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ISSUE 3



THE TIME VORTEX: SKARO

4

Discover the planet of the Daleks.



ADVENTURES IN TIME AND SPACE: THE DEAD PLANET - PART 1

6

The First Doctor and companions meet the Daleks.



ANATOMY OF A DALEK: THE EXTERMINATOR

10

All about the Dalek's primary weapon.



STEP-BY-STEP BUILD: PART 3

12

Begin assembling the Dalek dome.

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SKARO



Skaro is a name feared throughout the known universe. It has replaced 'hell' in the languages of countless civilisations as the description of the worst, most terrifying place imaginable. It has gained this reputation for one reason alone: Skaro is the planet that spawned the Daleks.

The 12th planet from its sun in what has been termed 'the Seventh Galaxy', Skaro has three moons: Flidor, Falkus and Omega Mysterium. As with all planets, Skaro formed over hundreds of millions of years from particles of dust and rock that were slowly drawn together by gravitational forces. At its heart was a core of ice.

Eight million years after the formation of Skaro, the Siletarian Age began. Massive

rains washed down on the world, and rivers, lakes and seas were created. Primitive vegetable life developed, the first of which was a blood-red lichen. Roughly twelve million years later came the Planistavian Age. In the hot mud of the primeval swamps, single-celled organisms appeared. They evolved into reptilian life which crawled onto dry land. Forty million years later the Thalistunian Age arrived, also known as 'The Age of Monsters'. Hundreds of giant creatures roamed vast jungles, hunting and killing for food. Small mammalian life also began to develop which became the first humanoid life forms on Skaro. The Sparasunian Age followed, with people developing tribes and societies, leading to intense warfare. This escalated into the Age of Unreason, and the devastating 1000-year war between the Thals and the Kaleds.

DANGEROUS LANDS

There are three main continents on Skaro: Dalazar, Darren and Davius. Before the Thal-Kaled war, Dalazar was the most hospitable, possessing a subtropical climate. Rain is now uncommon on Skaro, and the vast majority of its surface is a barren desert. However, once every decade a massive rainstorm sweeps across most of the



The Thal-Kaled war turned Skaro from a verdant world to a wasteland.



An example of the lifeforms that dwelled in the Lake of Mutations.

planet, lasting on average seven months. This is known as the 'Decarain'.

Dalazar is home to the infamous Lake of Mutations which lies in the south-east of Dalazar. Below that is the Drammankins mountain range. These formidable mountains stretch across the entire continent from east to west.

Dalazar is joined to neighbouring continent Darren by a land bridge in its north-east. The northern and southern regions of Darren are separated by the Radiation Range mountains. The third continent, Davius, is divided into eastern and western regions by the River of Whirling Waters. The eastern region of Davius is where the surviving Thals migrated and developed their agricultural lifestyle after the war.

Five seas have been charted on Skaro: the Ocean of Ooze; the Sea of Acid; the Sea of Rust; the Serpent Sea; and the Bottomless Sea. All are heavily polluted



The jungles of Skaro.

and unsuitable for humanoid life. The Island of Moving Mountains and an island chain called the Forbidden Islands can both be found in the Ocean of Ooze. The Island of Gushing Gold lies in the Sea of Rust.

BLEAK PLANET

Skaro has many fascinating geological features. There are rivers of acid that originate from deep below the planet's surface. There are strings of geysers that regularly erupt in spouts of liquid mercury. An area known simply as the Rocks consists of a series of stone needles that reach thousands of feet out of the sea and are populated by gigantic flying creatures. There is also a region called the Swamp Lands which is actually a huge living organism that feeds upon any life that strays onto its surface.

There is little living flora on Skaro, but the Varga plants are a notable exception.

They are large, mobile plants studded with poisonous thorns. They have been mutated by the Daleks and turned into a lethal weapon. A humanoid poisoned by a Varga soon develops an intense psychosis, driving them to kill. The victim's body eventually mutates into another Varga plant. The Daleks farm the Varga plants and export them for use on other planets.



The Magnodon was a native species to Skaro with a unique metallic physiology.

UNNATURAL TERRORS!

Few examples of Skarosian wildlife survived the Thal/Kaled war, and those that did underwent tremendous mutations due to the enormous amounts of neutron radiation released into the atmosphere. They mostly developed in the irradiated oceans and lakes. One of the most successful new species were the Terrorkons: huge two-headed reptiles that resemble dragons. They are formidable predators which even the Daleks treat with respect.



DESTRUCTION AND RESTORATION

Skaro was destroyed after a confrontation between the Seventh Doctor and Davros. The Doctor tricked Davros into activating the Gallifreyan device known as the Hand of Omega. Instead of granting the Daleks a new energy source, the Hand caused Skaro's sun to turn into a supernova, and the Daleks' homeland was incinerated. However, at some point during the Time War, history was somehow manipulated by the Daleks and this event was reversed. As a result, Skaro was restored to life. The planet is once again the heart of the Dalek Empire.



Skaro is incinerated as its sun explodes.

THE DEAD PLANET

Season 1 Episode 5
First Broadcast:
21st December 1963

The Doctor and his companions land on a petrified world, seemingly devoid of life...





The TARDIS has a newly formed crew; the Doctor and his granddaughter Susan have been joined by Ian Chesterton and Barbara Wright, two schoolteachers from 1963 London. Ian and Barbara are not with them by choice, however – they have been kidnapped by the Doctor after they discovered the existence of his time/space machine, the TARDIS. After a harrowing adventure in the Stone Age, they have landed on a new world. A radiation meter registers their surroundings as normal, but as they leave the control room to refresh themselves, the needle moves into the 'danger' range...



The four travellers soon emerge from the TARDIS into a strange white jungle covered in mist. It appears to have been burnt by an enormous fire. The Doctor examines the soil. "Look at it!" the Doctor exclaims. "It's all turned to sand and ashes! Extraordinary!" Ian notices that the branches of the trees are not moving, despite the breeze. Ian picks a branch and it crumbles to dust in his hand. The Doctor realises that the entire jungle has been petrified. He is fascinated and vows to discover what caused this strange environment. The Doctor and Susan walk off to explore.



Barbara and Ian are left alone. Barbara wonders why the Doctor hasn't returned them to Earth. "I'm not sure that he can," Ian replies. The schoolteachers face the frightening prospect that they may never see their home again, but draw strength from each other. They know the TARDIS is useless without the Doctor, and move off to find him.

Susan finds a petrified flower. Ian picks it for her but accidentally crushes it when he hears Barbara cry out. She has found a small four-legged metallic



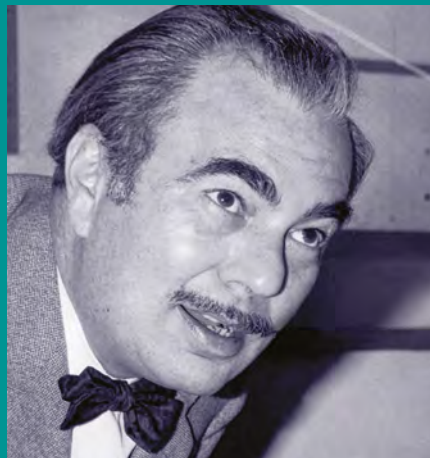
creature with eyes on stalks. The Doctor examines it and declares that it is as dead as everything else in the jungle. He speculates that it may have generated a magnetic field that attracted its prey towards it. Ian notes that the animal's presence proves they must be on an alien world.

Barbara asks Susan why the Doctor is unable to take them back to Earth in 1963. Susan explains that the TARDIS' navigational computers can take over the controls and deliver them to any place in the universe, but not without the correct information. She admits that her grandfather is "so forgetful".



NEWMAN'S RULE

Sydney Newman was a no-nonsense Canadian TV producer the BBC had brought in to liven up the output of their Drama Department. A time-travel science-fiction adventure series was one of his concepts, although he had passed on the development of *Doctor Who* to young producer Verity Lambert. "I laid down the rules to [Verity] that she was not to have any bug-eyed monsters, none of these creepy-crawly things from outer space, none of the usual nonsense of science-fiction stuff," Newman recalled. "And then she came up with this 'Dalek' business and I was livid with anger. And she said, 'But



honest, Sydney, they're not bug-eyed monsters, they were once living creatures with brains, and their brains had become so large their bodies had atrophied, and they needed the metal casing to support the brain.' There again was the wisdom of being a great Head of Drama Group; I didn't want to make *The Forsyte Saga* and it turned out to be winner; I didn't want to make any bug-eyed monsters and the Daleks is what made *Doctor Who*."

Sydney Newman was instrumental in the creation of *Doctor Who*.



Ian reaches the edge of the jungle and spies something amazing. The others join him and discover a massive city miles away, positioned against a mountain range. The city is a magnificent collection of advanced buildings, but they can see no sign of life. The Doctor wants to explore the city immediately, but Barbara demands they return to the TARDIS at once. Darkness is falling, and the Doctor grudgingly acknowledges that it is too late to travel to the city. However, he says



that he will explore it by himself if he has to. Ian rejects this as being too dangerous. "You're the only one who can operate the ship," he points out. "I'm afraid I can't let you do that, Doctor."

The foursome walk back through the jungle towards the TARDIS. Susan is at the rear. She stops to pick another petrified flower, and becomes frightened when she senses another presence nearby. A hand reaches out from the shadows and touches her shoulder, causing her to scream. Ian races to her aid but there is no sign of anyone else.

Back in the TARDIS, the Doctor tells Barbara that he has been unable to convince Susan that nobody else could have been present in the jungle. He asks her to talk to Susan, admitting that he sometimes has trouble communicating with his granddaughter. Barbara sympathises with Susan who insists that somebody definitely approached her.

Barbara begins to suffer from a headache and Susan prepares a remedy. Ian is worried about the prospect of having to live inside the TARDIS. The Doctor dismisses his concerns and shows Ian and Barbara the TARDIS food machine: a device that can be programmed to create food bars with any kind of taste the user wishes.



Suddenly a tapping sound is heard from outside the ship. "There was somebody there!" Susan says. The scanner shows nothing but the jungle. Barbara insists that they leave at once. The Doctor grudgingly attempts to dematerialise the TARDIS, but the procedure fails. The Doctor states that a mercury fluid link has drained away, preventing the TARDIS from functioning. Ian is dismayed when the Doctor says that he has no replacement supply of mercury anywhere in the TARDIS – they will have to travel into the mysterious city and search for

A FORTUITOUS FEUD

It could be said that the Daleks, and even *Doctor Who* itself, owe their longevity to an argument. Terry Nation was a successful TV and radio writer in 1963, and was working for the famous comedian Tony Hancock when his agent was approached by *Doctor Who*'s script editor David Whitaker. Nation had no interest in working on a kids' TV series, and instructed his agent to reject the offer. However, that evening Hancock and Nation had a blazing row which ended with the volatile comedian firing Nation.

Heading back to London with no work on the immediate horizon, Nation decided to take the *Doctor Who* assignment after all, and the Daleks were born.

Doctor Who had only garnered average ratings for its opening serial, and would most likely have been cancelled by doubtful BBC officials a few months later. However, the huge success of the first Dalek serial rescued the show, and *Doctor Who* went on to become a beloved TV institution.



Terry Nation poses with an early Dalek



some. Ian and Barbara are suspicious. They know that the Doctor may be lying about the mercury, but cannot disprove his claim.

The next morning, the travellers find a small metal container outside the TARDIS, filled with glass vials. Susan takes it into the ship and they head off to the city. The long walk leaves the Doctor exhausted, and he sits down to rest when they reach the first building. Ian



admits that he is also feeling unwell. The entire city seems to be made of metal. The group head off in different directions to search for a laboratory.

Barbara moves deeper into the building, through sinister, echoing metal corridors. She tries to backtrack and discovers she can no longer open any doors. She panics when two doors activate, sealing her inside a lift which starts to descend rapidly.

Ian, Susan and the Doctor are reunited. They are all feeling very tired. After waiting several minutes for Barbara, they go in search of her.

Barbara emerges from the lift, far below ground level. She cautiously looks around. Some kind of creature

begins to move towards her. Barbara is horrified when she sees it. She flattens herself against a wall and screams...



Director Christopher Barry, pictured in 1964.

DIRECTING THE DALEKS

Christopher Barry directed Episodes 1-2 and 4-5 of the Dalek serial, with Richard Martin directing the remaining three episodes. Barry had begun his career at Ealing Studios before taking a position at the BBC. "Verity Lambert asked me if I would like to direct for *Doctor Who*," he recalled in a 1985 interview. "I was very keen to, having developed a fascination for special effects whilst working at Ealing, and of course, *Doctor Who* in those days was technically extremely challenging."

Barry approved of the Daleks: "When I first saw them I was absolutely delighted. I recently watched the first episode again, and I was quite pleased with it. I thought it stood up well and had something of an atmosphere to it." Following the initial Dalek story, Christopher Barry would regularly return to *Doctor Who* over the next 16 years, also directing stories starring Patrick Troughton, Jon Pertwee and Tom Baker.

THE EXTERMINATOR

For many of those unlucky enough to come face-to-face with a Dalek, the shrill, unearthly sound of its main weapon is usually the last thing they'll ever hear. Lethal to organic beings, it is the perfect weapon for the perfect killing machine.

The outward appearance of the Dalek's main weapon has remained the same since its invention by the scientist Davros in the last stages of the 1000-year war between the Thals and the Kaleds. Its interior mechanisms, however, have grown increasingly advanced over the centuries. The gunstick (sometimes known as the 'Exterminator') is a masterpiece of weaponised technology. It is powered by a dynamatic unit housed inside the Dalek casing and is linked directly to the main power supply. It fires a beam of concentrated neutronic particles that disrupt the molecular structure of any object it encounters. The beam is highly efficient and loses little coherency within a distance of 500 metres. It is only past the 1000-metre mark that it has dissipated too much to be of any destructive purpose.

The energy beam causes almost no external damage to its victim. Instead, it disrupts the internal organs of its targets, causing a swift but agonising death. The Daleks choose to use the beam at less than its maximum setting, simply to give their victims time to feel pain before they die.



In the initial stages of its development, the Dalek energy beam created a negative halo effect around its target. As the weapon was developed, the halo caused the human's body to become completely transparent, revealing the skeleton of the victim for a few seconds. This is an intentional effect and is part of the Daleks' use of psychological warfare; they understand that humanoids feel fear at the sight of their own internal biology. **[1]** The beam has sometimes been invisible to the human eye, but the Daleks usually prefer it to be visible, again, because of the psychological effect this has on their enemies.



At full power, a sustained beam lasting several seconds will completely disintegrate its target. A sustained beam will also cut through two inch-thick steel walls, although this will severely drain the energy reserves of the Dalek.

During one of the Dalek's civil wars, the weapons of the two separate Dalek factions diverged. When they battled each other in London 1963, the renegade Daleks fired bolts of blue energy while the opposing Imperial Daleks fired solid beams of a yellow-orange colour. **[2]**

The energy beam has basic electrical properties which allow it to be conducted across areas of water and metal. This was demonstrated when a



"HIS INSIDES WERE SCRAMBLED. VERY NASTY."

- THE SEVENTH DOCTOR DESCRIBING THE EFFECTS OF THE EXTERMINATOR.

single Dalek battled a squad of security guards in Henry van Statten's bunker in Utah, 2012; the Dalek showered the guards with water from a sprinkler system and then simply fired into the pool of water. The voltage contained in the beam was lethal.

The gunstick can be removed from its housing and used independently from the Dalek. The 12th Doctor used one on Skaro **[3]** after taking it from Davros' laboratory.

The energy beam is most effective against biological targets such as humanoids. It is less destructive when pitted against fully inorganic opponents such as the robotic Movellans or Mechanoids. When a Dalek attacked a creature composed of a sentient oil, the beam did no damage at all.

The Daleks' weapons rarely fail them. However, there was an occasion on the planet Exxilon when the Daleks and the



Third Doctor encountered ancient but powerful alien technology. The Exxilon city's beacon was generating a power-dampening field that nullified the link between the power unit and the gunstick, leaving it inoperable. The Daleks' response was to modify their gunsticks into basic ballistic weapons, similar to the ones their Kaled ancestors had used. Daleks armed with machine guns **[4]** proved to be just as deadly a force.

The weapon is keyed to the Dalek's emotional state. Every time the gunstick is fired, a small pulse of energy is transmitted directly to the brain of the



Dalek mutant inside the casing. This stimulates and refreshes its functions. This is the closest thing to a sensation of pleasure that a Dalek can feel. The Dalek uses its base emotion of hatred to channel energy to the gunstick. A Dalek can both reload and fire its gunstick by simply shouting "exterminate" repeatedly.

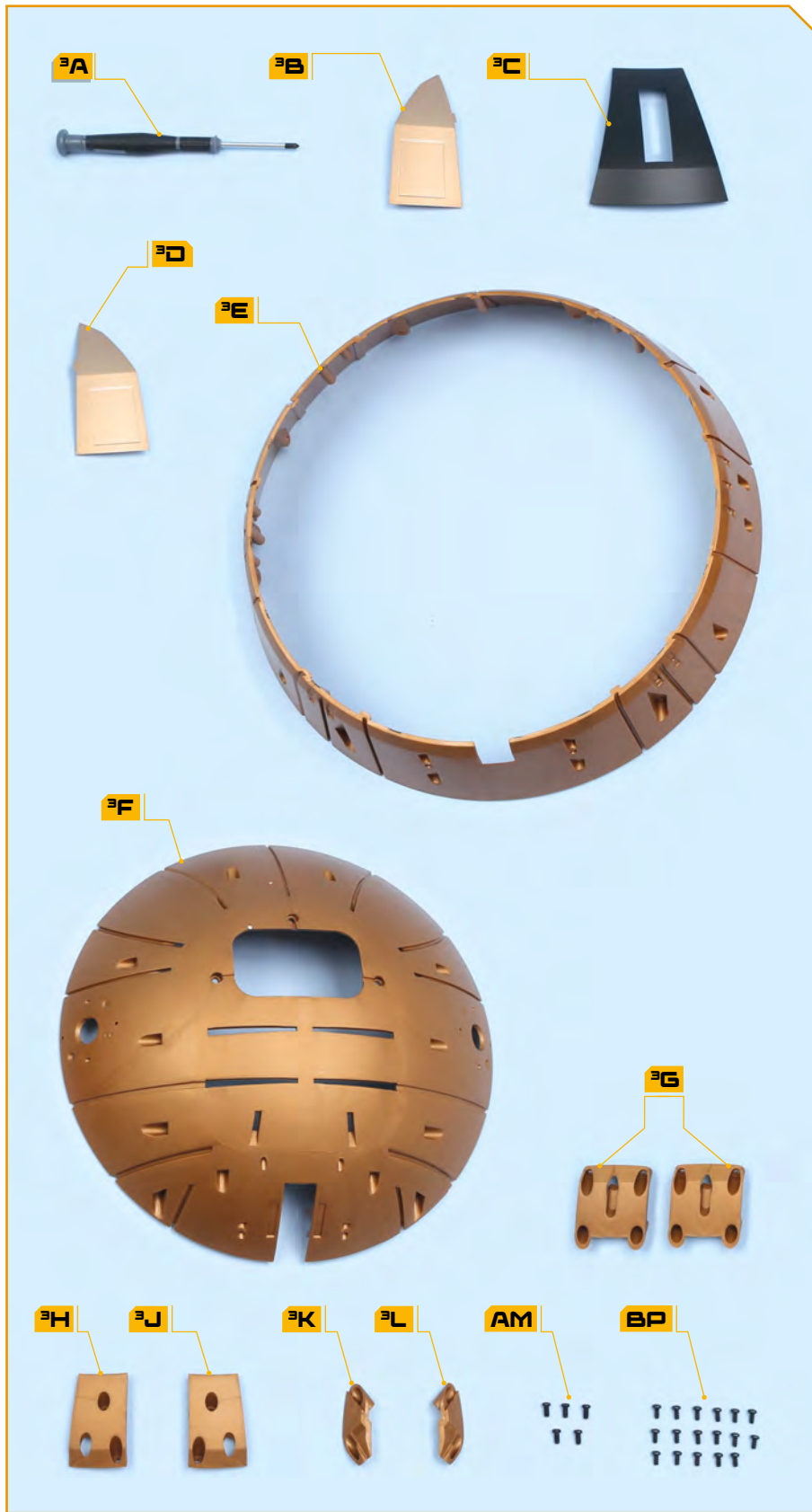
Daleks rarely use the gunstick for any other purpose than to kill, but the weapon's energy wavelengths can be reduced. During the First Doctor's initial encounter with the Daleks on Skaro, one of his companions, Ian Chesterton, attempted to escape a group of Daleks. He was shot by an energy beam, and his legs were paralysed for several hours. There was no lasting damage, but Chesterton was warned that a second blast would result in permanent paralysis.

The gunstick has been occasionally modified for specific purposes. When a squad of Daleks were dispatched from Skaro on a mission to exterminate the 13th Doctor, they were equipped with a wider gunstick that resembled a 19th-century Gatling gun **[5]**. This enabled them to switch to a rapid-fire mode.



DALEK DOME

OUTER PANELS AND SLOT FOR EYE ARM ASSEMBLY



COMPONENTS OF ISSUE 3

3A SCREWDRIVER

3B OUTER PANEL FOR DOME

3C SLOT FOR EYE ARM

3D OUTER PANEL FOR DOME

3E LOWER PART OF FRAME FOR DOME

3F UPPER PART OF FRAME FOR DOME

3G CONNECTING PLATE labelled 3(x 2)

3H CONNECTING PLATE labelled 2

3J CONNECTING PLATE labelled 1

3K CONNECTING PLATE labelled 4

3L CONNECTING PLATE labelled 5

AM FIVE 2.6 X 5MM
PB SCREWS (1 spare)
[PM = PAN-HEAD SCREWS FOR METAL]

BP SEVENTEEN 2.6 X 5MM
PM SCREWS (1 spare)
[PB = pan-head screws for plastic]

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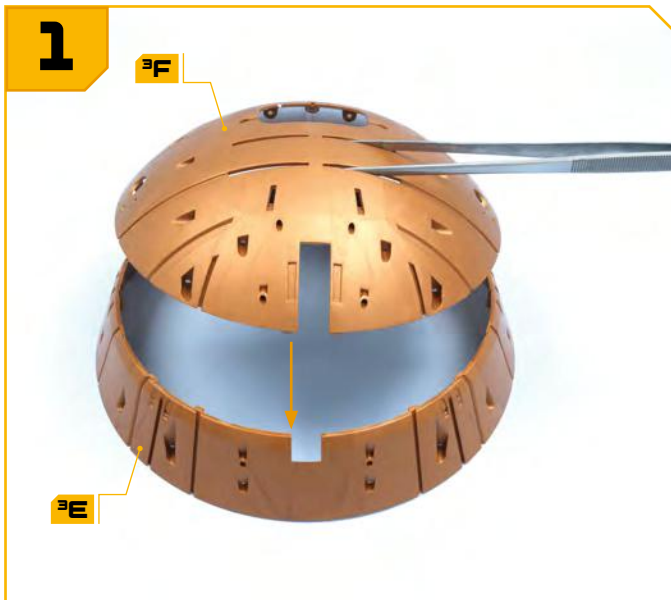
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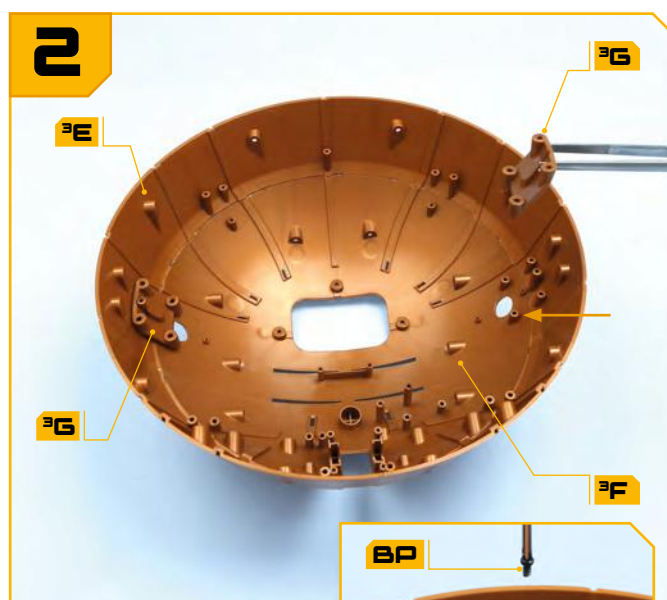
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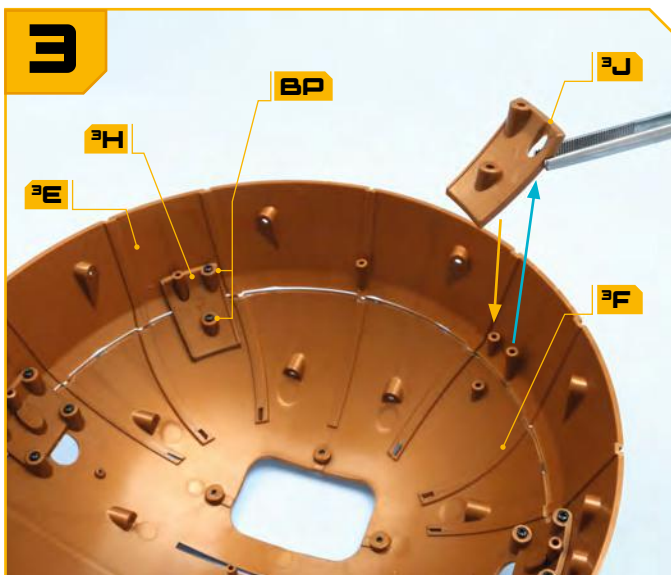
#03-01

Fit the upper part of the frame for the dome **3F** on top of the lower part **3E**. Note that at the front of the dome there is a slot: it is easier to align the parts correctly if these two rectangular openings are aligned (arrows).



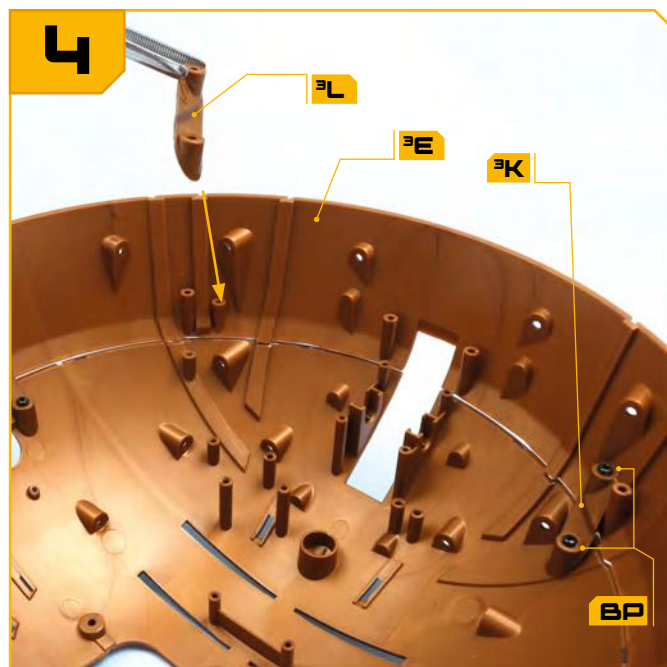
#03-02

Turn the parts upside down so that you can fit the two connecting parts **3G** in place across the 'seam' between the upper and lower parts of the frame of the dome, as shown. Note that these have the number 3 on the inside. When correctly fitted, there is a hairline gap between parts **3E** and **3F**. Fix each part in place with four **BP** screws, as shown below. Ensure that the screw holes and sockets fully interlock.



#03-03

Take connecting parts **3H** (with number 2 inside) and **3J** (number 1). Identify the fixing points at the rear of the dome frame, across the 'seam', and push firmly in place. The screw holes in parts **3H** and **3J** fit over raised screw sockets on parts **3E** and **3F**; raised screw sockets on part **3F** fit through holes in parts **3H** and **3J** (blue arrow). Fix each part in place with two **BP** screws.



#03-04

The two connecting parts **3L** (number 5) and **3K** (number 4) are fitted across the 'seam' at the front of the dome frame. Fix each part in place with two **BP** screws.

#03-05

Check how the outer panel **3B** fits onto the outside of the frame for the dome **3E/F**, near the central slot. Raised screw sockets on the back of part **3B** fit into screw holes in parts **3E** and **3F** and ridges on part **3B** fit into channels in part **3E**. The screw holes (circled) and channels (blue lines) for part **3D** are marked on the right in this photo.



#03-06

Turn the assembly upside down and fix the outer panels **3B** and **3D** in place with two AM screws. The inset shows the two panels in place.



#03-07

Fit the slot for the eye arm **3C** on to the dome frame **3E**: six pegs on the back of part **3C** fit into holes in part **3E**. This is a push-fit connection.

7



COMPLETED WORK

#03-COMPLETED WORK

The first two outer panels and the slot for the eye arm have been fitted to the inner frame for the dome.

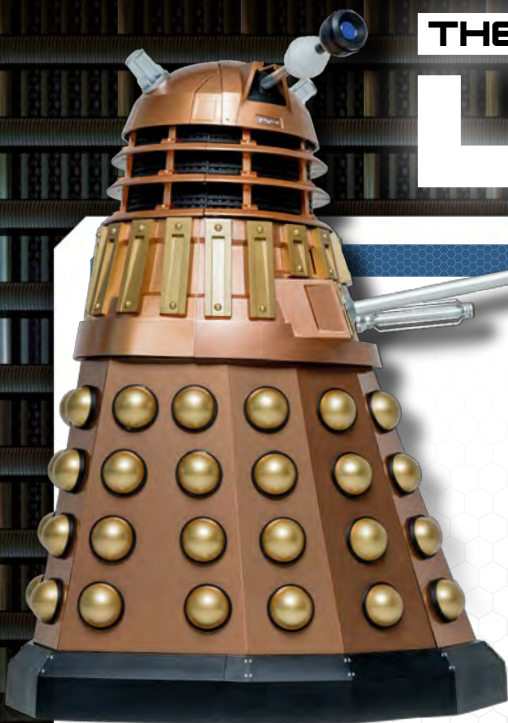


THE DALEK

COMING IN
ISSUE 4

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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ADVENTURES IN TIME AND SPACE



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

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