





The War Doctor discovers the Daleks' secret weapon.



Dalek visual effects have evolved dramatically over the years.



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Published by Hachette Partworks Ltd 4th Floor, Jordan House, 47 Brunswick Place, London N1 6EB General Manager – Isabelle Couderc Editorial Director – Helen Nally Marketing Director - Elise Windmill

Production Director - Sema Sant Anna Managing Editor - Sarah Gale Distribution Manager - Paul Smith Product Manager – Rhys Myner

Packaged by Panini Publishing, a division of Panini UK Limited.

Publishing Director Europe – Marco M. Lupoi Managing Director - Chris Clover Managing Editor – Alan O'Keefe Senior Editor – Ed Hammond Editor - John Ainsworth Designer - Barry Spiers Features Writer – Stuart Ashley

Distributed in the UK and Republic of Ireland by Marketforce.

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Printed in the UK.

ISSN 2977-5574

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ENGINES OFWAR

The War Doctor finds himself caught between his own people, the Time Lords, and the Daleks when a devastating temporal weapon threatens to wipe out history.

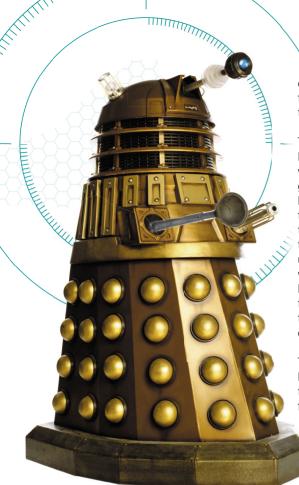
BBC Books Published: July 2014

young resistance fighter named Cinder waits to ambush a Dalek patrol on the planet Moldox. Four of them are Skaro Degradations – two Gliders, one spider-like and one wielding a massive cannon. She and her fellow fighter Finch attack but only manage to kill a standard Dalek.

> The TARDIS arrives above Moldox, near the Tantalus Eye. A squadron of Dalek saucers attack. The Doctor rams his TARDIS into two Dalek ships. A fleet of Battle TARDISes materialises and supports the Doctor, but Dalek stealth ships take the Time Lords by surprise. The Doctor is the only survivor. His damaged TARDIS hurtles downward to Moldox.

Cinder destroys the two Gliders but Finch is killed by the Dalek with the cannon. Cinder suddenly forgets Finch's existence completely. The TARDIS crashes into the Dalek with the cannon. The spider

Dalek retreats. The Doctor emerges and orders Cinder to come inside his ship. Cinder knows she is inside a TARDIS and that the Doctor is a Time Lord. She



realises that he could be her chance to leave Moldox. With the TARDIS needing time to recharge, she suggests they go to a resistance camp in the city of Andor. The Doctor learns that the Daleks have been taking people prisoner rather than killing them. On their way to the Daleks' base, the Doctor and Cinder hide from a Dalek patrol with a collection of prisoners. They come across an abandoned house where they observe an execution taking place. Ten prisoners are lined up. Another Dalek with a cannon comes forward and kills four of them. Cinder instantly forgets them, suddenly believing there were only ever six prisoners. The Doctor realises that the Daleks have created a weapon that erases people from history.

The Doctor and Cinder enter one of the Dalek saucers. They find a laboratory with five Dalek casings made out of glass. Humans are being mutated into Daleks inside them. Cinder kills them by tearing out some cables. The Doctor says that the Daleks are more interested in the Tantalus Eye than Moldox. They are using the Eye's power for their temporal weapons. The Doctor discovers that the Daleks are cloning Daleks for their new temporal weapons paradigm, and that they intend to use the Tantalus Eye to erase Gallifrey from history.

They find hundreds of vats of cloned Kaled mutants. The Doctor sabotages the coolant system to kill them. They find manipulator arms, gunsticks and temporal cannons in another room. The Doctor shoots a Dalek with the cannon but it is unaffected. Cinder kills the Dalek with a gunstick. They leave the saucer to find more Daleks gathered in the courtyard. Cinder shoots out a gantry, and the Daleks fall

shoots out a gantry, and the Daleks fall onto the others. The Doctor rescues the surviving prisoners as Cinder battles the remaining Daleks. One of the saucers explodes. The prisoners revolt against the Daleks. The Doctor and Cinder escape and make it back to the TARDIS which is now recharged. The Doctor tells Cinder that he has to take the temporal cannon he stole to Gallifrey and warn the Time Lords. She comes with him.

A Dalek reports news of the rebellion to the Daleks' Eternity Circle. The energy signature of the Doctor's TARDIS has been identified. The Circle declares that the plan nears completion and that the "Predator" will soon be in their possession.

On Gallifrey, a Time Lord called Karlax monitors several Dalek battles with his people in different periods of history. He is summoned by the Castellan. A ship is trying to materialise inside the Panopticon and is evading all attempts to eject it. The guards are relieved when the Doctor's TARDIS appears. The Doctor demands to speak to Rassilon. Karlax objects, but eventually the Doctor and Cinder are taken to the War Room. The Doctor warns Rassilon of the temporal cannons and the Daleks' plan to use the Tantalus Eye to erase Gallifrey.

Rassilon calls a meeting of the High Council. It is suggested that they use the Tear of Isha to close the Eye. The Doctor opposes this as the Tear would also destroy 12 inhabited planets in that area of space. Rassilon speaks to the Doctor and Cinder in private later. He says that he will consult his possibility engine to see if the Tear can be used without any planetary destruction, but he is determined to use it.

The Doctor and Cinder watch in secret as Rassilon uses a transmat to leave. The Doctor follows him to the Tower of Rassilon inside Gallifrey's Death Zone. The Doctor finds Rassilon speaking with Borusa, the former president of the High Council. Borusa is connected to wires and cables. His face keeps shifting between his previous incarnations. Borusa is Rassilon's possibility engine; he can see all potential futures. The Doctor is observed by Borusa. Rassilon nearly kills the Doctor with his gauntlet but changes



his mind. They ask Borusa about closing the Eye. He says that there is no way the plan will work without killing billions. He also states that the era of the Time Lords is drawing to an end whether or not the Eye is closed. Rassilon believes that closing the Eye will give them more time to survive – he still plans to use the Tear. They return to the Capitol. The Doctor now sees that his own race has become just as ruthless as the Daleks.

Cinder tries to explore the Capitol but is stopped by Karlax. He takes her to the Castellan and they apply the mind probe to her. Cinder sees her own memories of the Daleks attacking her home and wiping out her family. She is reminded of Finch's existence and her first kiss. She falls unconscious.

Rassilon and the Doctor return. The Doctor vows to find a way to stop both the Time Lords and the Daleks. He demands to know where Cinder has been taken. Karlax denies knowledge of her location but the Castellan opens a secret chamber. Inside, a weakened Cinder tells the Doctor about the mind probe. A furious Doctor attacks Karlax. The High Council agrees to use the Tear. Rassilon has the Doctor and Cinder arrested and placed in a cell.

The Doctor is unable to escape the prison, but once Cinder recovers, she uses her bracelet to pick the door's lock. They discover an area where thousands of damaged TARDISes have been left to die. The Doctor finds his TARDIS but it is being blocked from leaving Gallifrey. The Castellan finds them. The Doctor appeals to his conscience, and he agrees to let them go.



In the Death Zone, Rassilon asks Borusa for the best time for Commander Partheus to use the Tear. Borusa says there is now a random factor disrupting the timelines. Karlax informs Rassilon of the Doctor's escape. Rassilon realises that the Doctor is the random factor and orders his death.

The Doctor destroys two tracking devices placed inside the TARDIS, but they are still found by five Battle TARDISes commanded by Karlax. The Doctor realises that a third tracking device must have been planted inside Cinder. The Battle TARDISes attack the Doctor with time torpedoes, but Dalek stealth ships destroy them. The Doctor hides his TARDIS amongst the wreckage of Karlax's TARDIS and brings him aboard. The Doctor takes Karlax to the Zero Room where he can regenerate.

Time Lord ships battle the Daleks in the Tantalus Spiral. The Doctor's TARDIS



lands inside Commander Partheus' TARDIS where the Tear is being held. The Doctor and Cinder hijack Partheus' TARDIS and take it to the final days of the universe. The Doctor launches the Tear into the last star in existence.

The TARDIS lands in the Death Zone. They find three more Time Lords in a cave who are like Borusa: constantly changing between past and future incarnations. Cinder names them 'Interstitials'. The Doctor looks at some cave paintings painted by the Interstitials: they are images of the Doctor's past and future. They enter the Dark Tower and leave with Borusa.

Returning to the Tantalus Eye, they see a huge Dalek temporal cannon charging itself with the Eye's radiation. The Daleks bring the TARDIS onboard the command ship. They intend to turn the Doctor into the Predator Dalek. Suddenly the TARDIS materialises, piloted by the new incarnation of Karlax. He tries to kill the Doctor but Cinder protects him, taking the blast instead. An embittered Doctor leaves Karlax to die on the Dalek ship.

The Doctor knows that Borusa can push possible timelines into reality. He tells him to shape the future where the Daleks never controlled the Tantalus Eye and the new paradigm of Temporal Weapon Daleks were never created. Borusa erases the Eternity Circle and the Skaro Degradations.

The Doctor returns to Moldox and finds Cinder's old home. He digs up the remains of her mother, father and brother and gives them and Cinder a decent burial. He promises Cinder that he is going to end the Time War.

DALEK VISUAL EFFECTS

hile the fundamental elements of the Daleks have remained the same over the decades, the techniques that visual effects teams use to depict them have changed dramatically. The computer graphics used today would have been considered the stuff of science-fiction when *Doctor Who* began production in 1963.

DALEK PERSPECTIVE

The first Dalek point-of-view shot came in the fifth episode of the first Dalek story when a Dalek was being adversely affected by the Thals' anti-radiation drug. The camera was fitted with a rotating prism lens which was masked off with a circular inlay. The lens was defocused and refocused while the prism multiplied the images of the other Daleks to emphasise the Dalek's confusion. The circular inlay effect continued to be used in other stories, most notably in *The Power of the Daleks* when the Dalek recognises the newly regenerated Doctor (Patrick Troughton). In *Death to the Daleks*, the depiction of the



Daleks' POV was changed. A reflective metal pipe was fixed to the camera lens, creating a disorientating circular kaleidoscope effect.

In *Remembrance of the Daleks*, the Daleks' POV became a far more elaborate display that resembled the crosshairs of a sniper sight. It was entirely green with shifting Dalek symbols, and a blurred image of the people it was observing. This was created electronically in post-production.

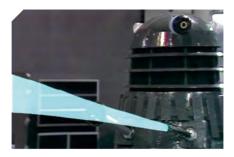
In 2005's *Dalek*, the Dalek's perspective was tinted blue with a fish-eye lens effect. Computer graphics were also added, depicting more Dalek symbols. The Dalek POV has been depicted in shades of red and in full colour in later stories, but always with some form of circular effect.

DALEK VICTIMS

In the second episode of the debut Daleks story. Jan Chesterton [William Russell] was hit by a blast of energy. This effect was created by over-exposing the camera which reversed the entire image into negative for a few seconds. This became the standard way of showing people being killed by Daleks. When Doctor Who shifted to colour, the negative effect remained, but the last time the full-screen approach was used was in Genesis of the Daleks. Beginning with Destiny of the Daleks, only the area around the actor was electronically shifted to negative. As technology progressed in the 1980s, an expensive electronic tool, Quantel Paintbox, began



to be used by the BBC. It allowed artists to manipulate moving images. In the first episode of *Remembrance of the Daleks*, there is a striking moment when a soldier is killed by a Dalek and his entire body briefly becomes a skeleton. This X-ray effect was achieved with Paintbox; the skeleton image was created for a few frames and superimposed over the stuntman's body. The skeleton effect has become a staple of Dalek stories in the 21st century, beginning with *Dalek*. The effect is now achieved with computer animation. Skeletons are created with a 3-D modelling program.

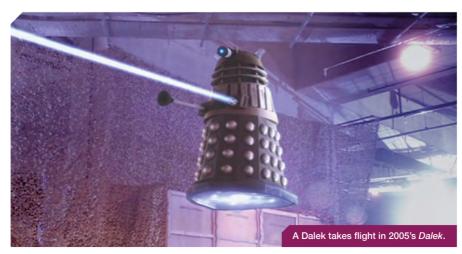


DALEK FIREPOWER Initially no energy beam was visible from the Daleks' gunsticks. This finally

changed in *Genesis of the Daleks* when an electronic technique known as Colour Separation Overlay (CSO) was used. An inlaid blue streak was added to all the images of Daleks firing their weapons. This remained the technique in Dalek stories until *Remembrance of the Daleks*, when the Daleks' energy weapons were depicted as pulses rather than beams. These were added using Paintbox. In the 2005's *Dalek*, the energy beams were created using computer graphics. This has remained the technique ever since.

DALEK ARMIES

A recurring challenge for every *Doctor Who* production team has been to present the Daleks in far greater numbers than the budget will allow. Dalek props have always been highly expensive to build, with the usual number available being no more than five or six. In the first Dalek story, more Daleks were suggested by placing nine full-size photographic blow-up images in the backgrounds of scenes. This tactic was also used in other stories such as *The Chase* and *The Power of the Daleks*, but was halted when *Doctor Who* went into colour production in 1970.



Models were also employed to increase the Daleks' numbers. In *The Power of the Daleks*, dozens of the commercially available Hertz Dalek toys were modified to more closely resemble the studio props and used to depict the Dalek production line. Toy Daleks were used again in *The Evil of the Daleks* to depict the civil war on Skaro. And again, in *Planet of the Daleks*, around 100 Louis Marx Dalek toys were used to depict the Dalek army on Spiridon.

Another tactic was to build cheaper full-size dummy props, or 'goons'. They were used in *Planet of the Daleks*, *Genesis of the Daleks* and *Destiny of the Daleks*. These were simple lightweight Dalek shells that could not be operated by actors.

In the *Doctor Who* of the 21st century, these approaches have been replaced by computer technology. The Dalek armies shown in such stories as *The Parting of the Ways* and *The Day of the Doctor* were created with CGI (computer-generated imagery). When a dozen or more Daleks



are shown together on a studio set, it is usually the result of split-screen camera work, enabling the director to re-use the small number of Dalek props available.

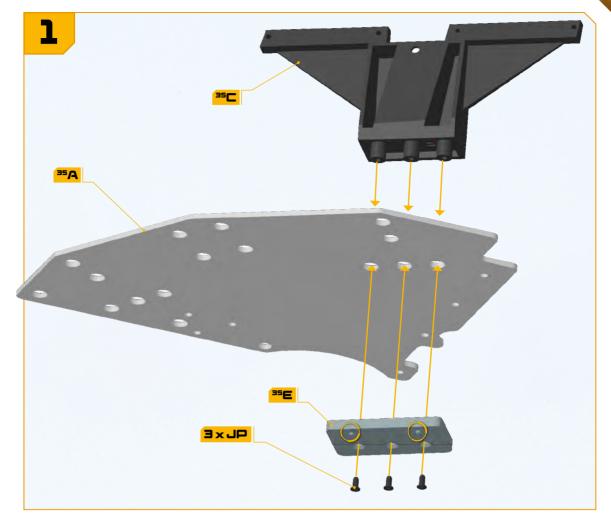
DALEK FLIGHT

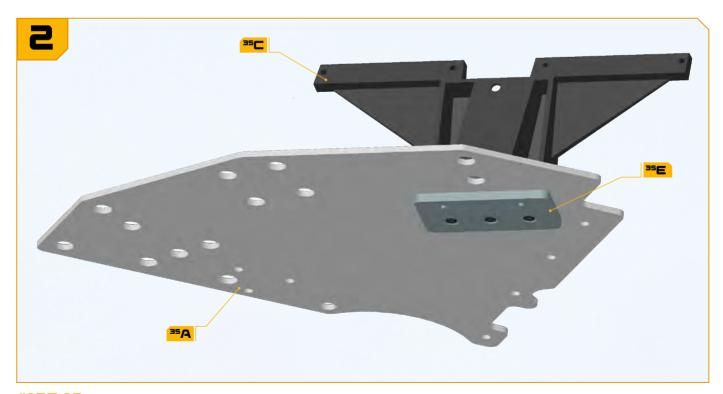
The first time a Dalek was seen to traverse stairs was in Remembrance of the Daleks. A stairlift mechanism was adapted, with a darkened rail running up the steps of the school cellar set. An empty Dalek casing was mounted on a trolley and pulled up the set by studio crew on the other side of the wall. Another small track up the bannister kept the Dalek steady. The support for the casing was masked by a red video effect. The next time a Dalek hovered up a flight of stairs was in *Dalek*, by which time no prop was necessary: the physical Dalek was replaced by a CGI model. Daleks have been seen in flight frequently ever since, always as CGI models.

SKIRT SECTION

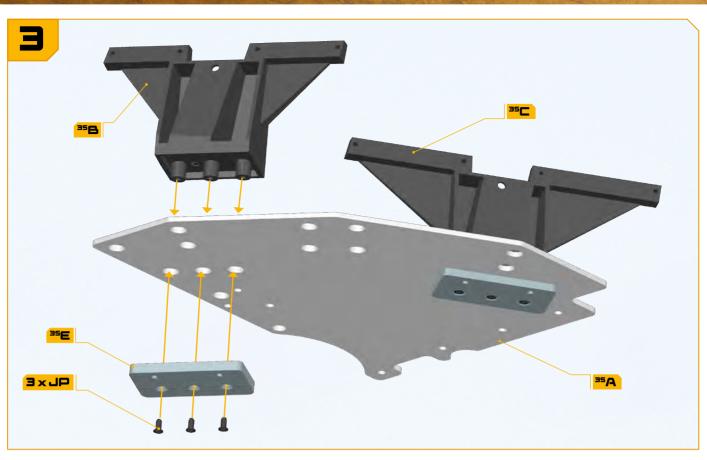


#035-01 Take the skirt holder 35C (marked F) and fit the three raised screw sockets into a row of three holes in the baseplate 35A. Note the orientation of part **35A**: in this view, it is seen from the underside with the cut-away corner on the right. Note also the orientation of part 35C, with the deep channel facing away in this orientation. Take one of the pedestal adapters 35E and align the screw holes with the screw sockets on part 35C. Note the position of the two small studs on part 35E (circled). Fix in place with three JP screws.



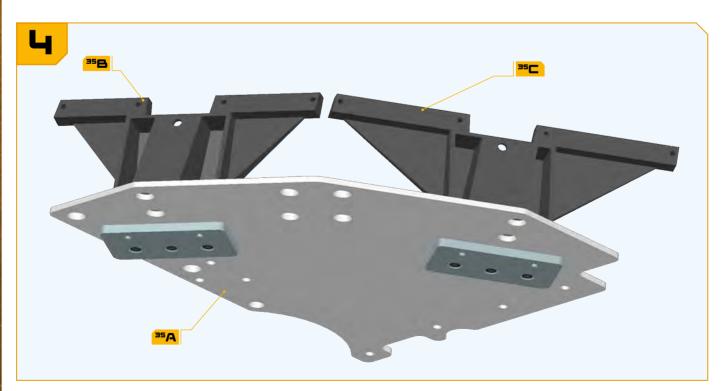


#035-02 This shows the skirt holder **35C** fixed in place.



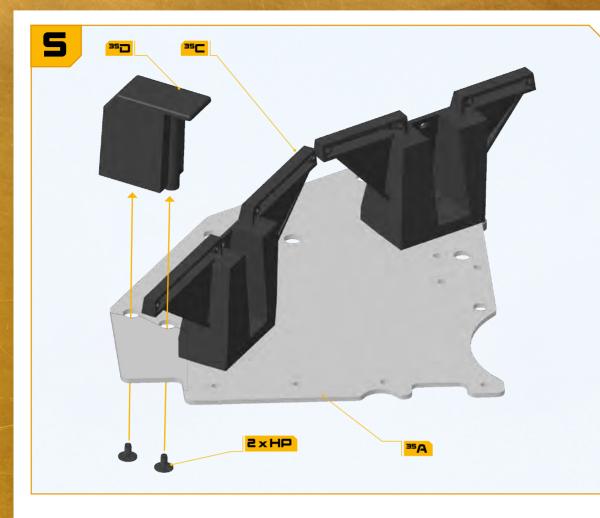
#035-03

Similarly, fit the three raised screw sockets on the base of part 35B (marked G) into another set of three screw holes in the baseplate 35A. Again, the deep channel in part 35B is facing away in this illustration. Fit the second adapter 35E over the screw sockets of part 35B, ensuring the studs (circled) are in the correct position. Fix in place with three JP screws.



#035-04

This shows the two skirt holders **35B** and **35C** fixed in place.

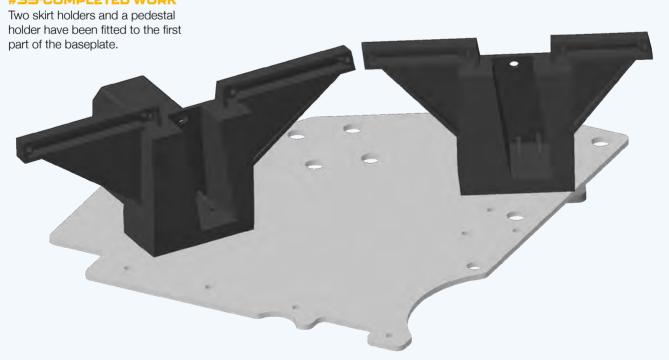


#035-05

Take the pedestal holder **35D** and fit the two screw sockets on the underside of it into the screw holes in the baseplate **35A** in front of part **35C**. Fix in place with two **HP** screws. Note the orientation, with the 'shelf' on top of part **35D** pointing inwards.

COMPLETED WORK

#35-COMPLETED WORK



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BUILD PART 36

The second baseplate and additional skirt holders plus the pedestal holders and adapters.



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