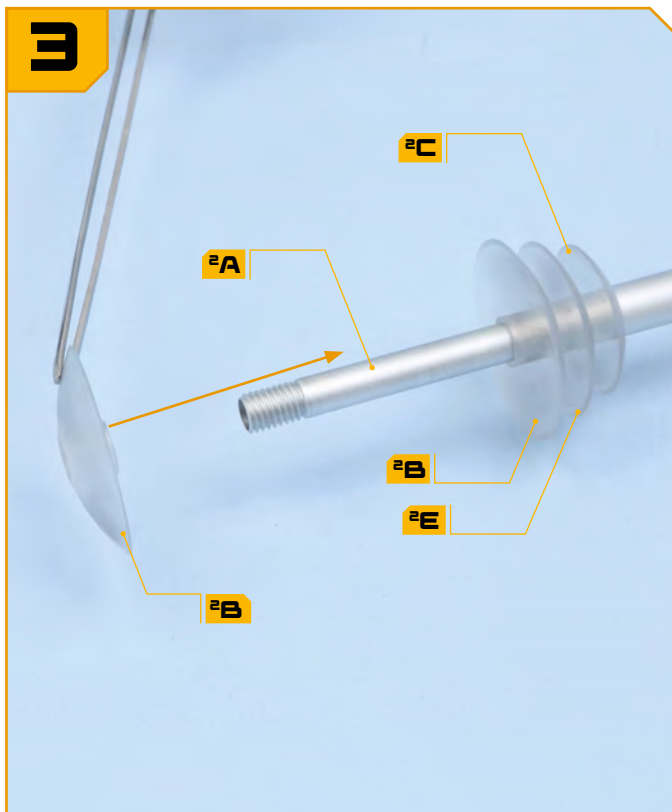
### #02-01

Take one of the small insulators **2C** and slide it onto the arm **2A**. Note the orientation of the arm: the insulator is fitted at the end with a screw thread. Also note the orientation of the insulator, with the cup facing to the left in this image.



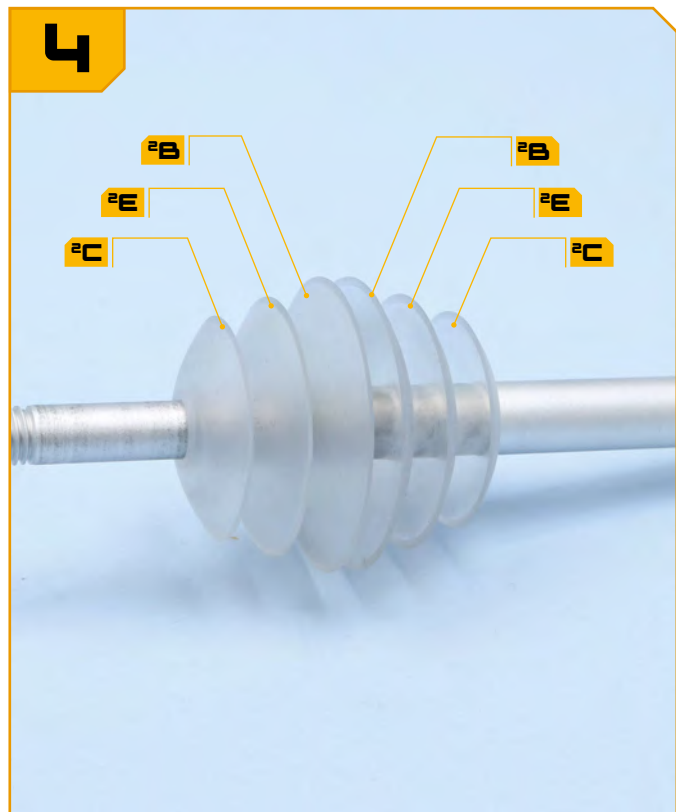
### #02-02

Similarly, fit a medium insulator **2E** on to the arm, and then a large insulator **2B**.



### #02-03

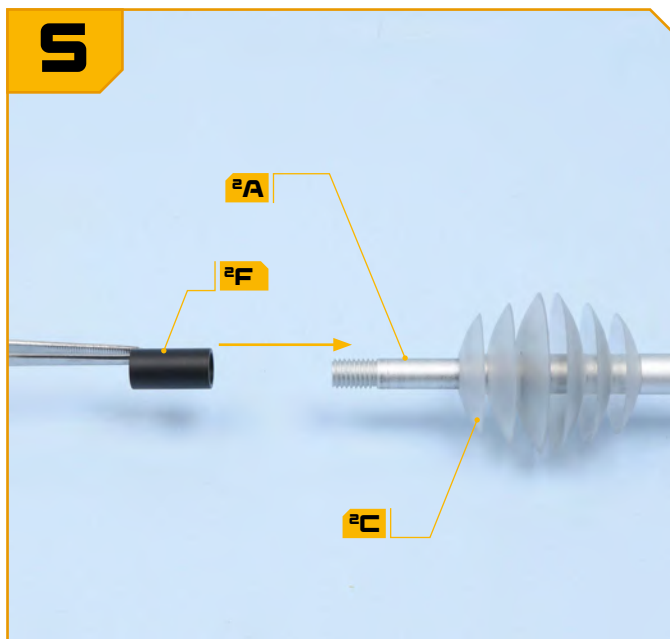
Fit the second large insulator **2B** on to the arm **2A**: Note that this time the cupped side of the insulator is facing to the right.



### #02-04

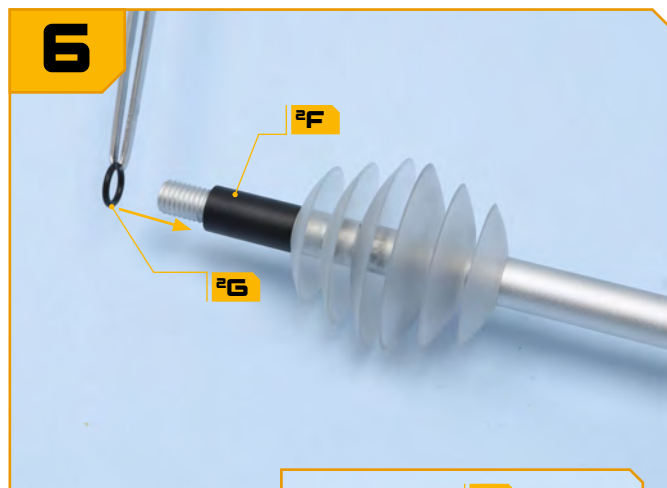
Fit the remaining medium insulator **2E** and then the remaining small insulator **2C** as shown.





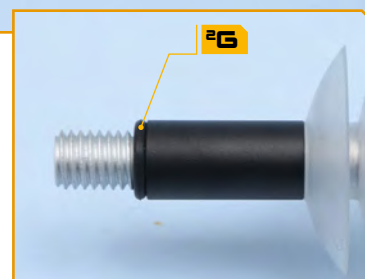
**#02-05**

Fit the arm sleeve **2F** on to the arm **2A**, sliding it in place so that it butts up to the insulator **2C**, as indicated by the arrow.



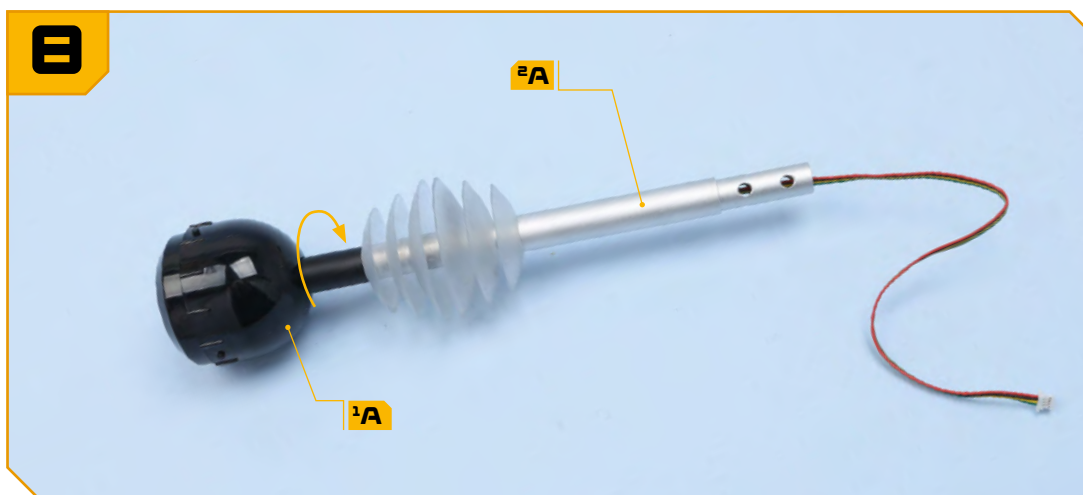
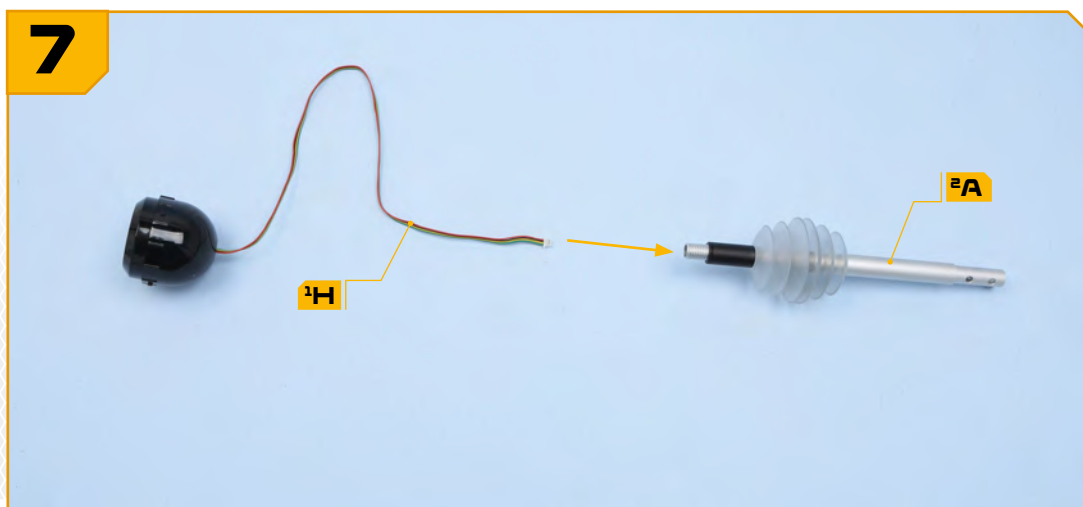
**#02-06**

Fit the rubber washer **2G** on to the arm so that it fits around the neck where the screw thread is, and holds the sleeve **2F** in place, as shown in the inset.



**#02-07**

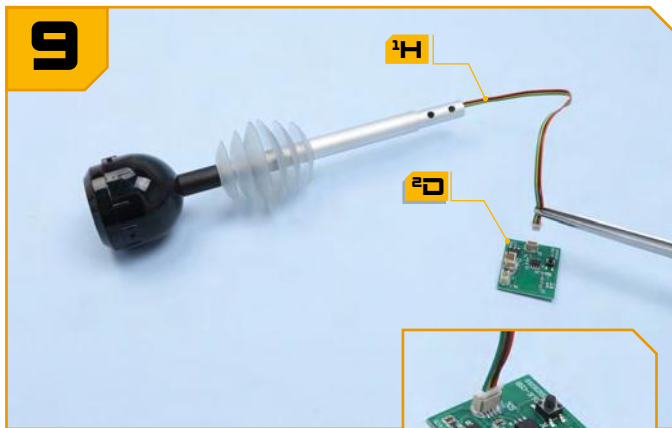
Take the eye and cable assembly from issue 1 and thread the cable **1H** down through the arm **2A**, threading the connector in through the end with a screw thread, as indicated.



**#02-08**

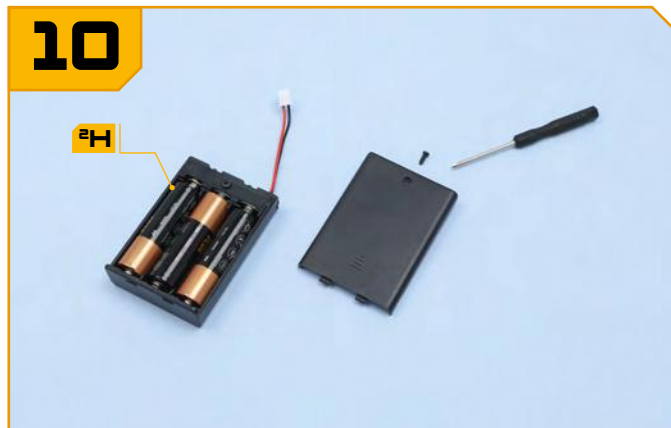
Fit the end of the arm with the screw thread into the opening in the back of the eye cover **1A**. Ensure that the screw thread on part **2A** is engaged with the nut inside the eye cover and rotate the arm clockwise so that the eye assembly is held in place on the end of the arm.





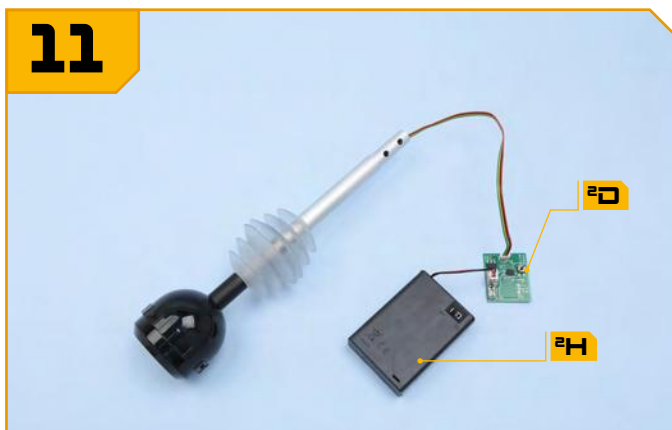
### #02-09

Plug the SX connector on the end of the cable **1H** into the socket marked SX on the circuit board **2D** as shown in the inset.



### #02-10

Remove the screw holding the lid of the battery box **2H** in place. Slide the lid off and fit three 1.5v AA batteries. Make sure that you fit the positive and negative ends as indicated on the inside of the box. Replace the lid.



### #02-11

Ensure that the switch on the battery box **2H** is in the off position. Plug the battery box connector into the large socket on the circuit board **2D**, as shown.



### #02-12

Turn the switch on the battery box on. Press the button on the circuit board as shown, and the eye will light up. On the second press, the iris closes and on the third, the iris opens. The fourth press will turn the eye function off. When finished, switch off and unplug the cables from the circuit board and remove the batteries from the battery box.

## COMPLETED WORK

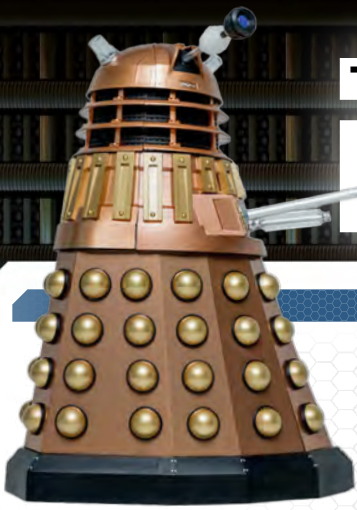
### #02-COMPLETED WORK

The eye and insulators have been fitted to the arm and the eye has been tested. Store the parts carefully. You will need the battery box and tester circuit board to test other functions during the assembly.





# THE DALEK



COMING IN ISSUE 3

## BUILD PART 3 >>>

Begin construction of the Dalek dome. Includes your first exterior panels, screws and a precision screwdriver.

## THE TIME VORTEX



Learn all about the Dalek's homeworld Skaro.



## ADVENTURES IN TIME AND SPACE

The First Doctor and his companions travel to Skaro in *The Daleks Part One*.

COMING IN ISSUE 4



## ADVENTURES IN TIME AND SPACE

The Eleventh Doctor enters the *Asylum of the Daleks*!



## <<< BUILD PART 4

Add more detail to the dome with the main front panel, which includes the Dalek's unique identification plate, plus your first light-up component.

## THE TIME VORTEX



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