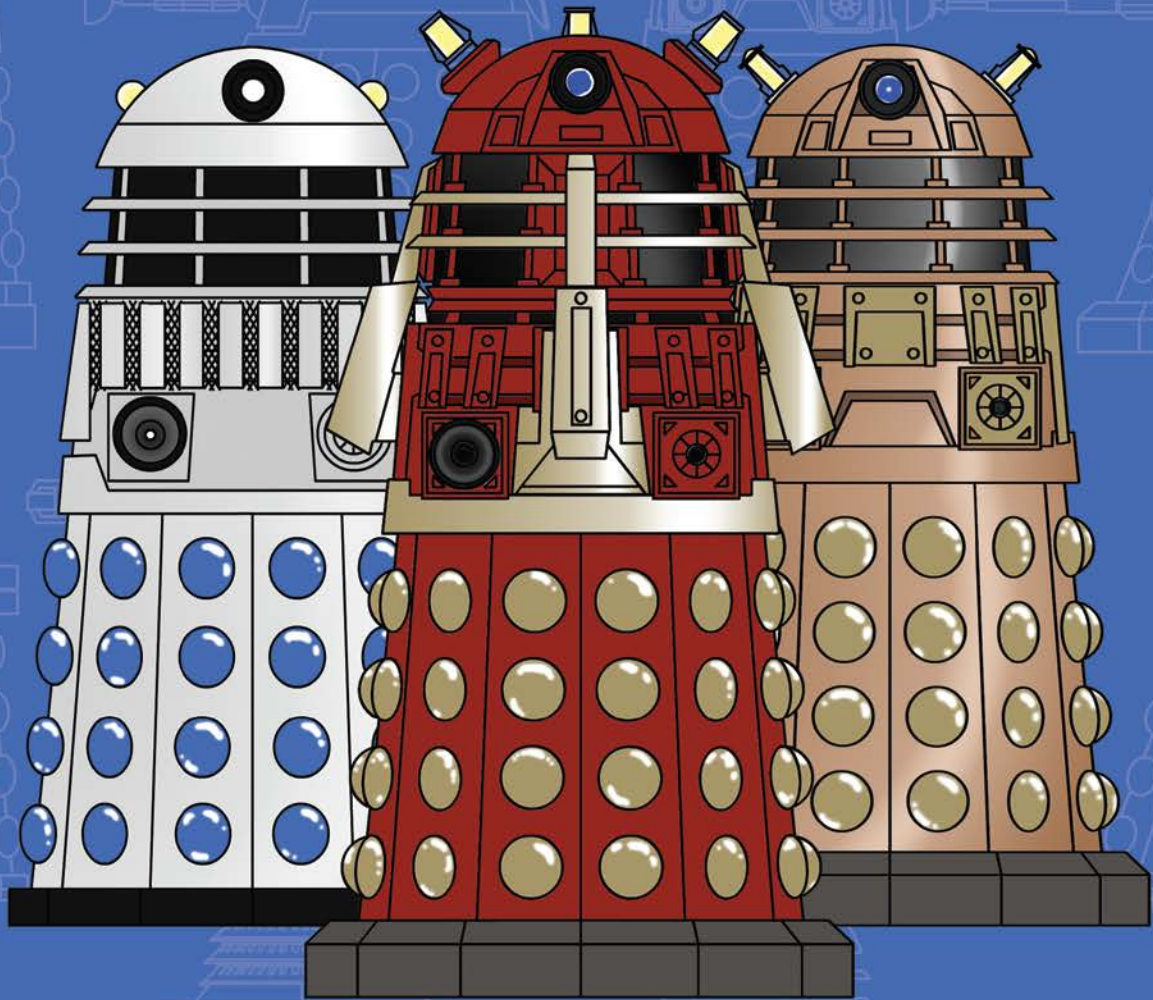


THE DALEKS

AN UNAUTHORISED & UNOFFICIAL GUIDE



ANTONY MCGARRY-THICKITT

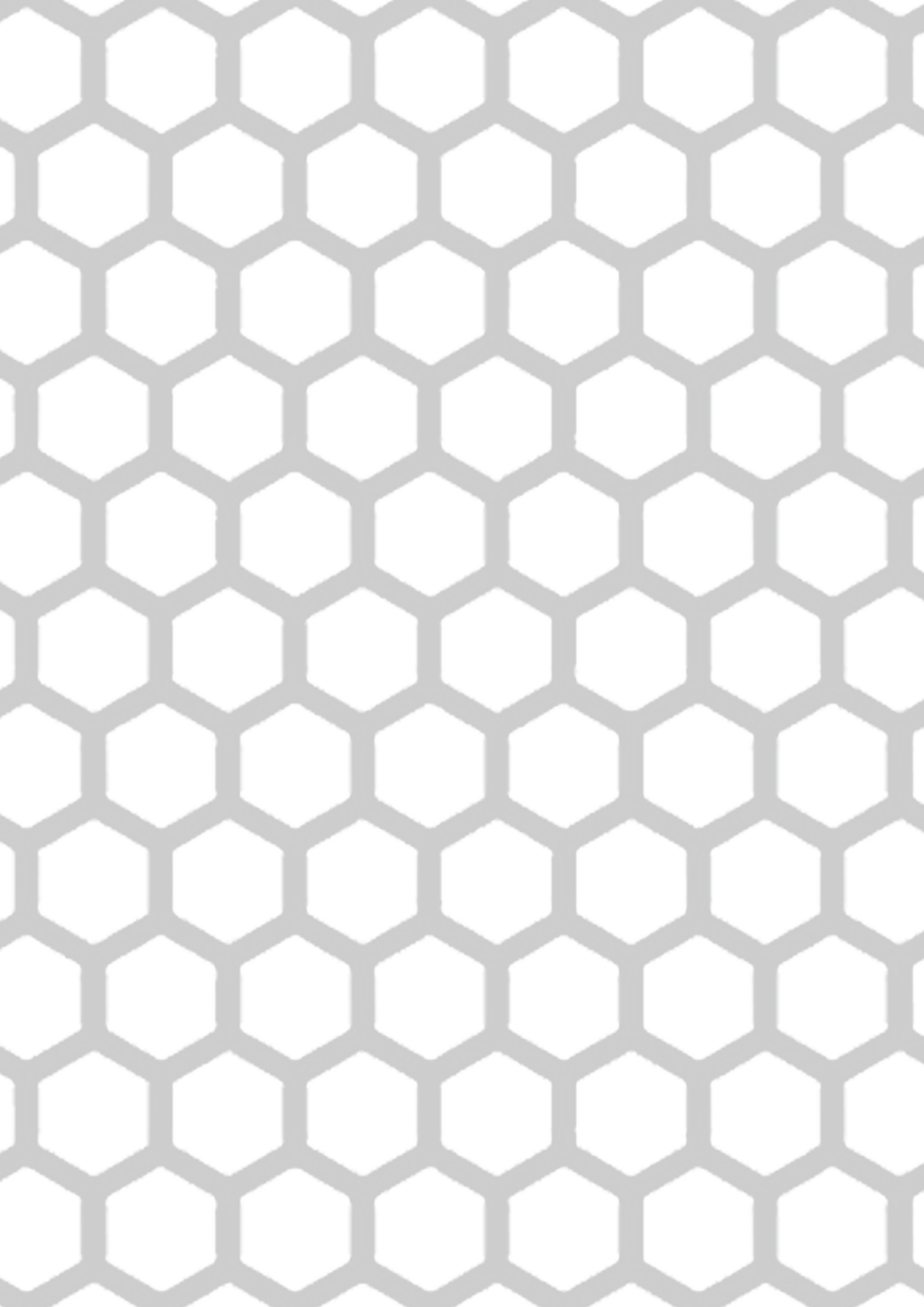


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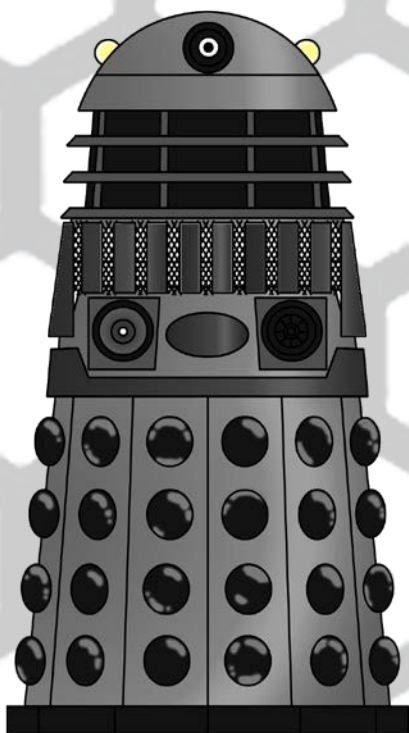
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Introduction



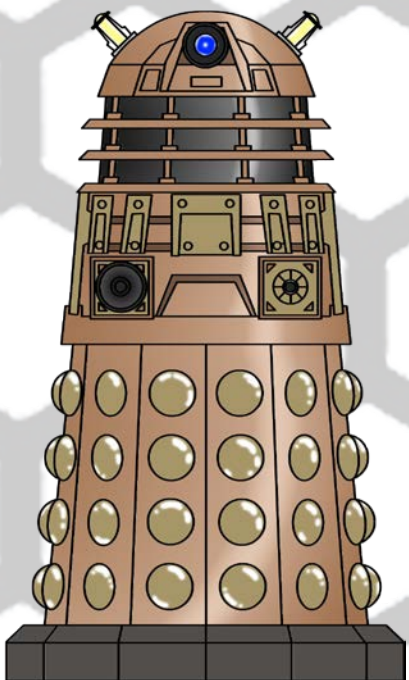
This document aims to provide an overview of the Dalek race. Contained within these pages is a wealth of Dalek lore compiled and rationalised by the author in order to produce a somewhat coherent account of the Dalek race. The document focuses on the history and development of the Dalek race within the fictional universe of Doctor Who. As such, it does not contain technical details about the making of the Doctor Who television programme nor of its spin-off media.

To compile this document, several assumptions, rationalisations and conjectures have been made. The key of these are detailed in the chapter titled **Analysing the Source Material – Canon and Inconsistency** and others are detailed as they become relevant to the document's discussion. There have been numerous attempts to produce a definitive timeline for the Dalek race over the years – both in published works and on the World Wide Web. It is the opinion of this author that each of these are worthy of study for their own merits and should be sought by those who are truly interested in this subject.

The information contained in this document is the result of a large amount of research into other Dalek theories in addition to repeated viewing / reading / listening of the main source materials. Where possible, these sources are referenced in **Appendix B** and a summary of the main time-line theories used as the basis of comparative research are presented in tabular format in **Appendix C**. As the Doctor stated in his eighth incarnation:

“My Dalek History has always been a bit rusty. It wouldn't be so bad if it didn't keep changing all the time.”

-- The Doctor, *Alien Bodies* by Lawrence Miles (p 138)



Having reviewed various sources, it is the opinion of the author that the rationale presented in this document succeeds in portraying a believable account of Dalek history and development. Debate and discussion of the theories and concepts presented here are actively encouraged. As with our real world, acceptance of historical events shifts as new evidence is uncovered and new theories are presented. It is the author's firm hope that this document be treated as a jumping off point for future works that discuss elements of the Doctor Who universe.

Doctor Who and the Daleks

Before the guide proper begins, it is worthwhile reflecting back on the origins of this series in all the various media that it has graced since over half a century of its creation.

Doctor Who on Television

22 November 1963. President Kennedy is assassinated in Dallas in the United States of America. The following day in the United Kingdom, the *BBC* began the broadcast of a new family drama serial titled “*Doctor Who*”. The show’s premise, of an old traveller taking three younger characters on adventures through time and space gave the show great scope and meant that educational, historical adventures could be intermingled with more fantastic science-fiction adventures.



The show’s initial run lasted for twenty-six seasons, with the series finally being axed in 1989. One of the reasons for the show’s longevity was the way in which the producers and writers came up with the idea of changing the principal actor without changing the central character himself. Regeneration. When the Doctor’s body “died”, he would change into a new one. A new body which retained all his old memories and base principals but had its own unique personality. During its initial twenty-six-year run, seven actors played the title role. In order, these were: William Hartnell, Patrick Troughton, Jon Pertwee, Tom Baker, Peter Davidson, Colin Baker and Sylvester McCoy.

As the series progressed, early hints that the Doctor was something other than Human were confirmed. Specifically, it was revealed that he was a Time Lord from the planet Gallifrey – a race of beings who have not only transcended the barriers of space and time but also having a different biology to the human norm. Two hearts, the ability to bypass the respiratory system and the ability to regenerate being amongst the most notable variances. The Doctor was a renegade from his people, travelling the universe and helping others while his people adopted a non-intervention policy towards the “lesser” races. Despite these and other revelations, the Doctor’s personal past remained shrouded in mystery.

DOCTOR WHO

The cancellation of the television series was not the end of the Doctor however, and VHS and DVD releases of the televised adventures continued to sell well for the *BBC*. Additionally, re-runs of the show continued being syndicated world wide and on British satellite and cable channels. In 1996, a joint effort between the *BBC* and an American production company (*Universal Television*) was produced as a trial to see if a new series would succeed at that time.

The television movie starred Paul McGann as the eighth Doctor and was extremely continuity heavy considering its purpose as an introduction of the series to a new audience. The opening narration contained mention of Time Lords and the planet Skaro (the home planet of the Daleks) which would be meaningless to non-fans. Additionally, the audience was introduced to Sylvester McCoy as the Doctor only to have him change into Paul McGann a short way into the film. A new series failed to materialise on screen despite the merits of the actor, the production values and the show's loyal fan base.



The *BBC* finally decided to “regenerate” the series for a new audience themselves and in March 2005, Christopher Eccleston made his debut as the wandering Time Lord. The series was a critical and public success and in 2006, David Tennant became the Tenth Doctor for three seasons and three Christmas specials. The actor left the role in 2009 following four specials aired during that year. The role has since been played by Matt Smith and Peter Capaldi, with John Hurt appearing as “The War Doctor” – an incarnation between the Eighth and Ninth that fought in the Time War that forms the background of the re-launched series.

***Doctor Who* in Other Media**

Following the series' cancellation by the *BBC*, many new stories continued to be produced by professionals and fans alike. This was not a new development however as novelizations of the television stories had been appearing since the mid 1960s as had various annuals and yearbooks. Two radio plays had also been produced during the course of the show's run.

Video and Audio Releases

As with many television series and movies, *Doctor Who* has been released on both VHS video cassette and DVD formats almost since it left the screen at the end of the 1980s. Currently, the *BBC* together with the Restoration Team and Zentertain Video are releasing *Doctor Who* on DVD on a regular schedule.

In the 1990s, two audio adventures were broadcast on *BBC* radio, starring Jon Pertwee as the Doctor. These stories featured old favourites of the series, Sarah Jane Smith and Brigadier Alistair Gordon Lethbridge-Stewart. Additionally, the *BBC* commissioned the audio adventure “*Death Comes to Time*” which was released initially on their web site as a “web-cast” and subsequently as a CD package.

In 2002, *Big Finish Productions* were licensed to produce a series of Doctor Who audio adventures starring the actors who played Doctors five to eight together with their companions. To date, over one hundred Doctor Who audio adventures have been published by *Big Finish*, together with several “Universe of Doctor Who” spin-off series. The most long-running of these spin-offs was the “Dalek Empire” series which ran for a total of eighteen individual stories over four seasons. A number of the mainstream audio adventures pit the Daleks against their nemesis - the Doctor. The Daleks also featured in the first two episodes of a radio series developed by *Big Finish* for the *BBC*.

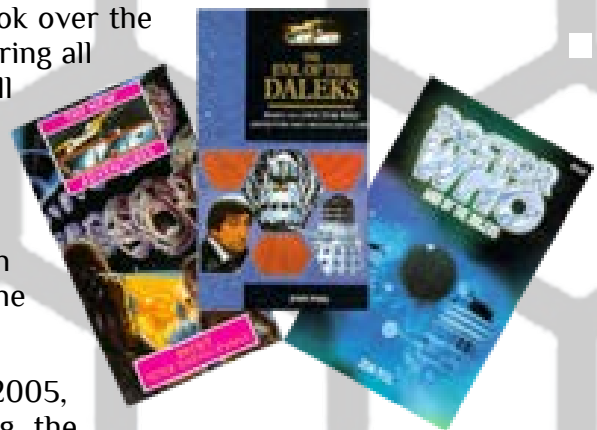
Broadcast on Radio 7, Paul McGann starred in a successful run of Doctor Who episodes. A second season was also produced based on the success of the first, though this was released on CD by *Big Finish* before being broadcast on the radio.

Doctor Who in Print

WH Allen and *Target* published novelizations of a hundred and fifty-three Doctor Who television adventures since the 1960s. In 1991, *Virgin Publishing* was licensed to publish a monthly range of Doctor Who “New Adventures” set after the final television season. The seventh Doctor, Ace and new companion Professor Bernice Summerfield adventured through sixty-one novels and a “Missing Adventures” range starring previous Doctors was also published which ran for a total of thirty-three novels.

In 1996, following the TV Movie, *BBC Publishing* took over the license for new Doctor Who novels, and novels starring all eight Doctors followed. This range of novels still came to an end with the beginning of the new Doctor Who television series as all merchandise was then focussed on the new venture. Only two of these original novels have featured the Daleks as villains. This was mainly due to copyright issues with the Terry Nation Estate who own the rights to the creatures themselves.

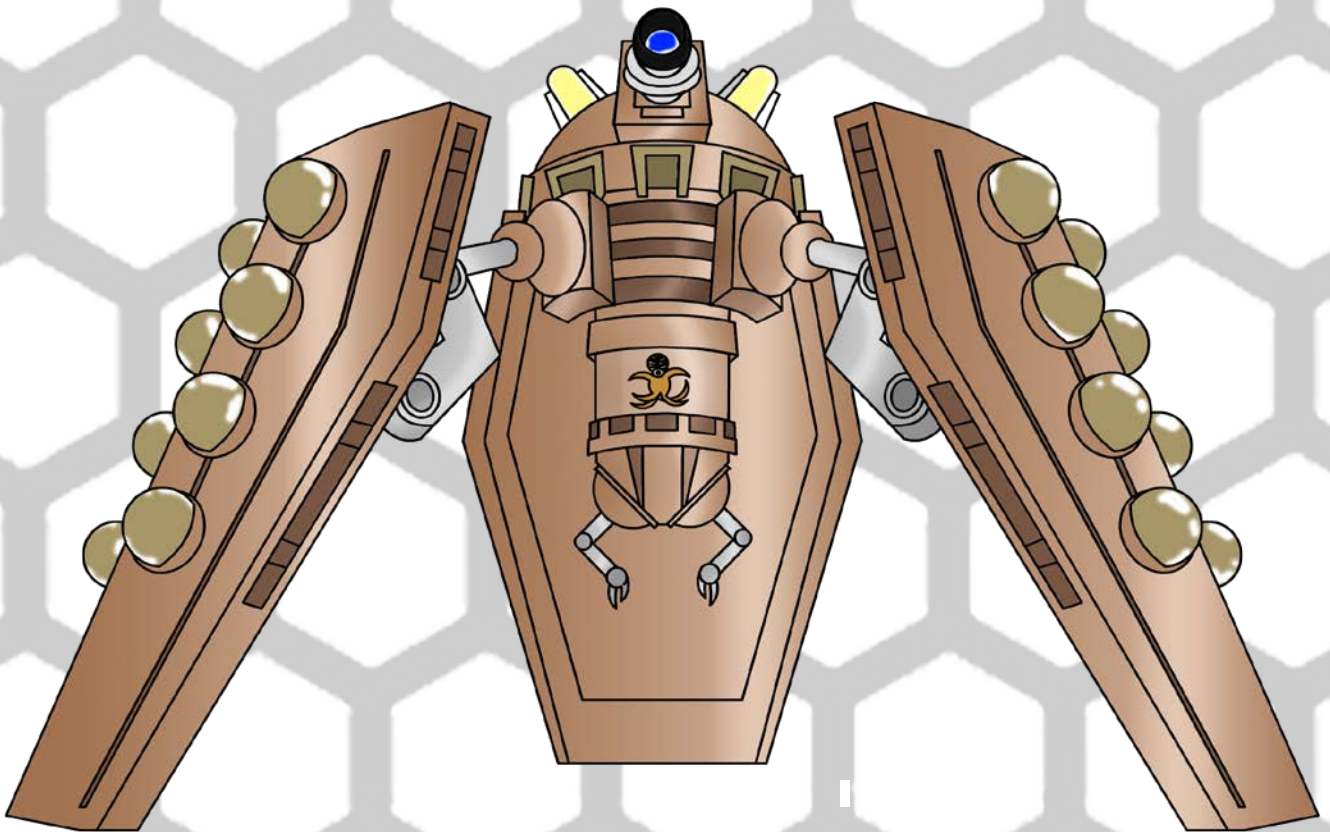
Since the launch of the new television series in 2005, *BBC Publishing* concentrated on novels featuring the current Doctor and companions only. Nine novels were produced featuring the Ninth Doctor and the range continued with adventures for the Tenth and now Eleventh Doctors. In addition, the company supports World Book Week by publishing Doctor Who novellas for the event’s Quick Reads initiative. To date, the Daleks have featured in the Quick Read “I am a Dalek” and the original novel – “Prisoner of the Daleks”. Alongside these novels, *Big Finish* have been publishing short story anthologies under licence (including one set during the events of the Dalek Empire series of audio plays) in addition to novels set in the Doctor Who universe, but starring other characters. Finally, *Telos* have published a series of Doctor Who novellas – including one which features the Daleks.





In addition to published novels, the Doctor has appeared in comic format in the pages of *Doctor Who Magazine* since its first issue back in 1974. These comic strips are currently being collected into trade paperbacks by *Panini*. Doctor Who Annuals or Yearbooks have been published most years from 1964 onwards and these feature activities as well as short adventures for the Doctor and his companions. More recently, two magazines aimed at younger audiences have been published and these also contain comic strips and short tales. These are *Doctor Who Adventures* and *Doctor Who: Battles in Time*, the latter of which is a tie in with a Trading Card Game of the same title.

Over in the USA, comic Publisher *IDW* obtained the licence to publish an ongoing comic series based on the television show in 2007. That licence featured the current Doctor (initially David Tennant's Tenth incarnation) and ran until 2013. The company produced some great stories – often penned by Tony Lee, a long time fan of the show. In 2014, *Titan Comics* were awarded the licence. Initially, two series have been detailed – one featuring the Tenth Doctor and the other, the Eleventh. Hopefully, the publisher will produce original comics featuring other Doctors as well. Not to be outdone, the *BBC* published two Dalek related graphic novels themselves.



Creating the Daleks

It was at the end of the fourth episode of *Doctor Who* that the Doctor – together with companions Ian and Barbara and his granddaughter Susan left prehistoric Earth to arrive on an alien planet. This planet was Skaro and it was inhabited by two civilizations – the Thals and the Daleks. Ratings for the new series rocketed during the first Dalek adventure and its continuation was guaranteed from this moment on. The Daleks have remained the Time Lord's most popular foes even to this day, over fifty years since their first appearance.

At the end of episode one of the first Dalek adventure, the viewers were left with the tantalising image of a Dalek “sucker” arm menacing a screaming Barbara Wright. What kind of creature could this be? From this first glimpse, the Daleks have left such an impression on the British psyche that the word DALEK has permeated into the Oxford English Dictionary – a fact that rather pleased their creator.

The Creator of the Daleks

The man who came up with the Daleks, Terry Nation, was primarily known for having written routines for stand-up comedians (including some of the best of his contemporaries such as Spike Milligan and Frankie Howard) as well as producing sketches for comedy shows such as *Hancock's Half Hour*. Asked to write a six part story for the first season of *Doctor Who*, Nation felt vaguely insulted at being asked to write for a children's show.

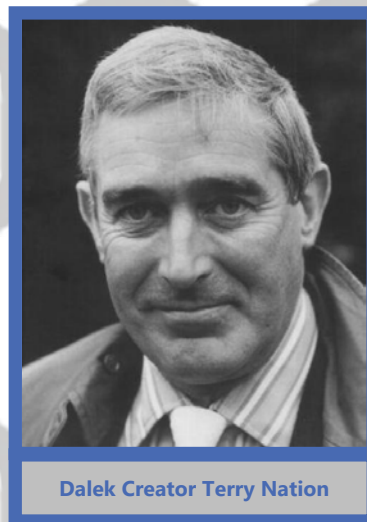
A dispute with Tony Hancock led to him accepting the job, however. The script for his first story, provisionally titled “The Survivors” and featuring villains called the Daleks was written in a week – a fact that stands in the face of its enormous impact on the viewing public.

Representing the controlling elements of society and the threat of extreme right-wing politics, the villains of the script were to be the kind who would destroy you purely because they wanted to. Nation wanted the villains of his plot to appear as anything but the “Man in a costume” that had been the standard alien villain up until that point both on television and in film. In the script for the first Dalek story, the creatures are first described as:

“... Hideous, machine-like creatures. They are legless, moving on a round base. They have no human features. A lens on a flexible shaft acts as an eye, arms with mechanical grips for hands.”

-- Terry Nation, Script for *The Mutants* (aka: *The Daleks*)

Sydney Newman, the Head of Serials and Drama at the BBC and the man responsible for creating *Doctor Who* was furious when he saw the scripts for the second serial. He had explicitly stated that the series should not include what he termed “bug-eyed monsters” and to his mind, the Daleks were the epitome of this concept. Producer Verity Lambert talked him round by explaining that they were not BEMs as they had once been people whose brains had mutated and needed placing in metal casings for them to survive. As the first episode was broadcast, it was apparent that Lambert was correct in her decision. Newman was not averse to admitting his mistakes, either privately or publicly.



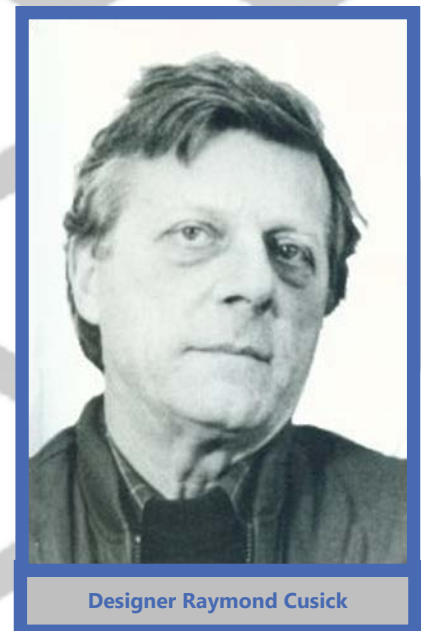
Unfortunately, Terry Nation passed away in March 1997. Rights to the Daleks were passed on to his estate which retained creative control over plotlines the Daleks can appear in right up until 2005, when the *BBC* re-negotiated rights with the estate. The estate's right to royalties and elements plot control is one of the reasons why so few Dalek stories have appeared in print over the years. The joint ownership of the rights to the creatures caused problems when the series was being revitalised. Initial discussions broke down due to the Nation Estate wanting an unacceptable level of control over the scripts that would feature them. Fortunately for the viewing public and the series creators, the disagreement was amicably resolved and the Daleks graced the screen once more. Since 2005, there has yet to be a *Doctor Who* series that does not feature the Doctor's oldest foes.

The Designer of the Daleks

The task of creating a design for the Dalek casing fell to *BBC* staff designer, Raymond Cusick. Inspired by Nation's description of the creatures encased in metal, gliding across the floor, Cusick began sketching – “talking with his pencil” as director Richard Martin described it. From an initial cylindrical design, Cusick realised that the operators would be inside the casing for long periods of time. It would therefore be preferable that they be seated for comfort. Plans were refined and all the next designs were started from the form of a seated human.

The final plans formed the image that has become iconic, jokingly referred to as “The Pepperpot of evil”. This initial design remained unchanged for the most part over the forty years that the Daleks have been around, with only cosmetic alterations made to the basic Dalek shell. The gun arm was a constant through the designs but originally, the second limb was to be a more hand-like object that could grasp, push, pull retract etc. Budgetary restrictions meant that the design would be simplified somewhat – into a plunger which could be afforded. A large magnet was inserted into the plunger so that the Daleks could carry objects either directly or on a metal tray.

Interestingly, in the movie re-make of *The Daleks* starring Peter Cushing, some of the Daleks had plunger arms and others had two-finger claws. Further, the novelisation of the story suggested that there were closets around the city which held limbs of different types that the Daleks could swap when needed. The episode itself brushed on this concept as one Dalek is seen wielding a cutting torch to open a locked door.



The bulbs on either side of the Dalek dome were a last minute addition during the rehearsal stage. It became apparent that it was difficult for the other actors; the director, the camera crew (and therefore the audience) could not determine which Dalek was speaking. Holes were drilled and the lights installed with a switch that the operators used to turn them on and off in synchronisation with the lines, being read on the otherside of the studio by the voice actors.

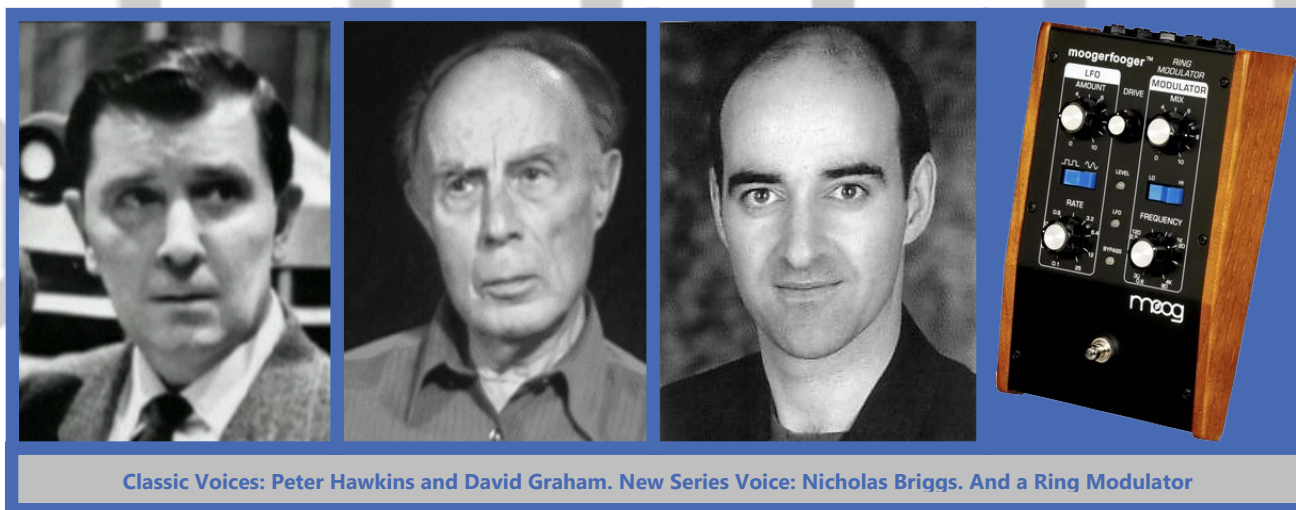
The look and design of the Dalek casing was of paramount importance to the success of the Daleks themselves. Though some may make fun of the design, even now the casing is instantly recognisable and has the same ability to stop people in their tracks. Of particular note is the fact that the relatively unmodified Daleks featured in the recent series revival still had the same effect as the original Dalek seen in 1963 on the younger audience. A number of variations have been seen over the years. For information about some of these, please refer to the Designs section of this document. One of the elements that the *BBC* has full control over is the look of the Daleks, as they were designed by an employee.

Voices of the Daleks

A third important factor in the success of Nation's creations was the voice of the creature. A great deal of thought went into this, from the director of the first story (Richard Martin), the voice actors themselves (Peter Hawkins and David Graham) and Brian Hodgson from the BBC's Radiophonics Workshop. The director came up with the idea that the Dalek creatures were nearly insane with claustrophobia. This concept lent a manic quality to the voices which combined well with the stunted, almost one syllable at a time delivery that formed the basis of the Dalek voice. In addition, Peter Hawkins and David Graham were keen to ensure that each Dalek had its own personality and could be recognised from the tone of voice used.

The voices were recorded on old sport commentator style microphones which were filtered through a Ring Modulator which added the metallic quality to the voice. Additionally, the modulators removed the higher and lower end registers from the voices ensuring a penetrating mid-register sound emerged.

As with the look of the creatures, the voices are iconic. The audio adventures produced by *Big Finish Productions* used the same techniques to produce Dalek voices to great effect. Nicholas Briggs has proved a true master of the Dalek voice, producing several unique voices for each Dalek type in any story. Even in scenes where Daleks are talking only to each other, the individual characters could be easily discerned by the listener. The effectiveness of the audios proved that the Daleks could be treated as interesting characters in their own right, despite the fact that on television during the seventies and eighties they had been reduced to serving less interesting roles in a story. The voices of the Daleks in the revived *Doctor Who* series also remain true to this method and are voiced by Nicholas Briggs.



Analysing the Source Material – Canon and Inconsistency

In order to produce a (somewhere near) valid and reasoned history and commentary on the Dalek race it is important that the various sources used be examined for their relevance and accuracy. There are many debates around concerning which sources should be considered the true course of events and this chapter seeks to provide the author's view about "canon" (at least with regard to this document) and the inconsistencies between the various source materials.

Dalek Canon

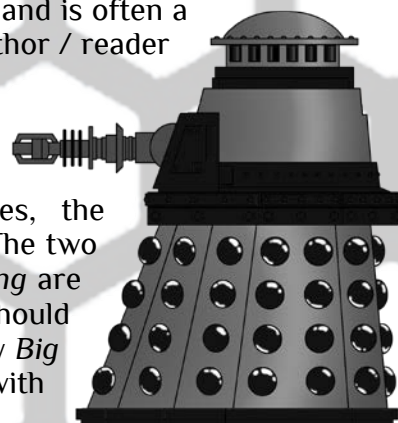
In creating this document, it was necessary to determine which Dalek information should be deemed "canonical". Canon is defined as:

"A rule or especially body of rules or principles generally established as valid and fundamental in a field or art or philosophy"

-- Wordnetweb.princeton.edu/perl/webwn

In this case, the author of this document determined what was canonical for the explicit purpose of producing this document. This was especially important when constructing the History and Hierarchy sections of the document. The decisions made may cause some debate, as determining canon for fictional universes can be controversial and is often a subjective matter based upon the perspective of the particular author / reader in question.

It is hoped that the reasoning behind most of the included sources in this document is apparent. The Doctor Who Television Series could not be ignored, and in most cases, the novelizations add to the understanding of the Daleks as a race. The two Dalek novels published between 1996 and 2004 by *BBC Publishing* are authorised by both the *BBC* and the Terry Nation Estate and so should be included here. In addition, it is felt that the scripts produced by *Big Finish* should be included as official, despite the contradictions with previously published works.



Three Levels of Canon

For the purposes of this document, the various Dalek sources have been assigned a "Canon Level" from one to three. The order of the items within the lists denotes their hierarchy within the level.

Level One Canon

Are those which are considered completely canonical – events happened as described, the technology presented is accurate and where revealed the date is locked in stone. The following are considered as sources at this level of canon:

- The *Doctor Who* Television Series 1963-1989, 1996, 2005-20xx;
- Target novelizations of the Television Series (1963-1989);
- *Big Finish Doctor Who* audio adventures (including Spin-Off series);
- *BBC Publishing* Eighth Doctor Adventures;
- *BBC Publishing* New Series books.

Level Two Canon

Mainly consists of other (published) reference works. In addition, published works that are of interest but the events of which blatantly contradict a Level One item or can readily be discounted for other reasons are included here. In these cases, the debatable item is moved or queried within the relevant sections. Where it has been possible to rationalize the events presented, the Level Two items are moved to fit around the Level One items where required.

- The *Doctor Who* Television Series Stories novelisations;
- *Panini* Comic Strips from *Doctor Who Magazine*;
- *Doctor Who: A History of the Universe* (Lance Parkin);
- *The Official Doctor Who and the Daleks Book* (Terry Nation & John Peel);
- *Terry Nation's Dalek Special* (Terrance Dicks (ed));
- *Doctor Who: The Terrestrial Index* (Jean-Marc Lofficier);
- *Doctor Who: The Universal Databank* (Jean-Marc Lofficier).

Level Three Canon

These items are non-canonical, but present some interesting concepts and are worthy of inclusion for completeness of sources being included. Where they fit with canon sources, ideas have been incorporated from Level Three sources. The following sources fall into this level of canon:

- *The Dalek Factor* (Simon Clarke);
- *The Dalek Survival Guide* (April Warman & Rebecca Kincaid (eds.));
- *The Dalek Chronicles* (TV Action);
- *Dalek Attack* Computer Game (Admiral Software).

Reconciling Inconsistencies

The following sections discuss some of the major inconsistencies that have become apparent over the years concerning the Daleks and their history. Each element is discussed from the varying perspectives before a conclusion is drawn based on the author's personal perspective drawn from reviewing the source materials.

Range Conflicts

One of the major considerations is how to rationalise the two *BBC Publishing* Eighth Doctor novels that feature the Daleks with the *Big Finish* audio adventures. Specifically, how can the events of *War of the Daleks* be rationalised with *Terror Firma*? One solution is to accept one range as being canon and the other not. In this case, preference would be given to the *Big Finish* range which has far more to offer in the way of Dalek history and development.

It has been suggested within other stories from both ranges that the two ranges exist in different universes. Each of these is internally consistent and therefore no problem exists. Primarily, interest in the *BBC Publishing* range comes from the introduction of new Dalek casings and hierarchy references. If the alternate universe theory holds, then it is perfectly feasible that the Dalek race in each universe use consistent technology and system of hierarchy.



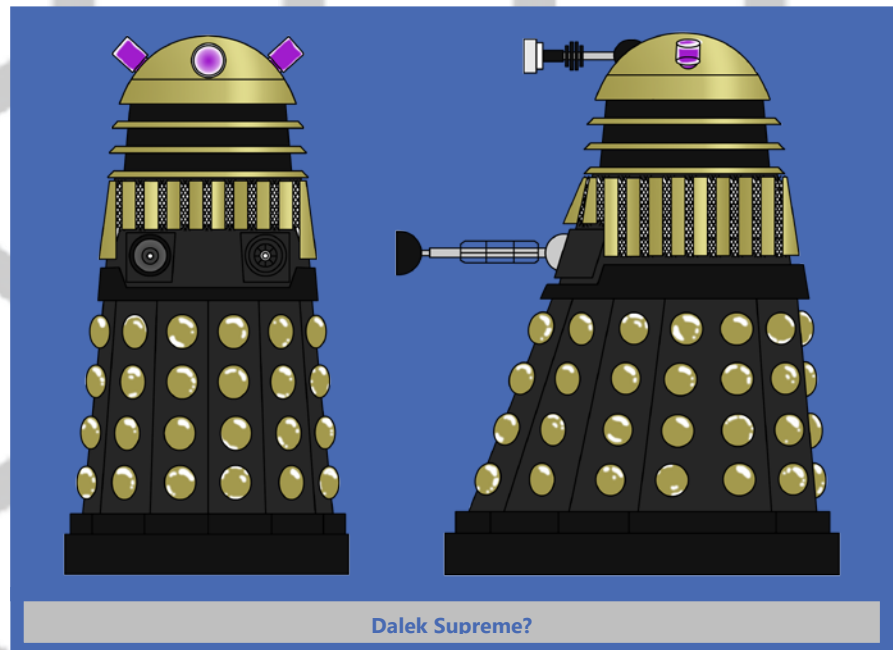
A third option is that both events happened but neither the Doctor nor Davros see the need to discuss them. In Davros' case, amnesia from his deteriorating mental state could account for missing memories. This option is adopted for this document's History section despite the other rationalisation problems that this may create.

Naming Leaders

Throughout the course of Dalek stories, the term used for the leader of the Daleks is used interchangeably. Dalek Supreme, Supreme Dalek, Emperor Dalek and Dalek Prime all seem to relate to the ultimate authority in the Dalek race.

For the purposes of this document, it is assumed that the Dalek Supreme refers to one of the black or gold cased Dalek leaders, of whom there were many in the Dalek Empire.

In some cases this logic does not at first glance appear to hold. For example, in the TV story *Revelation of the Daleks* and the follow up *Big Finish* audio adventure *The Davros Mission*, Davros was taken to face trial on Skaro by **the** Dalek Supreme. Not “a” Dalek Supreme – rather the reference seemingly points to a unique individual with that title. When the existence of a Supreme Council (as mentioned in *The Daleks* and other sources) is considered however, this is not at all contradictory. It is likely that one of the council members would have been charged with the recovery and trial of their creator by the leader of the Dalek race. Not only this, but in our own militaries, a general will be referred to as “The General” by those under their command.



This logic assumed by the author of this document considers that *Emperor* and *Prime* are an evolution of the same position within Dalek society. Initially, the first Dalek seen in *Genesis of the Daleks* established itself as the leader, overthrowing and seemingly exterminating Davros – the creator of the Dalek race. To designate itself as being above and beyond its compatriots, it gave itself the designation Dalek Prime – the first Dalek both in terms of rank and length of existence. This designation was fixed throughout the early parts of Dalek history. Later, when the race has conquered and subjugated other worlds, the term “Emperor” was adopted and used interchangeably with “Prime”. As time passed, the ruler of the Daleks was known only as Emperor.

The Emperor of the Daleks

A Dalek Emperor has appeared in a number of sources. In the TV series, a large, immobile Emperor was presented in *Evil of the Daleks*. This Emperor was never referred to after this story in which it was apparently destroyed, although a single, pulsing light suggested that this may not be the case. In *Remembrance of the Daleks*, Davros was exposed as being the Emperor of the Imperial Dalek faction. Finally, in the new series episode *The Parting of the Ways*, A large

Dalek Emperor was seen on the Dalek flagship where it confronted the Doctor. This Emperor is clearly not Davros as the creature within was visible and was clearly not continuation of Davros' own mutation. In addition, Davros showed no qualms about creating new Daleks from other races, but the Daleks in *The Parting of the Ways* hated their own existence because they were not pure blood Dalek.

Most of the *Big Finish* Dalek audio adventures feature or refer to the Emperor of the Daleks. This emperor was vocally similar (nearly identical to) the emperor in *The Parting of the Ways*, suggesting that they may be the same entity. This potential ties in quite neatly with the concept used as a basis for this document (see **Generations of the Daleks**) and would seem to fit in with the timeline presented in the chapter **History of the Daleks**.

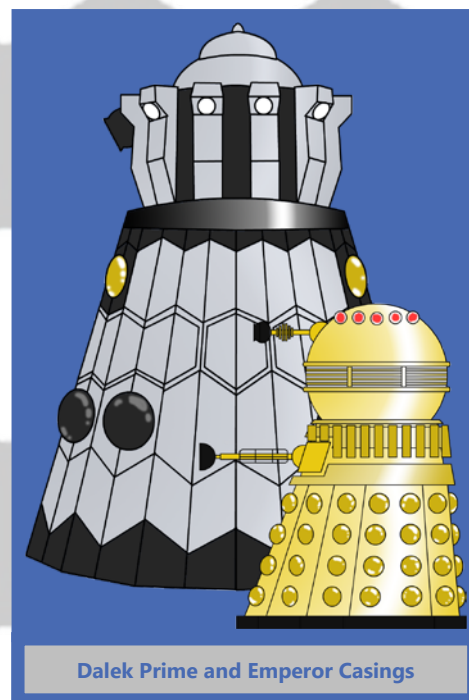
The comic strips, both *TV 21's Dalek Chronicles* and those in *Doctor Who Magazine* featured an emperor that was essentially a regular Dalek, with a shortened "skirt" section (only three rows of sensor globes were present, rather than four) and an enlarged head dome. The novel *War of the Daleks* describes the Dalek Prime in a manner that fits with a casing of this description.

This document attempts to reconcile these occurrences of an emperor into a consistent, reasonable and logical accounting. In brief, it is conjectured that there were at least three Dalek Emperors through the race's existence. The first was initially known as the Dalek Prime and is housed in the large domed casing. Later in the history, this Dalek became integrated into the Dalek City's operations to increase decision making efficiency. This Emperor was virtually destroyed in *Evil of the Daleks* and finally perished during the Dalek Civil War against Davros' Imperial faction.

After a struggle with Davros' Imperial Daleks, a new Emperor was gestated, this one far more intelligent and cunning than its predecessor. This Dalek masterminded the invasion of the Seriphia galaxy and survived the Time War to begin rebuilding the Dalek race. It is unclear what became of Emperor Davros following the events of *Terror Firma*. It has been suggested that he evolves into the *Big Finish* emperor, however the conjecture used within this document is that his new race of "Earth Daleks" were hunted down and eliminated by the Daleks from Seriphia. Whatever his fate during the previous centuries, it is clear that Davros survived his creations' destruction at the end of the Time War. Whether this Davros was a cloned body with the scientist's original consciousness or his original form is uncertain.

The Greatest Enemy

During the course of his adventures battling the Daleks, the Doctor has been known to divulge previously unknown facts about the race and their history. Considering the source of these statements, they are usually taken at face value. After all, none are as familiar with the Daleks as is the Doctor. In some cases, however, his comments are difficult to reconcile with information from elsewhere in the series and make determining a rational history extremely difficult.

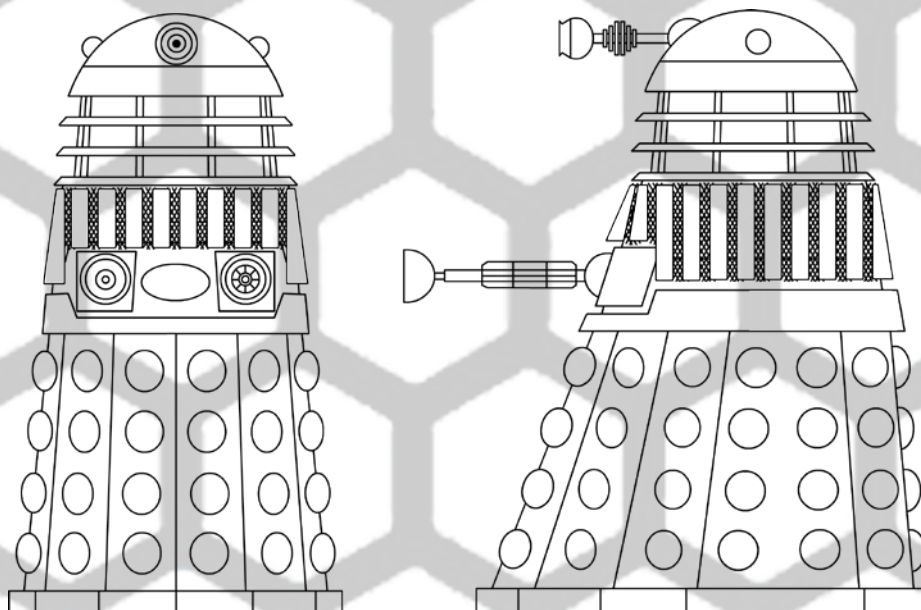


An early example is in *The Dalek Invasion of Earth* when the Doctor stated that the events of *The Daleks* took place “Millions of years in the future”, which was later contradicted by *Planet of the Daleks* where the Thals of the 26th century explicitly state that the events of *The Daleks* were in the distant past. Both of these stories were written by Dalek creator Terry Nation.



Further more, in *Genesis of the Daleks*, the Doctor refers to “the Dalek Invasion in the Earth Year 2000” which failed due to the Earth’s magnetic properties. It is possible to rationalise the latter half of this statement by claiming that in the original history, the invasion failed as a result of magnetics as per the movie adaptation, but modifications made to the Dalek casings as a result of this information being passed on to Davros mean that a bomb causes the invasion’s failure and the Web of Time re-asserts itself. The date in the Doctor’s statement here is blatantly false, however – there was no invasion in the year 2000 in the universe of *Doctor Who*. At least not in the Earth Year 2000, and unlikely in the Skarosian year 2000 either (see the history section for more details).

In order to help maintain a consistent and logical timeline, this document accepts the fact that the Doctor is fallible. He makes mistakes both in deed and words. Sometimes these are deliberate, either to make himself look clever (for example the *Dalek Invasion of Earth* statement), others a deliberate attempt to mislead and manipulate is being made. Sometimes a genuine error is made by the Time Lord.



Worlds of the Daleks

During the course of the various adventures featuring the Daleks, a number of bases, planets and galaxies have been identified as being part of the Dalek Empire. The most important of these are discussed within this section. Whilst a comprehensive investigation of all mentioned planets and locations is impossible due to the limited glimpses we are offered, several key facts are revealed and these are highlighted here.

The listed sources for each entry are not necessarily comprehensive; rather they list references that have been used in the compilation of data about the locations discussed. Where the word “mention” appears after an item, there is dialogue or other reference within the source that may offer some detail or insight into the location under discussion.

The Dalek Home World – Skaro

Sources

The Daleks, Evil of the Daleks, Planet of the Daleks (mention), Genesis of the Daleks, Destiny of the Daleks, Revelation of the Daleks (mention), Remembrance of the Daleks, Dalek (mention), Daleks in Manhattan (mention), Dalek Chronicles, Emperor of the Daleks, War of the Daleks, I Davros 01-04, The Official Doctor Who and the Daleks Book.

Intergalactic Gazetteer

The planet Skaro was located in the Mutter’s Spiral galaxy roughly on the opposite side of the galaxy to the Sol system – the location of the planet Earth. In the Galactic registry, Skaro was listed under the code-identifier D5 Gamma Z Alpha. The planet was the Dalek home world up until its destruction during the Dalek civil war. The planet was re-created by the Daleks during the period leading up to the last great Time War against the Time Lords.

Skaro (a word translating as “Home” in the languages of both the Thals and the Kaleds) was the twelfth planet in its star system, itself orbited by two satellites named Falkus and Omega Mysterium by the Kaled people. The atmosphere and gravity of the planet was similar to that of Earth, suggesting the planet was of similar mass and in a similar orbit of its star to that planet.

Native Life

Before the Neutronic War that ravaged the surface and atmosphere of the planet, Skaro was capable of supporting a variety of life forms. In the abundant jungle and forest areas of the planet, Magnedons and Varga plants flourished. Vargas were a strange mix of animal and plant life which reproduced by infecting animal life with spores. These spores then altered the prey at a genetic level, turning them into Vargas. Originally, Varga plants were static life forms but exposure to the radiation generated during the wars on the planet meant they mutated into mobile predators.



Planet Skaro as seen from Space

In addition to these and other strange and wonderful types of flora and fauna, humanoid life evolved on the planet. There were four distinct races: The Dals, Kaleds, Thals and Tharons. Although little was known about the heritage of the Tharons and the Dals, evidence suggested that there were differences between Thal and Kaled physiologies. Seeming to be virtually identical on the outside, the configuration of the races' organs was different and there were differences in the organs themselves – Thal lungs were longer and thinner than Kaled ones, for example. During the long war, mutated survivors were dubbed “Mutos” and were banished to the wastelands.

The Time Lord Classification System registers the Skarosian Elemental DNA Type as 467-989.

Geography & History

The landmasses of Skaro consisted of one major continent and a series of island chains. The continent was divided from North to South by a range of mountains known to the Kaleds as the Drammankin Range. Generally temperate, this main continent was covered with lush woodland and jungle areas. Placid lakes and crystal clear rivers scatter the continent and it is near these waterways that many of the native villages and cities were established.

The planet suffered terribly during the long neutronic war between the Thal and Kaled peoples. The land and atmosphere became irradiated and polluted with numerous toxins and gases that were developed by each side in their effort to wipe the other from the planet's surface. Jungles and forests became petrified, plains were reduced to wastelands and lakes either dried up or became the polluted home for new, unpleasant forms of life. Life on Skaro seemed particularly susceptible to mutation; this may have been due to the polluted and irradiated atmosphere or could be due to some unique properties inherent in the planet itself.

Following the Neutronic War, Thal and Muto survivors became nomadic – travelling around the barren landscape to coax crops and eke out a meagre existence. For centuries, these survivors managed to live in peace and the Daleks descended into legend. The planet began a slow recovery, aided by the environmental conscience of those living on its surface. This peace and period of recovery came to a standstill when the Daleks once more emerged from their tomb in the Kaled bunker and began to take hold of a portion of the planet's surface some five-hundred years later. The other survivors, both reluctant to and incapable of waging a war against the Daleks retreated as far as they could from the new masters of Skaro, hoping to remain un-noticed.

During the latter part of the Movellan War, few Daleks remained on Skaro. The planet at this time had begun to recover from the devastation of the Neutronic War as patches of vegetation were growing again on the planet's surface. The Thals had abandoned their homeworld by this stage and established a new home on a planet they named “New Davias”.



Two Strains of Varga Plant



Dalek City & Drammankin Mountains

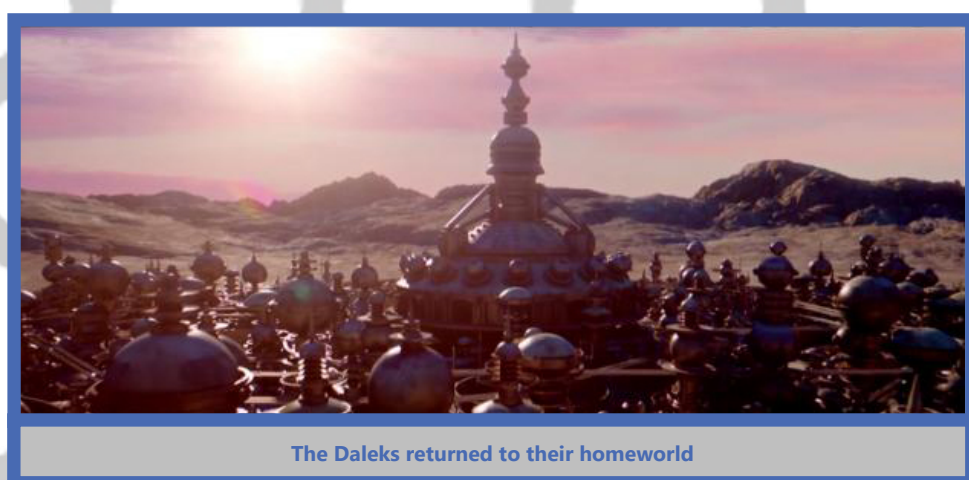
After the war with the robotic race, the Daleks slowly recovered their strength. Skaro once more became the seat of Dalek power in the universe. The Emperor initiated the construction of several cities, incubation facilities and factories across the planet's surface to aid in the race's redevelopment. This state of affairs remained constant up until the civil war that swept through the Dalek race.

Early in the course of the civil war between Davros' new Daleks and the old Dalek race, Davros' Daleks took control of the planet, destroying the Dalek Emperor in the process. It was during the battle to reclaim Skaro that Davros' mobility chair was damaged and a new Emperor casing was constructed to house the remains of his flesh.



Upon capturing Skaro and ending the life of the upstart Emperor, Davros proclaimed himself Emperor of the Daleks and branded all Daleks who followed the Old Emperor as "Renegades". Having exterminated the surviving loyalists that were not swift enough to evacuate, Davros set the planet's factories to produce Mark Four Travel Machines and new starships based on his designs. Although several efforts were made, the loyalists never managed to re-capture Skaro.

In one of the final battles of the civil war, both factions sent emissaries to retrieve the Hand of Omega – an ancient Time Lord artifact that would enable the bearers to repeat the experiments that gave the Gallifreyans mastery over time travel. The Hand's location was revealed as a Time Lord ploy however and Skaro's sun was sent super-nova by the device. This was not the final end of the planet, however. At some stage preceding or very early in the Time War against the Time Lords of Gallifrey, the Daleks restored their homeworld. Though devastated by the ravages of the War, the planet survived and was eventually re-colonized. When the Dalek race rose again from the ashes of that great devastating war, Skaro was once more the centre of their universe.



The Kembel Base – Master Plans

Sources

Mission to the Unknown, The Daleks' Masterplan, The Official Doctor Who and the Daleks Book (Mention)

Intergalactic Gazetteer

By the beginning of the fifth millennium, Earth's influence had spread beyond the Mutter's Spiral Galaxy. The Daleks had not been seen in Earth's sphere of influence for almost a millennium, but they were still considered a major threat. At the edge of Earth space, the planet Kembel became the focus of a Dalek plot to conquer the Earth Empire. Kembel was a remote planet in a particularly barren region of space. The planet's out of the way location and hostile wildlife made it un-economical for colonisation. For the Daleks' purposes however it proved to be an ideal staging area and meeting point.



Dalek Starport on Kembel

Native Life

Primarily a heavily forested and jungle planet, Kembel could not be more different from devastated Skaro. The Daleks brought their own bio-engineered Varga plants as an extra security measure. The area around the Dalek base soon became void of native land predators – the Vargars were virulent and became the dominant predator. Avian creatures stayed in the area, careful not to venture to the ground.

Geography & History

Little is known about the jungle world's past and there was no evidence of any advanced sentient life form having been present on the planet prior to the Daleks' arrival. The inhospitable climate and dense jungles served to deter any potential colonists and the planet was left untouched by outside forces.

Partly due to this lack of an established civilisation and partly due to its location between the Dalek and Earth Empires, Kembel proved to be the perfect staging ground for the Dalek Alliance. To prepare the planet for the arrival of the delegates, the Daleks first bombarded areas of the planet from orbit to clear landing and construction zones. Facilities such as a small starport and numerous listening posts were built and the planet was seeded with Varga plants.



The Jungle of Kembel

The Alliance met and formulated their plans for invading the Earth Empire. An unlikely member of the group of delegates was Mavic Chen, Earth's Guardian of the Solar System, who brought forth enough taranium to complete the Daleks new weapon – the Time Destructor. This element was promptly stolen and elements of

the Dalek taskforce left the planet in pursuit of the thieves. Finally, the Daleks returned having successfully retrieved the vital component and the weapon was completed.

In the chaos caused by Chen's demands to be placed in control of the Daleks, the Destructor was activated on a low power setting. The resulting outpouring of Time energy resulted in the complete destruction of all life on Kembel. The once green world became a dead cinder in space – once more to be ignored by the universe at large.

Spiridon – The Lost Army

Sources

Planet of the Daleks, Emperor of the Daleks, Return of the Daleks, Brotherhood of the Daleks

Intergalactic Gazetteer

Located in the Mutter's Spiral galaxy, Spiridon was closer to Skaro than to Earth. The planet was remote, distant from the vast majority of space lanes and located in an uncontested region of space. The planet had a low mineral wealth, perhaps due to its high concentration of molten ice "lava". The planet was located within striking range of the Thals' new homeworld during the twenty-sixth century. This fact alone placed it outside of Earth's sphere of influence as the Thals in this period still considered Earth to be a name from their mythology. Despite, or perhaps because of, this general lack of interest, the planet became home to a Dalek research facility during this time period.

Native Life

In addition to a large amount of non-lethal vegetation, Spiridon was home to many hostile life-forms. Some of the plant life of the planet was sentient to a degree and capable of following potential prey with eye-like growths. These plants also emitted a powerful toxin which was lethal to all other life on the planet. The native sentient life, the Spiridonians developed an unusual defence mechanism – invisibility. These natives remained content with a relatively primitive level of technology.



Geography & History

The planet Spiridon was a world that, like Earth, consisted of a varied eco-system. The planet sported areas of jungle side by side with clearer flatland and both its lowlands and mountain regions were dotted with Ice Volcanoes. These natural features – thick jungles and liquids cold enough to kill a Dalek creature instantly through the casing of the Travel Machine made the planet an unlikely location for a Dalek research base and staging area.

Perhaps because of its apparent lack of suitability, a base was established by the Daleks on the planet. The base served two purposes. Primarily it was to become a staging area for a secret army of Dalek units which were to be upgraded with the results from the base's second purpose: invisibility research. This technology would vastly improve the Dalek war machine's effectiveness if it could be successfully developed. In addition to this special task force, a further million Dalek units had been stored in suspended animation in the planet's ice caves. Despite their best efforts, the Dalek



research unit could not create a stable form of invisibility – all their test subjects were driven insane or ran out of power after extremely brief operational periods.

A Thal taskforce, together with some of the natives and an alien identified as the Ka Faraq Gatri successfully neutralized the Dalek forces by burying them in ice lava. A deadly virus being developed in the laboratories was released into the Dalek bunker, which was sealed off and the surface base was destroyed. To all intents and purposes, the Daleks had been defeated and the planet Spiridon was ignored or forgotten by Dalek forces as they continued to wage war on all fronts. Long centuries of peace for the natives followed and the Thals also lost interest in the world.

The peace was shattered, when Davros, fleeing the Emperor Dalek's forces, arrived on the world once more. With knowledge he had gained from the Doctor, the creator of the Daleks managed to revive the Dalek forces entombed within the ice and re-program them to become subservient to him. The planet became home to the first million of Davros' Imperial Dalek faction. It was also on Spiridon that the Abomination, the first Special Weapons Dalek defected to Davros' side. Following a brief battle which ravaged a portion of the planet's surface, the new Daleks left Spiridon and pursued their enemies back to Skaro.



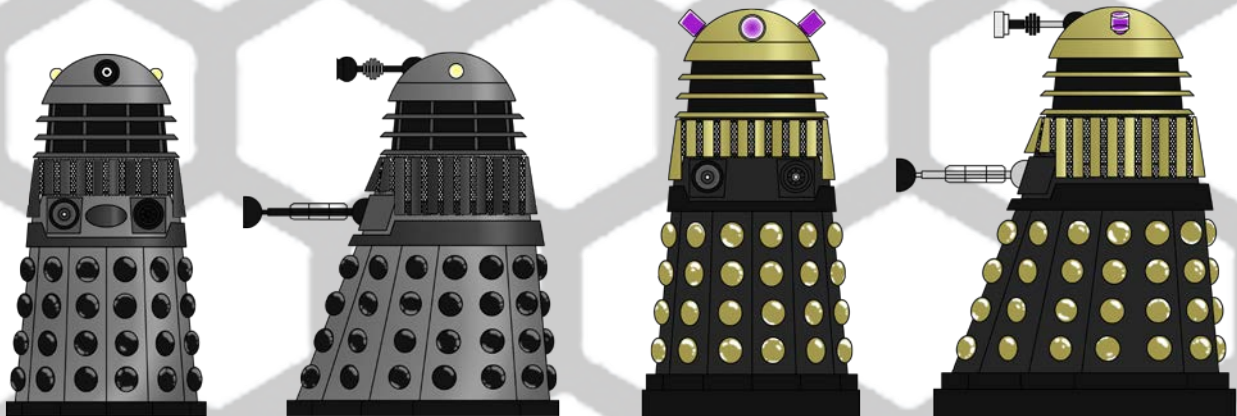
The Jungle on Spiridon

For centuries after Davros' forces left the planet for a more defensible location, the native Spiridonians maintain a peaceful existence without outside interference. In order to maintain the peace, the Spiridonians found a way to nullify their invisibility in an effort to deflect any interest in their world. In addition, they renamed their world Zaleria and themselves became known as Zalerians. The misdirection works for around a thousand years and although many Zalerians learned to forget their past, the ruling Elder councils never did and were ever wary of outsiders.

This wariness proved to be more than paranoia when the Daleks once more arrived on the planet. The invaders were in search of a lost Dalek army and also desired to resume their research into invisibility to aid their conquest of Mutter's Spiral. Ultimately they were defeated and the last of the buried Daleks were destroyed. The planet would once more be forgotten by the Daleks thanks to the rebellion which ate away at their hold of the galaxy. Though portions of the world had been devastated by the Daleks' bombardments, the planet and its inhabitants could once more begin a process of recuperation.



Spiridonian City Entrance



Necros – Imperial Beginnings

Sources

Revelation of the Daleks

Intergalactic Gazetteer

Necros was a remote world situated in an outer arm of a galaxy colonised by the Humans of Earth during their major expansion era. While habitable, the planet was too remote to offer strategic importance and contained no great mineral wealth. To this end, the planet was largely ignored by the galaxy at large. A number of food suppliers were based on the planet, however. The planet's lack of population meant it was an ideal location for the funeral parlour and suspended-animation facility offered by Tranquil Repose.

Native Life

Necros was ideal for colonisation by the Humans because the atmosphere, gravitational pull and native vegetation were all remarkably well suited to their needs. No indigenous intelligent native population had evolved on the planet which meant that colonists could move in undisputed. In general, the planet was colder than Earth, being slightly further from the system's star.

The planet had a varied eco-system with a variety of plant and animal life – much of which was suitable for human consumption. Since famine was the major problem faced by the spreading colonies, a number of food production companies saw an opportunity and established factories on the surface to help resolve this problem ... for a price.

Geography & History

Unspoilt until Humanity expanded to Necros' vicinity, a varied eco-system had developed without interference by "intelligent species". The planet's geography was varied – mountains, plains and forests being the major land-types. For much of the year, the plains were covered in a broken layer of snow.

Since humanity's arrival, the planet was primarily used the base of a number of food production plants as well as Tranquil Repose – a funeral parlour and suspended-animation service for the cream of society.

The overriding idea behind Tranquil Repose was that a deceased body would be prepared for funeral and the funeral held on site. The body would then be placed in suspended animation beneath the planet's surface until such a time as the cause of their death had been cured and the body could be revived. Clients who were critically ill could also receive the same treatment – though with a higher chance of revival.

Unknown to the galaxy at large, the funeral parlour had been taken over by Davros. The Kaled scientist was using the bodies held in perpetual grace in his own experiments. Firstly he was endeavouring to create a new Dalek army that would be loyal to him only. Secondly, the scientist was using the bodies to produce a high protein food stuff which he sold to developing worlds through one of the companies based on the planet.



Following Davros' capture by the Daleks and the facility's destruction, the site of Tranquil Repose was rebuilt as a food production facility. A plant common to the area that had been used as decoration by the funeral staff was in fact extremely high in protein and could be converted into a valuable food-stuff with little effort.

The Seriphia Galaxy – A New Home

Sources

The Apocalypse Element, Dalek Empire 01, Dalek Empire 02, Dalek Empire 03, Dalek Empire 04

Intergalactic Gazetteer

The Time Lords of Gallifrey designated the Seriphia Galaxy as Galaxy 17A53. The galaxy was part of the Local Group – a cluster of galaxies that were (in inter-galactic terms) in close proximity to each other.

Native Life

The Seriphia Galaxy was unremarkable. A large, spiral galaxy with a normal rate of growth, it developed in the same manner as any other galaxy, with life evolving on a number of worlds, some intelligent and some not. Both aggressive and non-aggressive life forms evolved and developed technologies according to a vast number of philosophies and ecological challenges.

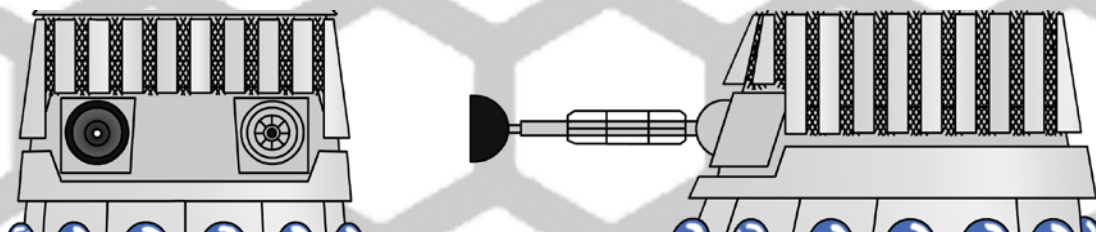


Geography & History

Seriphia was approximately four-hundred thousand (400,000) light-years in diameter, making it four times larger than Muttters Spiral. Containing over six-hundred billion (600,000,000,000) stars. A wide diversity of planetary ecologies existed resulting in a vast amount of life-forms evolving in the galaxy.

This all changed after more than ten million years, when the Daleks unleashed the Apocalypse Element into the heart of the galaxy during their first attempted invasion of Gallifrey. This element had the potential to completely destroy the universe if left to its own ends and the Daleks and Time Lords were forced to work together to contain the effect. This they managed, but by this time, life throughout the entire Seriphia galaxy had been consumed.

Using their temporal technology, the Daleks accelerated time in the galaxy to speed up the development of new life. They then invaded the galaxy and enslaved its people before they developed sufficient technology to pose a threat. In this way, Seriphia became the base of operations for the Second Dalek Empire until they returned to their home galaxy to reclaim Skaro.



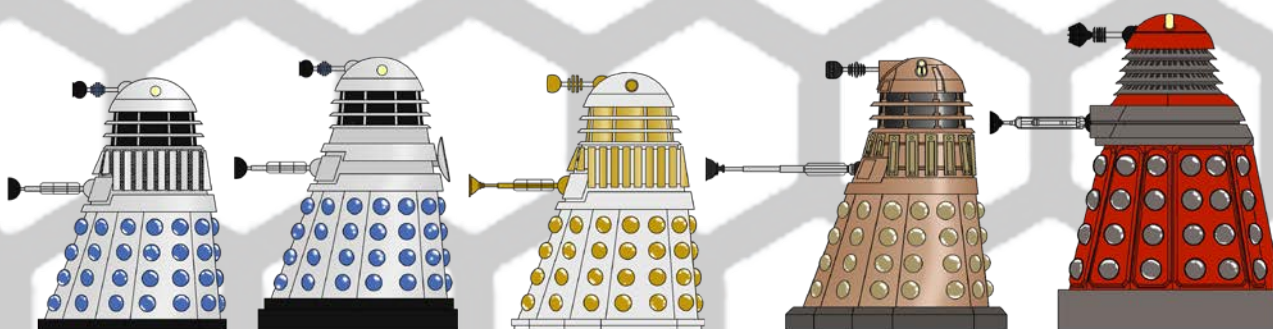
Generations of the Daleks

This chapter outlines a key concept that forms the basis of the theory of Dalek history and design aesthetics throughout time that is presented in this document. The theory revolves around there being several distinct “generations” of Daleks through the history seen in the Dalek stories. One of the main reasons for this rationale is to rationalise the two origin stories that the Daleks have been given during the course of the series – one of the main bones of contentions fans have about the development of the race. A second reason is that this division of the Dalek race into generations helps to discern a coherent course of Dalek history.

This theory also helps to consolidate the hierarchy of the Daleks as evidenced through the various stories on television, in audio or in print and also explains the more major Dalek casing redesigns – notably between *The Dalek Invasion Of Earth* and *The Chase* and between *Remembrance of the Daleks* and *Dalek*.

The following list summarises the Generational theory. Following this summary, a detailed discussion of each generation of the Dalek race is presented.

- **Generation 00** = Pre-Dalek Skaro;
- **Generation 01** = First Dalek Empire;
- **Generation 02** = “Dal” Daleks;
- **Generation 03** = Davros’ Imperial Daleks;
- **Generation 04** = Second Dalek Empire;
- **Generation 05** = Time War Daleks;
- **Generation 06** = Post Time War “Earth” Daleks;
- **Generation 07** = The Human Daleks;
- **Generation 08** = Reality Project Daleks;
- **Generation 09** = The New Dalek Empire.



Generation 00 – Pre-Dalek Skaro

Known As: Not Applicable

Screen Appearances: Genesis of the Daleks

Print Appearances: None to date.

Audio Appearances: *I, Davros Episodes 01-04, Davros (Flashbacks), The Dalek Chronicles, The Magician's Apprentice, The Witch's Familiar*

Generation Overview

Generation 00 relates to the time before the Daleks were created at the end of the millennium long Neutronic War between the Thal and Kaled peoples. This generation encompasses the whole history of Skaro up to this point, from its creation, through the evolution of plant and animal life right up to the rise and fall of its native civilisations. Some of the references to pre-Dalek Skaro were fleeting at the best. As a result of this, much of the following is speculative reasoning by the author.

The Kaled Race

Role: Genetic basis for the Dalek race, evolutionary predecessor.

Casing(s) Used: Generally none

Appearances: *Genesis of the Daleks, I Davros 01-04, Davros (Flashbacks), The Magician's Apprentice, The Witch's Familiar*

Before the Thal aggression against the Dals (see below), the Kaled people were primarily focussed on artistic and cultural development. In early times, the Kaleds lived alongside the Thals and integrated with them – there was evidence of inter-racial marriage between the two races. Presumably this open relationship between the Kaled and Thal peoples extended to the other cultures on the planet – a fact that is contrary to their later obsession with racial purity. This friendly interaction ended with the Thal aggression against the Dals. In shocked and horrified response, the Kaleds withdrew their borders in an effort to distance themselves from the potential aggressors they now saw the Thals to be.



The Dal genocide shocked the Kaled people and gave the nation a new focus – that of national defence. The Kaled military suddenly became more than a glorified police force and both it and the scientific community began to rise in prominence as national defence programs were implemented and new technologies researched and developed to enhance their ability to defend themselves. By the time that contact became heated between the Kaled and Thal nations, the Kaleds had become as militaristic as their fellow Skarosians.

As the war with the Thals progressed, Kaled culture was divided into four castes: Political, Military, Scientific and Civilian. Each caste was led by an Elite. Civilians were not limited from entering any caste – provided they showed the appropriate aptitudes. The nation was ruled by the Council of Twelve, headed by a chief councillor – known as the Supremo.

It became a requirement that every citizen served time in the Military Youth before completing their education. Towards the end of the long war against the Thals, opinions amongst the populace regarding the war were split. Some Kaleds viewed it as the very purpose of their

people, others thinking it a travesty against civilization. Despite these split reactions, the race was entirely focussed on ending the war. To this end the extermination of the Thals seemed to be the only logical outcome if the Kaleds were to survive.

As ammunition became less available during the long war of attrition, Kaled research focused on biological and nuclear solutions and it was their weaponry that caused the majority of the damage to the planet's surface and atmosphere. By the end of the war, racial purity became all important to the race, particularly since the rate of mutation in all the various life forms on the planet had dramatically increased by this point in the planet's history. A group of Kaleds accepted that mutation was inevitable and funding was allocated by the Council of Twelve to determine the final form that the race would adopt as a result of the accelerated mutation and to develop a means for the race's survival.

Davros

Role: Instigator of Dalek development – both genetically and technologically.

Casing(s) Used: Modified Kaled Mobility Chair

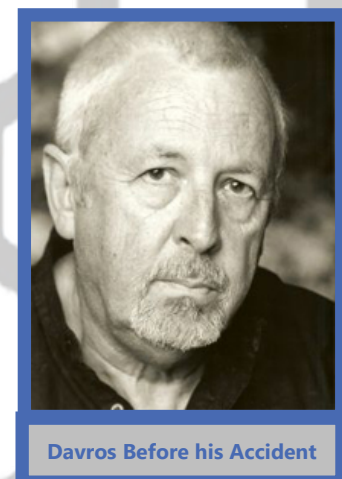
Appearances: *Genesis of the Daleks*, *I Davros 01-04*, *Davros* (Flashbacks), *The Magician's Apprentice*, *The Witch's Familiar*

A brilliant scientist, Davros was enrolled into the Elite of the Scientific Core following a brief but successful stint in the Kaled Military Caste's own Research and Development division. Davros was enthralled with the concept of evolution and he immersed himself in the study of various Skarosian life forms – including the then (apparently) extinct Dal race, the Thals and the Kaleds themselves. His experiments were morally and ethically dubious, but his deviousness and brilliance won out, allowing his continued rise through the ranks of the Elite and ultimately leading him towards the pinnacle of the government itself.

During his service, Davros was caught in the blast of a Thal missile and left physically crippled and twisted. Due to his undoubted genius and value to the race, it was decided that an attempt would be made to save the scientist's life. Though resources were dwindling, none were spared to create a life support mobility chair for the rising star of the Elite. At the end of their efforts, it was realised Davros would never be able to have anything resembling a normal life again, bound to a life support chair, his vision reduced to what a lense in his forehead could gather and transmit to his brain. Rather than terminate the brilliant scientist, they offered him a choice: Survive and help the Kaled cause, or extinguish his own life with a neuro toxin.

Ultimately Davros made the defining decision of his life. He would survive. From this moment, everything he did would stem from his need to survive. Davros had determined that by not terminating him, the Kaleds had proved themselves weak and unworthy, unwilling to do what was necessary to survive. Perhaps as a reminder of this, Davros kept the neuro toxin and its injector within one of the storage compartments in his mobility chair for most of his existence.

It was largely due to Davros that both the Thals and the Kaleds became all but extinct by the end of the Neutronic war. During the final days of the war, the Kaled government tried to shut down Davros' experiments into determining the ultimate genetic form of the race and developing a travel machine to house this form.



To continue his research, Davros engineered matters so that the Thals could develop a warhead that would penetrate the supposedly indestructible dome that protected the final Kaled city from aerial assault. At the same time, he engineered matters so that those opposed to him and his goals were killed by accelerated mutations – designated as “Daleks” encased in his latest “Mark Three Travel Machine” design.

Shortly after these events, Davros became the last surviving Kaled. Those few who had proved themselves loyal to him were exterminated by the Dalek creatures when Davros tried to close down the automated production line that had been activated by his creations. To the Daleks, all other forms of life were inferior – including their evolutionary parents. Davros himself felt the power of a Dalek energy weapon when he tried to shut the production lines himself. Presumed dead – killed by the very weapon he had designed and constructed, Davros’ body was moved down to the fourth level of the bunker where it was sealed away. The “corpse” was given no further thought by the Daleks for many centuries.

Kaled Mutations

Role: Genetic predecessor to the Dalek race

Casing(s) Used: Prototype Life Support and Travel Machine, Mark One Travel Machine, Mark Two Travel Machine, Mark Three Travel Machine.

Appearances: *Genesis of the Daleks, I Davros 04*

The more successful results of Davros’ experiments, these mutations were kept alive in special “embryo chambers” within the Scientific Elite’s primary research bunker. It was considered that these mutants represented the ultimate form that the Kaled people would become as a result of the radiation and toxins that had been released into the planet’s atmosphere and surface over the thousand years of the Thal-Kaled war. Whether or not this would have been the natural course of mutation or whether the result was forced by the nature of Davros’ experiments ultimately became irrelevant. The involvement of Davros and the events of the last days of the war decided the fate of the Kaled people.



While these mutations were the basis of the Dalek race, it is interesting to note that the first successful attempt to integrate a mutant into a life support and travel machine took place on a mutated Thal spy. It is unknown how long this prototype survived in its primitive casing.

The Thal Race

Role: Racial enemy of the Kaleds. Early Experimental material for Davros’ experiments.

Casing(s) Used: Generally none.

Appearances: *Genesis of the Daleks, I Davros 01-04, Davros (Flashbacks).*

Prior to the conclusion of the great Neutronic War with the Kaleds, the Thals were an aggressive, war-like race. Earlier in Skaro’s history they had already committed at least one act of genocide, eradicating the peaceful and advanced Dals from the face of the planet. While the direct cause of the Neutronic War was unknown, it seemed likely that the Thals’ expansion led them once more to Kaled borders. Rather than stop, the Thals advanced and initiated the thousand year war of attrition with their neighbours.

The majority of Thals were fair haired and tall, however this was not true of the entire population at this stage of their evolution. While they held certain morals, they were happy to use Kaled and Muto prisoners as a slave work force, keeping them in Spartan quarters between work shifts. These slaves were viewed as expendable – they were not Thals and so were not important life forms. Often, groups of slaves who had been exposed to toxic or radiological elements were left to die in their cells. Other times they were left in launch silos as missiles were fired, ensuring a quick but painful death for the slave force. Despite these harsh tendencies, the Thals had grown tired of war and were willing to talk peace with the Kaleds in the latter days of the war. The stalemate grew tiresome and it was surely time to rebuild.



Thals from the End of the War

When Davros offered the formula that would succeed in penetrating the dome of the Kaleds final city, the opportunity was seized with relish. It seemed that a quick and victorious end to the long war was within the Thal's grasp. Amidst the victory celebration, the first Daleks appeared and began the extermination of the small Thal population. Small groups escaped the massacre and the race survived on Skaro's surface for many generations, eventually evolving into tall, blond and physically attractive humanoids. It was one such group of survivors that caused the explosion that sealed the Daleks within the Scientific Bunker shortly after Davros' extermination at the hands of his creations.

Mutos

Role: Thal and Kaled mutations deemed unsupportable.

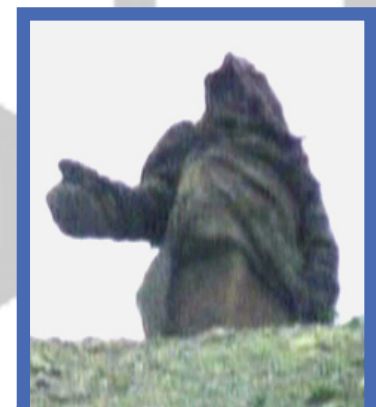
Casing(s) Used: Generally none.

Appearances: *Genesis of the Daleks*

The Mutos were viewed as a separate race from the Thals and the Kaleds, despite the fact that the vast majority of them were born to one of those two races. The Mutos were the early stages of Kaled and Thal mutation – the result of the Neutronic war for supremacy on the planet's surface. Yet more Mutos were banished as a result of Davros' experiments on captive Thals and on members of his own race. Some of Davros' other experiments were discarded into the wastelands, caves and lakes around the Kaled city – hideous, deformed creatures. In addition to causing mutations of some of Skaro's existing fauna, other mutations were brand new species crafted in the Kaled Scientific Bunker.

In the latter century of the war, Any Thal or Kaled who were deemed genetically impure in some manner were thrown out into the wastelands between Thal and Kaled lines.

Mutos were considered acceptable as Slave labour by both of the "pure" races. The unfortunates were even considered "a waste of ammunition" if shot – resources on both sides had run low by the end of the war. Despite their mistreatment at the hands of the Thals, the Mutos were happy to work with them against the greater threat presented by the Dalek creatures. Several Mutos were with the Thal group that entombed the first Daleks in the Scientific Bunker. No doubt some were pleased to see the death of Davros – whose experiments had led so many into exile.



An Impure "Muto"

The Dals

Role: Genetic Evolutionary predecessor to the Generation 02 Dalek race.

Casing(s) Used: Generally none.

Appearances: *The Dalek Chronicles*. Mentioned in *The Daleks* and *I Davros 01*.

The Dals were one of the humanoid races that evolved on the planet Skaro. In appearance, the Dals were furthest from the other races – being short, squat and having a strange blue hue to their skins. Long before the Neutronic War between the Thals and the Kaleds, the Dals were devastated in their own war with the Thals. This war was a brief, nuclear affair and the devastation caused to their civilization meant that the other three civilizations on the planet presumed that they had been eradicated from existence by the Thal attacks. The Dals were not completely destroyed and a handful of survivors went into hiding in the wild lands – fearing to show their faces to any, lest their eradication be completed.

Prior to their war with the Thals, the Dals were primarily a peaceful race. They were perhaps the most advanced of the nations on Skaro and it may have been this perceived technological advantage that caused the Thals to launch such a devastating nuclear assault so early in the conflict. The Dals were certainly a philosophical people, writers of great works of faith and science. The Dals had formed a religion of science. In one tome, which was later banned by the Kaleds during their own war with the Thals, evolution was discussed. The Book of Predictions described how evolution would allow a race to rise above class divides and war. Further, when this was achieved, men will become as “dal-ek”, the Dal word for gods.



Fear of their growing technical expertise and the Dals' insular nature combined with their different belief system may have been contributing factors to the war with the Thals. Following their devastation, the race sank back to more primitive means; however they somehow managed to remain hidden for generation. It was conjectured that they survived in underground tunnel systems.

A group of surviving Dals discovered one of Davros' test centres which held a manufacturing plant and the schematics for the external power dependant Mark Two Travel Machine. Like the Kaleds, the Dals began to mutate as a result of the radiological and biological elements released into the atmosphere. Seeing no other chance for survival, they constructed a huge metal city and made ready to utilise the Travel Machines designed by Davros. The final mutation of the Dal race occurred within the metal city as the population slowly became dependant on the radiation levels encountered on the surface.

One of the final Dals to inhabit a casing was the scientist Yarvelling. He ensured that all surviving Dal knowledge was encoded into their city's data banks. In addition, he accidentally activated one of Davros' Dalek conditioning packages – this led to the Dals' growth into a more warlike race. As time passed, the Dals became a sub-species of the Dalek race and they were absorbed into the ranks of the Kaled mutants.

The Tharons

Role: Extinct race of humanoids on Skaro.

Casing(s) Used: None

Appearances: None. Mentioned in *I Davros 02*.

Little is known about the Tharon race, although their existence and subsequent extinction was regarded as historical fact by the Kaleds during the Neutronic War. It was recognised that the race was eradicated in an act of genocide, similar to the Dals, but whether this was an accurate statement or simply propaganda against the Thals was unclear. It is possible that the Dals were at war with the Tharons when the Thals attacked and that, perhaps unwittingly, the Thals were responsible for the extermination of two distinct Skarosian cultures in one fell blow.

The implication from peace activists during the War was that the Tharons and the Dals destroyed each other in a long war, as the Kaleds and Thals were doing. This seems too much like convenient historical repetition to be fact however and the theory is assumed to be peacemonger propaganda.

Generation 01 – The First Dalek Empire

Known As: The Dalek Empire, First Dalek Empire (Historical Accounting), Loyalist Daleks (During Civil War), Renegade Dalek Faction (During Civil War by Davros' Forces)

Screen Appearances: *The Chase*, *Mission to the Unknown*, *The Dalek Masterplan*, *Evil of the Daleks*, *Day of the Daleks*, *Frontier In Space*, *Planet of the Daleks*, *Death to the Daleks*, *Genesis of the Daleks*, *Destiny of the Daleks*, *Resurrection of the Daleks*, *Revelation of the Daleks*, *Remembrance of the Daleks*.

Print Appearances: *War of the Daleks*, *Abslom Daak: Dalek Killer*, *Emperor of the Daleks*

Audio Appearances: *The Mutant Phase*, *Jubilee*, *The Juggernauts*, *Death and the Daleks*, *Blood of the Daleks*, *Fear of the Daleks*, *Renaissance of the Daleks*, *The Davros Mission*.

Generation Overview

Daleks of the first generation were those that were created by Davros during the events leading up to *Genesis of the Daleks* and their successors until the end of the Dalek Civil War. Primarily, they were encased in standard Mark Three bonded polycarbide armour that contained an internal power source. For information about the various Dalek casings, refer to the chapter **Designs of the Daleks**. The first of these Daleks emerged from their tomb on Skaro to become a dominant space power in their home Galaxy and beyond. All of the Dalek creatures in this generation were either original Kaled mutants, or had been cloned from surviving Kaled and existing Dalek genetic materials. Racial purity was paramount to the Daleks of this Generation.

Dalek Leaders

Role: Ruling Elite of the Empire

Casing(s) Used: Mark Three Travel Machine, Modified Mark Three Travel Machine, Modified Mark One Travel Machine, City Emperor Casing

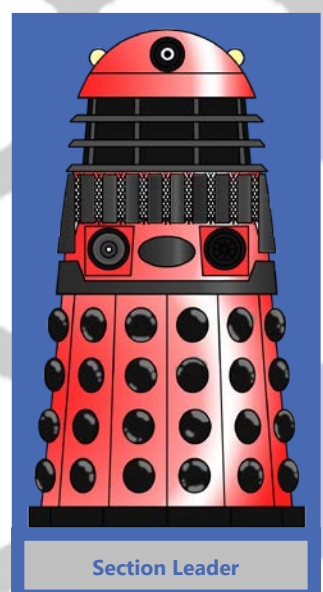
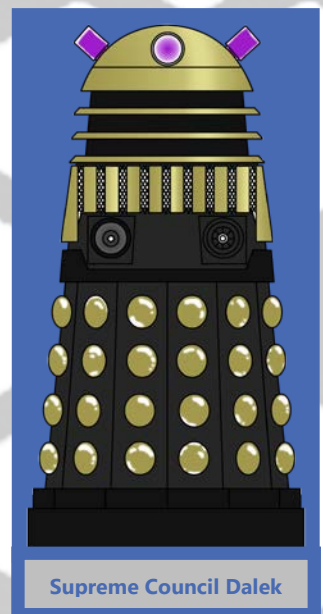
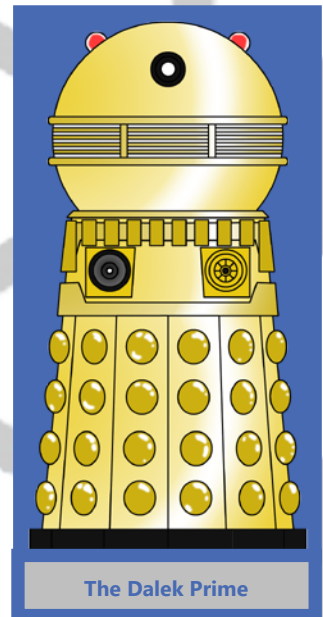
Appearances: *The Chase, Mission to the Unknown, The Dalek Masterplan, Evil of the Daleks, Day of the Daleks, Planet of the Daleks, Resurrection of the Daleks, Remembrance of the Daleks, War of the Daleks, Abslom Daak: Dalek Killer, Emperor of the Daleks, The Mutant Phase, The Juggernauts, Death and the Daleks, Blood of the Daleks, Renaissance of the Daleks, The Davros Mission.*

Before the first Daleks emerged from their imprisonment in the Kaled science bunker, the production lines were operating at full capacity and it quickly became apparent that a hierarchy would be needed to maintain order. Initially, ranks were implemented based on the order in which the Daleks came out of the embryo chambers and were placed in their pristine new casings, with the number of ranks being added to and filled as the Dalek race grew.

Eventually, casings of different specifications and markings were created to distinguish the higher ranks from their underlings. To further the development of the race, certain embryos were enhanced to allow for more independent thought and to develop further mental abilities. These enhancements meant that the leadership caste became a highly intelligent, cunning and ruthless group who would learn from their mistakes.

The first Dalek to be created became known as the **Dalek Prime** and was housed in a heavily modified Mark One Travel Machine. This was a uniform gold in colour, further distinguished from all other Dalek units by the enlarged dome and increased number of red luminosity dischargers. Later in the generation's history, the Dalek Prime (then addressed as **Emperor**) was housed in a massive casing which was plugged directly into Skaro's computer systems. This allowed more direct control and quicker responses to elements along the empire's borders than was possible when by relying on reports filtering up through the Dalek ranks. This casing was destroyed during the "human factor" incident, but the Dalek Prime survived and re-installed itself in the mobile casing the duration of its existence. The original Prime was finally killed during the civil war against Davros' Imperial Dalek Faction.

Twelve Daleks became the members of the **Supreme Council**. These were encased in heavily modified Mark Three Travel Machines. Black and gold in colour, these casings featured over-sized motive units which made them taller than their underlings. These Dalek Council members were the subjects of further mutation to ensure they maintained superiority and could think creatively when necessary. The Council was required to achieve a consensus before decisions were made, with the Dalek Prime given the deciding vote where necessary. It was not often that the Council disagreed however, and

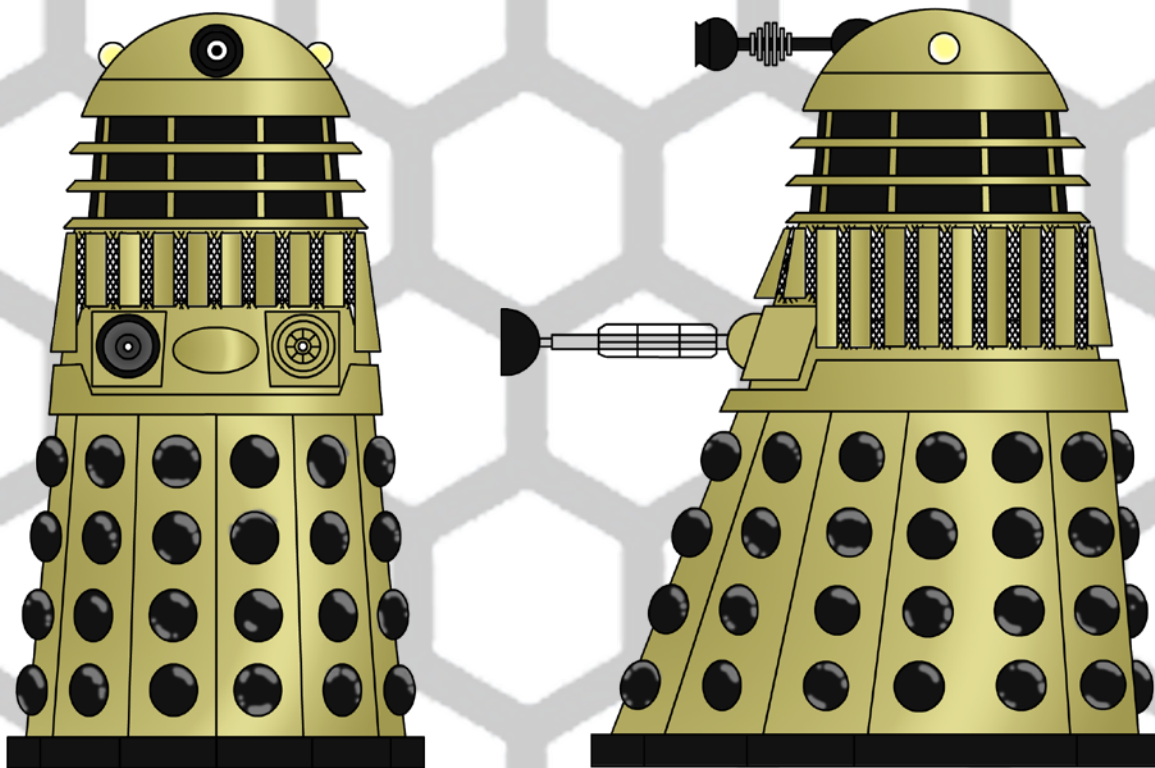


the system was primarily an outmoded remnant of the Kaled Council of Twelve and its method of governing.

Beneath the Council came the **Dalek Supreme** ranks. These were identified by either Gold (Tier One) or Black (Tier Two) Mark Three Travel Machines. Tier One Supreme Daleks were enhanced to near Council proportions. They were installed as planetary and sector governors within Dalek space. Given enhanced tactical computers, the Tier Two Supreme Daleks primarily acted as generals for Dalek armies. In addition, Daleks of this rank were posted as regional governors beneath the Tier One Gold Daleks. Other than the differing colour scheme, these Daleks featured enhanced power packs and tougher armour than their underlings, enabling them to survive more punishment and deal out higher firepower and allowing for quicker movement for strategic withdrawals.

Beneath the Supreme Daleks were the **Section Leaders**. These acted as the heads of research and development programmes, commanders of Dalek vessels and also as the equivalent of a platoon leader on the battlefield. Distinguished by their red Mark Three Travel Machines, they were afforded a higher degree of intelligence than drones and could quickly adapt to changing tactical or research challenges.

Next in rank were the **Task Leaders**, identified by blue casings. Task Leaders acted as squad leaders when more tactical ability than afforded by a regular drone was required. They reported directly to their section leader where available. A variant of the Task Leader was the Psyche Dalek. These Daleks were further mutated to improve their mental abilities. Psyche Daleks were used to control the more advanced form of roboman that saw use in the years prior to the Civil War with the Imperial Dalek Faction. They were encased in grey Mark One Travel Machines with transparent domes.



Dalek Drones

Role: The mainstay of the Dalek Empire

Casing(s) Used: Mark Three Travel Machine, Modified Mark One Travel Machine, Mark One Special Weapon Casing, Mark Two Special Weapon Casing, Marine Casing, Spider Casing, Strider Casing.

Appearances: *The Chase, Mission to the Unknown, The Dalek Masterplan, Evil of the Daleks, Day of the Daleks, Frontier In Space, Planet of the Daleks, Death to the Daleks, Genesis of the Daleks, Destiny of the Daleks, Resurrection of the Daleks, Revelation of the Daleks, Remembrance of the Daleks, War of the Daleks, Abslom Daak: Dalek Killer, Emperor of the Daleks, The Mutant Phase, Jubilee, The Juggernauts, Death and the Daleks, Blood of the Daleks, Fear of the Daleks, Renaissance of the Daleks, The Davros Mission.*

Making up the majority of the Dalek race, drones were divided amongst the Military and Science castes. Most outsiders never saw a Dalek that was not a drone, the highest rank they would observe would be a patrol or task commander. Drones were genetically coded to be loyal to the Dalek leadership and had an inbred hatred for any life that was not a Dalek. This focus on the superiority of their own kind above all others even led to them seeing Daleks not bred to their exacting standards as impure. Such creatures were invariably exterminated before they could taint the purity of the Dalek race.

The average First Generation Dalek drone could be described succinctly:

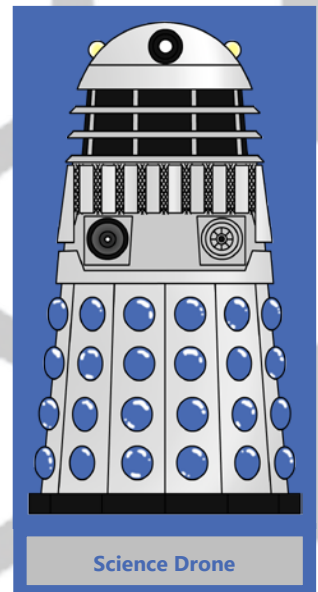
“Inside each of those shells is a living, bubbling lump of hate.”

-- The Doctor, *Death to the Daleks*, Episode 02

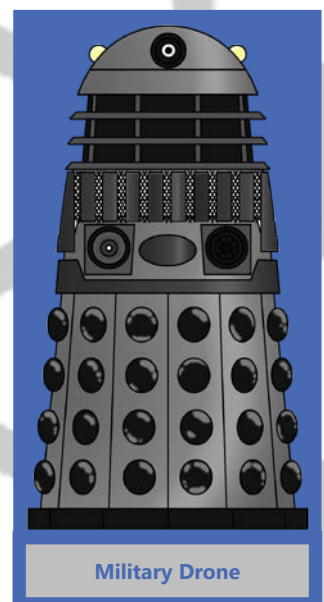
While each Dalek unit was produced from a genetic catalogue, they were also individuals. This fact was often ignored or forgotten by those they encountered, who would often be confused when Daleks disagreed with each other. This individuality was particularly evident in those Daleks placed in specialist casings, such as the Special Weapon casing or Spider Casing. Because they appeared different to regular drones, a measure of unease existed between them. The ingrained hatred of anything different emerged and disputes and prejudices resulted amongst drones in different casings. Since the creatures themselves were from the same stock, these disputes never caused a significant division within the Dalek race however.

The various drone castes were distinguished by the finish given to their casings. The enhanced intellect and more independent thought processes were reflected in the Shiny metallic finish of the Science drones. Military drones were encased in dull, matte grey casings – allowing them some measure of concealment, particularly at night. This distinction was a relic of the Kaled culture, where the military wore matte black uniforms and the scientists’ white uniforms.

Little else existed to distinguish one Dalek drone from another. Those assigned as patrol leaders were identified by coloured luminosity dischargers (usually yellow or orange) where their underlings discharged white light only. In general, science drones had blue



Science Drone



Military Drone

sensor globes about the skirts of their casings, with exploration patrols having black sensor globes. All military drones were encased in travel machines with black sensor globes.

Some drones were placed in blue domed guard and stationed in Dalek vessels and bases as sentries. Two of these, for example were stationed in the prototype Time Ship used to hunt down the first incarnation of the Time Lord known as The Doctor. Elite Guards were distinguished by their Black Domes and these were the personal guard of the Dalek Prime (or Emperor), Supreme Council members and Dalek Supremes in particularly turbulent sectors of Dalek space.

Dalek Workers

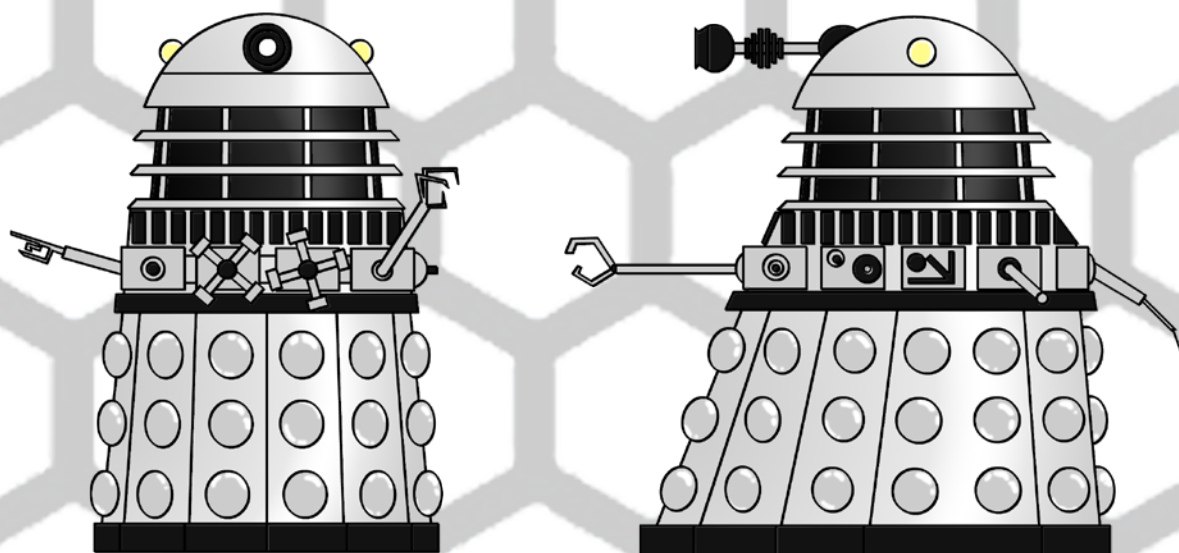
Role: Worker caste – used for construction, demolition and other tasks beneath regular drones.

Casing(s) Used: Construction Drone Casing

Appearances: None. This rank is a conjecture based on the fact that the early Daleks must have constructed vessels and other technology before they could use slave labour. There is no evidence of advanced robot worker technology on Skaro, though the Dalek Production Lines were automated.

Embryos which evidenced any minor defect were segregated and subjected to genetic engineering that limited their brain functions and enhanced their loyalty to the Dalek race. They were housed in special Construction Casings which were smaller and slighter than regular Travel Machines. These casings did not feature the usual weapon and manipulator arm combination; rather they possessed a range of tool and grappling arms which were used in the manufacture and demolition of technology across the Dalek Empire.

While there were untold millions of these drones throughout Dalek space, it was extremely rare for a non-Dalek to see one and survive. To those outside the Empire, it appeared that slaves and robot workers performed every menial and tough, labour intensive task – Daleks did not. The intelligence of these drones was reduced such that they could perform the tasks to which they were assigned with a degree of initiative, but nothing else. To all intents and purposes they became as robot workers, having their memories wiped and reprogrammed on a regular basis. Only their initiative set them above the automaton workers also utilised by the Dalek race. The workers had embedded self-termination protocols and it was not unknown for the Dalek leadership of a planet to simply terminate them rather than spend the time to load the drones back on the ships before leaving a region.



Dalek Slaves, Mercenary Forces & Allies

Role: Any non-Dalek in the service of the empire.

Casing(s) Used: None

Appearances: *Mission to the Unknown, The Dalek Masterplan, Evil of the Daleks, Day of the Daleks, Planet of the Daleks, Death to the Daleks, Destiny of the Daleks, Resurrection of the Daleks, Remembrance of the Daleks, War of the Daleks, Abslom Daak: Dalek Killer, Emperor of the Daleks.*

Daleks and slavery are synonymous. On every habited world conquered, natives who were not exterminated were herded together and used as an expendable workforce. Due to the diverse life-forms that existed within the sphere of Dalek influence, there was no such thing as a standard slave, though living and working conditions are usually horrendous for those unfortunates who found themselves “Subjects of the Dalek Empire”. The usual situation was for the Daleks to move in and conquer a planet, subjugate the native populations and immediately set them to work mining ore, stone or other minerals which could then be used to further the development of the empire. It was not unknown for Slaves to be made to turn big rocks into little rocks into pebbles for no reason other than to keep them working. Select slaves were taken off-world for key research projects or to help manufacture key Dalek facilities across the empire.



Ogrons: Dalek Servants

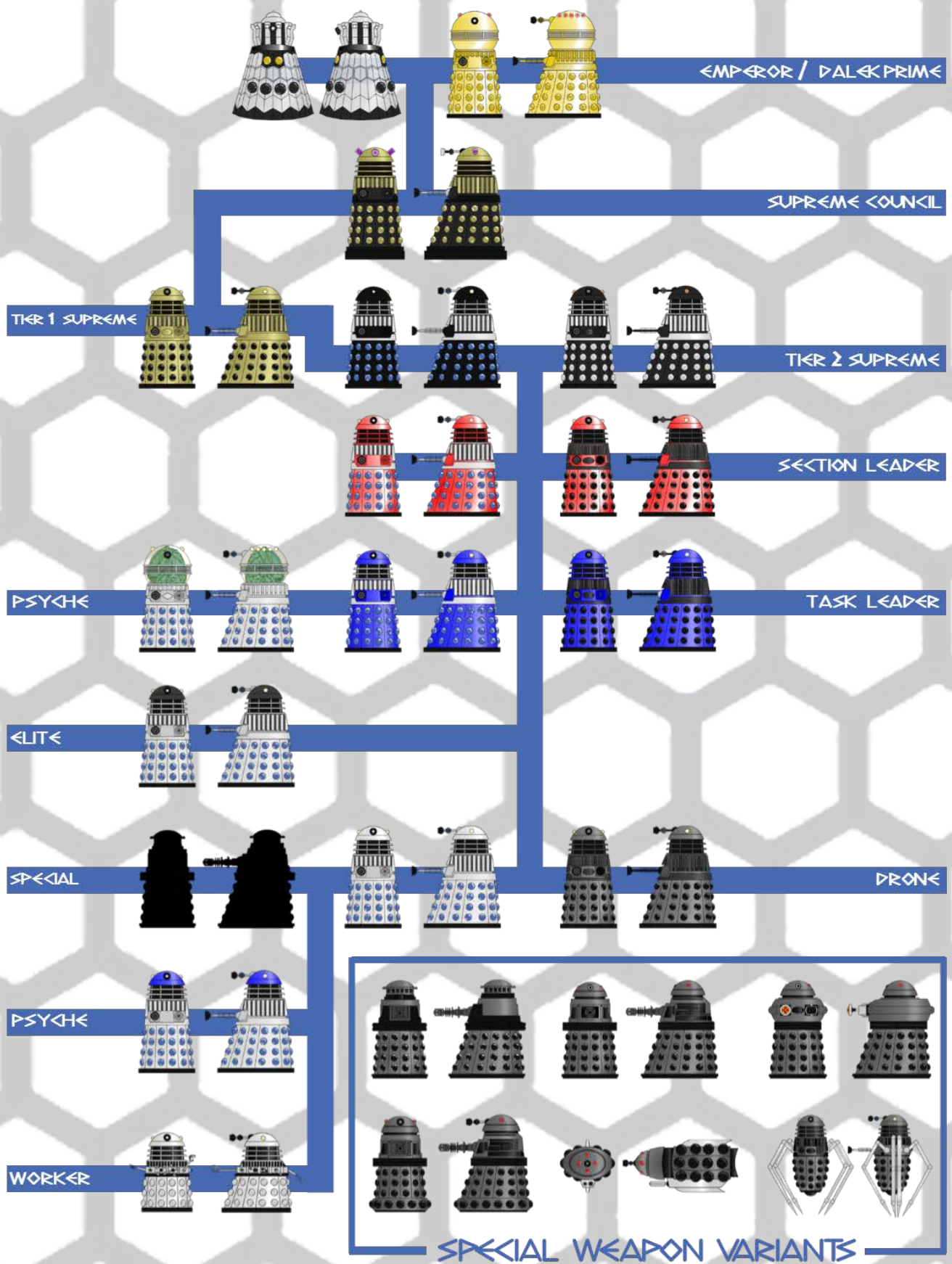
In addition to slaves, the Daleks captured hostile native life forms and converted them to their use. The Varga plant, native to Skaro, for example was seen on many planets conquered and abandoned by the empire. The monstrous Slyther, used as guard dogs by many Supreme Daleks came from an unknown planet and were known to terrorise slave workers who emerged after the curfews installed by the Daleks. As master bio-engineers, the Daleks could find a use for any life-form that could be conditioned and enhanced by their technologies. Robomen – cybernetically controlled sentients – became common sights on subjugated worlds and were used as simple patrols to maintain control of the populace. The technology used in creating robomen advanced as the empire expanded.

The Dalek Empire sometimes utilised other races as mercenary task forces. The Ogrons were witnessed on Earth in an altered timeline where an invasion was successfully completed, in the 26th century trying to brew war between Earth and Draconia and on the planet Hel in the late 26th century. In addition, the Daleks have been known to recruit mercenaries from other races when they wished to maintain a low profile.

Although all other life forms were considered inferior to the Daleks, strategic alliances were made on a number of occasions during the first Dalek Empire. Such alliances were seen as temporary events to the Daleks, even if their allies had been fooled or manipulated into thinking otherwise. The advances made during the latter days of the empire were begun with an alliance between the Daleks and members of other powers – both in the Earth’s galaxy and without.

Whilst the Daleks knew they were the superior race, they are not averse to using others in their plans where their aims could be furthered.

Hierarchy Summary



Generation 02 – The Dal Race of Daleks

Known As: Dalek Empire, Dal Daleks, Mark2 Daleks

Screen Appearances: *The Daleks*, *The Dalek Invasion of Earth*, *Power of the Daleks*

Print Appearances: *Legacy of the Daleks*

Audio Appearances: *The Mutant Phase*

Generation Overview

This short lived generation saw its origins not with the Kaleds, but with another Skarosian culture – the Dals. Thought to be extinct by the time of the Neutronic War, the Dal population had been devastated in a war with the Thals. Some Dals survived the apparent extinction and went into hiding from the other civilizations on Skaro, where they remained until after the Thal-Kaled war which corrupted the planet's atmosphere and landscape. Exposure to the pollution and radioactivity that was a result of this war caused the surviving Dals to begin a mutation process very similar to that which Davros saw as being the future of the Kaleds. These survivors happened upon an old testing ground for the Mark Two Travel Machines. There, they built the foundations of a city which would support their life within the casings – which were reliant on Static Electricity to function. These Dal Daleks survived in their metal city, unaware of their Kaled cousins buried in their tomb.

For five-hundred years they developed in their city. At the end of this time, the Dals became aware that the Thals also survived on the planet's surface and laid plans to exterminate their ancient foes. After a final confrontation with the Thals, which resulted in the deactivation of the city's power supply, the Dal Daleks were powered-down, only minimal life support functions could be maintained by the casings' limited internal power source.

Many years later, they were located by the Daleks of the First Generation and re-activated. Seen as inferior, they were used as pioneers and fitted with external power-collection discs to enable movement away from their city. The Dal Daleks were then used as the spearhead of the Dalek fleet – once they had been conditioned to be loyal to the Dalek Prime. Some special explorer units were transferred into prototype Mark Three Travel Machines, which could store a limited amount of power before requiring recharging. One such patrol crashed on the planet Vulcan and was later discovered by a Human colony. Since their genotype was never replaced, the Dal Daleks were destroyed as their numbers slowly dwindled.

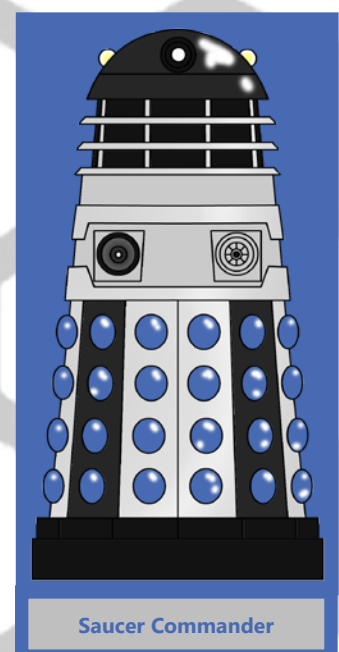
Dalek Leaders

Role: Ruling Caste

Casing(s) Used: Mark Two Travel Machine

Appearances: *The Daleks*, *The Dalek Invasion of Earth*, *Legacy of the Daleks*, *The Mutant Phase*

The Dals were ruled by a council in their metal city. These were the descendants of the leaders who founded the city and ensured that their race would survive by translating and reverse engineering the Kaled technology. There was no way for an outsider to distinguish between a regular Dalek and one higher up in their hierarchy, which consisted of several implied levels – from the council members through sector leaders to the majority of drones.



Once the Daleks of the First Generation discovered the Dals, however, they were assigned a mini-hierarchy of their own. The ruling caste was encased in either Black, or Black and Silver Travel Machines. These Daleks then became the leaders of the Dalek spearhead across the galaxy.

Although called **Dalek Supreme** and **Saucer Commanders** by their underlings, their place in the overall Dalek hierarchy was around that of a Section Leader (red Dalek) of the first generation. The Dals were not genetically identical to the Generation One Daleks and thus were deemed an impure and expendable resource. Their leaders could not be given equal standing within the empire.

Dalek Drones

Role: The mainstay of the Dalek Empire

Casing(s) Used: Mark Two Travel Machine, Prototype Mark Three Travel Machine.

Appearances: *The Daleks, The Dalek Invasion of Earth, Power of the Daleks, Legacy of the Daleks, The Mutant Phase*

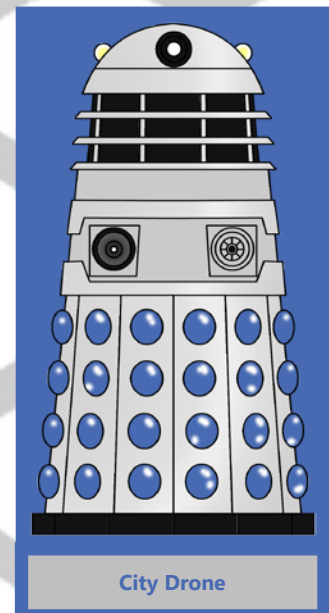
The drones of the Second Generation seemed more independent and prone to disagreement than those of the First Generation. This was primarily due to the fact that their Dal forefathers managed to alter some of Davros' conditioning modules before it became necessary to enter the casings. Despite this, a pathological hatred for the Thals and indeed any other species different to themselves managed to permeate the Dal psyche over the course of the many generations of their entrapment within the city on Skaro. While disagreements between drones occurred, a common consensus was always achieved as evidenced by the fact that not a single Dalek in the city argued that:

"The only interest we have in the Thals is their complete Extermination,"

-- Dalek Leader, *The Daleks*, Episode 03.

Additionally, universal consensus was achieved when discussing the option to turn Skaro into a planet habitable only to the Daleks.

Housed in either Mark Two Travel Machines, or in the case of certain groups re-activated by the First Generation Daleks, Prototype Mark Three casings, there was nothing to distinguish one Dal Dalek from another. Indeed to those outside of the Dalek race, there is little to distinguish a Dal descendant from a Kaled descendant, particularly those Dals encased in the prototype casing. In temperament, these drones were extremely similar to their Kaled counterparts. This became especially true following their re-conditioning and re-activation by the Daleks of the First Generation. Despite this similarity, they were viewed as expendable cannon fodder to the pure Kaled Daleks. While loyal to their own Dalek Supreme rank, they were ingrained with a deeper loyalty to the Dalek Prime – thus assuring no rebellion would occur.



Dalek Workers

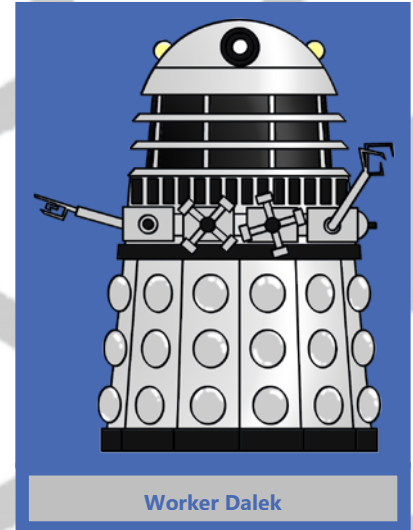
Role: Worker caste – used for construction, demolition and other tasks beneath regular drones.

Casing(s) Used: Prototype Construction Drone Casing

Appearances: None. This rank is a conjecture based on the fact that the early Daleks must have expanded the metal city beyond that which their Dal forefathers managed.

The workers of the Second Generation were actually regular Dal drones, transferred for a work period into a prototype construction casing. The Dal mutant could survive for long enough to be transferred under controlled conditions from one casing to another. As such, the Dalek city encountered by the Doctor on his first visit to Skaro was the result of centuries work, building from the Kaled testing ground, through the beginnings of the city created by the Dals before they were encased in travel machines and finally completed by the encased Dal workers.

The prototype casings looked identical to the finished versions used by First Generation workers, but were reliant on recharging after a relatively short period. For more information about the casing, refer to the Designs section of this document.



Worker Dalek

Dalek Slaves

Role: Any non-Dalek in the service of the empire.

Casing(s) Used: None

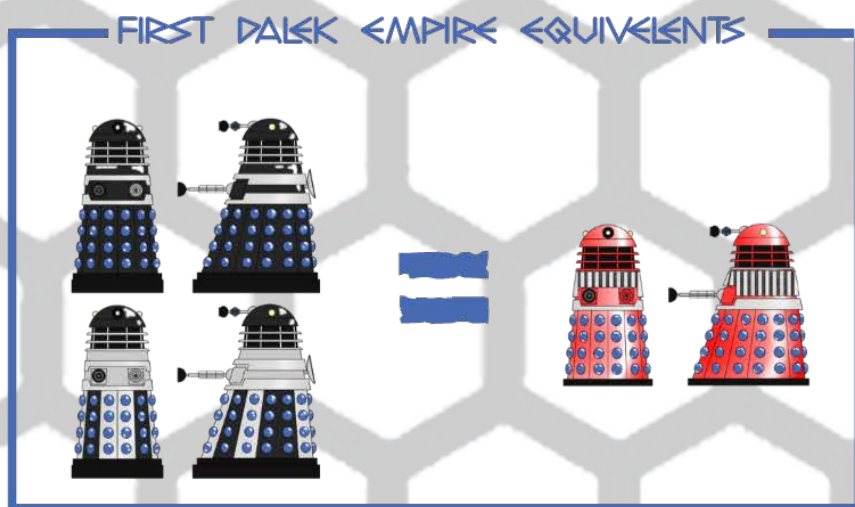
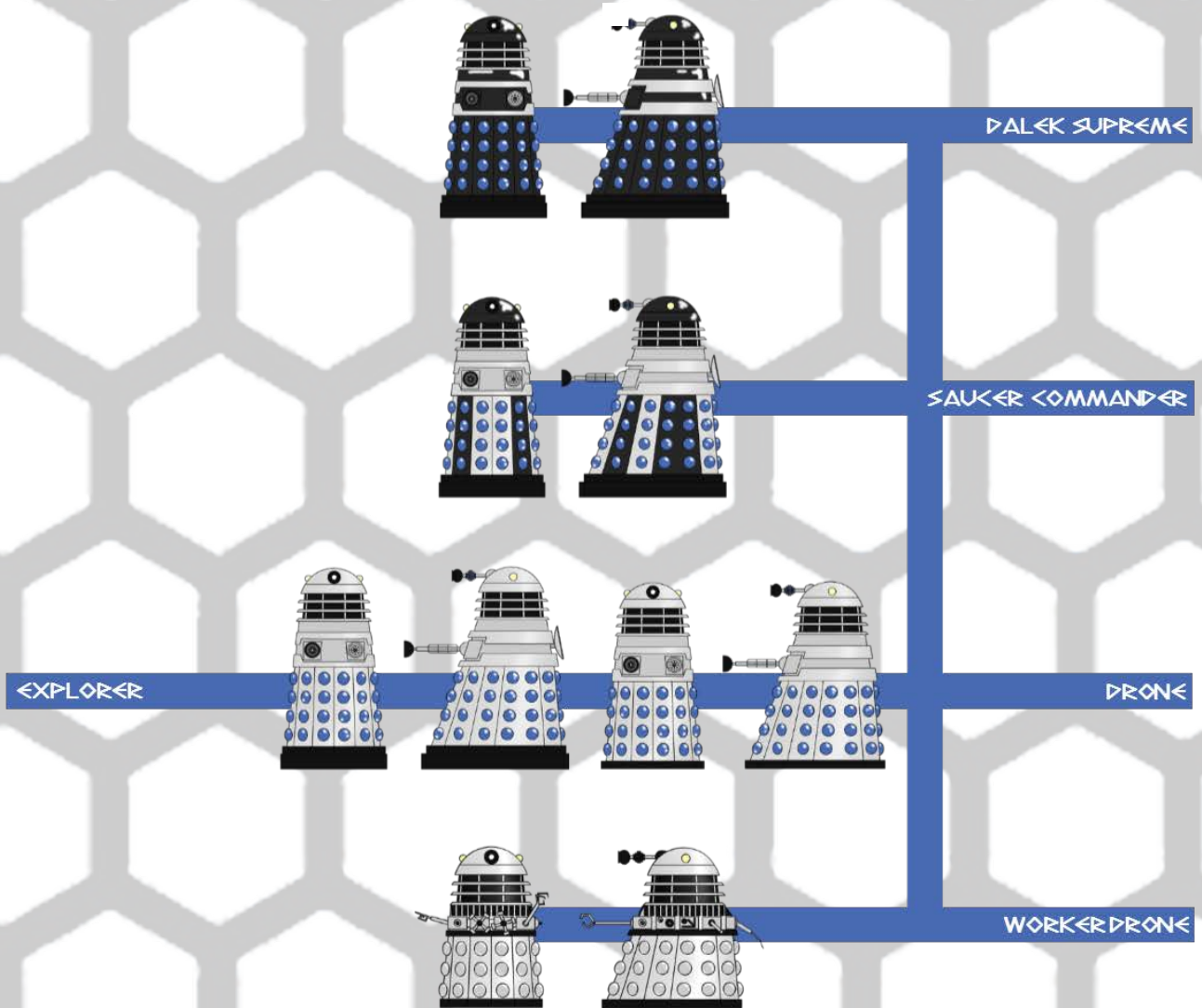
Appearances: *The Dalek Invasion of Earth*

As the vanguard of the Dalek Empire during its earliest days, the Generation Two Daleks employed the same mentality and philosophy towards non-Daleks as did those of the first generation. Any non-Dalek life encountered was subjugated and put to work in mines and construction facilities across the growing sphere of Dalek influence in the galaxy. Robomen were utilised more frequently by the Second Generation Daleks as there were fewer of them involved in the initial planetary occupations and a reliable guard force was needed. By the same token, Varga Plants, Slythers and other predators were seeded on planets shortly after the Dalek spearheads arrived.



A Robotised Dalek Slave

Hierarchy Summary



Generation 03 – The Imperial Dalek Faction

Known As: Imperial Dalek Faction, White (Cream) Daleks (By Outsiders), Ven-Katri Davrett (By Generation One Daleks during civil war).

Screen Appearances: *Revelation of the Daleks, Remembrance of the Daleks*

Print Appearances: *Emperor of the Daleks*

Audio Appearances: *The Juggernauts, Terror Firma*

Generation Overview

The third generation to make their appearance were the Cream and Gold liveried Daleks created by Davros to supplant his earlier creations. The First Generation Daleks had proved to be unloyal to Davros who thought that as their creator he should be their undisputed leader. Davros began plans to construct a new race of Daleks, with himself at its head. Having heard of Dalek defeats from the Doctor during their first encounter, and seen first hand the race's limitations in the Movellan war, Davros decided a new Dalek race was required to take the rightful place as the supreme power in the universe.

Davros' plans began when he was "rescued" by Dalek forces from the prison station on which he was kept in suspended animation by the Earth government. The first stage of his plan involved the subversion of those Daleks directly involved with his rescue. These subverted Daleks were destroyed, however and Davros himself became infected with a virus created by the Movellans to target the creatures within the Dalek casing. Being genetically similar to a Generation One Dalek (they were after all created from Kaled mutations), the virus targeted Davros. His life support systems kept him alive long enough for his advanced knowledge of genetics to produce an anti-virus and recover. The fact that the virus existed as a threat to his children led Davros to realise that his new Daleks could not be descended from Kaled stock – new source materials needed to be located.

Initially, this generation were housed in re-coloured Mark Three Travel Machines created from a custom Bonded-Polycarbide material made to resemble Dalekanium in its properties. Following the Necros incident, however, Davros re-designed the casing somewhat. The new and improved Mark Four Travel Machine featured a slightly more streamlined design, enhanced power cells and a modified manipulator arm that allowed quicker interface with a variety of computer systems amongst other refinements. The creatures within these Machines were genetically altered from other races by Davros, programmed with typical Dalek philosophies and morals and an unwavering loyalty to their creator.

Dalek Leaders

Role: Creator and Emperor of the Imperial Dalek Faction

Casing(s) Used: Modified Kaled Mobility Chair, Modified Mark One Travel Machine – "Emperor" Casing

Appearances: *Revelation of the Daleks, Remembrance of the Daleks, The Juggernauts, Terror Firma, Emperor of the Daleks*

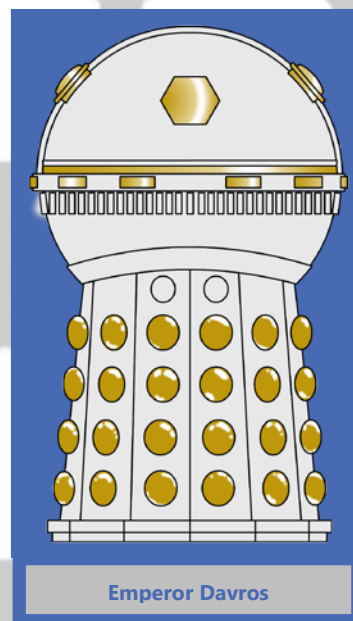
Having accepted that his original Dalek creations were inherently flawed – primarily, they would not accept his supremacy over them – Davros realised that a new race of Daleks was required to ensure his creation lived on to dominate the known galaxies. In order to ensure their success, Davros determined that he would have to rule them himself; his ego would allow

no other solution. All future Daleks would be programmed to obey the **Emperor Dalek**. Davros was to be the Emperor – ergo, they would obey Davros.

Following the Necros incident, Davros managed to escape from his creations clutches during his trial (aided by The Doctor) and began production of an army in secret on the planet Spiridon. He ensured that each was pre-programmed to obey him as their emperor and began to adopt the title himself. In order to further protect his intellect, Davros began to design and develop a Mark One Travel Machine to new specifications.

During the conquest of Skaro, Davros' mobility chair was destroyed and his underlings quickly constructed a casing based on this design to house the remnants of their emperor. The casing offered far more protection than the mobility chair for Davros' remains but he began to think that only his intellect mattered – his body was a mere shell. In this form, the name Davros slowly fell from use, beginning a spiral of insanity that would ultimately lead to a split personality and the subversion of the Davros identity.

It seems that Davros maintained direct control of all elements of his Empire's development and tactical deployment himself. This burden on his mind may have helped his slide into schizophrenia.



Dalek Drones

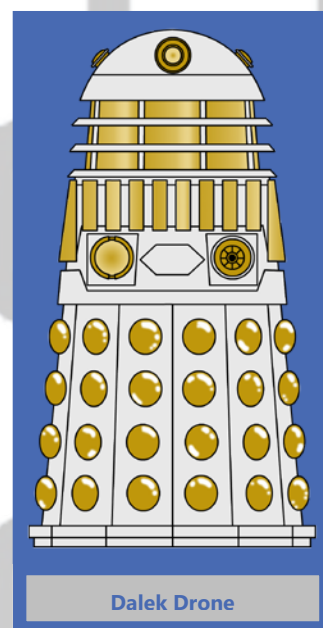
Role: Rank and file Daleks units.

Casing(s) Used: Mark Three Travel Machine, Mark Four Travel Machine, Mark One Special Weapon Casing, Spider Dalek Casing.

Appearances: *Revelation of the Daleks*, *Remembrance of the Daleks*,

The Juggernauts, *Terror Firma*, *Emperor of the Daleks*

The fact that the original Daleks had been confounded by the Movellan Virus convinced Davros that an entirely new breed of Dalek Mutant needed to be created. As such, initial plans to subvert the existing Daleks to his will were rejected in favour of creating a whole new species of Dalek. Finding his way to the planet Necros, Davros began research using the nearly departed residents of Tranquil Repose. Those suitable were subjected to experimentation, mutation, genetic enhancement and psychological conditioning – the results being new and improved Dalek mutants. Originally encased in Standard Mark Three Travel Machines, these new Daleks were resplendent in Imperial colours of cream and gold.



Davros managed to construct an army of Imperial Daleks totally loyal to him. The mutants inside the casings were different to the original Daleks and thus seen as impure by the Daleks of the First Generation. This perception was the truth, as the Imperial Dalek Faction was populated by mutants derived from various genetic source materials – the very definition of Impure to the conditioned Daleks. Some time after the Hand of Omega destroyed Skaro, Davros created an army of Daleks on Earth from Human stock. His genetic genius enabled Davros to create a template that was universal, however and each Dalek in his Empire was virtually

identical to the others despite the disparity of their various source materials. In addition, the ranks were swelled by a cloning programme – as with other Dalek generations.

The drones of the Third generation were not segregated into castes. Each Dalek had exactly the same genetic makeup and knowledge fed into their systems, allowing any Dalek to take on any role. The only apparent variations between Daleks of the Third Generation were in the casings to which the creatures were assigned. The Special Weapon units were led by the “Abomination”. This creature was the first mutant to be encased in a Special Weapon Casing. Due to a flaw in the casing’s design, it became increasingly irradiated and was driven insane. During an early conflict in the Dalek Civil War, it joined Davros’ forces and ultimately led a number of other Special Weapon units, themselves encased in improved Special Weapon casings. In addition to Special Weapon casings and Mark Four Travel Machines, a Scout Casing was reported as being in service. This featured a wider base and enhanced motive and sensory power. The weapons system on this model was distinctly less powerful however.

Non-Dalek “Associates”

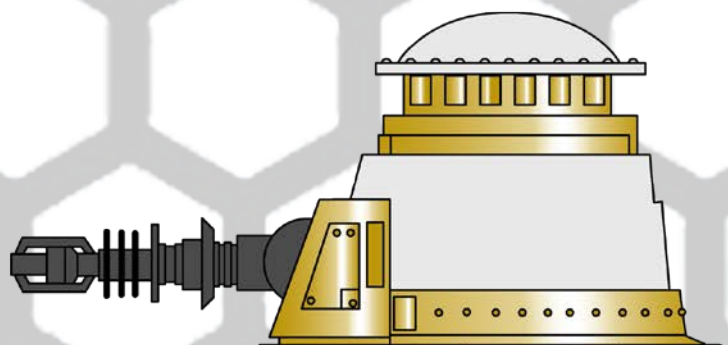
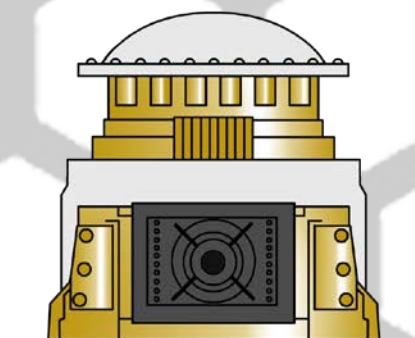
Role: Non-Dalek beings in the service of the Imperial Dalek Faction

Casing(s) Used: None.

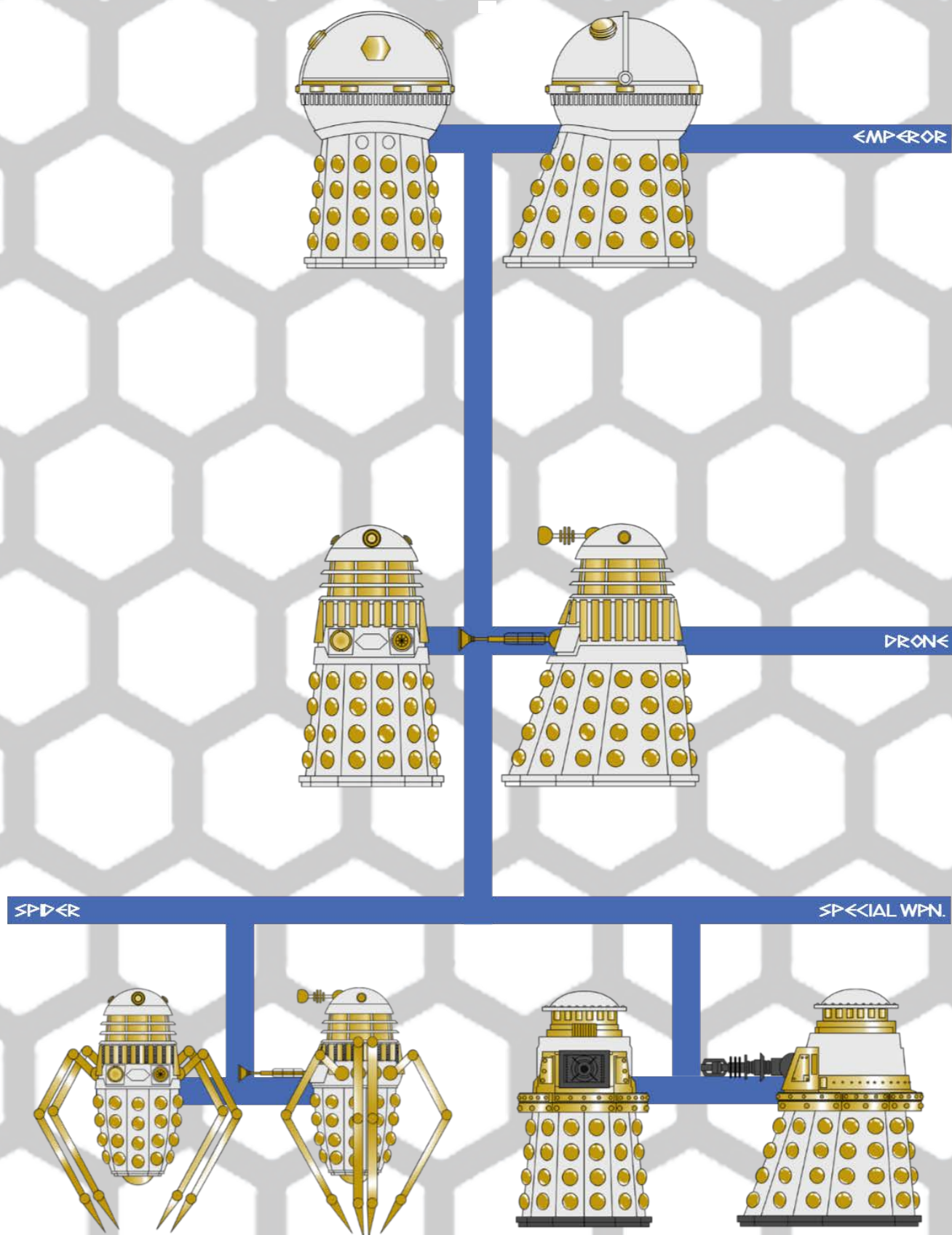
Appearances: *Revelation of the Daleks, Remembrance of the Daleks, The Juggernauts, Terror Firma, Emperor of the Daleks*

Like all Dalek generations, the Imperial Faction made use of other beings and technology to carry out tasks that are beneath the Daleks themselves. Agents were either willing accomplices to Davros’ goals or controlled using technology based on the Roboman concept. The control used by the Imperial Faction was enhanced, and only a small ear chip was required to maintain contact with the agent. The agent was allowed an element of free-will where this did not have an adverse effect on the goals of the Daleks or their Emperor. These agents could be terminated at a moments notice by their controllers.

Most construction and maintenance work within the Imperial Faction was performed by automatons designed to Davros’ exacting specifications. These came in many shapes and sizes depending on their individual purpose. For heavy duty work, the ever-present Slave workforce was available. In the early days, when building his forces in secret, Davros was willing to make allegiances with various parties in order to further his aims. These allies were soon subjugated and their assets seized by Davros to enhance his new Dalek Empire.



Hierarchy Summary



Generation 04 – The Second Dalek Empire

Known As: The Dalek Empire, Second Dalek Empire (Historical Accounting), Great Dalek Empire (Historical Accounting)

Screen Appearances: None

Print Appearances: None

Audio Appearances: *The Genocide Machine, The Apocalypse Element, Time of the Daleks, Dalek Empire 01, Dalek Empire 02, Dalek Empire 03, Dalek Empire 04, Return of the Daleks* **NB:** *Most of the Big Finish audio plays are from this generation – they will be added as I place in the timeline!*

Generation Overview

The destruction of Skaro by the Hand of Omega led to the closing phase of the Dalek Civil War. With Davros' power base destroyed and Davros himself stranded in an escape pod at an unknown location in space and time, the Loyalist Daleks routed the remaining Imperial Daleks and exterminated them.

A new Emperor was gestated from stored genetic material of the old Emperor and given access to all Dalek records. This new Emperor realised that in order for the Daleks to survive, they needed to be focussed and willing to learn from past mistakes. This change in philosophy enabled the Daleks to spread out once more, complex and devious plans were developed that would further the goals of the Dalek race and lead them towards their goal of universal domination. This marked the beginning of a new Generation for the Daleks.

Having destroyed Davros' initial uprising and with Skaro uninhabitable, a number of old Dalek bases were reactivated and the power base was spread across these so as to minimise the possibility of a single strike destroying the entire Dalek leadership. The Emperor designed an improved version of its "Emperor" casing and made the process that transferred him to the smaller "Prime" casing even more efficient.

As its new base of operations, a mobile location was chosen – a virtually impregnable Dalek Kill-Cruiser much larger than the norm. From here, the Empire could be monitored and the Emperor could travel where required. An early priority was the location of Davros. Reports arrived of a Dalek fleet leaving the vicinity of Earth's Solar System. The Emperor mounted a task force which caught these "human" Daleks unawares and totally destroyed them. Davros' fate is unsure; however it is unlikely the Emperor would waste a scientific resource of this calibre.

Before launching spearheads for invasion, the Emperor made sure sufficient forces were available to wipe out any opposition. No longer assured of their own infallibility, the Emperor instigated a programme of research which resulted in augmentations for itself and other Dalek mutants, together with enhancing the Mark Three Travel Machines that protected the majority of their forces. Research into Time Travel began in earnest once more. This generation came to an end following a second invasion of Earth's galaxy. It seemed to most that the Daleks just vanished. In truth, they were preparing for their next offensive – this time against Gallifrey and the Time Lords.

Dalek Leaders

Role: Ruling Elite of the Empire

Casing(s) Used: Mark Three Travel Machine, Modified Mark Three Travel Machine, Modified Mark One Travel Machine

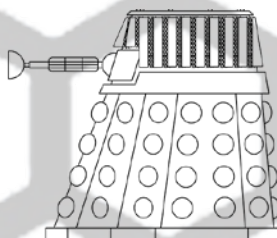
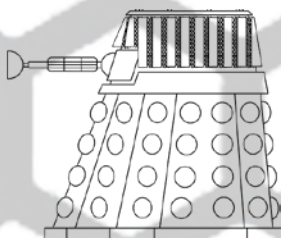
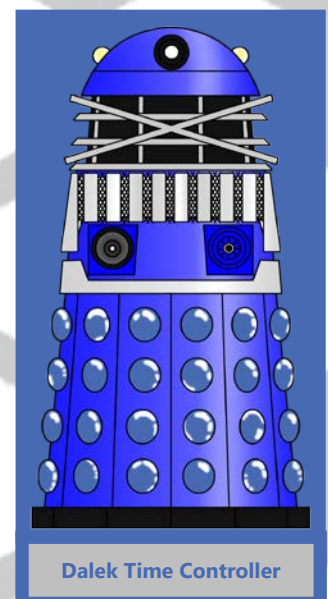
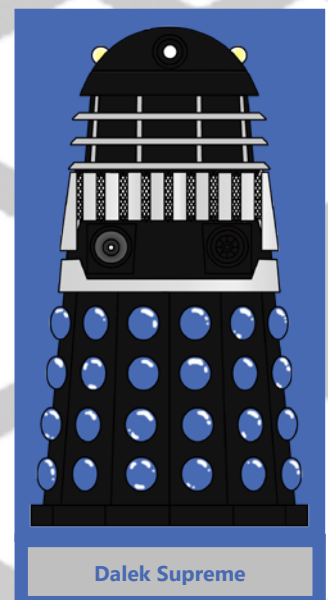
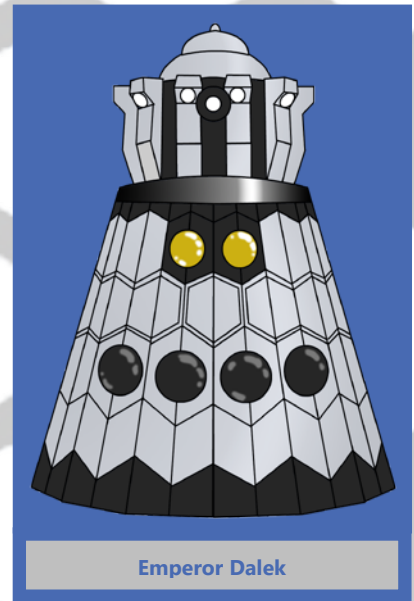
Appearances: *The Genocide Machine, The Apocalypse Element, Time of the Daleks, Dalek Empire 01, Dalek Empire 02, Dalek Empire 03, Dalek Empire 04, Return of the Daleks*

In order to ensure the Empire's success, the **Emperor Dalek** determined that there must be one over-arching decision maker and that the time of the Supreme Council was at an end. The surviving members were gathered together and exterminated. The Emperor based itself on the Dalek flagship and was accompanied at all times by a phalanx of Elite Guards. Over the course of the second Empire, improvements were made to Dalek technology and all of these were implemented on the Emperor's casing first, ensuring its place at the top of the Dalek hierarchy.

As the Dalek population was rebuilt, the **Dalek Supreme** rank became of paramount importance to the Empire. These black Daleks now reported directly to the Emperor. Other than this change, their role remained the same – sector, planetary and regional governors as well as generals for the Dalek military might. Encased within their modified Mark Three Travel machines, it seemed to non-Daleks that Dalek Supreme was the top level of the Dalek command structure. Reference was often made to “*the* Dalek Supreme”, which added to the perception that there was only one such Dalek. This was a deliberate subterfuge instigated by the Emperor to ensure that his existence was never confirmed by the enemies of the Daleks.

The mid level red cased **Section Leader** rank also remained in operation throughout the course of the Second Dalek Empire. As with the Dalek Supreme rank, their roles and responsibilities were equivalent to their predecessors in the First Empire.

This generation also saw the Daleks beginning to utilise more “individual” Daleks in key positions. Daleks such as the Black and Gold **Dalek Inquisitor** (also known as Dalek X) and the **Dalek Time Controller** in its specially adapted blue casing rose to prominence in the Empire.



Dalek Drones

Role: The mainstay of the Dalek Empire

Casing(s) Used: Mark Three Travel Machine, Mark Two Special Weapon Casing, Marine Casing, Airborne Special Weapon Casing, Spider Casing, Strider Casing.

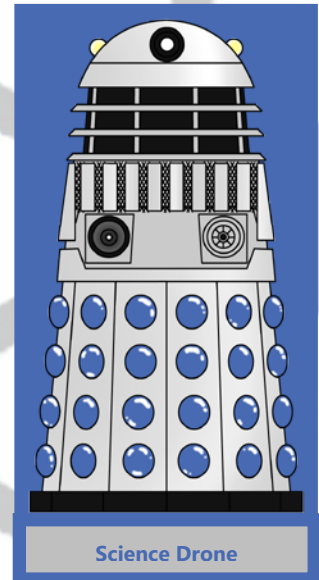
Appearances: *The Genocide Machine, The Apocalypse Element, Time of the Daleks, Dalek Empire 01, Dalek Empire 02, Dalek Empire 03, Dalek Empire 04, Return of the Daleks*

The standard Dalek drone of the Fourth Generation was virtually identical to its counterpart from the First Generation. The main difference was that the drones were enhanced with increased analytical capabilities. This enabled drones to operate more independently on the battlefield or in the laboratory if their superior had been eliminated. The Science / Military split within the ranks of drones was maintained during the Second Dalek Empire, each mutant being assigned to the relevant caste as it emerged from the embryo chambers scattered around the Empire. Due to the colonisation of the Seriphia Galaxy, there were billions more Dalek drones at any one time than there were during the time of the First Empire, providing an almost limitless Dalek force to carry out the Emperor's will.

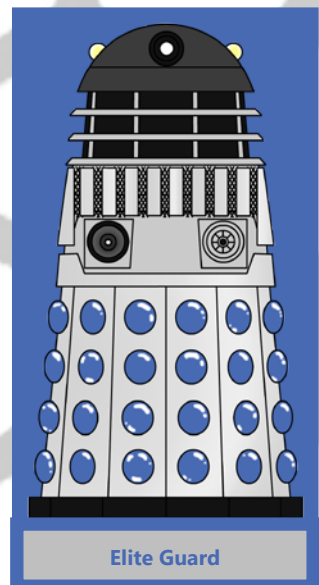
Following the Civil War, racial purity became an even stronger part of the Dalek breeding process. The barriers between the castes were weakened by the knowledge that all Daleks are pure and that there was no division in thought or purpose. The Emperor's will was the will of the empire – the drones were the tools with which the will is carried out. However, the Daleks were not above using non-Kaled genestock as raw material for new Drones. Advances in genetics meant that they could convert any genetic material into a pure Dalek genotype.

Due to advances in Dalek technology, the standard Special Weapon Dalek casing became a rare, but feared sight during the time of the Fourth Generation. Improvements in motive units have rendered the Spider casing obsolete, and the massive Strider was also phased out during this time. Standardization and improvement of the base Travel Machine became the hallmarks of the Second Dalek Empire. Psyche Daleks were no longer produced as high ranking Daleks were capable of controlling robotised slaves, duplicants and other controllable resources.

The Emperor maintained a group of Elite Guards with their black domes in his presence but the regular guard Dalek gradually phased out of service as more versatile regular Drones took up sentry roles in Dalek installations and fleets.



Science Drone



Elite Guard

Dalek Workers

Role: Worker caste – used for construction, demolition and other tasks beneath regular drones.

Casing(s) Used: Construction Drone Casing

Appearances: None. This rank is a conjecture based on the fact that there would be a continued need for construction and development by loyal Dalek servants to reduce the chance of sabotage by disgruntled slaves. Workers able to think more creatively than robots would be required for much of this work.

The expansion of the Dalek race into the Seriphia galaxy saw the worker caste expand in size as a vast amount of labour intensive tasks were required to transform an entire galaxy into the Dalek image. Vast hordes of workers followed the spearheads across the galaxy. These worker drones remain unchanged from those of the First Generation, maintaining their smaller casing design and under-developed intellects. A number of Task Leaders were diverted into the expansion sector of the empire. These were given direct control of the Workers and the increasing numbers of automatons used in the construction of the Empire.

Dalek Slaves

Role: Any non-Dalek in the service of the empire.

Casing(s) Used: None

Appearances: *The Apocalypse Element, Time of the Daleks, Dalek Empire 01, Dalek Empire 02, Dalek Empire 03, Dalek Empire 04, Return of the Daleks*

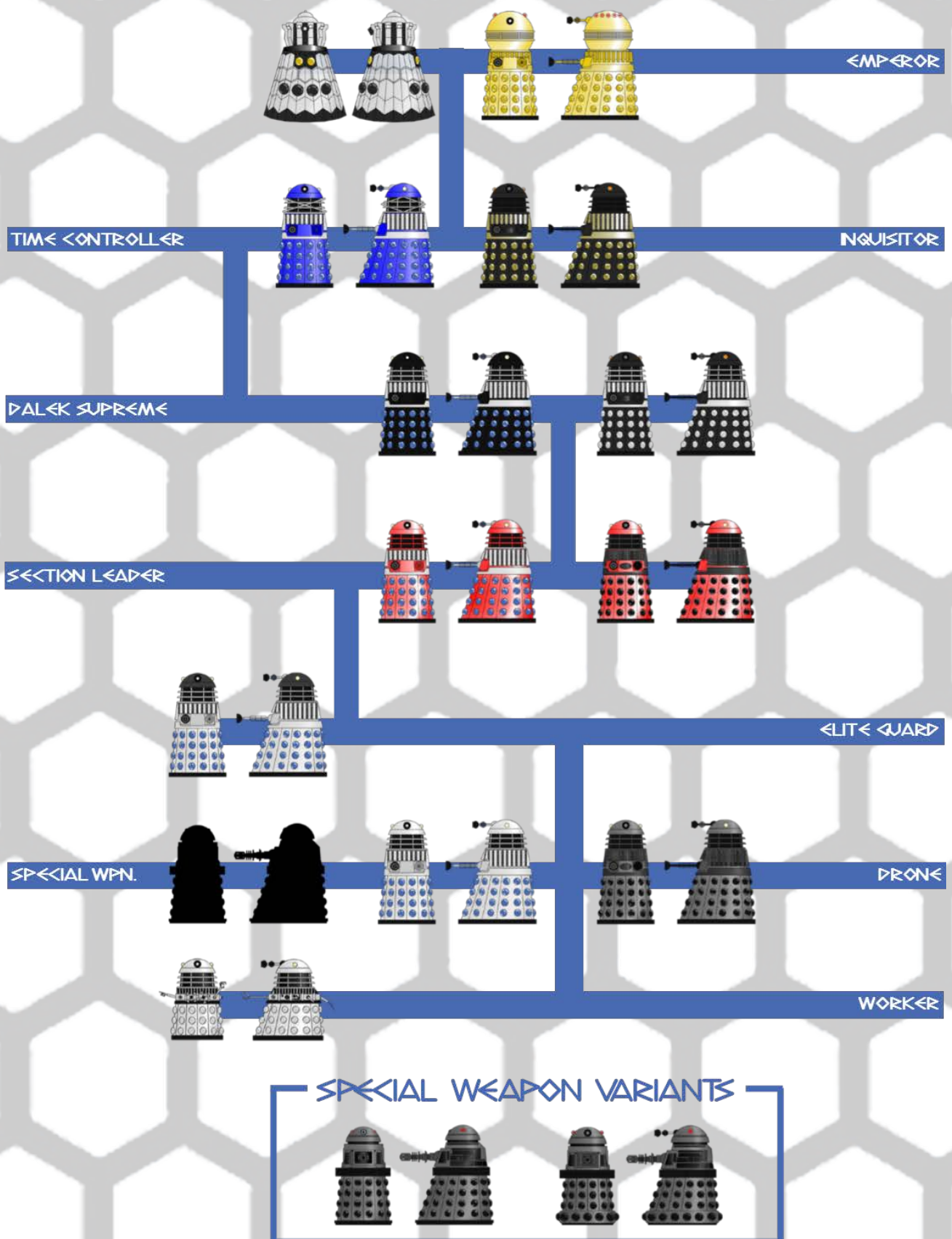
Slavery remained as important to the Dalek Empire as always. The native inhabitants of the Seriphia Galaxy were all subjugated by the Daleks and knew no other life. In the Dalek advance into Earth's sphere of influence, one slave became particularly important to the empire's advance. Susan Mendes explained to her captors the need for regular food and rest for the slave workforce. Given these, workers would remain efficient – particularly if they were given hope.

The Emperor Dalek “promoted” Susan and gave her an escort of subservient drones at all times. She travelled the conquered worlds of Earth's galaxy, spreading a message of hope to the other slaves and increasing productivity by a large margin. Acts of sabotage became increasingly less frequent as the “Angel of Mercy” visited planet after planet. Her efforts to bring life and hope to the slaves of the Empire drew the attention of Earth's military command, which initially sent missions to try and assassinate her. All these were thwarted, and after a while, such attempts halted. No Dalek beneath the Emperor knew that this was because a hidden message of rebellion was being spread as Mendes toured.



Susan Mendes – The Angel of Mercy

Hierarchy Summary



Generation 05 – Daleks of the Time War

Known As: The Dalek Empire, Second Dalek Empire (Historical Accounting), Great Dalek Empire (Historical Accounting), Daleks of the Time War (Historical Accounting)

Screen Appearances: *Dalek, Army of Ghosts, Doomsday, Daleks in Manhattan, Evolution of the Daleks, Day of the Doctor*

Print Appearances: *I am a Dalek, Prisoner of the Daleks, Engines of War*

Audio Appearances: None

Generation Overview

During the course of invasion into Mutters Spiral, a new Emperor was gestated by the Dalek Supreme that had temporarily assumed control of the Empire and instigated the invasion. The new Emperor's first action was to review the last few thousand years of history. Analysis of this history led the Emperor to decide that in order to become the supreme power in the cosmos, one race above all others must be destroyed.

The seeds of the Last Great Time War had been planted before the Daleks were even created and several skirmishes had already taken place between the two races, including an aborted attempt to exterminate the Time Lord High Council using duplicants of the Ka Faraq Gatri and his companions and the Apocalypse Element incident, which resulted in the re-creation of the Seriphia Galaxy. Time Lord agents had repeatedly been involved in thwarting Dalek plans over the course of the millennia, the Time Lords had even gone so far as to try and avert the creation of the Dalek race.

This fact proved to the Emperor that the so called Lords of Time considered them a true threat. All Dalek units were recalled to the Seriphia galaxy and an intensive research programme began to refine the Daleks own Time technology. This included not only technologies that helped make travel through time easier, but also weapons and defences that may be required during a war with a race that had mastery of time for millions of years.

Under the direction of the Emperor Dalek, a new outer casing was designed. Bulkier, more heavily armoured and with advanced manoeuvrability, the Mark Five Casing was designed to withstand even the technology of the Time Lords. These casings featured the pinnacle of Dalek engineering, allowing complete autonomous flight, vast amounts of fire power and unparalleled defensive measures.

This generation was almost entirely wiped out during the Time War. There were a few survivors of the War – some Dalek drones were thrown through the vortex and the Cult of Skaro escaped with a captured Time Lord Prison Ship into the Void between universes, for example.

The Cult of Skaro re-emerged into the universe during the early twenty-first century in the city of London on planet Earth. Here they attempted to release the prisoners from the captured ship in order to re-vitalise the Dalek Empire. During the course of this event, they came into conflict with not only the forces of Earth, but also The Doctor and primitive Cybermen from another universe. Ultimately, the Ka Faraq Gatri managed to defeat the Cult – sending all the Daleks back into the Void. The Cult of Skaro managed to escape by instigating an emergency temporal shunt that nudged them out of danger.

Dalek Leaders

Role: Ruling Elite of the Empire

Casing(s) Used: Mark Five Travel Machine, Time War Emperor Casing

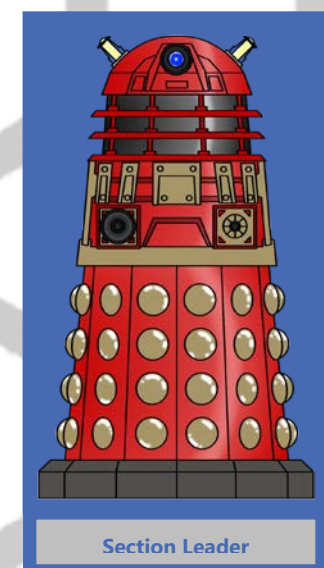
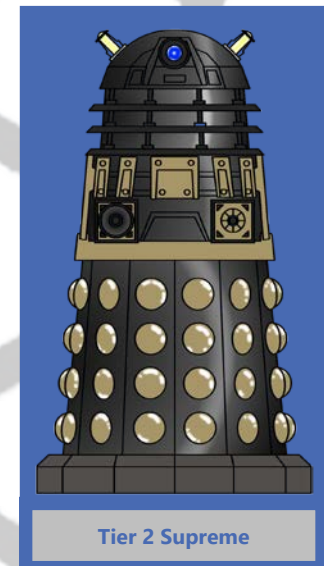
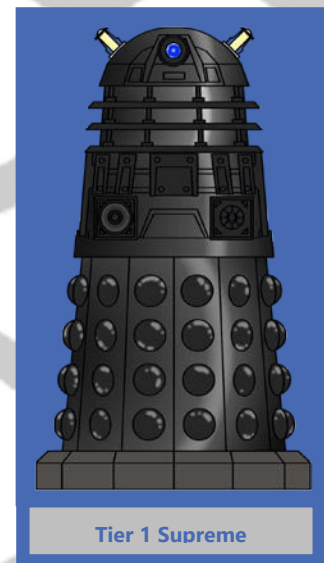
Appearances: *Parting of the Ways*, *Army of Ghosts*, *Doomsday*, *Daleks in Manhattan*, *Evolution of the Daleks*, *Engines of War*. Dalek Supreme, Section and Task Leader ranks are all conjectural.

The **Emperor** realised that a strong chain of command would be necessary to maintain order over the intellectually enhanced drones. To this effect, the previous hierarchy was maintained and loyalty to it was reinforced in the conditioning of the Dalek race as a whole. The Emperor was encased in a new, large but mobile casing that could be linked directly into the command network of his massive flagship, or into those of other Dalek Strongholds. The mutant itself could be clearly seen in its life-support module, allowing the Emperor to see those it addressed directly as well as through the massive, advanced technological eye stalk adorning its great dome section.

At the top level, the casings of the **Dalek Supreme** ranks were altered as the Gold casings were no longer easily distinguishable from their bronze underlings. Instead, an entirely black casing was produced. The Casings of the lower rank Dalek Supreme were primarily black, with bronze sensor globes. In every other respect, their function in the empire remained the same as had been the case in the preceding Generations.

Beneath the Supreme ranks, **Section Leaders** were housed in casings that were red, with bronze sensor globes housed on the skirting. Black domed elite guards remained an ever-present part of the upper-ranks defences. As with every level of the Dalek Empire, each of the command levels was enhanced with increasing intelligence, better computer systems and increasing levels of independence. This independence only extended to furthering the Emperor's goals however.

The Emperor realised that to successfully wage war against the Time Lords, the Daleks would need a mind capable of independent thought and pure genius. To this end, Dalek science units are tasked with the construction of a new mobility chair based on current Dalek technology into which a clone of **Davros** could be placed. The mobility chair contained a number of failsafes and destruct mechanisms that were keyed directly to the Emperor. At the first sign of tampering, Davros would be exterminated once more. As it transpired, these failsafes were unnecessary as Davros was keen to see his creations assume their place as the supreme beings.



Creating a group of such Daleks meant that the loss of one would not leave the Daleks as vulnerable as had the loss of Davros. Designated the “**Cult of Skaro**”, members were engineered beyond even the Dalek Supreme level of intelligence and true independent thought was given to them. This allowed them to think creatively and suggest strategies to the Emperor that would never otherwise be considered.

As such, the members of the Cult were beyond the Emperor itself in some ways. Although maintaining an internal command structure, with Cult Supreme Daleks being in overall command, the cult operated on a more democratic system. Each member of the Cult chose a name for itself. This independence, free will and loyalty to the Dalek race made the Cult the most formidable weapon in the Empire’s arsenal.

The Empire included other such elite groups. **The Eternity Circle** for example were Blue and silver cased Daleks in overall charge of the development of new weapons to be deployed during the war. Individuals such as the **Dalek Time Controller** also remained in operation during the Time War.

Dalek Drones

Role: The mainstay of the Dalek Empire

Casing(s) Used: Mark Five Travel Machine

Appearances: *Dalek*, *Doomsday*, *Day of the Doctor*

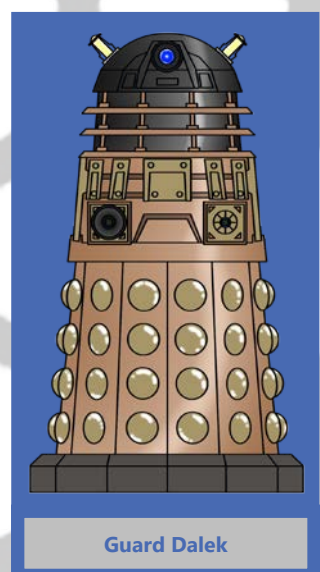
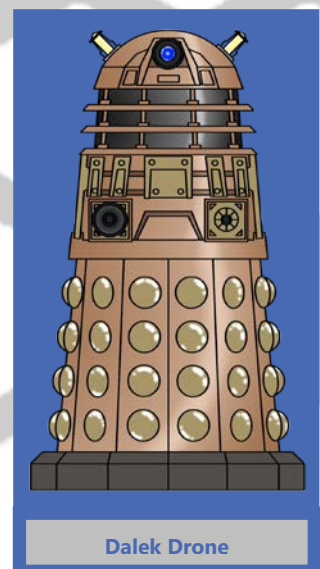
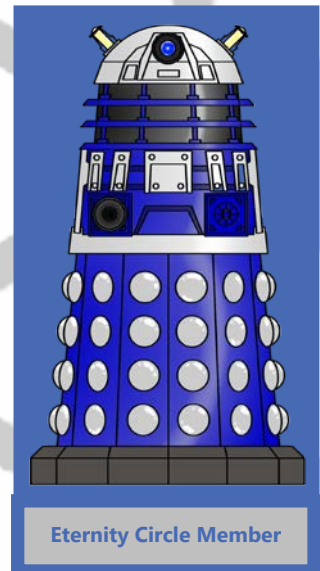
Superior in every way to previous Dalek drones, those of the Time War were enhanced to genius level. This was deemed necessary in order to defeat opponents in a war in which time itself could be a weapon. The Emperor ensured that all his soldiers of the military caste were obedient, to the extent that they often became lost without standing orders to follow. Science Drones maintained a certain level of independence. All drones were encased in the newly developed Mark Five Travel Machine which offered full flight capability and resistance to not only normal weapons but also limited protection against temporal ones. All Daleks were encased in Bronze casings, with the Dalek’s caste and identifier indicated by symbols on the front of the Dalek dome, beneath the eye-stalk.

On his first encounter with a Dalek since the Time War, the Doctor summarised a Dalek drone to its captors as:

“A nightmare. It’s a mutation. The Dalek race was genetically engineered. Every single emotion was removed except hate.”

- The Doctor, Dalek

The nature of the Mark Five Travel Machine eliminated the need for any Special Weapon Casings. Each drone became a literal tank, capable of holding their own against any foe. The drones of the Time War were ultimately destroyed by the actions of the Time Lords,



particularly those of the Doctor. Despite this, a number of stranded drones survived, scattered throughout time and space. One such drone crashed on Earth and was passed from collector to collector before being experimented on and tortured in Nevada, USA by Henry Van Statten. This lone survivor encountered the Doctor and became genetically corrupted by his travelling companion. Ultimately it committed suicide. Another was sent to Earth's past during the War to spread the Dalek Factor. This plan was also defeated by the Doctor.

Other Elements of the Empire

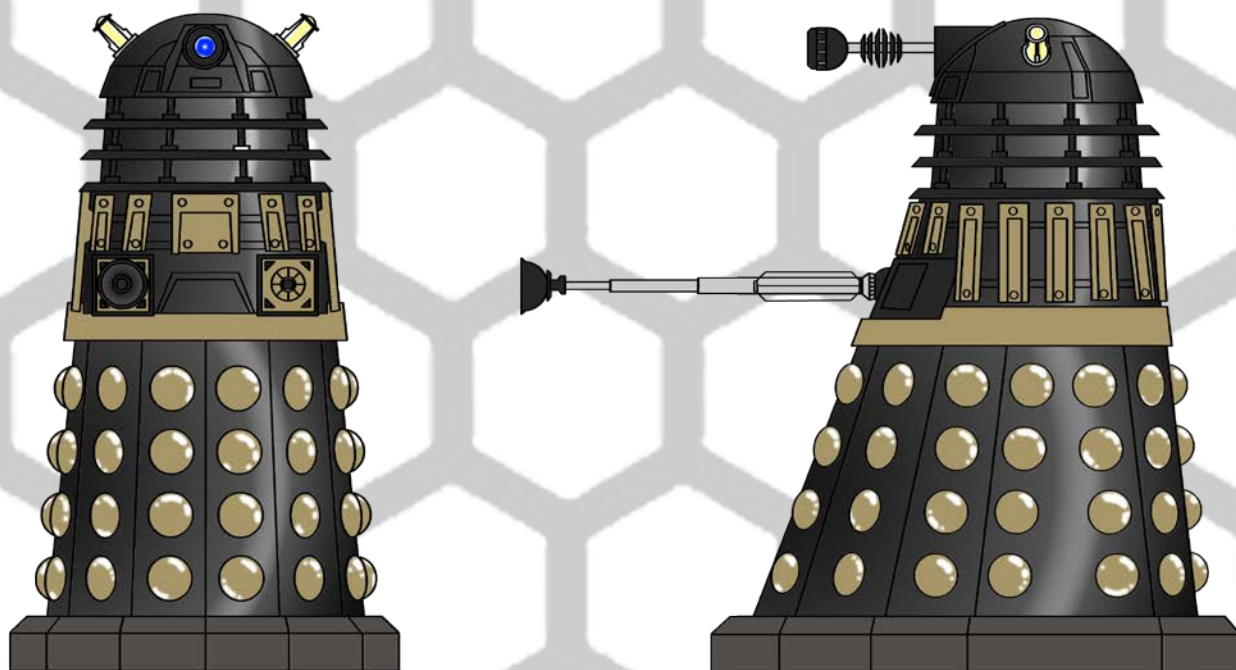
Role: Any non-Dalek in the service of the empire.

Casing(s) Used: None

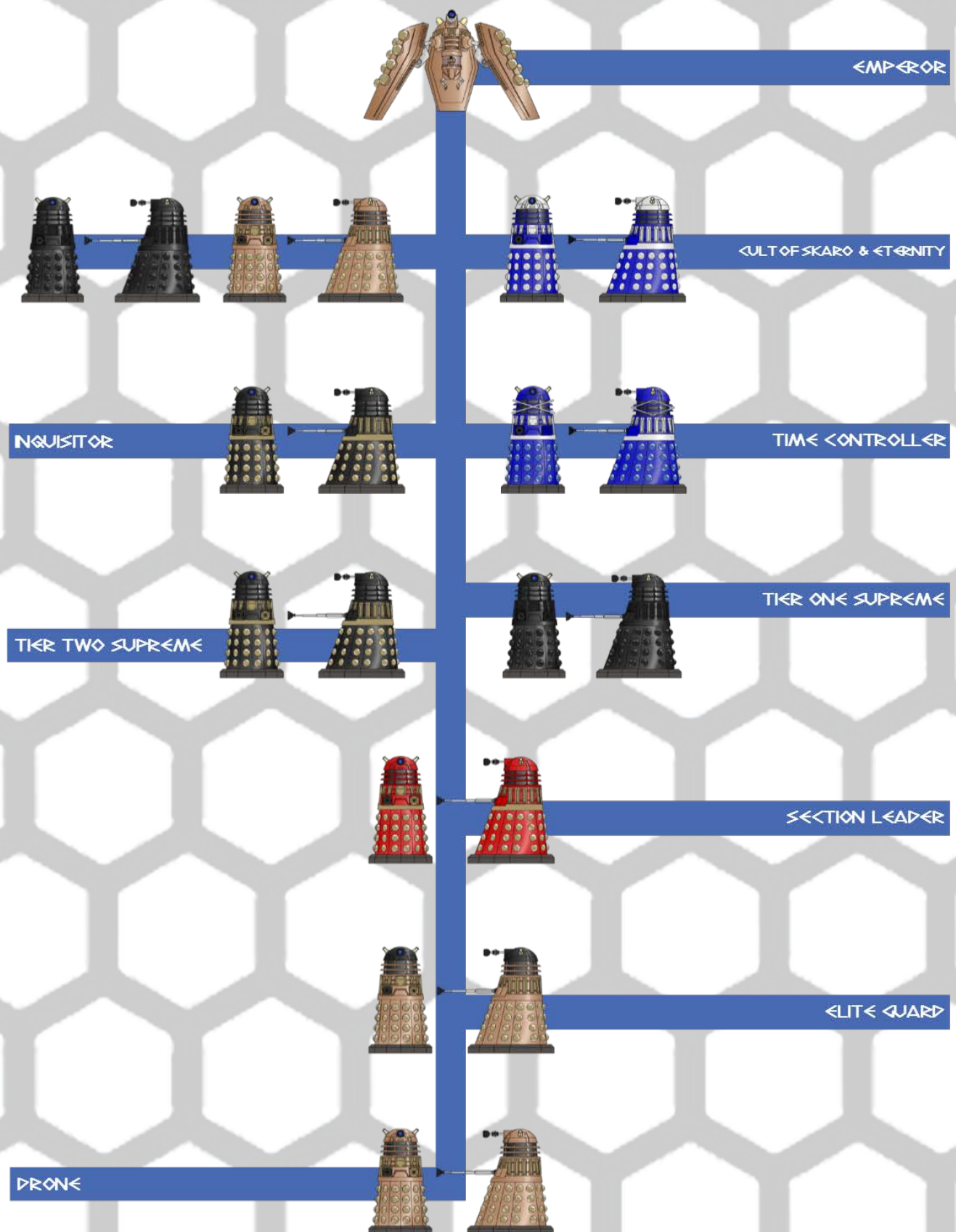
Appearances: None. This information is conjectural based on the empire's needs and the Daleks' past exploits.

Little is known about the use of non-Daleks during the Time War period of history. However, new war materials were still required – more than ever before, and as such it is probable that a slave force was maintained. Although Skaro was restored and taken out of time in a similar manner to Gallifrey, the main Dalek base of operations was still the Seriphia Galaxy, and the Daleks maintained the natives in a state of enslaved subjugation. In addition, robots and other technological creations ensured a high output of casings, ships and other material to the Emperor's war effort. The Worker caste had been abolished during this generation. All Dalek embryos are enhanced to serve as science drones or military drones as no Dalek genetic material could be wasted.

To many races, it seemed that the Daleks had vanished from the cosmos when they left to fight the War. Others were all too aware of the presence of the race, as their homeworlds and neighbours were destroyed either during conflicts or as Time itself was distorted in their sectors. In the past, the Daleks have not been averse to using other races to further their aims and it is likely that the Time War continued this trend. Allies would be seen as little more than cannon-fodder while being promised joint ruler ship of segments of time and space. As cunning and ruthless as the Time War Daleks were, it is extremely unlikely that they would let such resources go to waste.



Hierarchy Summary



Generation 06 – Post Time War “Earth” Daleks

Known As: Time War Survivors, Earth Daleks

Screen Appearances: *The Long Game (Behind the Scenes)*, *Bad Wolf*, *The Parting of the Ways*

Print Appearances: None

Audio Appearances: None

Generation Overview

Surviving the Time War, the Emperor’s flagship limped blindly to a random point in space and time. Badly damaged, there was no way that the ship could make a more co-ordinated journey back to a Dalek held location in the continuum. Sensor systems failed, and for this reason, the Dalek Emperor christened the survivors’ new home “Dark Space”. The flight through space and time with failing defences against the ravages of the vortex, together with the unthinkable defeat at the hands of the Ka Faraq Gatri combined to begin the Emperor’s decline into madness.

Discovering themselves at the outer edges of Earth’s Solar System in the late two-thousandth century, the Daleks began to plan for the re-building of the Empire. The Emperor recalled Davros’ use of unaltered human stock to create a new Generation of Daleks. With no alternatives available, the Emperor began a similar plan. With insufficient forces to invade and no knowledge of the level of Earth’s technology in this time period, the Emperor was forced to play a long game. A strategy was prepared accordingly.

Slowly, the Daleks infiltrated the Earth’s media network. Genetically engineering a suitable creature, the Daleks installed it into the Earth’s primary news satellite. Establishing itself as the “Director” of the station, the Jagrafess followed its conditioning and began filtering the media in an effort to control and slow down the development of Earth and its in-system colonies. Alongside this, the Daleks constructed trans-mats and began kidnapping the dregs of society. In replication of Davros’ earlier experiments, humans were mutated into Dalek mutants. Materials were strip mined from the asteroids and mineral rich moons from the system in which the Emperor found himself. The Intervention of the Doctor and the destruction of the Jagrafess could have resulted in this plan being foiled, but he was too late and the majority of the Dalek fleet was assembled in the Earth’s system. Turning the station into “game-station” and installing a controller to ensure that the Dalek fleet remained hidden from Earth, the Daleks continued to assemble a great fleet.

These new Daleks were abominations to the Emperor – they were no longer pure Kaled-stock, but contaminated by Human DNA. Already on the decline, the Emperor became insane and began to think of itself as an all-powerful God creature, creator of a whole new race of Daleks. If the Time War could not kill it, then the emperor was truly invincible. The Earth Daleks worshiped the Emperor as their god and the Emperor made plans to turn Earth into a Paradise for his creations. Conditioned to hate non-Daleks, this new race of Daleks actually hated themselves. Only the Emperor’s will and their worship of it kept them from exterminating themselves.

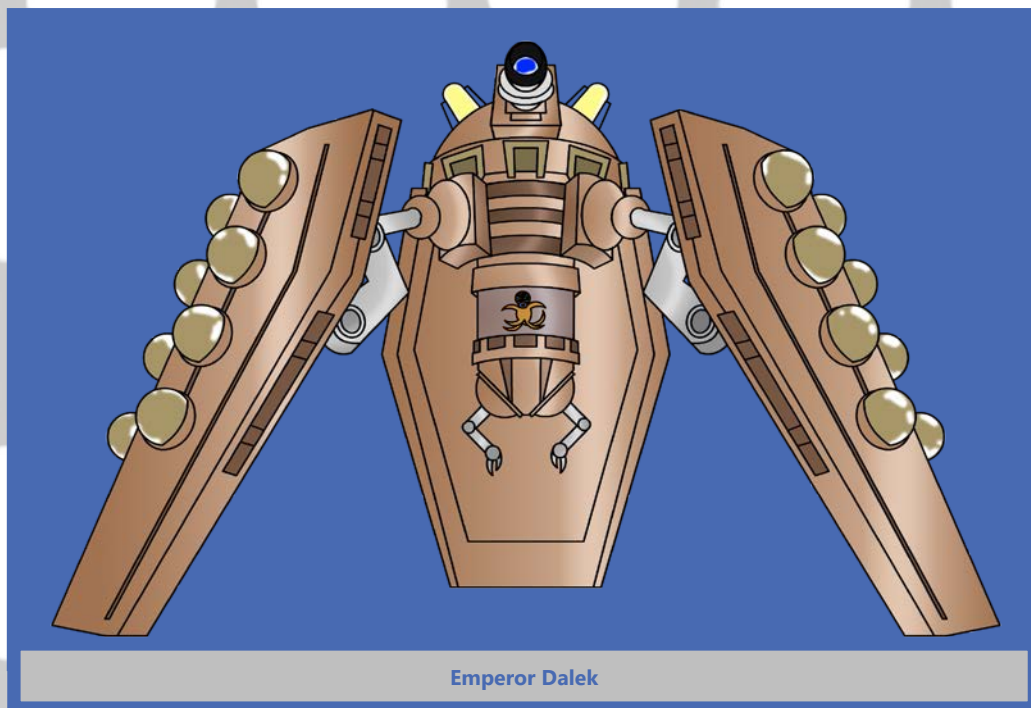
Dalek Emperor

Role: God-Emperor of the Daleks

Casing(s) Used: Time War Emperor Casing

Appearances: *The Parting of the Ways*

Driven insane by the fall through time and the long period of rebuilding in the “Dark Space”, the Time War’s Emperor began to see the world through a new eye. In creating a new race of Daleks, it found parallels with figures discussed in the Earth’s media – gods. The Emperor began to think of itself as the God of Daleks and its survival of the Time War seemed to point towards its own invulnerability, infallibility and a divine purpose. The Emperor began to think of the hated Ka Faraq Gatri as being the equivalent of the devils who oppose God. It looked forward to a final meeting with the Time Lord – for the Emperor was sure he would survive to be encountered once more.



In purely physical terms, the Emperor was identical to its appearance during the Time War. Located in the heart of the gigantic flagship, the Emperor remained unscathed by the ravages of the escape through the Vortex with minimal protection. The Emperor’s mental state was another matter however. The loss of everything and the effects of the vortex finally pushed the creature over the edge. As plans were hatched to ensure the survival of the Human race, the Emperor became aware of the concept of “gods” through the Earth media. In its insanity, it came to the realisation that it was itself a god – and therefore invulnerable to harm. Earth would become an “Eden” for the new race of Daleks.

Maintaining only a number of Elite Guards to defend the throne room of the Flagship, the Emperor demolished the old hierarchy, ensuring all Daleks were subordinate and loyal to itself only. Initially, this abolition was necessary due to the low numbers of Dalek units surviving the Time War however, as time progressed the Emperor grew more and more delusional and assured of its omnipotence.

Dalek Drones

Role: Subjects of the Emperor's New Race and Religion

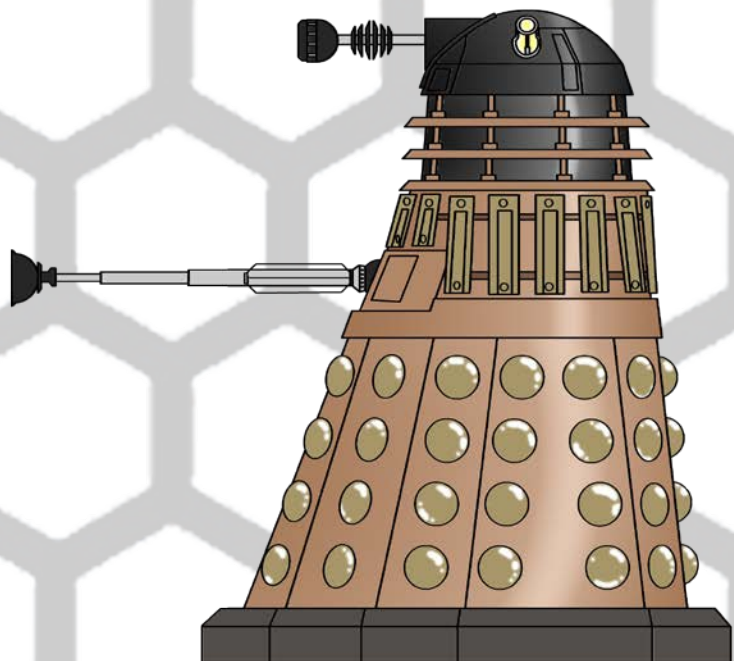
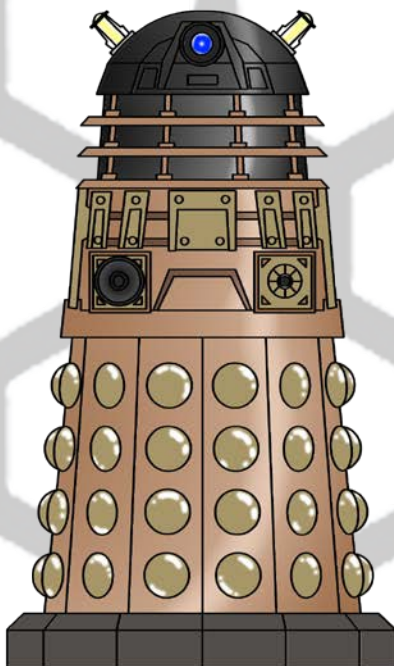
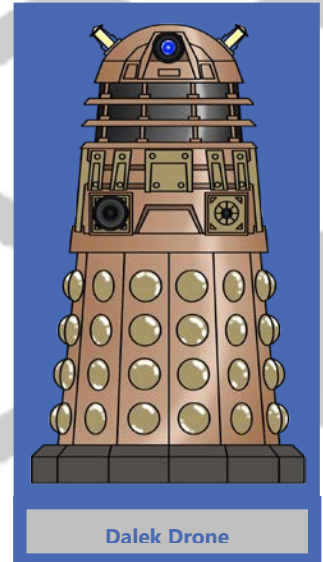
Casing(s) Used: Mark Five Travel Machine

Appearances: *The Parting of the Ways*

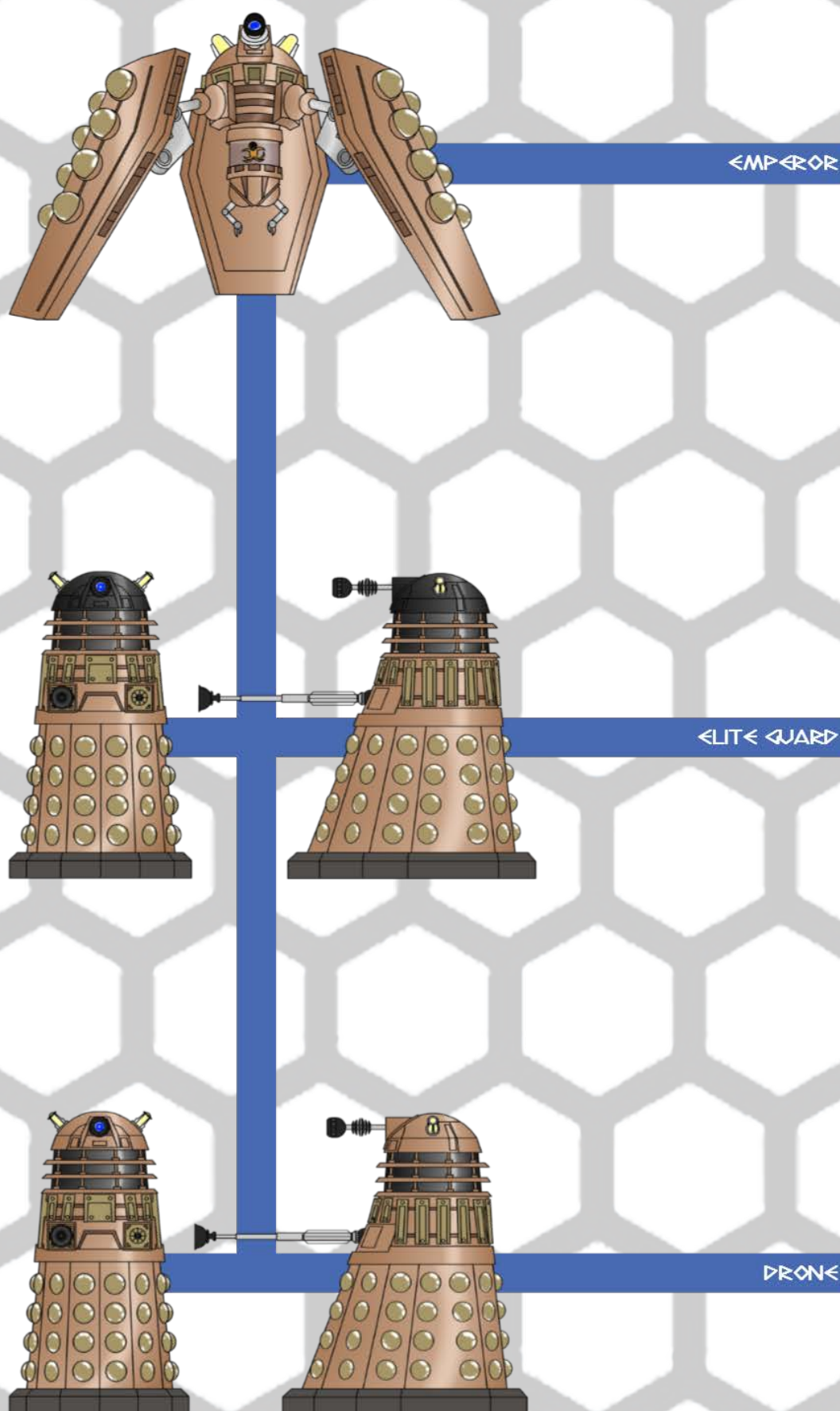
Encased in the same Travel Machines as their predecessors in the Fifth Generation, the drones were the product of the mutation of humans transported to the growing fleet by the Scientists under the direction of the Emperor. Ingrained with the usual sense of Dalek superiority, this Generation loathed itself – they were not of Kaled stock and therefore were impure and inferior to the Daleks. And yet, Daleks they were. This paradox drove the entire race insane, making them willing participants in the Emperor's new religion.

During the course of the Emperor's descent into madness, the Dalek Command Structure was abolished. Those surviving high ranking Daleks were re-assigned as Elite Guards for the God-Emperor. Unswervingly loyal, the guards accepted the Emperor's doctrines and visions of an Eden for their race.

Encased in Mark Five travel machines, the Elite Guards were distinguished from the standard Dalek drones by their black domes. The power plant within the casing was enhanced, allowing these Daleks superior firepower to regular units. In all other ways, the guards were identical to the hundreds of thousands of drones that had been produced by the time the Emperor was forced to move against Earth by the Doctor's intervention.



Hierarchy Summary



Generation 07 – The Human Daleks

Known As: Human Daleks

Screen Appearances: *Daleks in Manhattan, Evolution of the Daleks*

Print Appearances: None

Audio Appearances: None

Generation Overview

Following their emergency temporal shunt, the Cult of Skaro materialised on Earth in New York City in the early 1930s. Here, they quickly established a base of operations and formed an ‘alliance’ with a native of the region. Plans were then developed to ensure the survival of the Dalek race. Making use of their independent thought, the Cult determined that reversion to a humanoid form may enable them to survive. This concept rested uneasily with the concept of Dalek Supremacy and so the Dalek Factor – the mental makeup and the genetic roots of the race needed to be maintained.

To this end, the Cult instigated alterations to the construction of the Empire State Building – a laboratory was established at the lowest levels and a lightning conductor augmented by Dalekanium panels from Thay’s casing would act as a catalyst for the amalgamation of themselves with Humans, as well as the instillation of the Dalek factor into a gathering of humans selected for conversion. Ultimately, this plan was foiled by the Ka Faraq Gatri and the new generation of Human Daleks was destroyed within hours of its creation. As the dust settled, only Dalek Caan survived to make an emergency temporal jump.

The Cult of Skaro

Role: Time War Survivors, Leaders of the Human Daleks

Casing(s) Used: Modified Mark Five Travel Machines, None.

Appearances: *Daleks in Manhattan, Evolution of the Daleks*

Shortly after their re-emergence into the universe, the Cult of Skaro instigated an emergency temporal shunt, sending themselves spiralling through the vortex to escape the immediate danger of being sucked back into the void between realities. Linked together, the four survivors arrived on Earth in the 1930s. Here a new plan was hatched to ensure the survival of the Dalek race. Dalek Sec remained in overall command of the group. As a Dalek Supreme housed in an all-black Mark Five Travel Machine, Sec outranked the three bronze cased Daleks – Caan, Thay and Jast. As a result of his Supreme status, Dalek Sec had also been augmented with more independence of thought than his fellows.

On arrival and once a base of operations had been established, the Cult formed a plan to rebuild the Dalek Empire. Determining that reverting to a humanoid form would increase the efficiency of a new breed of Dalek; plans were made to engineer such a form for themselves as well as to condition native populations with the Dalek Factor. Ultimately, Dalek Sec merged with a Human, becoming the first “Human Dalek”. The remaining three members of the cult remained in their true Dalek form.



Dalek Sec Hybrid

Human Daleks

Role: First of a new race of Human Daleks.

Casing(s) Used: None

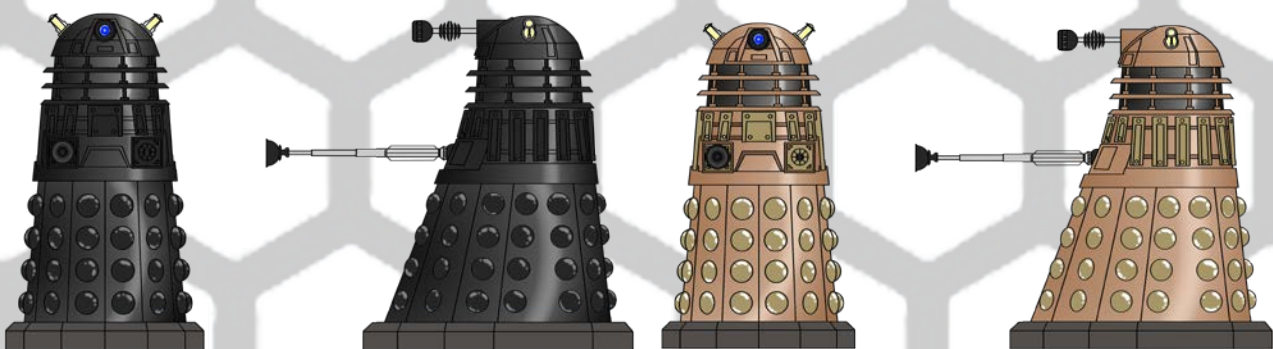
Appearances: *Evolution of the Daleks*

Dalek Sec's plan was to instil the Dalek Factor into humanoid races – specifically Humanity in order to create a race of Daleks no longer reliant on Travel Machine casings. Following an initial experiment to create a humanoid form for Dalek Sec in New York City on Earth, a number of the Empire State Building construction workers were augmented by the Dalek Factor. These became the first (and last) drones of the new Dalek race. Lacking in casings or other protection, these drones were vulnerable to all manner of threat. They were armed with hand held Dalek blasters, however.

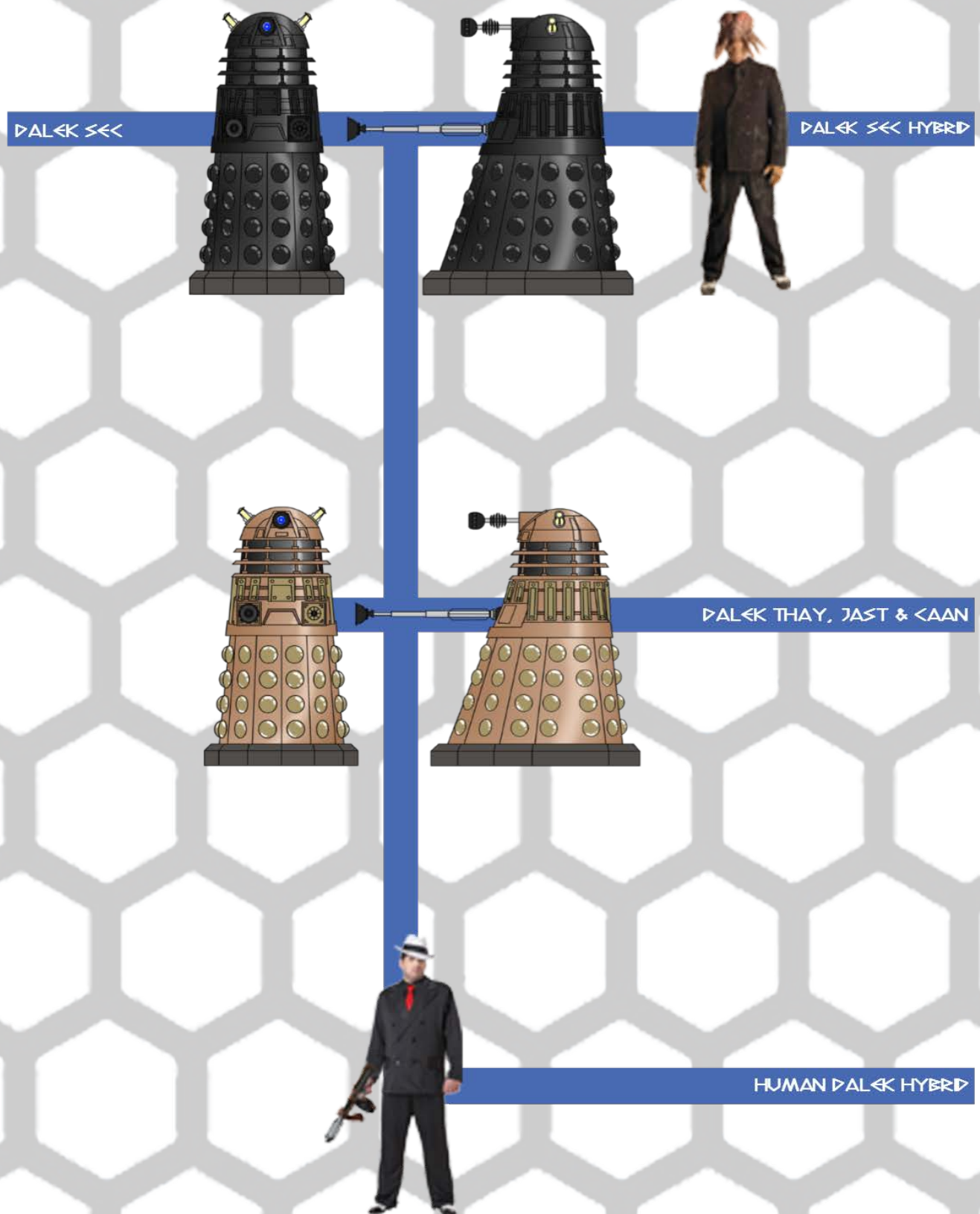


The First Human Daleks

Unfortunately, the drones were “infected” by the DNA of the Ka Faraq Gatri at the moment of the experiment's conclusion. The Human Daleks became more self aware and certainly more independent than the Cult of Skaro had originally intended. Deemed a failure, this batch was summarily exterminated by the Cult – however, two of the three surviving members were also destroyed in the process. Despite this, it remains to be seen whether the sole survivor of the Cult (Dalek Caan) manages to resume the plan elsewhere ... it is feasible that a race of humanoid Daleks has been created somewhere in the universe.



Hierarchy Summary



Generation 08 – Reality Project Daleks

Known As: Dalek Empire

Screen Appearances: *The Stolen Earth, Journey's End*

Print Appearances: None

Audio Appearances: None

Generation Overview

While his creations suffered the ultimate defeat at the end of the Time War, the final fleet scattered to dust by the Bad Wolf, Davros survived. Rescued from death in an early battle at the Gates of Elysium by Dalek Caan, Davros was determined to re-build the Dalek race from his own flesh. A slow construction and breeding programme was initiated by the new Dalek race. Dalek Caan, damaged and driven insane by his breaching of the time-lock surrounding the Time War became a seer for the new Dalek race. Seen as an abomination by the new breed, Caan was tolerated, chained and kept alive in the Dalek command ship to advise Davros.

Slowly, in secret, Davros rebuilt the Dalek race in a secret location. Each Dalek was created from a single cell of pure Kaled stock, taken from the only source in existence – Davros himself. By the time the Dalek forces have reached sufficient numbers, the Kaled scientist had virtually no skin or muscle tissue left on his chest. Davros plan to rebuild reality himself in his own image required the precise alignment of twenty-seven worlds. Hidden within the Medusa Cascade which was moved one second into the future of the rest of the universe, Davros developed the technology to steal whole planets from their usual positions in space and place them in conjunction with each other to further his ends. In order to avoid detection by others, particularly the Ka Faraq Gatri and his collection of followers, the Daleks used vast amounts of power to pluck three worlds out of time as well as space.

At the very moment of the Dalek's triumph, their plan was foiled by The Children of Time and the entire Dalek fleet was eradicated by The Doctor and his associates. Dalek Caan had determined during his fall through time that the Daleks needed to be exterminated and carefully manipulated Davros and his new creations to bring them to this single point in space-time where he could ensure their destruction once and for all.

Davros

Role: Creator of the Daleks.

Casing(s) Used: Heavily Modified Kaled Mobility Chair.

Appearances: *The Stolen Earth, Journey's End*

By the time of the Last Great Time War, Davros had been restored to the condition he was in when he first created the Daleks. He was a crippled form: part cybernetic and bound to a newly constructed Mobility chair which echoed the design of the Mark Five travel machine.

The process of Davros' re-construction was unknown. It is possible that this body was cloned from surviving genetic material and his brain (or consciousness) transplanted into this new form. Whatever the truth, Davros led at least one fleet of ships but was lost only a year into the conflict.

At the moment that his command ship was lost to the Nightmare Child at the battle of Elysium, Dalek Caan arrived and shunted the ship out of



the War. Arriving in the Medussa Cascade, Davros' ship was damaged but with fully serviceable embryo chambers and factories. Fuelled by Caan's prophecies, Davros slowly and quietly began to rebuild the Dalek Empire from his own genetic material, cloning each new Dalek from a single cell of his own form. From the safety of the Cascade, Davros' new army grew in secret.

Ultimately, Davros became a virtual prisoner of the new Supreme Dalek. Despite this, it was clear that the creator was needed as it was he who developed the idea of the Reality Bomb and led the way with the development of the plan to utilise it.

Supreme Dalek

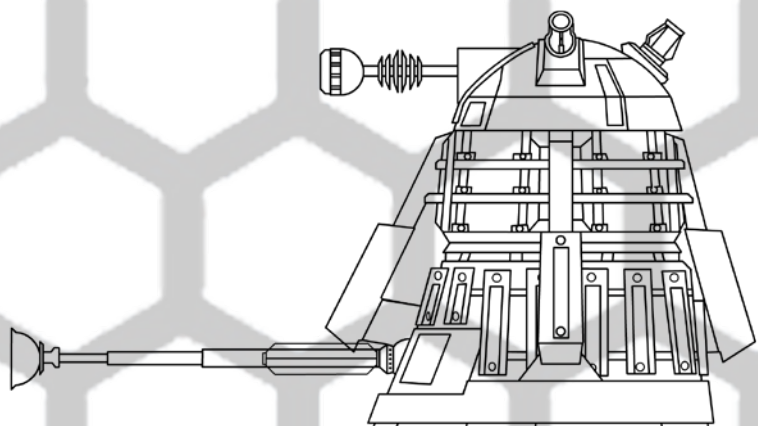
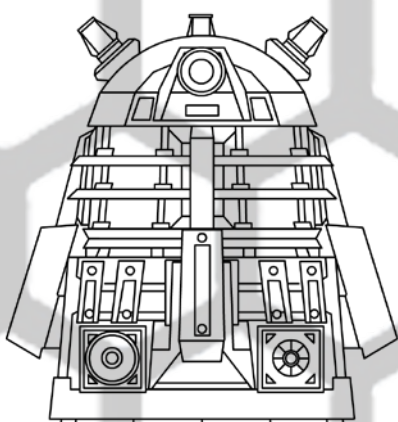
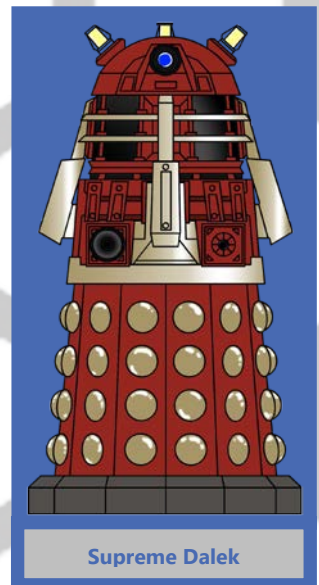
Role: Ruling Elite of the Dalek Empire

Casing(s) Used: Supreme Dalek Casing

Appearances: *The Stolen Planets*, *Journey's End*

The Supreme Dalek was one of the first new Daleks that Davros created. The Supreme was placed within a newly designed casing which plugged directly into the Dalek Command Ship – similar to the earlier Emperor casings. This direct interface gave the Supreme Dalek complete and almost instant access to the entire Dalek databank. The casing was fully mobile, however and could detach at a moments notice.

The new casing was coloured a dark red, with sensor globes and other details being highlighted in gold. It appears that Davros once again adopted a flat-hierarchy for his new Daleks as no other Dalek leadership was apparent during the Reality Bomb experiment. The Supreme Dalek confined Davros to the vault of the nearly constructed Crucible and tasked him with research and development work on the reality bomb. While this Supreme Dalek was wary of Dalek Caan, it fully accepted the insane creature's prophecies as truth and ensured that Caan was kept alive by the Drones that otherwise may have exterminated Caan.



Dalek Caan

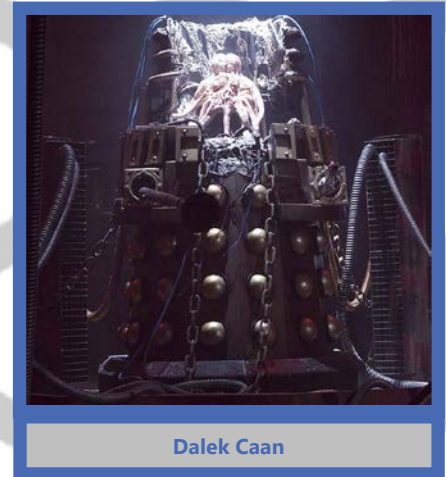
Role: Insane Rescuer of Davros, Seer.

Casing(s) Used: Badly Damaged Modified Mark Five Travel Machine

Appearances: *The Stolen Planets*, *Journey's End*

Escaping defeat at the hands of The Doctor in early 20th century Earth by use of an emergency temporal shunt, Dalek Caan managed to penetrate the time-lock surrounding the Last Great Time War. There, he found his way to Elysium and rescued Davros from death at the moment the creator's flagship was destroyed. Caan managed to pilot the failing flagship to the Medusa Cascade from where new plans could be formed.

The journey through the Time Lock had unhinged Caan and he spoke in riddles. As Davros began the slow process of building a new race of Daleks, Caan prophesied a time of destruction when the soul of the Ka Faraq Gatri would be revealed and Davros would have victory over his most bitter foe. While Davros apparently respected Caan and his prophecies, the new Daleks all mistrusted him. Caan's casing was split open and chained to a dais in Davros' Vault.



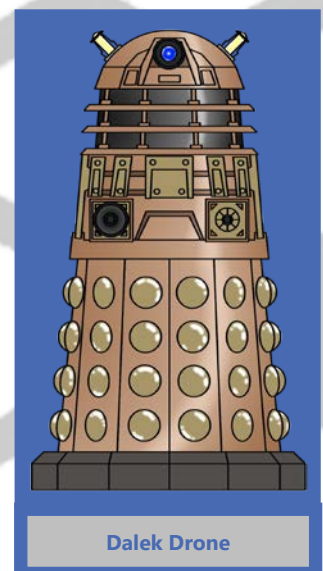
Dalek Drone

Role: Rank and File Dalek Unit.

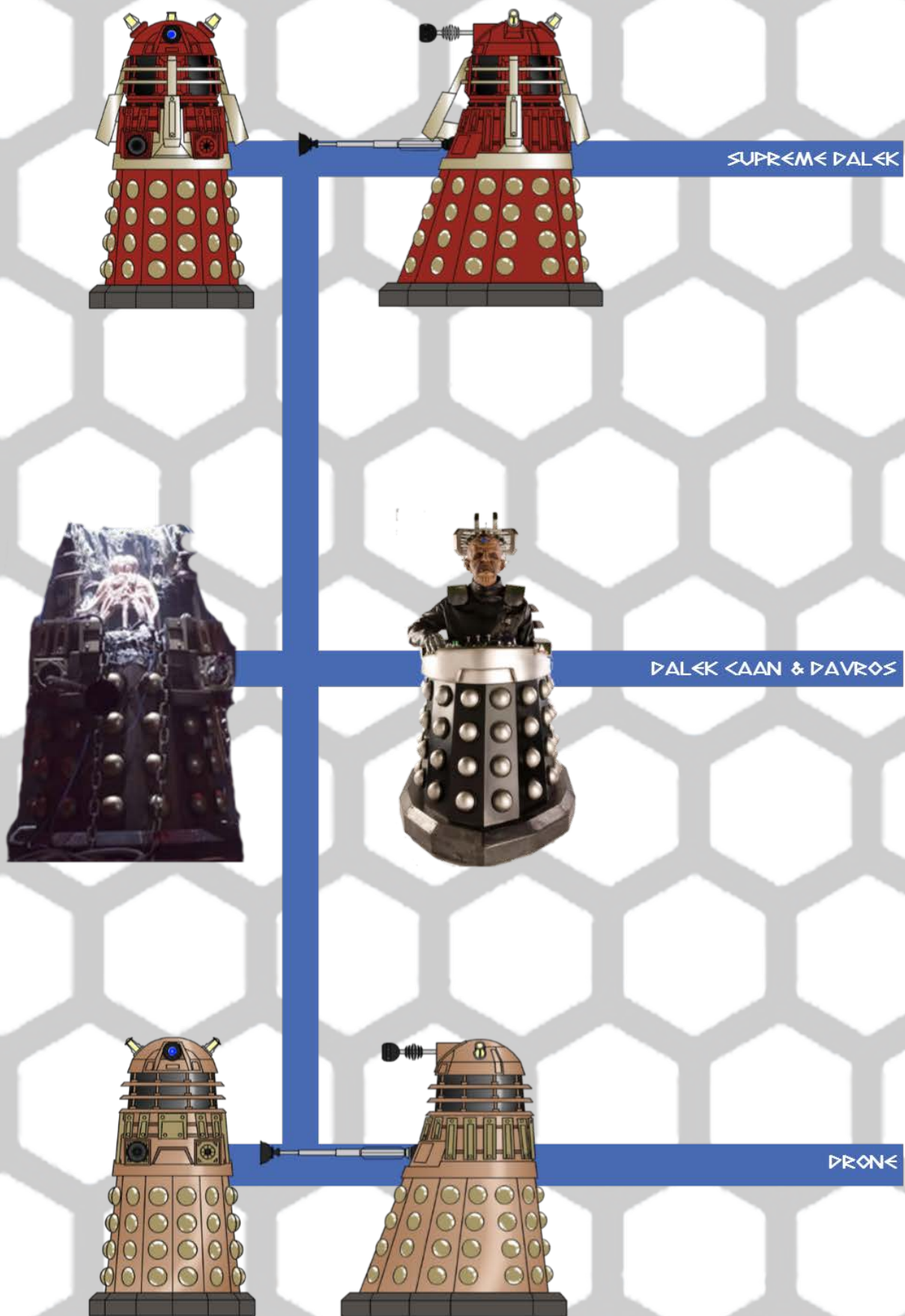
Casing(s) Used: Mark Five Travel Machine

Appearances: *The Stolen Earth*, *Journey's End*

The Dalek drones created by Davros were genetically different from the Daleks of the Time War. Each was created from a cell of Davros' own form rather than from the original Dalek genome created in the bunkers on Skaro. Davros constructed casings for his new Dalek race from the same specifications and materials as had been used before the Time War, with the same manipulator arms as their predecessors. A number of Drones were tasked with maintaining a close watch on Davros in the Vault. These were equipped with a different manipulator that was designed not only to interface with ship's systems but also to extract genetic material from Davros with which to create new Dalek units when required.



Hierarchy Summary



Generation 09 –The New Dalek Empire

Known As: Dalek Empire

Screen Appearances: *Victory of the Daleks*, *The Pandorica Opens*, *The Big Bang*, *The Only Good Dalek*, *City of the Daleks*

Print Appearances: None

Audio Appearances: None

Generation Overview

One battered Kill Cruiser and three Dalek occupants escaped the destruction of Davros' fleet as the Reality Project came to an end. In desperation, they located the final remaining Progenitor Device which was a dimensionally transcendental capsule that contained original Kaled genetic material from which a new race of Daleks could be created.

The progenitor device would not recognise the purity of Davros' newest creations and so a second trigger was required – the testimony of The Doctor that these were indeed Daleks. Once this testimony was received, the device activated and spawned the first five Daleks of this new race. The Paradigm Daleks that emerged exterminated the three survivors as they were impure. Their next act was to trick The Doctor into allowing them to live by threatening the planet Earth with an Oblivion bomb. The Paradigm then piloted the ship through space and time to an unknown location from which they could build a new Dalek homeworld and a whole new Dalek race.

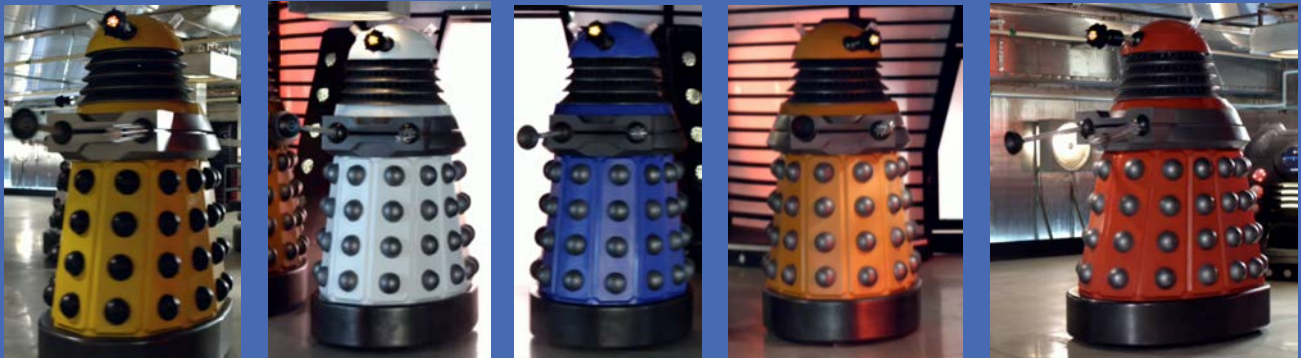
The Paradigm Daleks

Role: The templates of the new Dalek race.

Casing(s) Used: Mark Six Travel Machine.

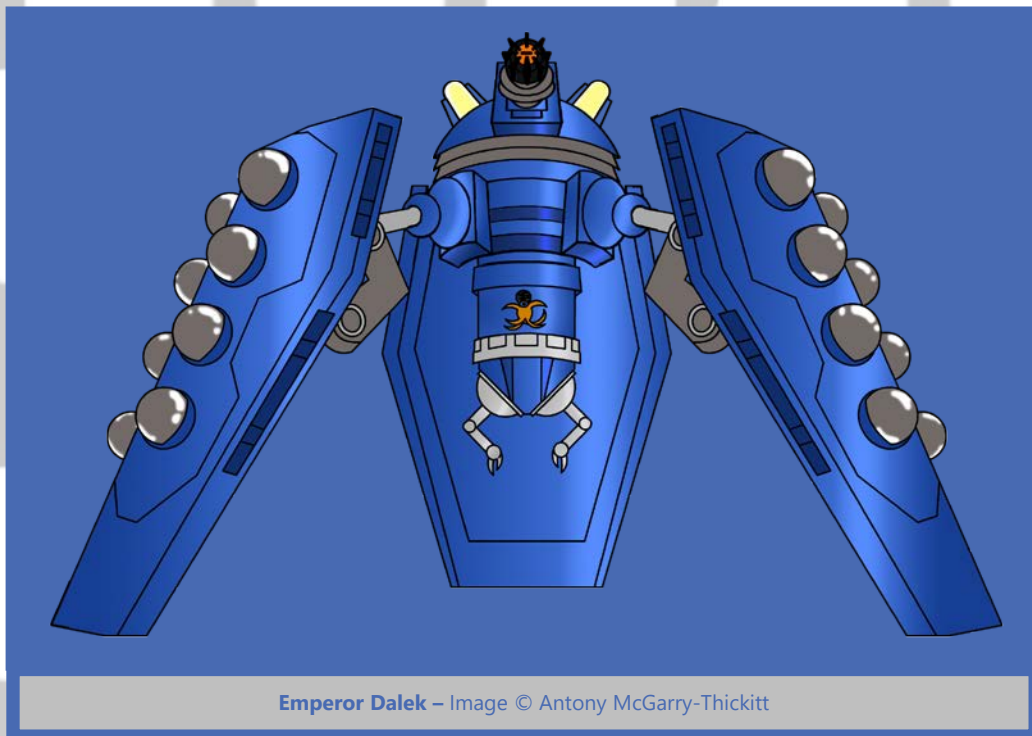
Appearances: *Victory of the Daleks*, *The Pandorica Opens*, *The Big Bang*, *The Only Good Dalek*, *City of the Daleks*

Five Paradigm Daleks were created by the Progenitor Device, each conditioned to fulfil a specific role within the new Dalek Empire. The new Empire would consist of a caste system that varied from previous generation. The White Daleks would become the new leaders of the Empire – maintaining the “Supreme” title of their forebears. The other castes were: Strategist (Blue casing), Scientist (Orange casing), Drone (Red casing) and Eternal (Yellow casing). The Strategists would serve beneath the Supreme as generals of the armies and projects. Scientists and Drones were the equivalent of those from previous generations. It was unclear what role the Eternal Dalek assumed under the new Empire.



Paradigm Daleks (Left to Right): Eternal, Supreme, Strategist, Scientist, Drone

The Paradigm and their new army returned to the ruins of Skaro. There they manipulated time and created a new Emperor in the ruins of their city. This **Emperor** was seconded by the **Dalek Supreme** rank in their white casings. Next came the Blue Daleks. These were the empire's **Strategists** and were generally in charge of operations away from the homeworld.



Emperor Dalek – Image © Antony McGarry-Thickitt

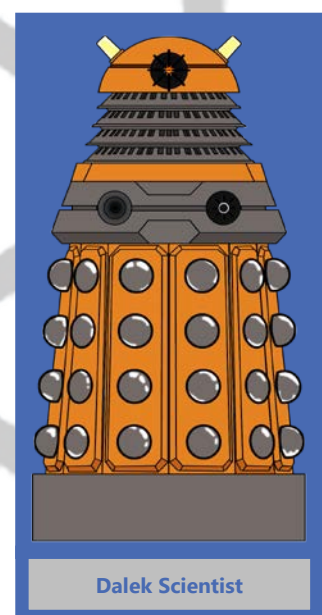
Dalek Drones

Role: The templates of the new Dalek race.

Casing(s) Used: Mk 6 Travel Machine.

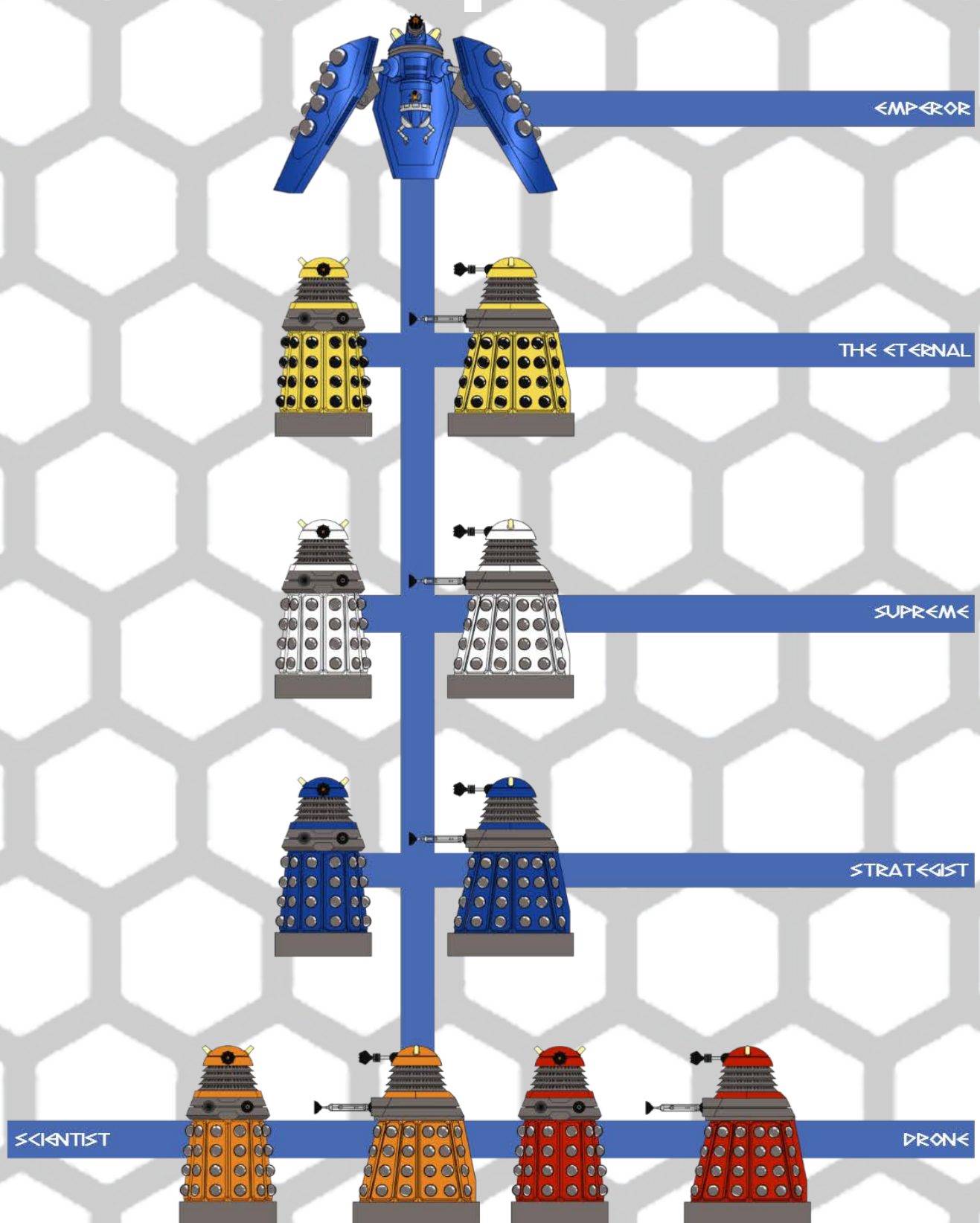
Appearances: *Victory of the Daleks*, *The Pandorica Opens*, *The Big Bang*, *The Only Good Dalek*, *City of the Daleks*

As with the original Daleks, the source of their genetic templates, the new Daleks from the Progenitor's store were divided into two castes. These castes were distinguished by the colour of their casings - orange **Scientist** Daleks and the more numerous, red cased **Drones**. The Drones were slightly less autonomous than the Scientists and served as the general work and military force in the early days of this new Empire.



Dalek Scientist

Hierarchy Summary

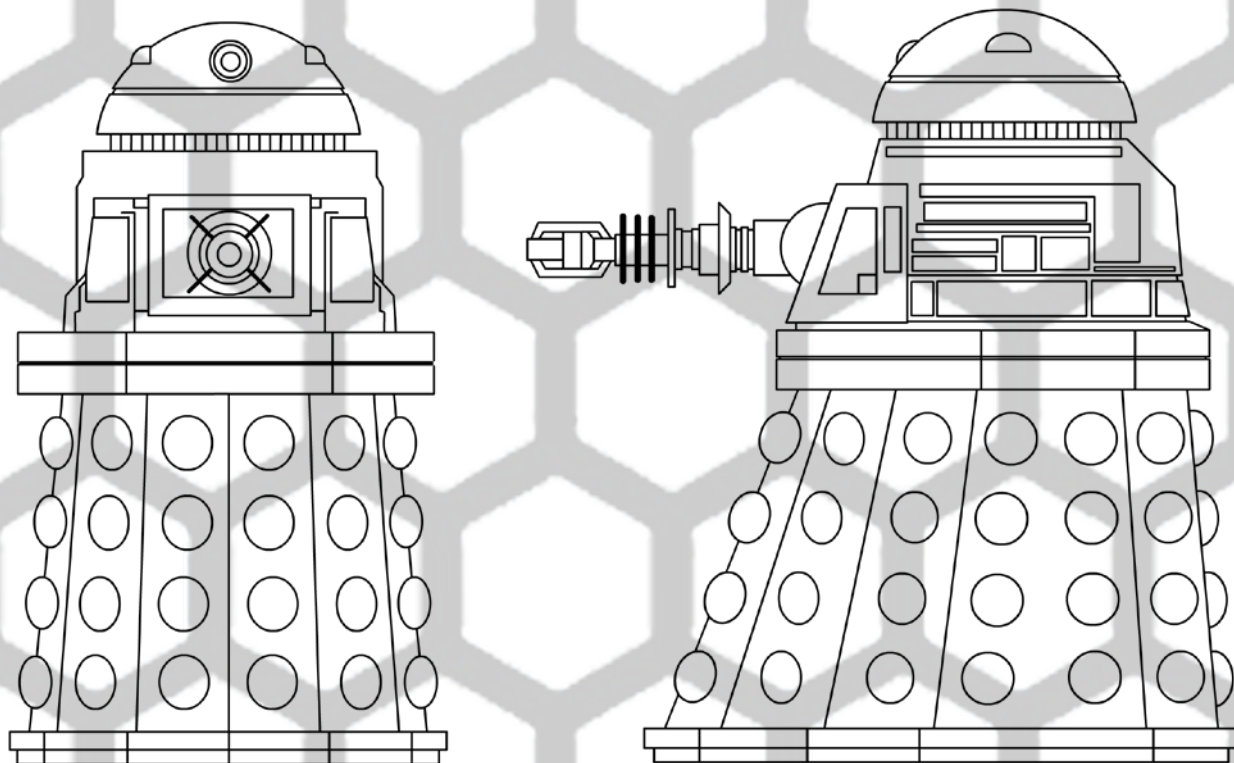


Designs of the Daleks

The aim of this chapter is to demonstrate the variety of designs that the Daleks have utilised over the course of their history. This includes “Standard” Dalek casings, Special Weapon casings, casings used by the Dalek leadership, and the transportation technology that the Daleks have been seen to use over the course of their history. Each design lists the Generations that were known to utilise that design. This section is divided into categories of design – Standard, Special Weapon, Leadership, Other and Transportation.

Each design’s listing includes the source. This lists any key sightings (no claims are made that this is a comprehensive list) for that design. In some cases, the sightings may be from Audio or non-graphical print sources, in which case the author has produced what is considered to be a logical design based on the information provided and the Dalek designs that have been seen in more visual media. In other cases, the designs are purely conjecture by the author. Where this is the case, the Source will contain the word “Conjecture” and a brief explanation of the logic behind this representation of a design.

As an aside, it seems that this is a good place to note an element of *The Daleks* that it seems impossible to rationalise based on the evidence presented on screen or in the novelisation. This is the part when Ian Chesterton climbs into the Mark Two casing after he and the Doctor have removed the Dalek creature. Given the amount of technology required to run such a life support unit – how did Ian manage to fit inside?



Standard Dalek Casings

These designs are those that were utilised by the majority of Dalek Warriors and Scientists seen around the universe throughout Dalek history. These are the Travel Machines as designed by Davros and Dalek Engineers. The basic design shown within these pages is the most commonly seen design. Dalek units have sported variations to these designs, however these consist of cosmetic changes for the most part and are not considered important enough to discuss in depth in this site.

Prototype Life Support & Travel Machine

In Use By: Generation 00 – The original mutants created by Davros’ experiments were housed in these casings.

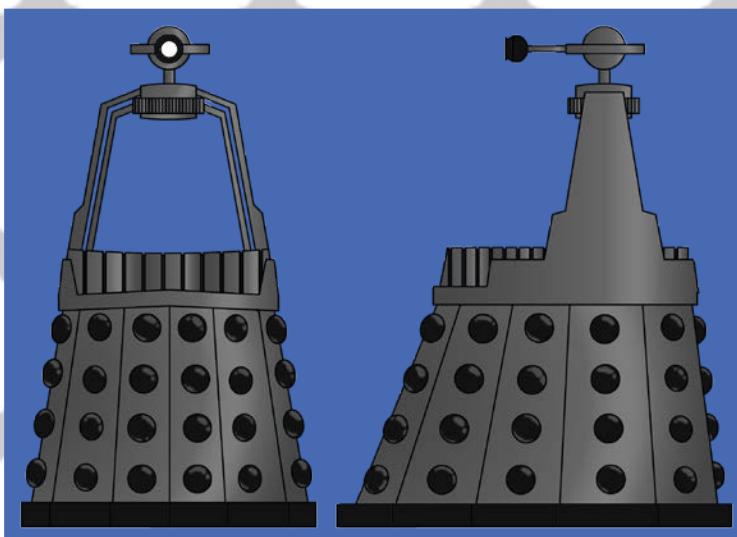
Source: *I, Davros 04* (physical details presented in *Davros* DVD set in the *Davros Connections* documentary).

Overview

Davros’ experiments helped the scientist determine the final form of the Kaled (and potentially Thal) mutation. Using genetic and radiological research, it was possible to accelerate this process in test subjects; initially in the dead, but soon using live subjects. These early mutations soon expired, and it was determined that in order for the race to survive, some kind of life-support system would be required. This casing represented the first successful design for such a device. Elements of the casing were based around the state of the art systems used to keep Davros himself alive. This casing was primarily a survival mechanism to see if the mutations can be kept alive for extended periods.

Features

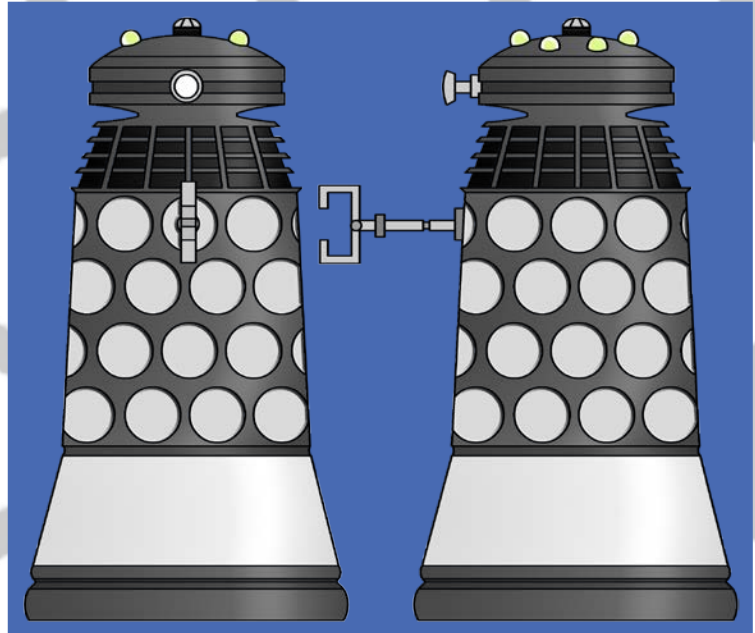
The design of this casing was an extension of the life support chair that sustained Davros himself, indeed the lower half of the casing was identical to the scientist’s chair. On top of this base, the mutant was exposed to the atmosphere of the laboratory that housed it. This was so that Davros could keep an eye on the mutation of the mutant itself. Extending around and above the mutant was a frame which formed an open cage around the creature. At the top of this was a rotating disc. From this disc, a further tube extended upwards, before ending on a gyroscope mechanism which contained an eye stalk. This stalk was controlled by the mutant’s brain signals and the visual input from the camera in the “eye” was converted into electrical impulses that allowed the creature to see the world around it.



The internal workings of the casing were an improved version of those featured in Davros’ chair. Indeed, having seen flaws in the system sustaining him, the scientist improved his own chair while developing the prototype casing. No nutrient tank featured in this casing – the mutant creature was fed from an external drip mechanism. This allowed Davros to easily control the nutrients being fed and observe how different mixes affected the creature.

Advanced life support systems in the base unit of the casing could be controlled remotely and the motive unit of the casing was de-activated to prevent the occupant from harming itself with uncontrolled movements. Power was fed to the casing through the rear, where two of the environment sensors were removed to allow the power feed to occur. There were no sockets for manipulation arms on this prototype casing.

The second design featured the familiar motive unit and skirt section, but these were narrower and more like a tapered cylinder in appearance. The motive unit was much deeper on this design. Sensor units surrounded the casing up to where the habitation unit lay. In front of this was a single appendage point with a claw attachment as standard. An air-filtration system followed and the casing was finished with a flat-dome section which included a short eye-stalk.



Mark One Travel Machine

In Use By: None directly – Heavily modified version used by Dalek Prime (Emperor Dalek) and Psyche Daleks (Generations 01 and 04) and Davros as his own Emperor casing (Generation 03). These are detailed in the Leadership Casings and Other Casings sections.

Source: Conjecture based upon Dalek Prime Casing (*War of the Daleks*), Emperor Dalek's Casing (*Dalek Chronicles*, *Abslom Daak*, *Dalek Killer*, *Emperor of the Daleks*), Davros' Emperor casing (*Remembrance of the Daleks*) and Psyche Dalek (*Emperor of the Daleks*).

Overview

Davros' first fully mobile design for a travel machine for the mutating Kaled race was not too dissimilar from the final version. Based around the technology, look and feel of the scientist's own life-support chair, the casing demands power from an external supply. The mutated creature was housed within the oversized "Head Dome", with all support functions, computer systems and power management being located in the lower "skirt" section of the casing.

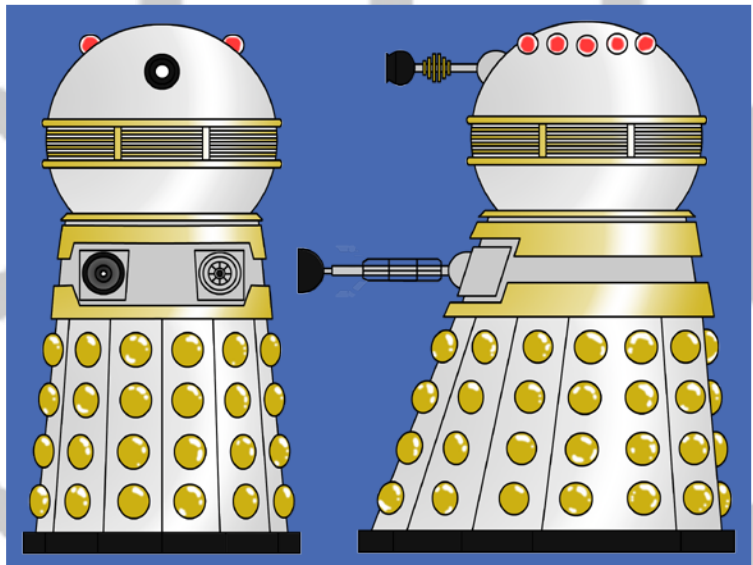
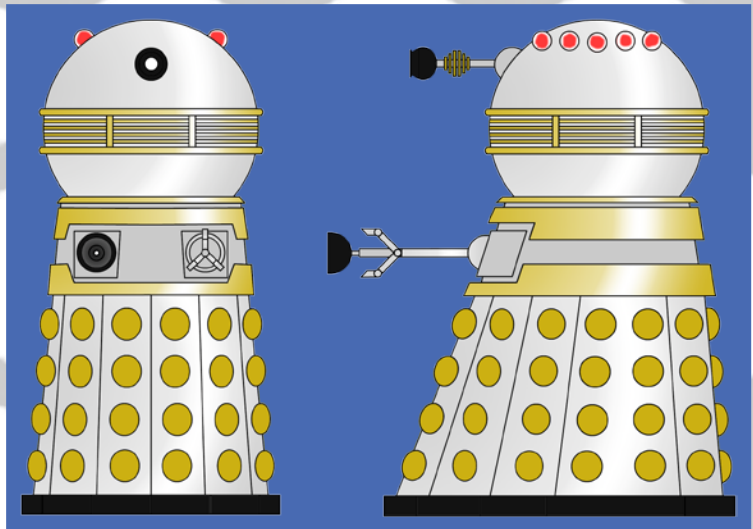
Features

Fifty-two (52) Sensor globes fed data about the external environment to the Kaled mutant housed in the dome section of the travel machine. The casing featured two arm sockets that could be fitted with a number of different arm attachments, including various manipulation arms, computer interface ports, tools and weapon systems. These arms were operated remotely by controls within the habitation module in the dome.

The Mark One project drew power from external power supplies. The casing could be configured to draw power from a variety of sources, such as static-electricity through the base or collection of directed energy via a rear mounted collection disc. Seven Luminosity Dischargers were positioned around the head dome and a camera lens mounted on a stalk projecting from the dome acted as an “eye” allowing the encased mutant to see the world outside.

The casing’s motive unit allowed for negotiation of smooth terrain only. The casing was designed primarily for use in a pre-established environment. Science Elite plans for the race’s survival included the foundation of a number of cities across Skaro’s surface that the mutant race would inhabit. This idea was ultimately abandoned as the Kaled resources became stretched by the war against the Thals.

The Skirt section of the casing housed transformer units that converted incoming energy into a form usable throughout the complex systems. An advanced computer system acted as both a repository of information for the Kaled mutant and monitored the external and internal environment, adjusting life-support functions to keep the mutant operating at optimal efficiency. In the mid section, behind the banding that enclosed the “arm” attachments, a highly efficient recycling plant extracted fouled fluid from the life-support dome, purified it and added the nutrients required by the occupant. An effluent discharge chute enabled unusable fluid to be drained out of the casing. New fluid, processed from foodstuffs grown in interior gardens within the cities would have been taken in through a manipulator arm which was essentially a suction pipe. The nutrient fluid then flowed through relief valves and up into the drip-fed nutrient container that fed the mutant itself.



Mark Two Travel Machine

In Use By: Generation 02

Source: *The Daleks, The Dalek Invasion Of Earth, Legacy of the Daleks, The Mutant Phase.*

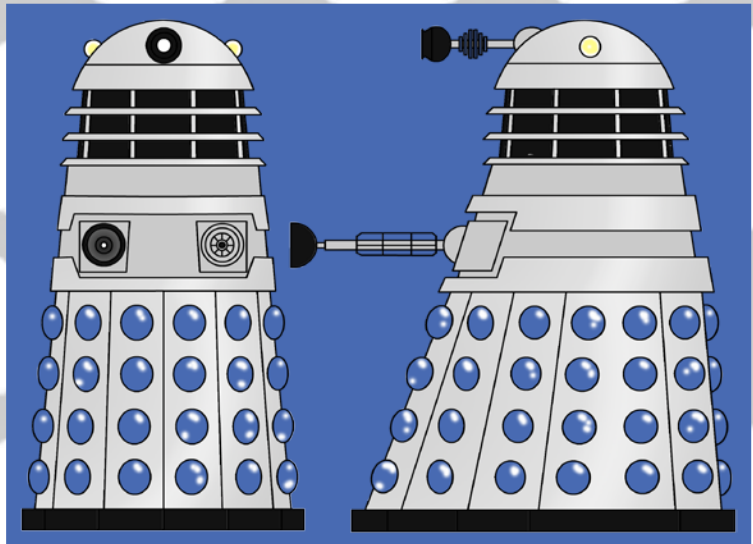
Overview

Further research into the Kaled mutation revealed the true end-form of the race to be far smaller than was previously conjectured. Davros and his scientific elite produced designs for the Mark Two Travel Machine that incorporated new refined technologies. Similar in form to the Mark One, but with a smaller dome section (reducing the target profile and size of doorways needed to accommodate the casing) the Mark Two was put into limited production at a secret test area located deep in the Drammankin Mountain Range. These casings were later found and utilised by the mutating Dal survivors who made the city their home.

Features

Similar in many ways to the Mark One, this casing was manufactured from a bonded poly-carbide alloy that would come to be known as Dalekanium. Fifty-two sensor globes gathered data on external conditions, allowing the central computer to configure the Life Support Systems to allow for the creature's survival in almost any environment. The Mark Two even allowed the mutants to survive being fully submerged in water for a limited period of time.

As with the Mark One, this casing featured two sockets into which could be plugged a number of different attachments. Due to paranoia amongst the Dal mutants, the left socket usually featured an energy weapon; with the right arm most commonly featuring either a plunger shaped data-port or a claw arm. A large variety of manipulator arms, tools and other devices were available and these could be exchanged at outlets located throughout the Dalek city. Two luminosity dischargers were located on the dome – these flashed in time with the mutant's voice modulation to allow a visual aid to communication.

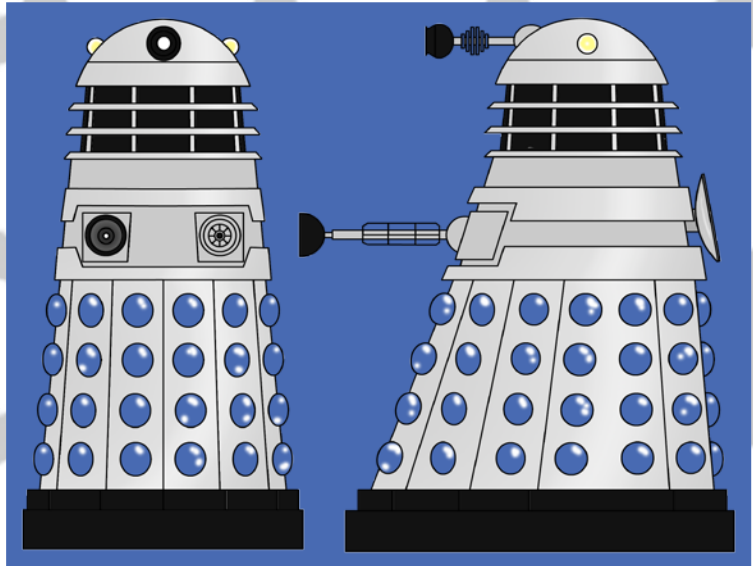


With the power unit working the same way as that of the Mark One, this casing was reliant on an external supply of power being sent to it. The motive unit received an upgrade. The main system was the same as that of the Mark One, allowing the casing to traverse flat surfaces with ease. For excursions outside the city, a larger motive unit could be fitted (as seen during the Dalek Invasion of Earth in the 22nd Century). This larger unit required more power to function, but allowed the Travel Machine to traverse terrain that was not perfectly smooth. In addition, the unit allowed the casing to elevate up to ten centimetres from the ground it was traversing, allowing obstacles to be avoided.

The dome of the casing was used to house the sophisticated computer system that maintained the inhabitant's environment and provided information to it on request. This move was mainly due to difficulties in maintaining the computer from its position in the Mark One design. Placing it within the dome allowed easy access to components, speeding up maintenance times

considerably and reducing the number of cases of damage to the hardware. The habitation module was located in the “neck” area of the casing, ending above the skirting area. The mutant was thus afforded direct control of the manipulator arms. The majority of the workings of the inner skirt remained in the same configuration as the Mark One. The nutrient tank was located just below the habitation module and beneath this was the power plant and motive unit.

A variant of the Mark Two casing was the “Explorer” model. This casing was used by early expeditionary and Dalek spearhead forces. The Explorer featured an Energy Collection Disc on the rear which received power beamed from a Dalek Power Source – such as a starship or local base of operations. This allowed autonomous movement away from the metal floors to which the regular casing was confined. The variant also included an enlarged faring containing a more powerful motive unit that allowed the casing a greater capability to navigate rough terrain.



Mark Three Travel Machine

In Use By: Generation 01, Generation 03, Generation 04. A Prototype was seen in use by Generation 02 explorer units.

Source: *The Chase*, *Genesis of the Daleks*, *War of the Daleks*, *Dalek Empire 01-04*. Prototype – *Power of the Daleks*.

Overview

At the very end of the Kaled-Thal war, Davros revealed the Mark Three Travel Machine to the assembled members of the Kaled Science Elite. It was shortly after this reveal that the name “Dalek” was first used to refer to the Kaled mutant and its habitation casing. This machine was the first of the casings to feature an internal power supply, although external sources of power could still be drawn upon to supplement this supply. This was the most commonly used casing utilised throughout the history of the Dalek race and a number of cosmetic variations to the basic design have been sighted over the years. Variations included the number of rings on the eye-stalk, detail between the arm sockets and different designs of luminosity dischargers. Following the Dalek Civil War, the basic design of the casing was improved on by implementing elements of the design of the Mark Four casing used by Davros’ Imperial Dalek Faction.

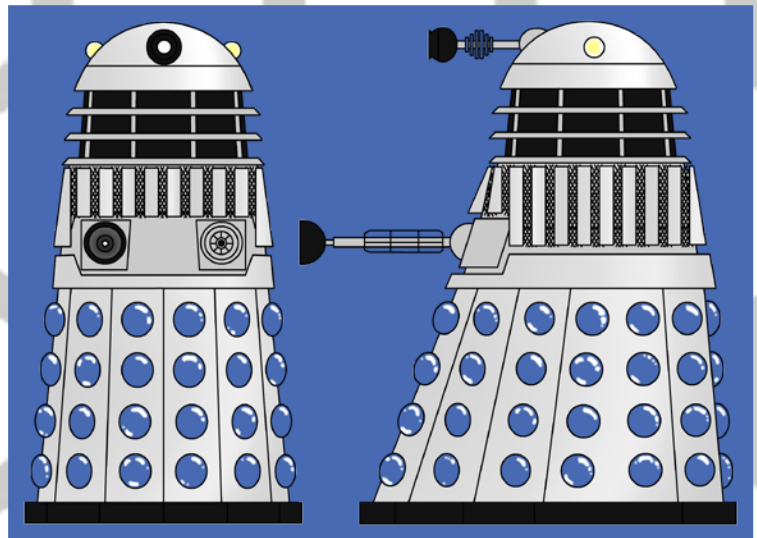
Features

This casing featured stronger armour than either of the previous designs. This was primarily due to Davros’ new vision of the Dalek as a one-mutant tank as well as a means of survival for the Kaled people. Exchangeable manipulator arms made the casing a versatile tool for its occupant. The standard “sucker” attachment, seen on the vast majority of Dalek units included a Data-probe that could be extended to interface with Dalek technology. This probe was also capable of adapting to interact with alien technology. The sucker utilised suction and magnetics to allow the Dalek to carry objects with this attachment. The left attachment was almost

exclusively a sophisticated energy weapon. Both arms could be swapped for other tools when required.

As with previous designs, fifty-two sensor globes fed environmental data to the central computer. These had been updated to include simple life-sign detectors. The occupant knew when life is around, if not precisely where it was.

This construction of the Dalekanium shell was such that the occupant could withstand submersion in liquid and burial under solid materials. The casing did not protect against sudden extremes of temperature, but the casings systems were capable of withstanding changes that occurred slowly. Evidence also suggests that the mutant within a Mark Three casing could be drowned if liquid was forced into its life support chamber.



As with the Mark Two Travel Machine, the computer systems were located within the dome section of the casing. This system was more advanced than that of the Mark Two casing and was continually upgraded during the course of the casing's use throughout history. This advanced computer system allowed the mutant quicker access to data and included an internal communications link with other units in addition to a distress signal / homing beacon that was activated either by the mutant itself or when the dome's seal was broken without the correct code being sent. The habitation module sat within the middle "neck" section of the casing and the mutant had direct control of whichever arm attachments were installed. Beneath the habitation module was located the nutrient tank that fed and supported the casing's occupant.

Within the skirting section, an advanced power generator was situated at the heart of the machine. This generator was supplemented by external panels around the shoulders that were capable of extracting energy from the environment, in particular solar radiation. In addition, Psychokinetic energy was used as a power source when traditional means fail, though this only provided enough energy to power the motive unit and life-support systems of the casing. The motive unit of the Mark Three Casing allowed for faster movement than previous designs and the increase in available power reserves allowed the motive unit to lift the machine up to twenty five centimetres from the surface along which the unit was travelling. The unit could thus travel up uneven surfaces by raising and tilting backwards and propelling upwards.

A prototype of this casing was seen amongst early Pioneer fleets which contained an advanced battery, but no internal power plant. Energy must be collected from external sources and the battery charged. The Travel Machine would then be able to operate independently for a limited amount of time. This casing was issued to Generation 02 explorer units to enhance their efficiency when away from the main Dalek fleet.

Mark Four “Imperial” Travel Machine

In Use By: Generation 03

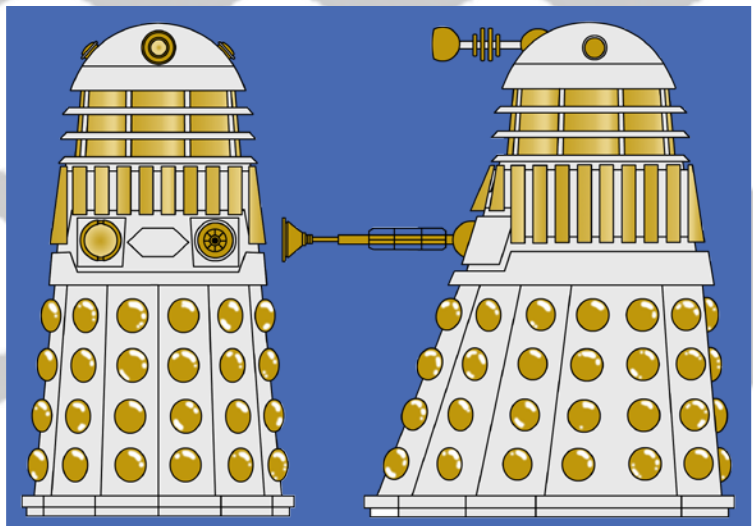
Source: *Remembrance of the Daleks*, *Emperor of the Daleks*, *Terror Firma*. Scout model – *Remembrance of the Daleks* (Novelisation).

Overview

Following the destruction of his initial batch of loyal Daleks created on the planet Necros, Davros drew up blueprints for an improved casing. This Mark Four Travel Machine became the foundation for the drones within Davros’ own Dalek Empire and achieved a great number of victories over the Loyalist Dalek forces (those loyal to the Dalek Prime). In most respects, this casing was superior to the Mark Three casing. At the conclusion of the civil war, the Dalek Prime briefly considered implementing the Mark Four as the standard casing for the Dalek Empire. Ultimately this design was rejected as a product of Davros’ insanity, but elements of its design were incorporated into the Mark Three casing.

Features

The Mark Four took the Mark Three design as a starting point and improved on it. The majority of the casing was similar to the Mark Three, and the untrained eye could often confuse the two. The luminosity dischargers were of a more efficient design, and the “eyestalk” allowed for superior targeting and a number of enhanced vision modes that were unavailable to previous designs. The standard “sucker” arm attachment was of a new, slot-lock design but it retained the extendible data-probe. As with all casings, alternative arm configurations could be installed from outlets in Dalek ships and buildings. The energy weapon usually seen was a different design to those of previous casings, and the output was reduced slightly to limit the drain on the casing’s reactor. This made the weapon somewhat less effective than that of the Mark Three casing.



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The majority of the differences between the external casings were aesthetic ones that had no real bearing on the casing’s function as a mobile habitation unit and war machine. As with previous designs, there were fifty-two sensor globes located around the skirt section of the casing. The formula of the bonded-polycarbide used in the construction of the Mark Four was improved over the previous iterations, the lattice providing better protection to the occupant. The power generator of the Mark Four was more powerful and the motive unit allowed for extended periods of levitation up to sixty centimetres in height. Advanced gyroscopes meant that the Mark Four allowed for quicker acceleration and sharper cornering than the previous design.

A scout version of this casing was sighted on many battlefields. This consisted of a larger, wider base unit (similar to the attachment seen on Mark Two Travel Machines). This variation was far more maneuverable and faster than any other standard casing. Additionally, the sensors installed within the casing were more sophisticated than in any equivalent casing – from the data gathered rapidly by Scouts, a more thorough view of a planned assault area could be

derived than by using orbital scanners and ranger-scopes only. Two downsides to this casing were its limited firepower capability (sufficient for the extermination of a good number of life forms, but not so useful against the Loyalist Dalek faction) and the lighter polycarbide shell which provided less protection to the occupant.

Mark Five "Time War" Travel Machine

In Use By: Generation 05, Generation 06, Generation 07 & Generation 08.

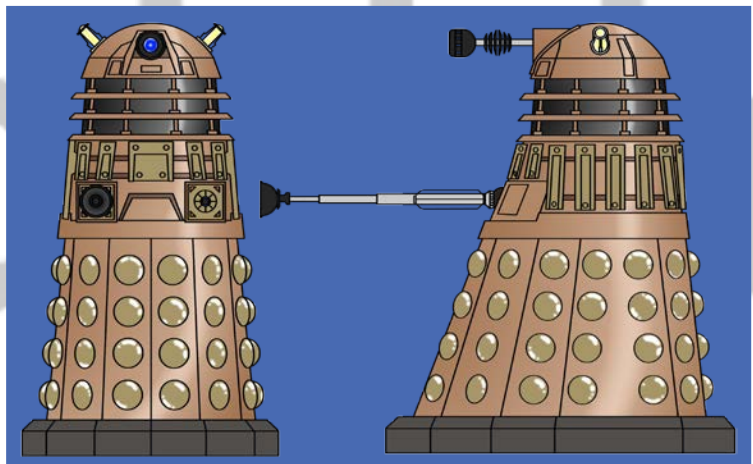
Source: *Dalek*, *Bad Wolf*, *The Parting Of The Ways*, *Doomsday*, *Daleks in Manhattan*, *Evolution of the Daleks*, *The Stolen Earth*, *Journey's End*, *Day of the Doctor*, *Into the Dalek*, *The Magician's Apprentice*, *The Witches Familiar*

Overview

The first of the standard casings to be designed entirely by Dalek science units, the Mark Five Travel Machine was a vast improvement over all previous models. Specifically designed and constructed to combat Time Lord science, the Time War armour was far bulkier, designed to withstand the pressures of the Time Vortex itself for periods of time, this machine forms a formidable attack and defence system for its living occupant. .

Features

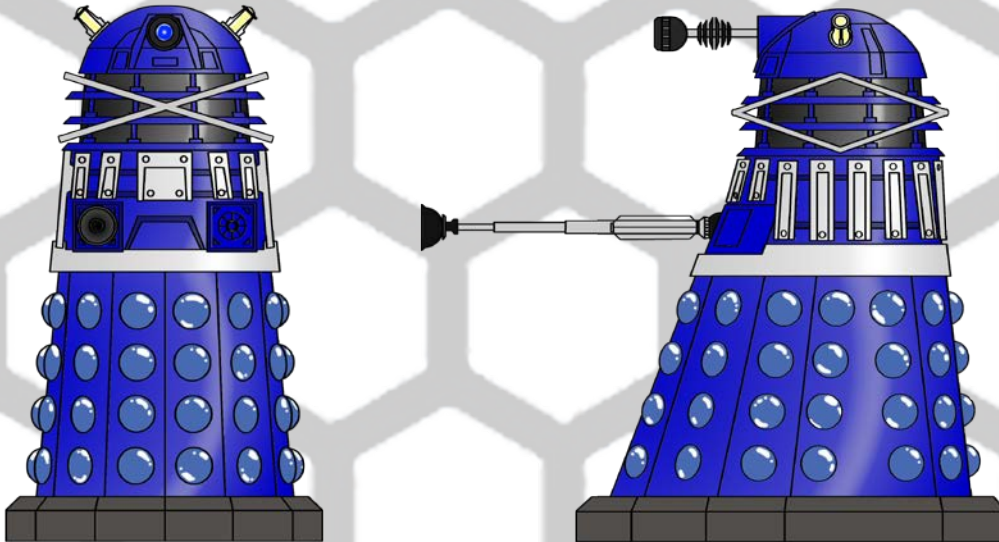
Thicker armour and a force field generator capable of disintegrating ballistics before they reached the Dalek formed the core of the Mark Five's defences. A rotating shoulder section allowed the Dalek creature 360 degree firepower, meaning each Dalek could act as a stationary turret. Half of the sensor globes were now explosive devices, which could either be left as mines, or utilised in the Dalek's self destruct system. As with previous casings, a number of different, interchangeable arm attachments were available for insertion into the arm sockets.



Rather than opening at the dome, the entire shoulder unit now split open, the mutant occupant being fully exposed to the environment. The casing was completely sealed from the environment – capable of resisting submersion, burial and the vacuum of space. The internal configuration of the Mark Five casing was the same as that of the Mark Three, although the technology installed was significantly more advanced.

The advanced targeting systems and computer modules were capable of limited temporal tracking, allowing the occupant to be aware of enemies approaching a few rels in the past or future in ambush. The nutrient tank utilised advanced re-processing systems that meant the fluids did not need to be replenished.

Slower than the Mark Four, the power generator and motive units enable this model to levitate and fly for extended periods of time. The propulsion will even allow the Dalek to manoeuvre through space, eliminating much of the need for the Trans-solar discs used by Dalek units of previous generations. The occupant of a Mark Five Machine becomes the pinnacle of ground, aerial and space combat and a true threat to even Time Lord Technology.



Mark Six “Paradigm” Travel Machine

In Use By: Generation 09.

Source: *Victory of the Daleks*, *The Pandorica Opens*, *The Big Bang*, *The Only Good Dalek*, *City of the Daleks*

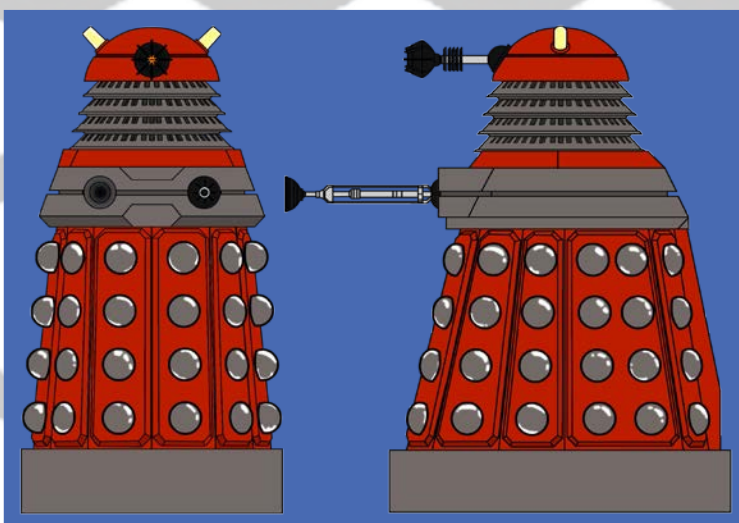
Overview

During the course of the Time War, a number of backup plans were conceived by the various strategic groups such as the Cult of Skaro and the Eternity Circle for the possibility of Dalek defeat. One such was the use of Gallifreyan technology to store an army of Daleks which were then hidden away in the void between universes. Another was the storage of Dalek genetic material within Progenitor devices which were scattered throughout space and time. One such was recovered by the survivors of Davros' Reality Project and eventually activated. The Paradigm within this capsule included the design for a new Travel Machine. This, Mark Six Travel Machine, was bigger and more imposing than any previous design. After a period of general use for all ranks, the casing was determined to be suitable for higher ranking Daleks and their guards only.

Features

The Mark Six was a larger and bulkier casing than any of its predecessors. This was partly down to the thicker layer of bonded-polycarbide used within the casing. Additionally, this was caused by the inclusion of an internal storage compartment which held alternative appendages that could be switched out with the standard Gun and Sucker combination. These appendages emerge from the rear of the casing, which is devoid of Sensor Globes.

Forty-eight (48) Sensor globes surround the rest of the lower section of the casing. These are positioned on thicker armour plates. Above this section, the appendage mounting is bulkier than previous casings to allow the switching of them. The Dalek creature is housed behind the neck section of the casing which rather than being an exposed mesh grid is a more protected overlapping series of four armoured vent sections. The eye stalk is larger, and allows the Dalek creature a greater range of viewing modes. Two large luminosity dischargers are positioned on the top of the dome section.



The majority of the computer systems and the casing's reactor are housed within the skirt area. This reactor is more powerful and provides more than enough power for the increased output of the Dalek's weapon(s) and the large motive unit that allows the Dalek full flight capability. This casing was foreseen as the ultimate Dalek design at its conception.

Special Weapon Dalek Casings

During the course of Dalek history, a number of Special Weapons casings have been reported in action. This section details these. Reports of Special Weapon casings usually refer to casings that were similar in most regards to the standard casings used by the Daleks (such as that used by the Imperial Dalek Faction in the search for the Hand of Omega and the Bombardier Dalek seen in the Human-Dalek wars of the 25th and 26th centuries. There have been reports of other Special Weapons casings, however – such as a Marine and Airborne models and these are also described in this section. More esoteric casings, such as the Spider and Strider casings are detailed later, in the Other Casings section of the document.

Mark One Special Weapon Casing

In Use By: Generation 01, Generation 03

Source: *Remembrance of the Daleks, Emperor of the Daleks*

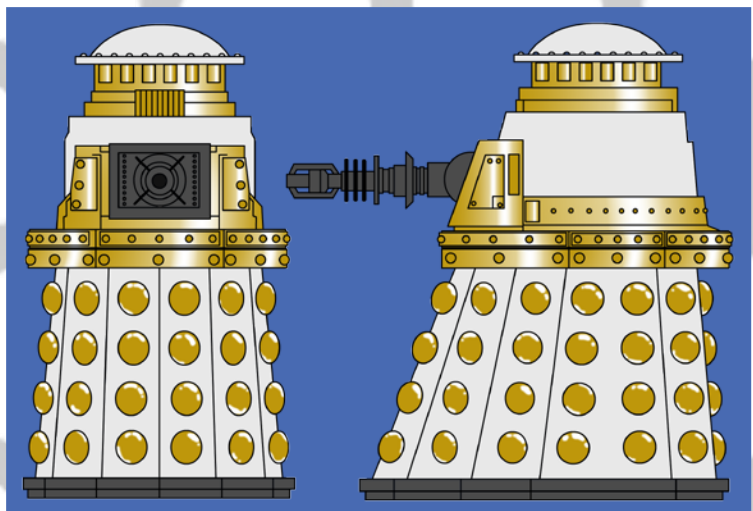
Overview

Designed as a heavy weapon platform, the Mark One Special Weapon casing was used on battlefields by the first Dalek Empire until it was replaced with the sleeker, more advanced Mark Two model. The initial design for this casing was deemed a failure, as a design flaw in the initial run of meant that each time the weapon system was fired, a backwash of radiation flooded the habitation module causing mental instability and further mutation in the occupant of the casing.

The sole survivor of this batch became fully self aware and independent – this independence made it an ideal leader for the most dangerous and suicidal of missions. The unit was hated by the other Daleks, due to its impurity. In an encounter with Davros at the beginning of the Dalek Civil War, the “Abomination” turned on its allies and joined with Davros. Davros saw the benefits of the casing, rectified the flaw and produced his own heavy weapon units to supplement the firepower of the Abomination.

Features

The skirting of the casing is similar to that of standard Dalek casings. Above the usual fifty-two sensor globe arrangement, the top half of the casing was on a pivot. This allowed the Dalek a three hundred and sixty degree field of fire. The design of the dome section varied drastically from normal casings. The dome contained little more than a targeting package – battlefield telemetry was sent to the casing over the communications net from other Dalek units. This casing did not allow for sophisticated environment sensing, despite the standard number of sensor globes.



This casing did not feature the usual arm attachments, instead a single over-sized energy cannon protruded from the mid-section. Power was fed from the reactor in the skirting, with the conduits passing dangerously close to the habitation module and it was the conduits that supplied the energy that had the flaw in the first batch of casings. The habitation module remained in the mid-section, with a nutrient tank beneath in the static base module.

The Mark One Special Weapon casing featured an over-sized power generator that was subject to radiation leakage. The majority of the power produced was channelled straight to the weapon system and the motive unit did not allow this casing to travel at the same speed as standard Dalek casings. The motive unit installed in this casing did allow for levitation of up to twenty-five centimetres, however. In most cases, the creature inside would simply destroy any obstacles in its path rather than attempting to go around or over them.

Mark Two Special Weapon Casing

In Use By: Generation 01, Generation 04

Source: *The Genocide machine*. This is a conjectural design and is an attempt to bring the Special Weapon casing more in line with the aesthetics of Dalek design.

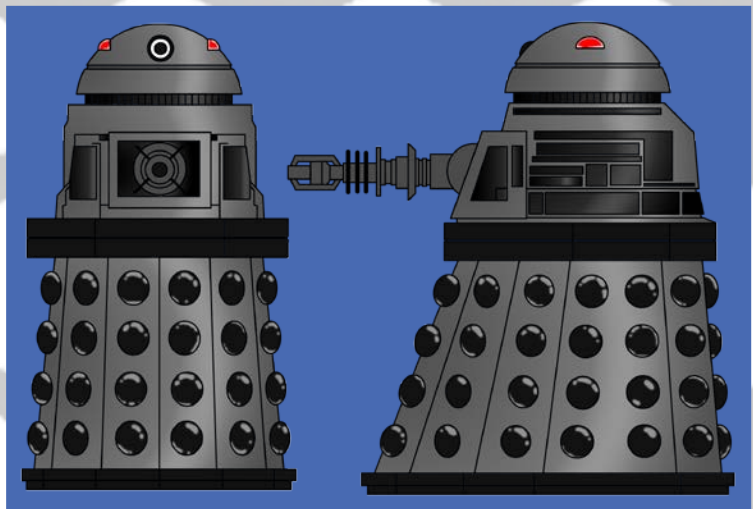
Overview

Facing numerous defeats at the hands of Davros' Imperial Faction – due in large part to squads of Special Weapon casings being fielded by their foes, the Loyalist requirement for its own, reliable Special Weapon units increased dramatically. Keeping with the original Special Weapon concept, the internal mechanisms of the original design were improved and upgraded. After an extensive testing process, the casing was determined safe for use by pure Dalek mutants. The casing was put into production and Special Weapon units became a common sight on major battlefields throughout the course of First Dalek Empire.

Features

The lower half of the Mark Two Special Weapon casing was identical to that of the Mark One, maintaining the fifty-two sensor globe configuration. The upper half of the casing saw some variation, particularly in the dome at the top of the casing.

This dome was designed to be more reminiscent of a standard Dalek casing. The main difference was that the front sloped in at a sharper angle than the rear, and the sides were straighter. Instead of the usual eye-stalk arrangement, an advanced scanning unit was installed. Data from this fed directly to the targeting computer in the dome, making target acquisition a few micro seconds quicker than that of a standard Dalek. Luminosity dischargers were positioned flat to the surface of the dome to maintain a sleeker and more elegant design.



Internally, the habitation module located behind the over-sized cannon was reinforced and shielded to provide additional protection to the Dalek creature inside. This shielding not only protected from external assaults, but also acted as a buffer for any radiation leakage that may have occurred from the casing's power feed to the weapon system. Beneath the habitation module, the nutrient tank and its reprocessing systems were similarly shielded.

The specifications of the Mark Two's power generator and motive unit were practically the same as the original Special Weapon casing. The main difference was that the power generator and associated systems were more efficient, allowing the environment sensors to function

more like those of a standard Dalek unit. Occupants of the Mark Two Special Weapon casing were able to work more independently, allowing them to be used in a more tactical manner on the battlefield. The motive unit still struggled to allow the unit to keep up with standard casings, however.

Mark Three Special Weapon Casing

In Use By: Generation 01

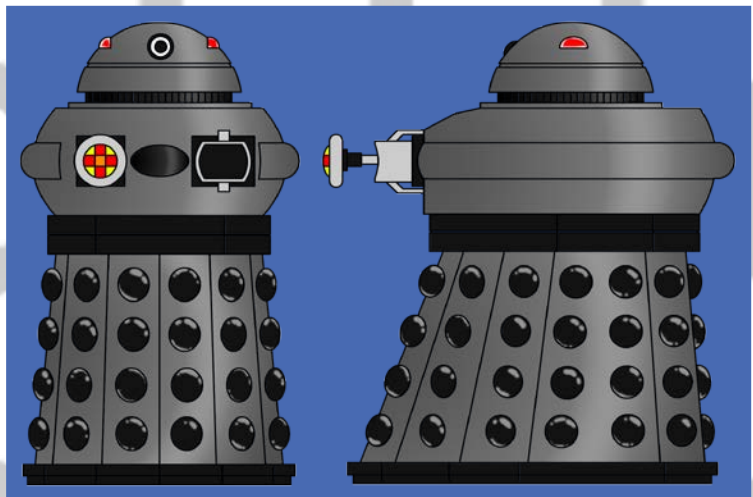
Source: This is a conjectural design. Bombardier Daleks were mentioned in several of the *Virgin New Adventures* series of novels.

Overview

Also known as the Bombardier Dalek Casing, this model of casing was the only known Dalek casing that fired projectile weapons. The casing was based around the Mark Two Special Weapon casing; however the shoulder area was re-designed to allow for the containment of a number of high-yield explosive devices. Casings of this type were utilised only rarely, seeing success on a number of battlefields.

Features

Externally, the casing mimiced the design of the Mark Two Special Weapon casing for the most part. The fifty-two sensor globes around the skirt-base of the casing fed the advanced computer with continuous environmental data – wind speed and direction, local gravity etc. which enhanced the casing's ability to land its explosive projectiles where they would most devastate the enemy. The "head" dome of the casing was the same as that of the Mark Two and the same advanced computer systems were located within its protective shell. The targeting software package was unique to this package, dealing as it does with projectile rather than energy weapons.



The mid-section of the casing featured a large bomb hold. To accommodate both the payload and the habitation module, the midsection of the casing bulged out from the casing, appearing almost as a ring around the casing's midriff. The habitation module at the centre of the casing was protected by a buffer system. A number of high-yield explosives were housed in the outer ring and a belt mechanism fed them into the firing chamber at the front of the casing. A launch tube for the projectiles was fitted to the front left of the casing, and a target acquisition arm on the right supplemented the telemetry being received from other Dalek units and from the casing's sensor globes. The mid-section was rotatable, allowing the Bombardier to fire in a three-hundred and sixty degree arc.

Internally, the casing was barely changed from that of the Mark Two casing. A smaller power plant allowed the casing to function the same as the Mark Two – little power was required for the weapon system. The saved space was taken up by the buffer system that protected the

nutrient tank beneath the mid-section and the habitation module in the centre of the casing. Motive speed remained constant with previous Special Weapon Casings.

Marine Special Weapon Casing

In Use By: Generation 01

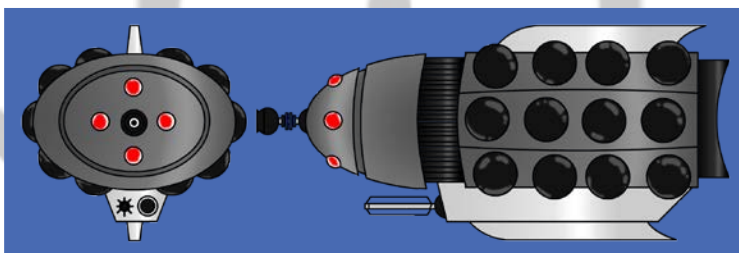
Source: *War of the Daleks*. Design is conjectural based on the description in that source.

Overview

Usually seen only on Worlds with a high proportion of water, the Marine Casing was a step away from the usual Dalek design. While all Dalek casings allowed for limited under-water operations, the Daleks discovered that they were often outmatched in such environments. The Marine Casing was developed in order to counter this weakness. The Marine Dalek was a formidable foe in sub-marine environments. The casing was exceptionally nimble in its native environment and proved devastating to the naval fleets of invaded worlds and to creatures that evolved in a sub-marine environment.

Features

Shaped to be reminiscent of torpedoes used by other cultures, the Marine Casing still retained key Dalek design features such as the eye-stalk (which protruded slightly from the end of the casing's Head Dome, but was located in a slot and fitted on a pivot that allowed the occupant a one-hundred and eighty degree field of view). Arm attachments protruded from the midsection line to extend beneath the dome. Because of these common design elements, the Marine Casing was instantly identifiable to its opponents as the product of Dalek technology. This casing was larger than that of a standard Dalek casing.



The majority of Marine Daleks were military units, the second arm socket being filled with a harpoon-gun attachment. Scientific units replaced this with a manipulator arm appropriate to their task. The main portion of the casing included a total of Thirty-two sensor globes which fed information about the environment to the central computer. The weapon system was slung underneath the main body allowing more room for internal systems. In addition, the casing featured a dorsal and ventral fin. Luminosity dischargers lay flat against the casing in a manner reminiscent of the Mark Two and Mark Three Special Weapon Casings.

The internal arrangement of this casing's workings varied from those of the land-based designs. The casing was effectively at a ninety degree orientation from the standard casings, and the arrangement of systems was altered to allow for this change. The habitation module was located between the head dome and the main body of the casing, with the nutrient tank located next to it. The power plant took up the bulk of the main section of the casing's interior, with the propulsion unit immediately behind this. Power was fed to the weapon systems and arm attachments through the attached housing and this was where the targeting computer was located. The computer in the dome section handled navigation, environmental and non-tactical concerns.

The Marine casing proved to be a manoeuvrable and heavily armed underwater foe. Motive power was supplied through a rear-mounted turbine and a series of directional thrusters, located around the propeller mounting and neck line of the casing. While not the fastest fish in

the sea, the Marine Casing could twist and turn far quicker than most enemies it ever encountered.

Airborne Special Weapon Casing

In Use By: Generation 04.

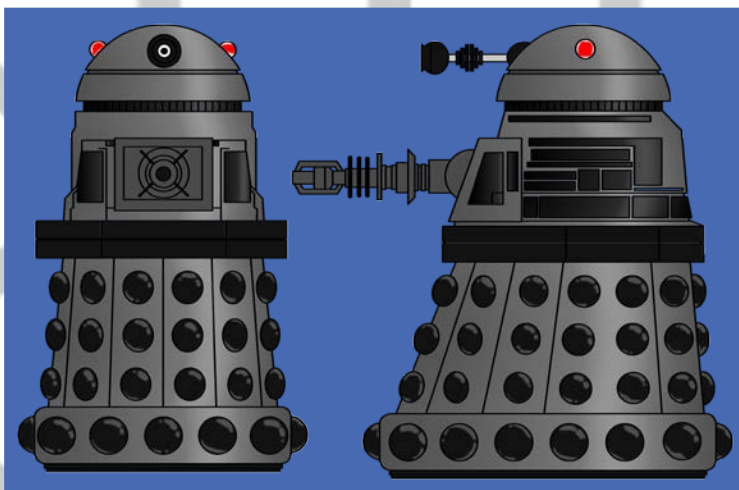
Source: *Dalek Empire 01*. The design is conjectural based on the concept that at this stage Daleks could not achieve full flight in their standard casings. This is evidenced by the use of Trans-Solar discs throughout the *Dalek Empire* series.

Overview

This casing was the first Dalek casing to allow autonomous flight for its occupant. Designed in the Seriphia Galaxy, the casing took the Special Weapon casing with its over-sized power plant and enhanced the motive unit to allow the casing to elevate and act as an aerial assault unit. While standard Dalek units required the Trans-solar disc or the heavier Gunbout, occupants of this casing could patrol airspace and space with impunity. The development of this casing helped in the design of the Time War casing utilised by all Daleks of the fifth generation.

Features

For the most part, the casing resembled the Mark Two Special Weapon Casing, maintaining that design's dome and weapon assembly. The skirt section of the casing extended only three sensor globes deep, giving the casing a total of thirty-nine environment data collectors. The remainder of the base was an over-sized motive unit which enabled the casing to maintain flight. The dome mimicked the standard Travel Machine – with protruding Luminosity Dischargers and a standard eye-stalk. The casing maintained the over-sized energy-cannon found on the Mark One and Two Special Weapon casings.



Internally, the databank and computer systems remained in the dome section, with the habitation module located in a buffered containment system within the middle of the casing. As with previous Special Weapon casings, this central portion of the casing could rotate through three-hundred and sixty degrees to allow the occupant the maximum potential for death-dealing. The lower half of the casing was occupied by the power plant and the massive motive unit required to elevate the casing and to keep it in flight.

The power plant necessarily produces more output than that of other casings, most of this directed downwards to the motive unit. Around the edges of the motive unit, on the outside of the casing, a series of directional thrusters enabled the casing to manoeuvre in any direction once airborne. This casing saw action during the invasion of Mutter's Spiral from the Seriphia Galaxy.

Dalek Leadership Casings

Within this section lie the basic designs for the unique casings used by the Dalek leadership over the course of their history. The casings presented here are not the casings of leaders such as the Supreme Daleks or other command Daleks as the casings used by these ranks are simply re-coloured and enhanced instances of the Standard Dalek casings. Designs highlighted here are those casings that are unique in design and reserved for the highest ranks of the Dalek hierarchy.

Kaled Life Support & Mobility Chair

In Use By: Davros (Generation 01, Generation 03 & Generation 08 Daleks).

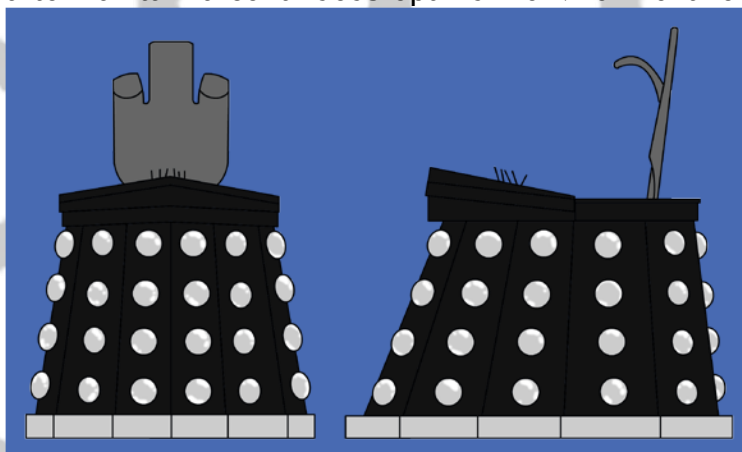
Source: *Genesis of the Daleks*, *Resurrection of the Daleks*, *Davros*, *Revelation of the Daleks*, *The Juggernauts*, *The Stolen Earth*, *Journey's End*, *The Magician's Apprentice*, *The Witches Familiar*

Overview

The life-support system utilised by the Kaleds to keep their chief scientist alive was modelled after previous systems designed to cater for less badly injured individuals. The top scientists of all relevant fields were involved with the modification and improvement of the basic mobility chair into a device that could keep someone as crippled as Davros alive. Many of the systems in the chair were based upon the principles and blueprints from Davros' own burgeoning research into life support and life-extending technologies. Davros continually upgraded his life support chair whenever time and resources allowed – to this end, the unit attained new functions as the years of Davros' life passed by. Ultimately, the chair was abandoned in favour of an Emperor casing. Following Davros' return to fight and command forces in the Time War, the scientist was housed in a heavily updated version of the mobility chair based on the Mark Five design.

Features

In appearance, the life-support system resembled the lower half of the Travel Machines which Davros designed to house the result of the mutation of the Kaled race. The chair was squatter than its successors, with smaller sensor globes around the base. There are fifty-two of these devices, which the internal systems used to maintain a continuous optimum environment for the occupant. Around the top rim of the chair were a number of switches and buttons that controlled the chair's workings, the motive unit and could also be programmed to utilise technology external to the chair remotely. The occupant was placed in the unit, with their back supported by a comfortable padded chair-back. If required, the occupant could be strapped to this in order to restrain them.

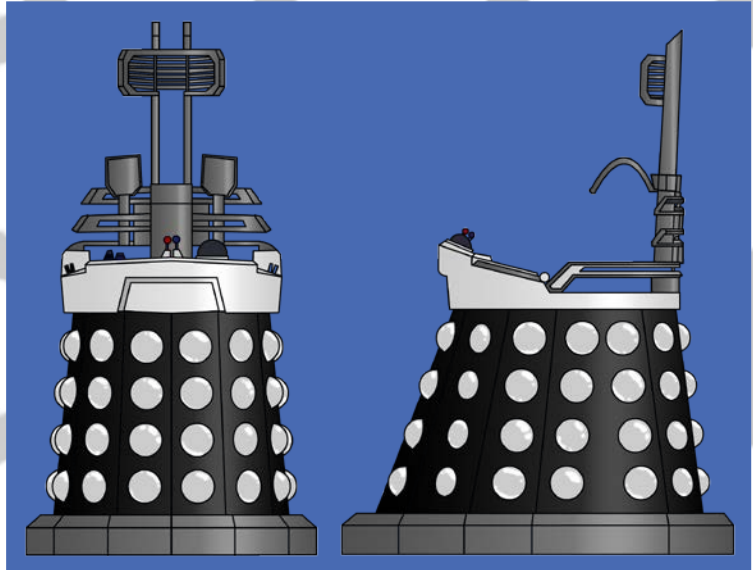


The chair contained the technology required to keep its occupant alive almost indefinitely, even beyond the limits of their normal life-span. In addition, the chair featured an advanced suspended animation feature – this particular system was installed by Davros after meeting the Doctor for the first time. Lack of mention of himself in the Daleks' future led him to become wary of his creations. The chair contained life support functions that continually checked the occupant's well-being, balancing the chemicals in their brain as well as providing balanced nutrition to them. Davros' personal

life-support system had several hidden compartments, from which he could extract various toxins and mind-control drugs – a small number of which could be produced within the chair itself if no larger laboratory was available to the scientist.

The mobility chair was powered by a self-sustaining power generator that draws energy from the surrounding environment to maintain a full charge. The motive unit allowed the occupant to travel at relatively quick speeds; in addition it could levitate around five centimetres from the surface it was travelling over. Davros later modified his mobility chair to allow for levitation of up to fifty centimetres. While mainly Black and Silver in design, Davros later re-coloured the casing to match the cream and gold livery of his Imperial Dalek Faction.

For his use during the Time War, Davros was placed in a new chair which maintained the functions of the original chair while sharing in the advanced features of the Mark Five Travel Machine.



The Casing of the Dalek Prime – Modified Mark One Travel Machine

In Use By: The Dalek Prime – Generation 01 & 04.

Source: *Abslom Daak: Dalek Killer, War of the Daleks*

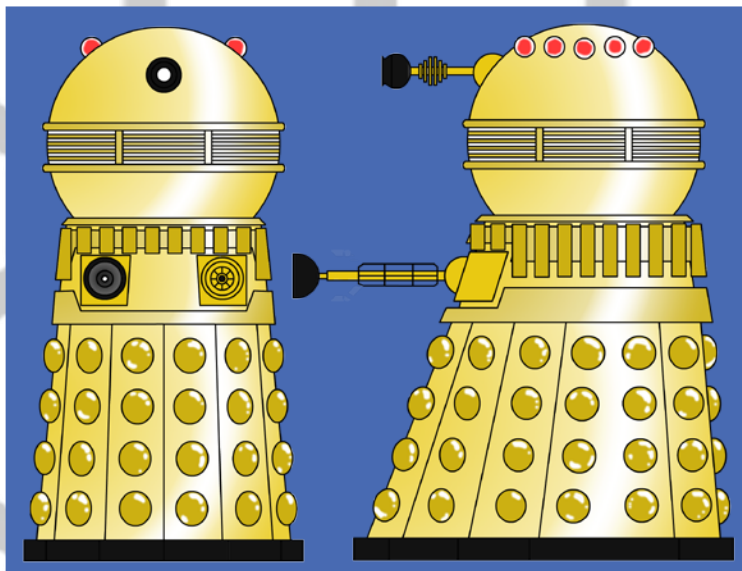
Overview

The Dalek Prime enhanced itself beyond other the other Daleks early on in its life. In order to house this superior brain, and to distinguish itself from the growing number of drones, it decided to produce a unique casing. To this end, the Dalek Prime personally supervised the modification of one of Davros' earliest designs – the Mark One Travel Machine to provide sufficient protection, computational power and life-support systems to survive and lead the Dalek race. This casing remained in storage once the Dalek Prime housed itself in the massive Emperor casing in Skaro-City for times when the leader needed to move amongst the population of the Empire. The life-support and computer systems within this casing were always kept far in advance of any other Dalek casing being produced at any particular point of Dalek history.

Features

The Dalek Prime's casing was heavily based on the Mark One Travel Machine as designed by the Kaled scientist Davros. The internal workings of the casing were updated on a regular basis however, and the Dalek Prime remained a force to be reckoned with throughout Dalek history, despite the outdated design of the shell. The Dalek Prime's casing had a uniform metallic gold finish – gold being the colour of ultimate supremacy for the Kaled forefathers of the Dalek race. The seven luminosity dischargers located at the top of the casing's globe-like head were red in colour in a further effort to distinguish the casing from those of its underlings.

The casing was almost always fitted with an energy weapon in the left socket and the “sucker-arm” and data probe that was the most commonly used manipulator arm of the Dalek race in the right. As with other casings, these attachments were interchangeable, and the Dalek Prime could utilise any of the available attachments. The data probe was always maintained to the highest degree of efficiency and the energy weapon was significantly more powerful than that of any standard casing.



Unlike the Mark One Travel Machine upon which it was based, the Dalek Prime's casing had an internal power source. Most of the power generated was channelled into a prototype force shield which protected the Dalek Prime beyond the strengthened bonded-polycarbide armour of the casing.

Supreme Council Casing – Modified Mark Three Travel Machine

In Use By: The Dalek Supreme Council – Generation 01.

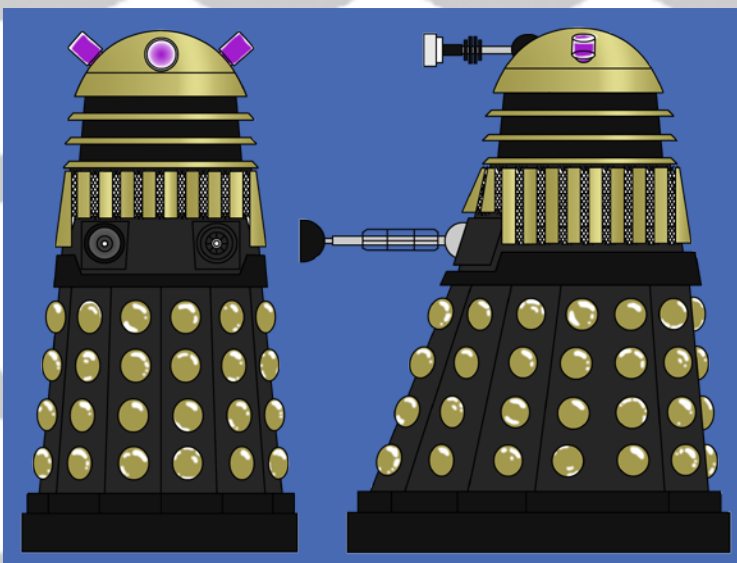
Source: *Planet of the Daleks*

Overview

Early in their history, the First Generation Daleks established a strict hierarchy for their race. The first twenty Daleks to follow the Dalek Prime off the assembly lines set about experimenting on themselves in order to enhance their cerebral capabilities. Eight were terminated during the experiments, but the remaining twelve became the Dalek Supreme Council. The Dalek Prime ordered that modifications be made to the standard Mark Three Travel Machine in order that the members of the council could be easily distinguished from the rank and file of the race. As with the Dalek Prime's casing, the systems within the Supreme Council Casing are kept at a state of the art level making them more powerful than the remainder of the Dalek race.

Features

A heavily modified variation of the Mark Three Travel machine, this casing was mounted on an enlarged base. The design for this was taken from the motive unit attachment of the Mark Two Travel Machine. The Luminosity dischargers were also enlarged on this casing – ensuring all around knew who was speaking. The casing's modified eyestalk, also flashed in synchronisation with the dischargers. The gun-stick featured an enlarged barrel and was more powerful than that of a regular Mark Three casing's weapon.



The Council were usually seen with a weapon attachment and either a sucker / data probe attachment or a manipulator claw. As with all such casings, these attachments could be changed when required. The casing was given a black and gold finish – a mixture of the colours given to the various Dalek Supremes and an indication of the Supreme Council's heightened rank in the hierarchy.

Internally, the casing featured enhanced life-support and computer systems similar to those in the Dalek Prime's casing. Other than these enhancements, the layout of the casing was identical to the standard Mark Three Travel Machine. The Kaled mutant was located in the mid-section of the casing in a secure habitation module beneath which was the nutrient tank that fed and supported the occupant. The habitation module was more heavily shielded than that in a standard Mark Three casing, primarily to protect from any energy leakage that may have occurred from the increased energy output of the weapon system. The power generator produced increased output in order to support the enhanced capabilities of the casing and the motive unit allowed for the same mobility as a regular Mark Three casing.

Skaro-City Emperor Casing

In Use By: The Dalek Emperor – Generation 01, 04.

Source: *Evil of the Daleks*

Overview

In order to more fully maintain an informed overview of Dalek activities across the universe, the Dalek Prime (also known as the Dalek Emperor) ordered the construction of a unique casing. This would be plugged directly into the Dalek data-network in Skaro-City, allowing the Emperor instant communication and data-access.

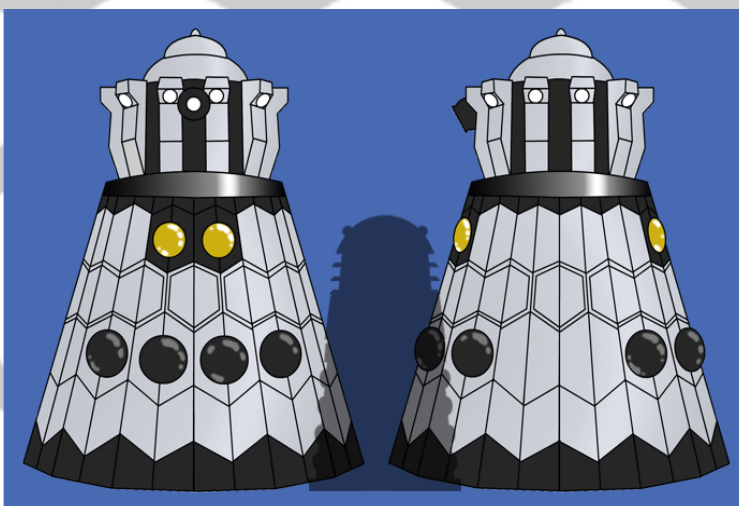
This casing was static, so a system was established to allow the occupant to be moved safely into the mobile “Dalek Prime” casing. Following the destruction of Skaro-City at the hands of the humanized Daleks and the Ka Faraq Gatri, the Emperor initiated the development of an improved version of this casing. This was mobile and could plug into the Dalek network from any base or ship.

Features

Towering over normal Dalek casings, the Emperor inhabited what was essentially a super-computer. Most of the inner workings of the casing were processors, memory banks and interfaces that enabled the Emperor to monitor the activities of the entire Dalek race. Enhanced Life Support systems were required to avoid over stressing the Emperor's biological functions.

Prior to the destruction of Skaro-City, this casing drew power directly from the city's own generators. Because of the direct connection to

the city's generators and computer systems, the casing was immobile, secure at the heart of the capital of the empire. A hidden system allowed the Emperor to move itself back to the mobile Dalek Prime casing when required. While in the mobile casing, the Emperor became reliant on the reports of its inferiors.



Following the original casing's destruction during the attack by the humanised Daleks, the Emperor initiated the development of a new version of the city-bound casing. This version was smaller and more compact and contained an internal power generator with enough output to power the casing's life support and essential data gathering needs whilst also powering a motive unit that enabled the Emperor to travel whilst in this casing. The Emperor still utilised the Prime casing when it needed to travel further or quicker than the over-sized casing allowed.

Imperial Dalek Faction Emperor Casing – Modified Mark One Travel Machine

In Use By: Davros, Dalek Emperor – Generation 03.

Source: *Remembrance of the Daleks*, *Terror Firma*, *War of the Daleks*

Overview

During the battle to take Skaro from the Loyalist Dalek faction, Davros' mobility chair became irrevocably damaged. Sliced in half, the casing's life support systems began to fail rapidly and the remains of Davros' organic form began to die and decay. Left temporarily without a leader, Davros' new army constructed a new casing for Davros – in the process removing the unnecessary and decaying parts of the humanoid form. The casing was based upon a design the scientist had been developing as a more protective casing for himself. It seems that the traumatic loss of the majority of his physical form led to a steady growth of two personalities within Davros' mind – the Davros persona and the Emperor persona.

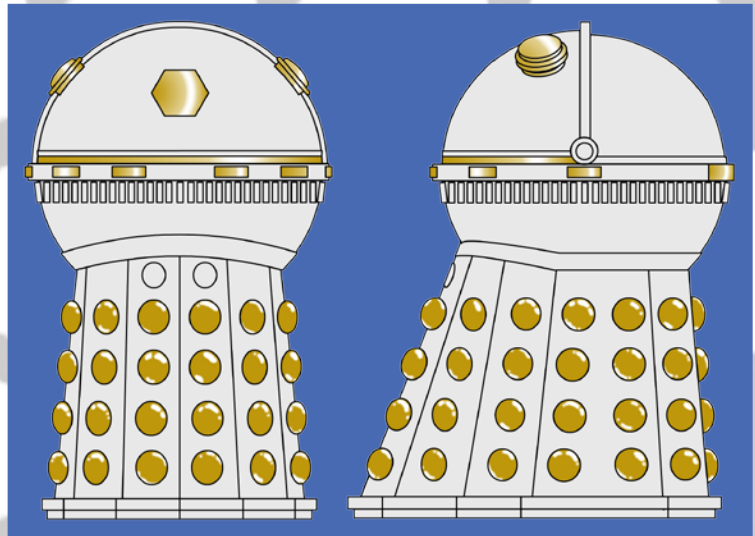
Features

The casing used by the Emperor of the Imperial Dalek Faction was an amalgamation of the design of the Mark One Travel Machine and the enhancements that had been made to Davros' mobility chair. The globe shaped dome at the top of the casing was altered from the basic Mark One.

A visual sensor panel flat against the casing replaced the usual eye-stalk arrangement. This sensor fed data directly to a monitor screen on the reverse of the casing. Only two luminosity dischargers were present, designed to match those on the Mark Four Travel Machine and giving

a sense of cohesion between Emperor and subjects. The front hemisphere featured a sliding access panel that opened to reveal Davros' head to the outside world.

Two panels that would ordinarily house the connectors for arm attachments on a regular Mark One Travel Machine concealed mechanical claw "hands" that Davros used to manipulate the environment around him with precision. The lower half of the casing was identical to the lower portion of the Mark Four Travel Machine and was finished in the same cream and gold livery as the remainder of the Imperial Dalek Faction.



Behind the midsection were the primary life support systems and the nutrient feed that kept the scientist alive. An advanced computer and data management system was located beneath these, in the base unit. This plugged directly into the casing's power generator. Two of the casing's fifty-two sensor globes were retractable. From these locations, two data-ports emerged that allowed Davros to interface with any computer system, Dalek or otherwise.

The power source fed the life-support systems far more power than that of a regular Dalek. In part due to paranoia, and to ensure his own survival, Davros has installed a prototype force-field generator into this casing. This field required an exceedingly high amount of power to operate but the power could be redirected through to the casing's motive unit, enabling Davros to escape danger at a rate far in excess of any other casing. This casing had full levitation capability.

Time War Emperor Casing

In Use By: The Emperor of the Daleks – Generation 05, 06.

Source: The Parting of the Ways

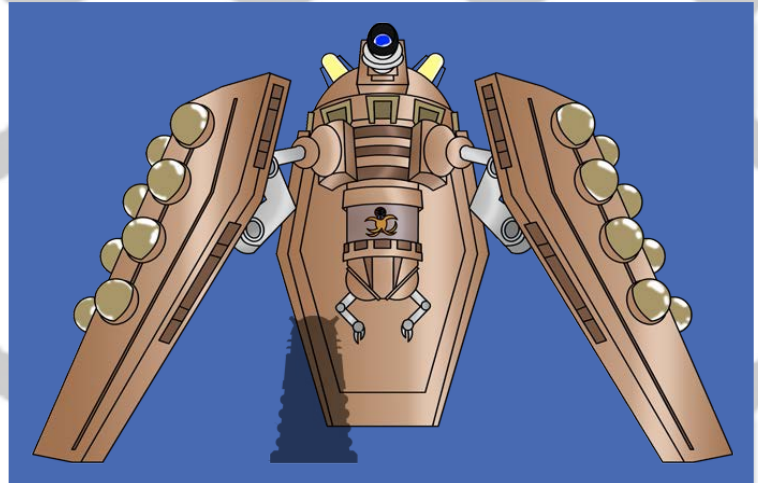
Overview

For the onset of the Time War, the Dalek Emperor initiated the development of an enhanced casing for all members of the Dalek race. This included the design of a casing for itself that would allow movement around the Empire while maintaining the computational power and control that was allowed by the Skaro-City casing. This new casing would provide adequate protection from Time Lord Technologies as well.

Features

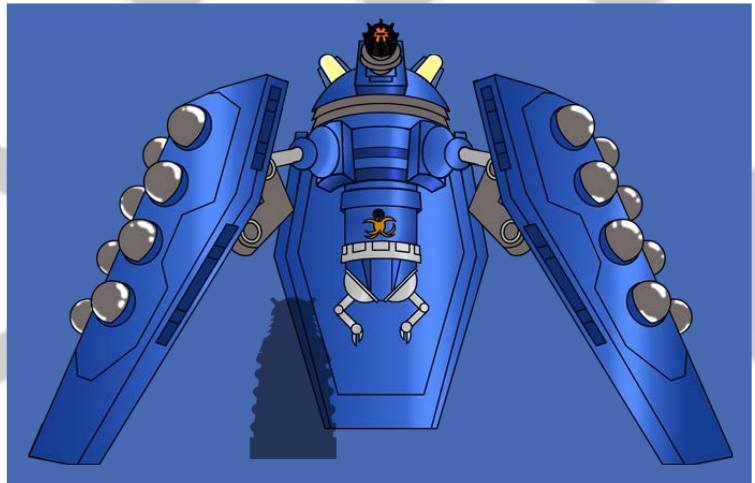
The most significant variation between this and any other Dalek casing was the fact that the occupant of the casing was fully visible to the outside world. Hanging beneath the over-sized "Head Dome", this could prove disconcerting to those addressing the Emperor – should conversation be addressed to the creature, or the Eye-stalk? The dome itself contained all the processors and memory banks necessary for the Emperor to oversee all Dalek operations. As with the majority of Dalek casings in the Time War, the Emperor's casing was finished in a uniform bronze colour scheme.

Extending down from the dome and around the Emperor's habitation module, three shield-like "Legs" contain interface probes that could be extended into various ports within Dalek Command Centres, cities or starships in order that the Emperor could access their data gathering sources as if they were an extension of itself. The "Leg Shields" included navigational thrusters that allowed the Emperor to move around and an internal matter-transmission system enabled the casing to move instantly through space to a range of five kilometres. The smaller more mobile casing previously adopted for moving about the Empire was now obsolete.



Life Support systems were located within and beneath the transparent Habitation Module. From the bottom of this unit, several manipulator arms extended, allowing the Emperor a fuller control over his environment than was possible in previous casings.

When the New Dalek Paradigm was spawned from the progenitor, a new Emperor was gestated to lead the empire from Skaro which was restored using temporal technology. The casing used by this Emperor was an upgraded version of the casing used during the Time War. It was slightly re-designed to mimic design elements from the Mark Six Travel Machine and finished in Strategist blue.



Reality Project Supreme Dalek Casing

In Use By: Supreme Dalek – Generation 08.

Source: *The Stolen Earth, Journey's End, The Magician's Apprentice, The Witches Familiar*

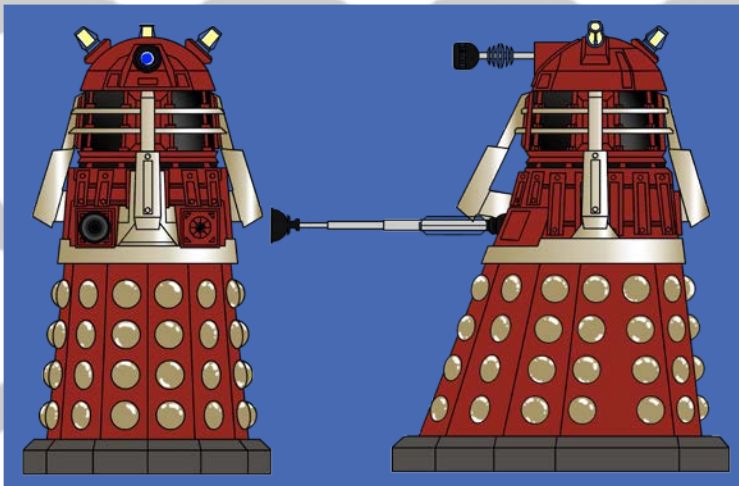
Overview

The first Dalek created as part of the "New Dalek Empire" from the flesh of Davros became the new Supreme Dalek and leader of that empire. Its casing was a modified version of the Mark Five casing that had proven so successful during the Time War. The casing plugged directly into the systems of the Giant Command ship via the "Throne Room" bridge of that vessel. To contain the extra facilities required by the leader of the empire, the casing was somewhat taller than a regular Dalek Travel Machine.

Features

Finished in a dull red colour, with gold trim and sensor globes (of which there were fifty-two around the skirt section of the casing), the lower half of the Supreme casing was identical to the regular Travel Machine. This section contained the motive unit, reactor and control systems for the casing.

The casing featured an extended neck section and gold joists that stretched from the bottom of the gun mounting segment of the casing up to the lower rim of the Supreme's Dome. These joists were part of the Supreme's interface system with the command ship. The dome itself featured raised luminosity dischargers - one either side of the dome and one at the rear. The overall design is one that somehow seemed sturdier and more imposing than a regular Dalek casing.



Other Dalek Casings

The majority of low-rank Daleks are encased within the standard Travel Machines as designed by Davros and subsequently Dalek engineers. Variations and differing designs do exist and a number of more esoteric designs have been sighted over the years. Whilst a number of these can be eliminated from a serious study as hearsay and conjecture – such as the tall, boxy “Marsh Dalek” sighted on swampy battlefields, some of the more plausible are detailed within this section. It is perfectly feasible that some of the less plausible casings were the forerunners to their more common successors – for example, the Marsh Dalek could well have been a prototype Strider casing. Overall, the casings examined here conform to known Dalek aesthetics and seem logical inclusions for this reason.

Construction Drone Casing

In Use By: Worker Drones – Generation 01, 02 & 04.

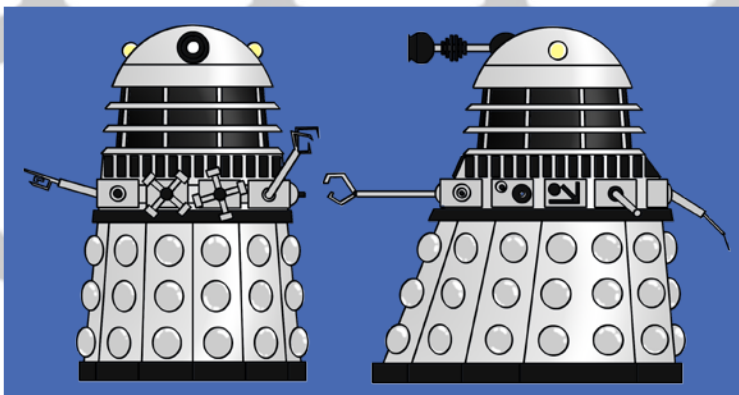
Source: This is a conjectural design based on the need for the early Daleks to have some way of constructing new cities, ships and other technologies.

Overview

Dalek society was strictly hierarchical and caste based. The majority of the Daleks seen by other cultures were from either the Military or Scientific castes. The Worker caste was genetically engineered to be able to follow specific orders and perform specific activities only. Placed within a “Construction Drone” casing, it was these Daleks who built the race's structures, transports and vehicles of war. In later years, much of the construction was automated according to blueprints or performed by slaves – but all Dalek vessels still maintained a force of worker embryos and casings within their incubation units up until the onset of the Fifth Generation.

Features

Smaller than a standard travel machine, the Construction casing had a series of manipulator arms on a revolving collar that allowed for a variety of functions to be performed. The lower half of the casing was shorter than that on a regular Travel machine, with space for only thirty-nine sensor globes. Because the casing was shortened, it was also narrower at the base, allowing the Construction Casing to access smaller confined spaces than regular Dalek casings. Above the strengthened mid-section, the dome of the casing was the same size as that of the Mark Two and Mark Three Travel Machine and it had the same features as those models – two luminosity dischargers and a single eye-stalk.



The habitation module was located in the mid-section, behind the strengthened, rotating collar that held the various manipulator arms. The nutrient tank was located above the habitation module within the dome section. Due to the dangerous nature of the work undertaken by the Workers, a number of accidents occurred that resulted in the drowning of the worker drone in the very fluid that was designed to keep it alive. This design flaw was never rectified as the worker caste was considered expendable.

Beneath the habitation module, basic life support systems were located. The Construction Casing's power plant was powerful, allowing enhanced mobility to the unit. The motivator units enabled workers to move far faster than a regular Dalek and they could levitate up to five meters above any surface. Small thrusters enabled the casing to maneuver whilst airborne.

Psyche Dalek Casing

In Use By: Psyche Daleks (Advanced Roboman controllers) – Generation 01

Source: *Emperor of the Daleks*

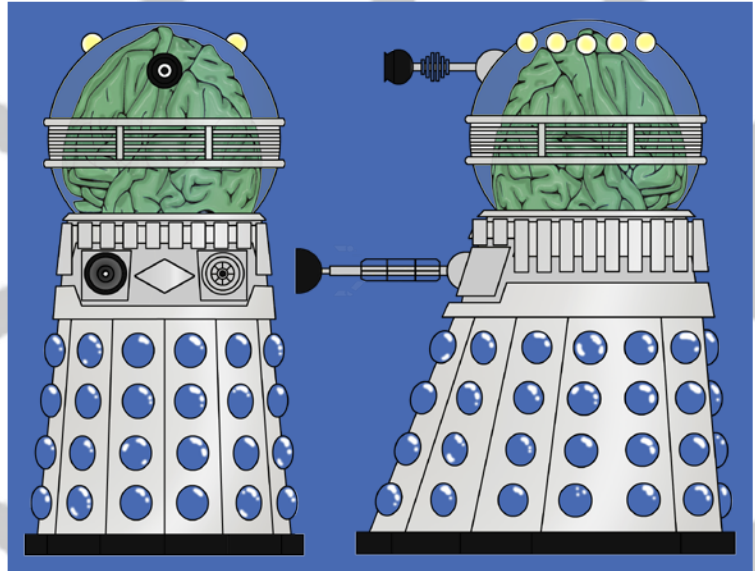
Overview

The Daleks used a Robotisation process to create cheap and expendable guards for conquered worlds. The original remote-control headsets were controlled from computer terminals which could be over-ridden by saboteurs as happened during the invasion of Earth in the twenty-second century. To combat this, Dalek Scientists determined that the use of cerebrally advanced Dalek creatures would ensure consistent control over the slaves. In addition, this allowed the headsets themselves to be streamlined. A unique casing was required to house these over-sized Dalek mutants and the Psyche Dalek Casing was the result. Later, the robotisation process was further improved, and the Psyche Daleks became obsolete.

Features

The Psyche Dalek Casing was a modified version of the Mark One Travel Machine developed by Davros during his early experiments and researches into the evolution of the Kaled race. At the top of the casing sat the globe shaped habitation module. This was made of a weaker, transparent form of the bonded-polycarbide used to manufacture regular Dalek casings. Only two luminosity dischargers were present on the dome and a central eye-stalk was also featured. Within the habitation module, the mutant was clearly visible and had been mutated into what appeared to be a giant brain. The enhanced cerebrum was necessary for the mutant to maintain cohesive control over multiple robotised subjects.

The remainder of the casing remained identical to the Mark One Travel Machine; however solar power collectors were installed around the mid-section to supplement the power generated by the internal power generator. Fifty-two sensor globes were positioned around the lower half of the casing and the usual two manipulator arm ports were also present. The Psyche casings were of the science caste and as such were uniformly silver in colour with blue sensor globes.



Beneath the habitation module was the nutrient tank that feeds an improved mix of nutrients directly to the occupant of the casing. The majority of the base unit was taken up by the advanced life-support and cooling systems required to keep the occupant in a stable physical and psychological condition. A power plant as used in the Mark Three Travel Machine provided power to these systems but the increased requirements of the life support systems meant that the casing was both slower and had a less powerful weapon system if installed. This was not usually a concern, since the Psyche Daleks seldom left Dalek control centres or space vessels.

Spider Dalek Casing

In Use By: Generation 01, 03

Source: *War of the Daleks*

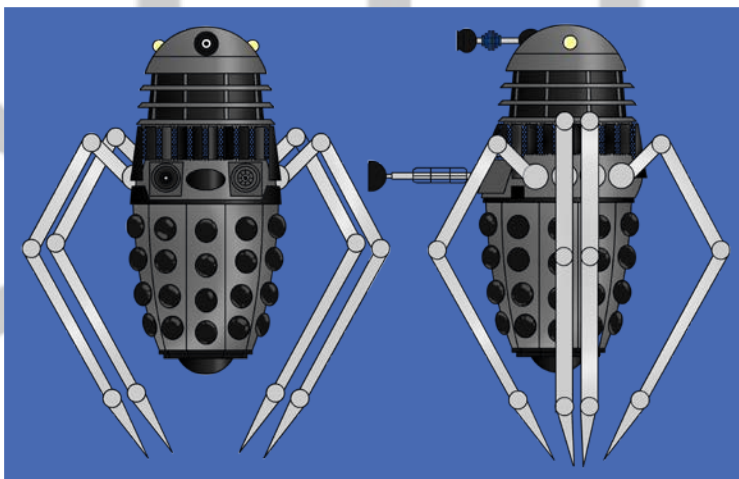
Overview

A unique product of Dalek design, the Spider Dalek casing saw limited production. This model varied from a standard casing, the design based as it was on an arachnid. Davros utilised the design for some of his Imperial Dalek forces and the design proved particularly effective over rough terrain, proving even more nimble than the contemporary Mark Three Casing's levitation capabilities allowed. Usually these units were reserved for battles in the Dalek Civil War rather than being pitted against inferior life-forms.

Features

The Spider casing was topped by a standard dome, as seen on the Mark Three Travel Machine. The dome had the usual two luminosity dischargers and an eyestalk that was reminiscent of the other casing designs. The mid-section of the casing was also reminiscent of the standard casings, consisting of a series of energy collection panels in addition to two manipulator arm attachment modules. A number of attachments were available for utilisation, the standard load out for a Spider casing was an energy weapon and either a sucker / data probe or claw manipulation arm.

From the mid-section, eight multi-jointed legs were spaced around the casing. Each leg ended in a vicious point that the occupant could use as stabbing weapons in close combat. The legs extended below the bulbous casing which was covered with forty-nine sensor globes to feed data about the terrain and environment in which the casing found itself.



The main portion of the casing housed the power generator and the mechanism that enabled the legs to maneuver the casing with precision, agility and speed across most terrain. The habitation module was located in the mid-section, with the nutrient tank and other life-support systems just beneath it and above the power generator. The casing's dome housed the computer systems that the occupant accesses for required information and targeting information. The power generator focused all its energy on the life support, computer and weapon systems.

Strider Dalek Casing

In Use By: Generation 01

Source: *War of the Daleks*

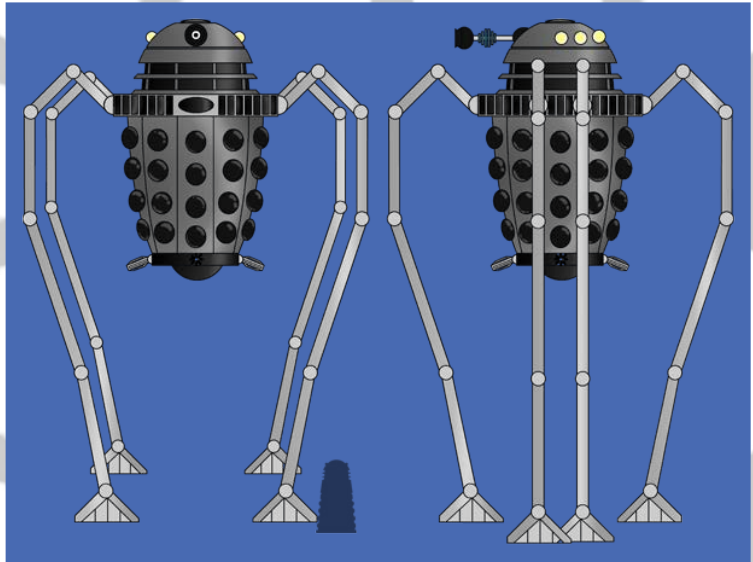
Overview

The Strider was the largest casing designed by Daleks for single mutant occupancy. At ten times the height of a regular Mark Three Travel Machine, the Strider towered over the battlefield, providing a rain of fire down on the enemy. Strider casings were costly to produce, and the unique model was only seen on planets of key strategic importance to the plans of the Dalek Prime / Emperor Dalek.

Features

In looks, the Strider seemed to be a scaled-up version of the Spider Dalek casing. Standing on eight, claw-footed legs, the Strider marched accross any terrain with little difficulty. Four high-powered blasters were slung beneath the main, sensor globe covered casing. One-hundred and twenty five sensor globes were in evidence around the casing. These fed ample data to the Strider's occupant allowing the four energy weapons to rain fire upon their foes. A number of the sensor globes acted solely as safety cutouts that prevented the risk of the Strider destroying one of its own legs. Above the main casing area, the casing's legs attached to a large mechanical ring. The ring also held a number of external energy collectors as per the Mark Three Travel Machine. An enlarged version of the standard dome tops the casing. Nine luminosity dischargers encircle the dome.

In this casing, the habitation module was located in the dome section where it was obscured from the fire power of ground based enemy units. The life support systems and nutrient tank were located beneath it, within the main body of the casing. All computer and power related systems were also buried within the main bulk of the casing. The bonded-polycarbide used to construct the Strider casings was far thicker than that on standard Dalek units, making the Strider a very tough opponent in battle.



The torso area of the Strider housed a powerful generator that provided the enormous amounts of power the Strider required. In prolonged battles, Striders needed to withdraw in order to recharge their power supply due to the drain of power caused by the powerful energy weapons firing repeatedly. The motive unit was similar to that of the Spider casing – but scaled to the larger proportions of the Strider.

Dalek Transportation

Although the Travel Machine casings were usually sufficient means of motivation for the Dalek creatures, a number of external transportation methods were used by the race. This section details these vehicles and vessels, focussing on designs such as shuttle craft, Dalek Saucers and Matter Transmitters that the race has utilised during the course of its history.

Matter-Transmission Unit

In Use By: Generation 01, 03 & 04

Source: *Ressurrection of the Daleks*, *Remembrance of the Daleks*

Overview

Matter Transmission (or teleportation) technology had been developed, used and maintained or abandoned by many technologically advanced race in the universe. The Daleks were no exception to this and they made use of Trans-Mat systems to travel in certain circumstances. Trans-Mat units were platforms onto which a subject could be turned into a form of energy and then “beamed” almost instantly across space to another location, usually another such platform. The Daleks of the First, Third and Fourth generation all utilised such platforms in their own bases and as a method of infiltrating enemy territory.



Features

Dalek Trans-Mat platforms were usually small affairs, capable of transporting one or two Travel Machines at a time to the intended destination. Trans-Mats of the First Generation appeared to be featureless booths into which Daleks moved and were then transported to their destination. Davros' Imperial Faction made use of platforms with raised control units, such as that seen during the Hand of Omega incident in London in 1963. While this technology had obvious tactical advantages, it is unsure whether the Daleks maintained such systems during the course of the Time War.



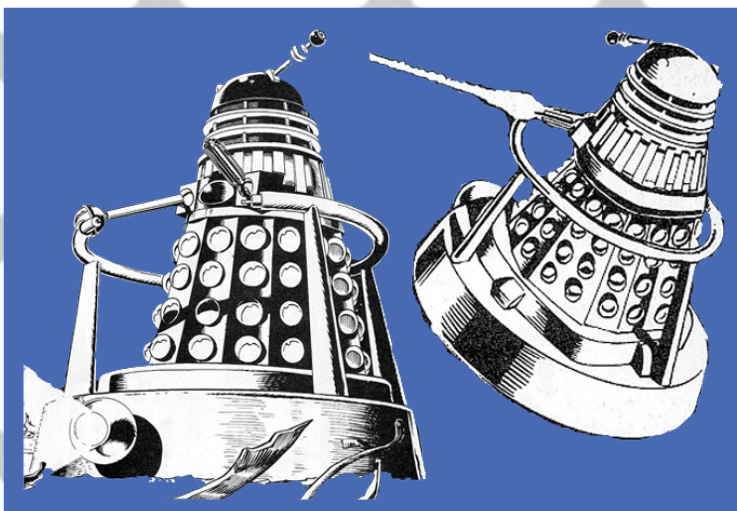
Trans-Solar Discs

In Use By: Generation 01, 02, 03, 04 & 05

Source: *Abslom Daak: Dalek Killer*, *War of the Daleks*

Overview

Also known as the Hoverbout, the Trans-Solar Disc was a common site on worlds under attack by and controlled by the Daleks. Up until the creation of the Mark Five Travel Machine, this vehicle was the race's primary air and space superiority unit. The Disc was comparable in power to the starfighters of other races and the Daleks used the small size of the vehicle to great advantage. With the development of the Mark Five Travel Machine's advanced motive units, the Trans-Solar Disc became somewhat redundant, though re-designed units were used on occasion.



Features

The Trans-Solar Disc was primarily an advanced anti-gravitational / motive unit which carried a single Dalek unit and was capable of inter-planetary travel. On top of the motivation disc, the Dalek casing was clamped down to ensure maximum stability for the occupant as the Disc maneuvered through air or space. Control of the Disc was achieved through the manipulation of a ball shaped controller located on the top ring of the safety-railing that surrounded the pilot. The pilot interfaced with the controls through the standard manipulator arm / data probe attachment. The Trans-Solar Disc could be piloted by non-Dalek life forms.

The Disc contained no in-built weaponry, meaning that the pilot relied solely on their own weaponry, boosted by a power feed from the Disc's own powerplant. The added power meant that the standard Dalek Energy Weapon was usually sufficient to destroy or harass most opponents. The Disc was one of the most maneuverable space superiority craft in existence during the 26th century (Earth reckoning) and remained a feared opponent throughout the period of its use by the Dalek Empire.



Gunbout

In Use By: Generation 01

Source: *Abslom Daak: Dalek Killer.*

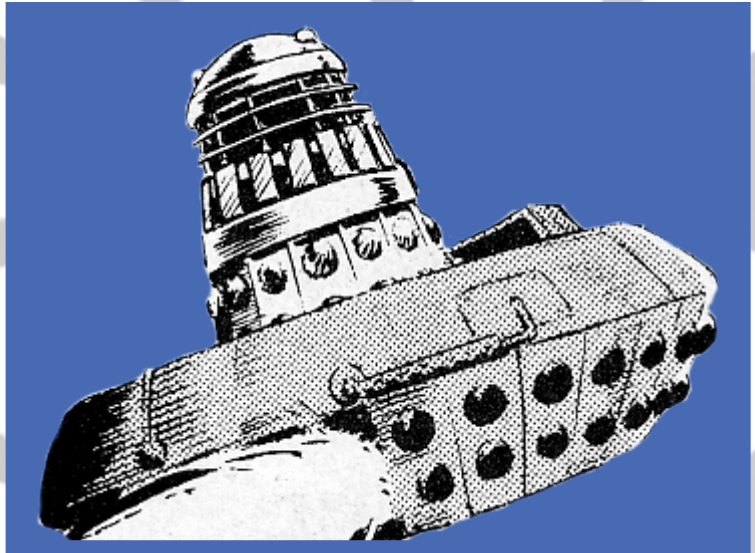
Overview

The Gunbout was the heavy duty fighter craft of the Dalek arsenal. Larger and more heavily armed than the standard Trans-solar Disc, the Gunbout was also slower and less maneuverable. The versatility of the smaller craft meant that it was a far more common sight than this heavier model. The Gunbout was only seen in heavily contested battlezones or where the extra firepower was deemed a necessity by Dalek Command.

Features

Following a similar aesthetic to the smaller, unarmed Trans-solar disc, the Gunbout was primarily engine and armour. The Gunbout's hull was larger and more heavily armoured than that of the Trans-solar Disc, providing the Dalek pilot with more protection than the railing enclosure of the smaller disc. The armour was surrounded by a number of sensor globes, some of which were tasked with atmospheric data collection, others terrain negotiation and yet others target-recognition and acquisition. Within the outer disc, the pilot was plugged directly into the control mechanism of the vehicle. Only the upper half of the Dalek pilot was visible above the armour that surrounded it. The Gunbout could be operated by non-Dalek life-forms, suggesting that the controls were touch-sensitive rather than data-interface driven.

The Gunbout was armed with a blaster cannon that was more destructive than even the Special Weapon casing's over-powered armament. The added weight and additional drain on the power generator meant that the Gunbout was far slower and less maneuverable than its smaller counterpart. This model would usually be escorted to target zones by the smaller craft in order to protect the more cumbersome Gunbout from enemy firepower.



Dalek Fighter Pod

In Use By: Generation 05 & 09

Source: *The Last Day, The Day of the Doctor, The Time of the Doctor*

Overview

Developed during the Time War as a counter to smaller Time Lord Battle TARDISEs, the Fighter Pod was one of the most dangerous space superiority craft ever devised. The pod was piloted by three Dalek drones and was immensely manoeuvrable in both atmospheric and non-atmospheric environments. The pod was not capable of temporal or interstellar travel. As such it was transported on Kill Cruisers and deployed as needed.

Features

The Fighter Pod is reminiscent of previous Dalek fighter craft, such as the Hoverbout in that the crew is seemingly exposed. It is there that any similarity ends, however. The pod's design is reminiscent of the Emperor Dalek casing, featuring a series of three heavily armoured plates fitted with a number of Sensor Globes and other devices. These "shield arms" extend on retractable armatures which allows the Fighter Pod to become a solid shell during heavy bombardments and reduces the pod's profile for storage. The Dalek crew sit towards the bottom of the vessel, protected by the fighter's superior shielding.



The Fighter Pod features an over-sized Dalek blaster mounted on a turret at the top of the pod which allows 360 degree targetting. When in closed mode, the turret is also hidden, preventing the blaster from being destroyed, rendering the pod weaponless.

Omega Unit

In Use By: Generation 01

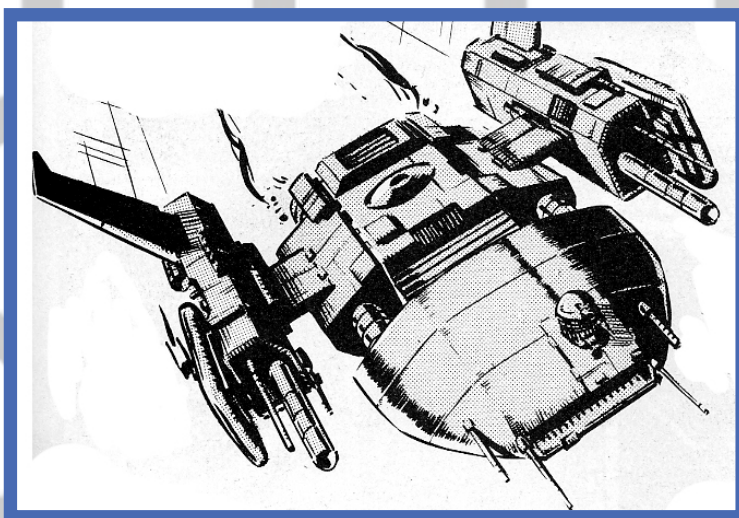
Source: *Abslom Daak: Dalek Killer.*

Overview

Saturation Bombing was a favoured tactic of Dalek field commanders. The Omega Unit was the primary method for deploying a vast variety of bombs, from incendiary through explosive to biological devices. Seen often during the early days of Dalek Campaigns, these bombers were devastating to planetary populations and structures alike, whittling away at the morale of the survivors to help speed the victory of Dalek forces on the battlefield.

Features

The design of the Omega Unit broke away from the traditional disc shape utilised on the majority of Dalek transportation devices. The majority of the craft was taken up by a large, square bomb bay and power generator module located at the rear of the Omega Unit. Two engine nacelles protruded from the left and right sides of this module, each containing a drive unit. Each nacelle had vertical stabilizer fins protruding above and below. The front third of the craft was arc shaped, the top of the arc's curve being the front end. This housed not only the pilot, which was located in a recess towards the front of the Omega Unit, but also the advanced computer and sensor equipment used by the pilot to acquire targeting data.



The craft was armed with two large energy cannons which pointed forwards from the front of the nacelles, each more powerful than the weapon systems of the Gunbout. These cannons had a fixed field of fire directly in front of the Omega Unit, as did the smaller energy weapon, located to the left of the pilot at the front of the craft. Each Omega Unit also carried up to 108 bomb devices in three tiers within the bomb bay. The payload of the Omega Unit varied according to the type of mission being undertaken.

The largest of the Daleks' fighter-scale craft, the Omega Unit was never-the-less a swift craft. It was not as maneuverable as the Gunbout, but its top speed in a straight line lay somewhere between that of the Gunbout and the Trans-solar Disc. This allowed the Omega Unit maximum efficiency in any bombing run undertaken.

Shuttlecraft

In Use By: Generation 01, 02, 03, 04, 05 & 06

Source: *Planet of the Daleks, Death to the Daleks, Revelation of the Daleks, Remembrance of the Daleks.*

Overview

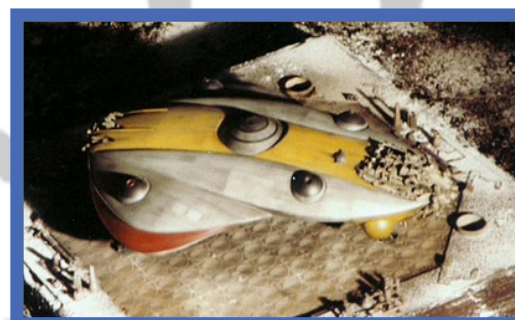
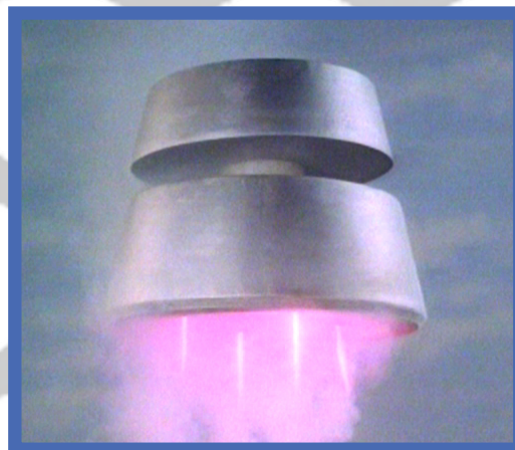
As with all space-faring races, the Daleks made use of several designs of small spacecraft to ferry high ranking members of the race, or small delegations from larger vessels to planetary surfaces. Dalek shuttlecraft were long range vessels that often carried reconnaissance patrols or spearheads for invasion. They were often escorted by a number of Trans-solar disc or Gunbout patrols.

Features

While primarily utilised as a deployment vessel to get Dalek units from large battleships to planetary surfaces, the different designs of small scale Dalek shuttlecraft were fully capable of independent interstellar travel and could be utilised by small Dalek groups operating independantly of the main fleet in any given theatre of war. Like all Dalek vessels, the hull was armoured to withstand a great deal of punishment. Some models came equipped with deflector shields for additional defensive capability.

Shuttlecraft used by all generations except Davros' Imperial forces are generally designed in the manner of a disc or saucer shape, with the main drive units and thrusters being located at the bottom of the ship. Dalek Shuttles from the Third Generation were of a more boxy design, with the main cabin taking up the centre of the ship and four protruding modules which were fitted with a number of motivational units and thrusters.

Shuttlecraft could be outfitted for specific purposes - be this survey, infiltration or combat-unit delivery. While minimal for Dalek craft, the armaments on each shuttlecraft model were sufficient to fend off most assaults and to subdue enemy forces in a region.



Timeship

In Use By: Generation 01, 03, 04, 05 & 06

Source: *The Chase*, *The Daleks Masterplan*

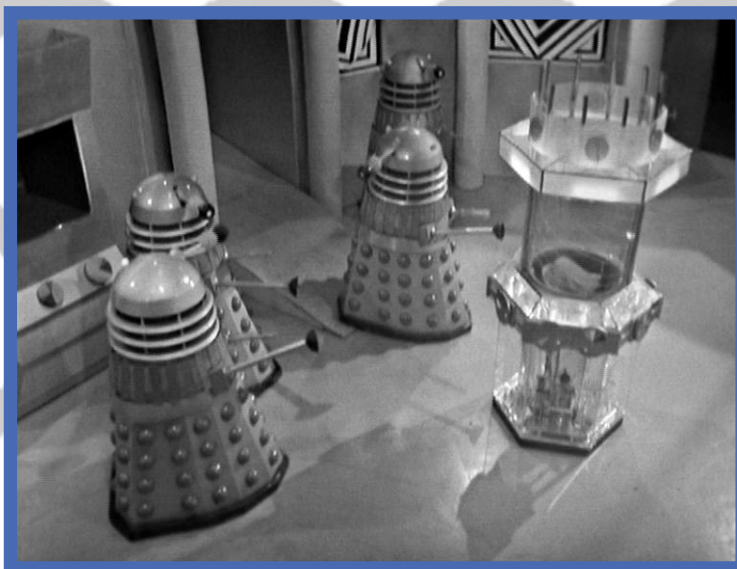
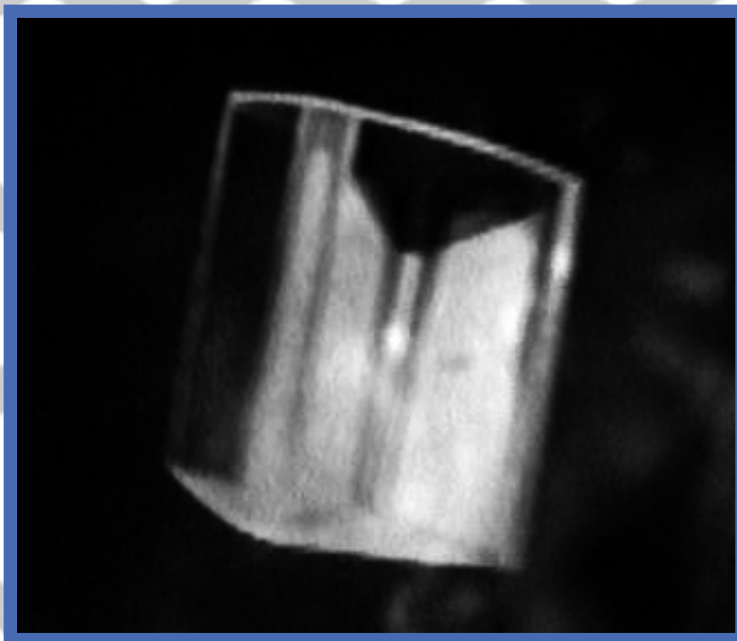
Overview

The Daleks were one of the few species in the universe to master temporal engineering. Until shortly before the Time War between the Daleks and the Time Lords of Gallifrey, Dalek technology allowed their timeships to travel backwards and forwards in time via relatively crude "Time Corridors". This was literally the process of creating a direct link between two space / time co-ordinates. The Dalek Timeship created these corridors, through which it would then travel.

The Daleks managed to transcend this level of Time Travel before the Time War. All Dalek vessels in the Time War were capable of temporal travel.

Features

Early Dalek timeships mimicked Time Lord Technology to an extent, based as it was on encounters with the Doctor and his malfunctioning TARDIS. The ships were dimensionally transcendental (bigger inside than outside) similar to the vessels used by the Time Lords. The interior of the ship existed in a pocket dimension, allowing the exterior of the ship to be far smaller than would otherwise be necessary to house the temporal engines and vast computer systems required to operate the ships safely. The early timecraft resembled silver cubes - each side measuring around eleven (11) foot. The small size of the ship enabled the Daleks to land in enclosed spaces with little difficulty, enhancing the tactical use of the time-craft to the Dalek Empire.



Kill Cruiser

In Use By: Generation 01, 02, 04, 05 & 06

Source: *The Dalek Invasion of Earth, The Parting of the Ways, Abslom Daak: Dalek Killer*

Overview

Throughout the Daleks' space faring history, one ship design dominated their fleets. The Dalek Kill Cruiser (also known as Dalek Saucer or Dalek Command Ship) became a symbol of fear to rival that of the Dalek itself. While other designs were used by the race as large-scale, capital class ships, the basic Kill Cruiser design was a stable factor throughout Dalek history. A number of variations to the basic Kill Cruiser have been sighted, most notable of these were the massive Command Ships and Mother Ships used by the highest ranking Dalek commanders.

Features

Kill Cruisers were uniformly saucer-like in shape, with large round bases which tapered to a rounded dome at the top of the vessel. The underside of the ship was dominated by a number of drive units and weapon systems which appeared as hemispheres protruding from the base of the ship. Up until the advent of the Fifth Generation of Daleks, Kill Cruisers were usually black or metallic grey in colour – those of the Fifth Generation shared a bronze finish with their occupants. Kill-Cruisers appeared to have no external decoration Other than the occasionally visible weapon blister, although view ports were present on all known models.

The basic Dalek Kill Cruiser carried around two-thousand, two-hundred and fifty (2,250) Dalek units. Roughly two-hundred and fifty (250) of these units were actively part of the ship's crew. This crew was an integral part of the ship, interfacing with the ship's systems directly rather than relying on screens and external controls. Such controls were present on the ships, used by the remainder of the Dalek units stationed on the Kill-Cruiser.



The remainder of the Dalek Units were made up of either Science Caste Units or military units. Mixed-caste crews were not unknown, however – particularly on the larger vessels.

Kill cruisers were commanded by the highest ranking Dalek on board which was always of at least Section Leader rank. Ships contained a number of ranked Daleks for leading various mission profiles. The Emperor Dalek travelled in an over-sized Kill Cruiser, roughly ten times the size of a normal vessel.

As would be expected, Dalek Kill Cruisers were extremely well armed, armoured and further protected by a variety of shielding techniques. This was especially true of Time War cruisers which had to be able to withstand the temporal assaults of the Time Lords.

Imperial Mothership

In Use By: Generation 03.

Source: *Remembrance of the Daleks*, *Emperor of the Daleks*

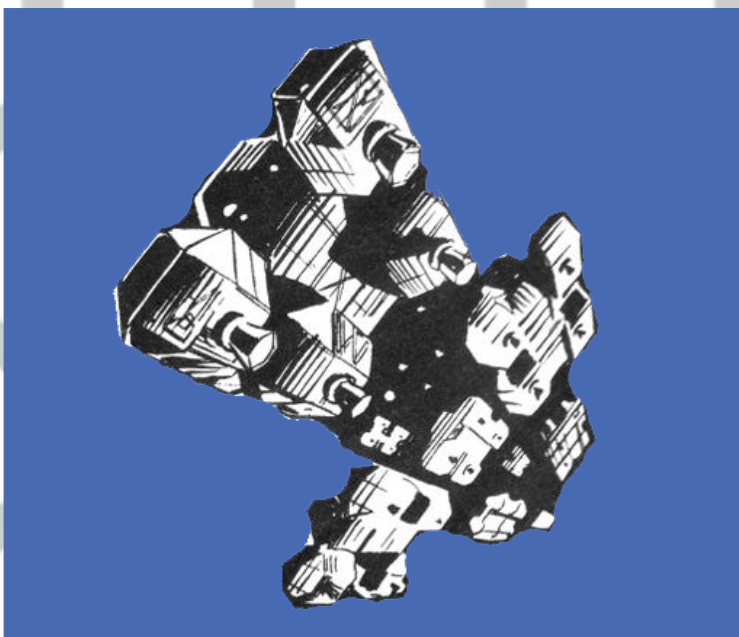
Overview

When developing technologies for his new race of Daleks, Davros made a conscious decision to distance design aesthetics away from those used by what he saw as Renegade Daleks. This was partially scientific vanity – after all, how could the creations design a better vessel than the creator? The Imperial Mothership demonstrated this ethos suitably as it was about as far from the usual disc employed by the Daleks of the First Generation as could be envisaged.

Features

Designed to fulfil a similar role to the Kill Cruiser utilised by his original creations, the Imperial Mothership maintained a crew of around one-hundred and fifty (150) Dalek units. This crew was genetically and technologically enhanced to increase their efficiency in their role as ships crew, lessening their efficiency and use outside of the ships they control. The mothership also carried a complement of around one-thousand two-hundred and fifty (1,250) regular Dalek units.

The Imperial Mothership was heavily armed, armoured and shielded – comparable in armament to a Kill Cruiser of the same time period. The ship looked more ungainly, the smooth Saucer design giving way to a more boxy construction. This enabled the Mothership to be physically smaller than the ships of the enemy faction while still having an equal volume inside, thus lessening the target profile offered to enemies.



Death Wheel

In Use By: Generation 01

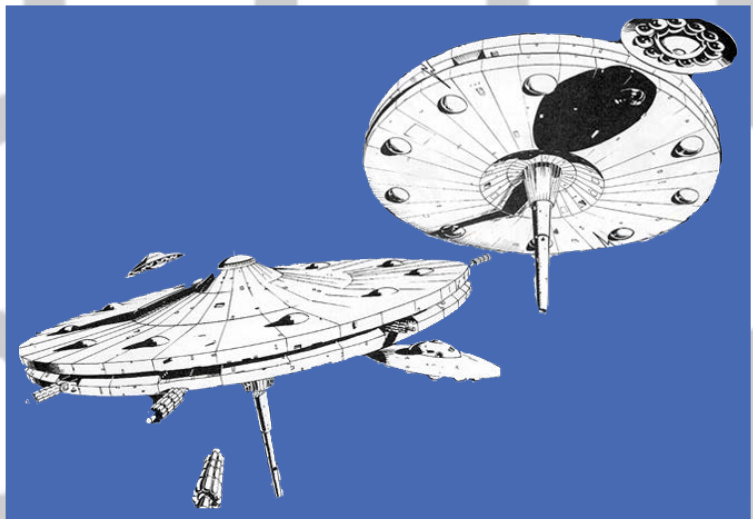
Source: *Abslom Daak: Dalek Killer*

Overview

The pinnacle of Dalek arrogance in their quest for death-dealing devices was the Death Wheel project. A small number of Death Wheel's were built during the mid to late third millennium (Earth reckoning), each in a different sector of space, each utilising a different method of dealing death on a planetary scale. Despite their potential, the Death Wheel programme was abandoned when a number of design flaws were revealed.

Features

In design, the Death Wheels resembled massive spinning tops. Each large enough to swallow an entire fleet of Kill Cruisers, the diameter of a Death Wheel was similar to that of a small moon. The command deck was situated at the top of the wheel, with a massive projector protruding from the lower plane. This was the Wheel's primary weapon, the emission from which varied from Wheel to Wheel. The Wheels were all capable of interstellar travel making them potentially the largest mobile death-dealing platforms ever created.



The Death Wheel constructed in the orbit of the planet Hell was armed with a lethal gas that was a natural resource of that planet. The Emperor Dalek (in his mobile Dalek Prime Casing) personally oversaw the construction of this Wheel which was ultimately destroyed before its completion through the intervention of the Ka Faraq Gatri and the Human Dalek Killer, Abslom Daak. The Emperor and a number of his aides avoided the Wheel's destruction and Daak was killed as the station exploded.

Dalek Crucible

In Use By: Generation 08

Source: *The Stolen Earth, Journey's End*

Overview

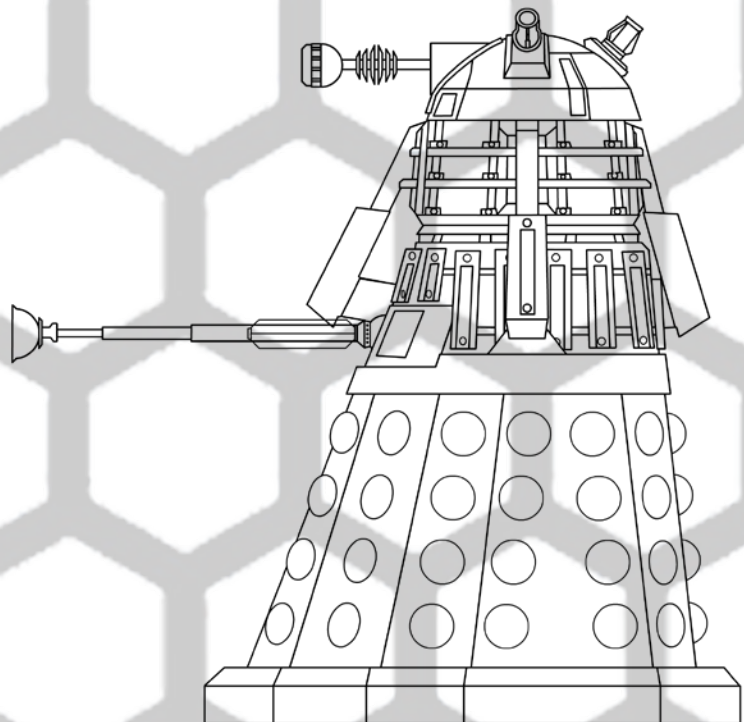
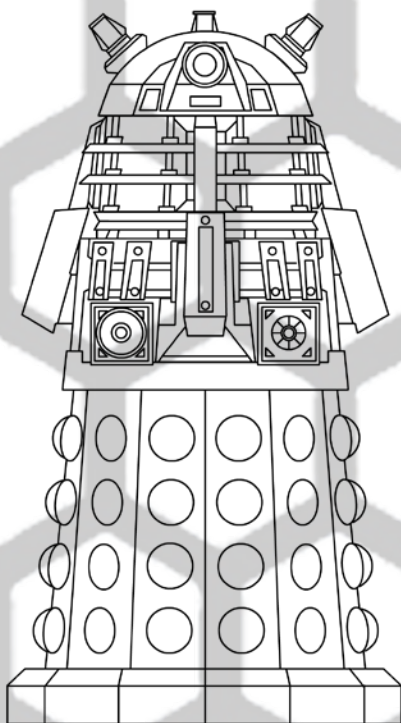
The Reality Project developed by Davros after his rescue from destruction during the Time War had at its focal point the massive space station known as the Crucible. This artificial world served as both the trigger for the Reality Bomb that would eliminate all universes and leave the Crucible and the Daleks the sole occupants of reality.

Features

The Crucible was a planet-sized sphere that had six large prong-like structures that protruded from its equatorial region. These structures contained docking bays at their ends for numerous Dalek Kill-Cruisers.

Inside, the Crucible's décor was in the same fashion as the Kill Cruisers of the Time War Period. The Dalek Supreme commanded from a raised platform on the Crucible's bridge.

Beneath the Bridge, was the Vault where Davros and Dalek Caan were kept in apparent captivity. In addition, a number of human-sized holding cells were located on the Vault level.



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Appendices of the Daleks

Appendix A – Glossary of the Daleks

The following is a glossary of terms used within this document and the wider realms of the Dalek Empire. The glossary consists of three elements, the term used, the explanation of the term and the first known occurrence of the term within the Dalek stories. The format of an entry is: Term – Explanation of the term then where it was first encountered and the media. For example:

Example Term – An example of this format (*First Known Use of the Term – Media*).

Bonded Polycarbide – The type of material used in the construction of Dalek Travel Machines and other technology. See also DALEKANIAM. (*Remembrance of the Daleks – TV*)

Bringer of Darkness, The – See KA FARQ GATRI and The DOCTOR (*Remembrance of the Daleks – Novelisation*)

Crucible, The – A giant constructed craft used as a base of operations by DAVROS and his new DALEKS during the Reality Project. Heart and power source of the REALITY BOMB. (*The Stolen Earth – TV*)

Cult of Skaro – A secret organisation of augmented DALEKS established by the DALEK EMPEROR to help achieve victory in the TIME WAR. The majority of the DALEK race were not made aware of the cult, whose members were augmented to allow for free thinking – allowing them to think like their TIME LORD opponents. (*Army of Ghosts – TV*)

Dal – A humanoid race originating on the planet Skaro. Thought extinct, the survivors of this race mutate and ultimately become the progenitors of the Second Generation of Daleks (*The Daleks – TV*)

Dalek – Extra terrestrial life-forms, mutated and engineered into fanatical lifeforms bent on universal domination. The Dalek mutant is encased within a travel machine. Originally from the planet SKARO, the original Daleks are the remains of the KALED race, engineered by DAVROS. The name “Dalek” originates from the ancient DAL term for “God-being”. (*The Daleks – TV*)

Dalekanium – The material used as the main element in Dalek construction and design. A type of BONDED-POLYCARBIDE, it is inherently versatile and durable. In an earlier state of refinement, the material is highly explosive. (*Dalek Invasion of Earth – TV*)

Dalek Duplicant – advanced robotic creations of the Daleks, these duplicants mimic the physical and mental characteristics of a target subject. The duplicants are almost undetectable as being Dalek constructions. Used for subversion tactics by the DALEK EMPIRE. (*The Chase – TV*)

Dalek Emperor – The supreme ruler of the DALEKS. A number of Emperors have been witnessed over the course of Dalek history. Usually this is a highly developed, cunning and ruthless creature of vast intellect. The Emperor is distinguished from its underlings by a uniquely designed casing. (*Evil of the Daleks – TV*)

Dalek Prime – The first true DALEK created by DAVROS during the final days of the THAL-KALED NEUTRONIC WAR. The Dalek Prime rose to become the leader of the DALEKS, enhancing itself beyond its underlings. Distinguished by a unique travel machine casing, the Dalek Prime evolved into a DALEK EMPEROR. (*The Official Doctor Who and the Daleks Book – Reference Book*).

Dalek Supreme – High ranking DALEK within the empire. Usually encased in gold or black travel machine. Dalek Supremes are found in charge of critical operations, such as the invasion of Earth in 2157. Often referred to as The Dalek Supreme, leading to a misconception that there is only one and that it is the leader of the Dalek Empire. (*The Dalek Invasion of Earth – TV*)

Davros – A Brilliant scientist and the finest mind the KALED race ever produced. As a young man, Davros became interested in the process of evolution. Having few ethics, Davros was happy to experiment on his own kind, including his private tutor. After a spell in the research division of the military, Davros entered the Science Elite and began researching the final evolutionary of the KALEDs that would result from the high levels of radiation and pollution in SKARO's atmosphere. These experiments led to the creation of the Mark Three Travel Machine and its occupant – the DALEK mutant. (*Genesis of the Daleks – TV*).

Destroyer of Worlds, The – See KA FARQ GATRI and The DOCTOR (*Remembrance of the Daleks – Novelisation*)

Doctor, The – Arch enemy of the DALEKS. The Doctor is an agent of the Time Lords who seeks to thwart the DALEK empire at every turn. A principle player in the TIME WAR and in the events that led up to it. See also KA FARAQ GATRI. (*An Unearthly Child – TV*)

Eret-Mensaiki Ska – Translates as the Destiny of Stars. Name given to the Flagship of the Imperial Dalek Faction's Flagship. (*Remembrance of the Daleks – Novelisation*)

Genesis Ark – TIME LORD prison ship which held over ten million Daleks that had been captured during the TIME WAR. Liberated by the DALEKS and placed in the care of the CULT OF SKARO. (*Doomsday – TV*)

Hand of Omega, The – An immensely powerful Stellar Manipulator created by early Gallifreyans to harness the power of a Black Hole to power their Time Experiments. Led to the creation of Time Lord society. (*Remembrance of the Daleks – TV*)

Hoverbout – The colloquial Human name for DALEK TRANS-SOLAR DISCs. (*The Dalek Chronicles – Comic*)

Kaled – Humanoid race inhabiting the planet SKARO. Once philosophers and scholars, the Kaleds became embroiled in a thousand-year war with the THALs. By its end they were ruled by the Military and Science Elites and were obsessed with racial purity and the extermination of the THALs. The planet's level of irradiation and pollution initiated a process of mutation and the scientist DAVROS accelerated this process, creating the first DALEKS. (*Genesis of the Daleks – TV*).

Ka Faraq Gatri – Title given to The DOCTOR by the DALEK race. Translates as “The Bringer of Darkness” or “The Destroyer of Worlds”. Interestingly this title is bestowed on the DOCTOR before SKARO's destruction, implying he has had a hand in other DALEK colony worlds being destroyed. (*Remembrance of the Daleks – Novelisation*)

Kill-Cruiser – Saucer shaped DALEK space craft. The Kill Cruiser is the most commonly seen ship in the DALEK empire. TIME WAR Kill-Cruisers each have around 2,250 DALEKS aboard. One of the most feared starships throughout history. (*The Dalek Chronicles – Comic*)

New Davias – The planet established by the THALs as their new home world once they were forced to leave SKARO by the DALEKS. (*Brotherhood of the Daleks - Audio*)

Oncoming Storm, The – Title given to The DOCTOR by the Draconian people. This name is adopted by the DALEKS before the TIME WAR. (*Frontier in Space – TV*)

Paradigm Dalek – The first five DALEKs created by the PROGENITOR DEVICE from which a new race would be created. The Paradigm Daleks were: Eternal, Supreme, Strategist, Scientist and Drone. (*Victory of the Daleks* – TV)

Perceptor – A small tracking device employed by DALEK scout units. The Perceptor acts as a portable RANGER SCOPE and can be configured to locate anything desired by DALEK command. In particular, the preceptor has been used to locate enemy time machines. (*The Chase* – TV).

Progenitor Device – Capsule which contained original KALED genetic material from which a new race of pure DALEK could be created. (*Victory of the Daleks* – TV)

Ranger Scope – DALEK made sensor technology. The Ranger Scope can be used at short or extremely long ranges to scan for a wide range of light or sound waves, to scan for a variety of life signs, or to determine the source of anomalies etc. When fitted to a DALEK time ship, the scope can locate a target's temporal as well as spatial location. (*The Daleks* – TV)

Reality Bomb – Device created by DAVROS which would destroy reality, giving total victory over all other life forms. (*The Stolen Earth* – TV)

Rel – A Unit of time used by the DALEK race. One Rel is roughly equivalent to 1.3 seconds. (*Daleks: Invasion Earth 2150!* – Film).

Roboman – Slaves of the DALEK Empire who demonstrate a certain level of logic and problem solving ability are segregated for robotisation. This process turns them into remote controlled guards to supplement the Dalek patrols in an occupied area.

Seriphia – A galaxy destroyed by the Apocalypse Element and re-formed to provide a galactic base for the Second DALEK Empire. Any native inhabitants were enslaved by the DALEKs. This was possibly a revenge attack for the TIME LORDS destruction of SKARO with the HAND OF OMEGA (*The Apocalypse Element* - Audio).

Skaro – The home world of the DALEKs up until it was destroyed by the HAND OF OMEGA. Skaro is the twelfth planet of its star system, with two moons in orbit around it. Originally, Skaro was home to four indigenous humanoid races – DALs, KALEDs, THALs and THARONS. It is also home to unique creatures and predators such as the VARGA plant. A series of wars resulted in the de-population of the planet and the high levels of toxins and radioactivity in the air led to the mutation of the survivors. The word translates as “Home” in the Kaled tongue. (*The Daleks* – TV).

Thal – A humanoid race, native to the planet SKARO. The Thals were a race of warriors who waged war across the planet's surface. The THAL-KALED NEUTRONIC WAR resulted in the race turning to a path of pacifism for a long period of time. This is shattered when they re-encounter the DALEKS in an isolated city. The Thals are the ancestral enemies of the DALEK race. (*The Daleks – TV*)

Thal-Kaled Neutronic War – The thousand year war between the THAL and KALED races on the planet SKARO. The war drained the planet's resources and after hundreds of years became a war of attrition with more and more primitive weapons being used. The war irradiated the atmosphere and many toxins were left lingering in the air. By the end of the war, survivors began to mutate – ultimately, events of the war led to the creation of the DALEK race. (*The Daleks – TV*)

Tharon – Race of humanoids native to the planet Skaro. Little is known of their culture as they were wiped out many generations before the THAL-KALED NEUTRONIC WAR. (*I, Davros – Audio*)

Time Lords – An ancient race in the universe, the Time Lords of Gallifrey have mastered the boundaries of Time and Space, becoming one of the premiere powers in the universe. Time Lords can regenerate at a cellular level when injured, diseased or just old. This gives them an exceptionally long lifespan. The Time Lords become one of the greatest opponents of the DALEK EMPIRE, halting their policy of non-intervention to try and halt the creation of the race. After many small skirmishes, the Time Lords and DALEKS become embroiled in the Last Great TIME WAR. (*The War Games – TV*)

Time War – Name for the final conflict between the DALEKS and the TIME LORDS. Several skirmishes between the two races preceded the war proper. Whole planets and systems suffered as collateral damage from the war and ultimately both races were assumed destroyed. There were survivors on both sides, however. (*Dalek – TV*)

Trans-solar Disc – Before DALEKS developed the technology to allow their Travel Machines full flight capability, the Trans-Solar disc was the primary vehicle used by DALEK forces for aerial and space assaults. Essentially, the disc is a disc-shaped engine designed to carry a single DALEK through space. A railing offers a control mechanism to the DALEK and a front mounted light is used for seek-locate missions. The disc contains no weaponry of its own; however the pilot is able to send more power to its own weapon since motive functions are powered by the disc's power plant. Humans refer to the discs as HOVERBOUTS. (*The Dalek Chronicles – Comic*)

Varga Plant – Originating on the planet SKARO, the Varga plant is a strange mix of plant and animal life-form. The plant attacks with vicious spines that inject spores into its prey. The prey then exhibits pathological tendencies before being transformed into a Varga plant itself. Originally stationary, events on SKARO caused the plant to evolve into a roaming killer. Due to their casings, DALEKS are well defended from the plants' attacks and so they often use them as defensive measures on planets they control. (*Mission to the Unknown – TV*)

Void Ship – Spherical vessel used by the CULT OF SKARO to navigate the void between universes. (*Army of Ghosts – TV*)

Appendix B – Bibliography of the Daleks

The editions of books and releases of DVD, VHS and Audio indicated in this bibliography are the versions available to the author of this document. These may or may not be the most recent edition / release.

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Appendix C – Summary of Alternative Views

The following tables present some other researchers' ordering of dalek stories. The tables list the order in which the represented timelines place the Dalek stories, as well as indicating the date of these events where this is offered in the text of the theory. The sources referenced here are in no way the definitive list of Dalek time lines, but does offer those that the author of this document has used in determining the history presented in this document.

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Tabluar Presentation of Summaries

Story / Event	A History of the Universe 01		A History of the Universe 02		The Terrestrial Index		Dr Who & the Daleks Book		The Dalek Handbook	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
Thal-Kaled War:	0	[1]	1	340BC-760	0	[1]	1	[1] [3]	1	c450-c1450
<i>The Daleks</i>	2	1963 [2]	9	2263	?		3	2064 [4]	2	1963
<i>The Dalek Invasion of Earth</i>	4	2157-2167	5	2157-2167	2	2160-2167	4	2164-2167 [4]	3	2157-2167
<i>The Chase</i>	5	2170 / ????	6	2170 / 2265	8	???? / 26??	7	???? / ????	4	c2265
<i>Mission to the Unknown</i>	11	4000	15	4000	13	4000	14	4000	5	4000
<i>The Daleks Masterplan</i>	12	4000	16	4000	14	4000	15	4000	6	4000
<i>Power of the Daleks</i>	3	2020	32	2020	4	2220	8	2610	7	41 st Century Timeship, No Date for story.
<i>Evil of the Daleks</i>	10	2966 / 1866	14	2966 / 1866	15	4100 / 1866	16	???? / 1866	8	41 st Century
<i>Day of the Daleks</i>	6	2172 / 197?	7	2172 / 197?	3	2167 / 1973	9	????	9	After EotD – Timetravel back to late 20 th Century
<i>Frontier in Space</i>	7	2540	10	2540	6	c2540	5	c2540	10	After EotD – Timetravel back to late 26 th Century
<i>Planet of the Daleks</i>	8	2540	11	2540	7	c2540	6	c2540	11	After EotD – Timetravel back to late 26 th Century
<i>Death to the Daleks</i>	9	2600	13	2600	5	24??	12	????	12	After EotD – Timetravel back to late 27 th Century
<i>Genesis of the Daleks</i>	1	4000 BC	2	760	1	????	2	500 [4]	2-2	c1450
<i>Destiny of the Daleks</i>	13	4500	24	4500	9	26??	10	????	2-3	c4500
<i>Resurrection of the Daleks</i>	14	4590 / 1984	25	4590 / 1984	10	26?? / 1984	11	????	2-4	c4590
<i>Revelation of the Daleks</i>	15	4615	27	4615	11	26?? (end)	13	????	2-5	47 th Century

Story / Event	A History of the Universe 01		A History of the Universe 02		The Terrestrial Index		Dr Who & the Daleks Book		The Dalek Handbook	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
<i>Remembrance of the Daleks</i>	16	4665 / 1963	30	4665 / 1963	12	2960 / 1963	?		2-6	47 th Century
The Last Great Time War	?		34		?		?		2-7	
<i>Dalek</i>	?		35	2012	?		?		2-8	latter half 20 th Century
<i>The Long Game</i>	?		36	200,000	?		?		2-9	200,000
<i>Bad Wolf</i>	?		37	200,100	?		?		2-10	200,100
<i>The Parting of the Ways</i>	?		38	200,100	?		?		2-11	200,100
<i>Army of Ghosts</i>	?		39	2007	?		?		2-12	2007
<i>Doomsday</i>	?		40	2007	?		?		2-13	2007
<i>Daleks in Manhattan</i>	?		41	1930	?		?		2-14	1930
<i>Evolution of the Daleks</i>	?		42	1930	?		?		2-15	1930
<i>The Stolen Earth</i>	?		?		?		?		2-16	2009
<i>Journey's End</i>	?		?		?		?		2-17	2009
<i>Victory of the Daleks</i>	?		?		?		?		2-18	1941
<i>The Genocide Machine</i>	?		17	4256	?		?		?	
<i>The Apocalypse Element</i>	?		18	4256	?		?		?	
<i>The Mutant Phase</i>	?		3	4256 / 2158	?		?		?	
<i>Time Of the Daleks</i>	?		?	2050	?		?		?	
<i>Jubilee</i>	?		?	1903 / 2003	?		?		?	
<i>Davros</i>	?		26	4600 / 760	?		?		?	
<i>The Juggernauts</i>	?		28	4620	?		?		?	
<i>Terror Firma</i>	?		33	4703	?		?		?	
<i>Return of the Daleks</i>	?		23	4260	?		?		?	
<i>Blood of the Daleks</i>	?		?		?		?		?	
<i>Renaissance of the Daleks</i>	?		4	2158	?		?		?	
<i>The Davros Mission</i>	?		?		?		?		?	

Story / Event	A History of the Universe 01		A History of the Universe 02		The Terrestrial Index		Dr Who & the Daleks Book		The Dalek Handbook	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
<i>Brotherhood of the Daleks</i>	?		?		?		?		?	
<i>Enemy of the Daleks</i>	?		?		?		?		?	
<i>Fear of the Daleks</i> (Companions)	?		?		?		?		?	
<i>Death and the Daleks</i> (Bernice)	?		?		?		?		?	
<i>Dalek Empire 01</i>	?		19		?		?		?	
<i>Dalek Empire 02</i>	?		21		?		?		?	
<i>Dalek Empire 03</i>	?		22		?		?		?	
<i>Dalek Empire 04</i>	?		20		?		?		?	
<i>I, Davros 01</i>	?		?		?		?		?	
<i>I, Davros 02</i>	?		?		?		?		?	
<i>I, Davros 03</i>	?		?		?		?		?	
<i>I, Davros 04</i>	?		?		?		?		?	
<i>Abslom Daak, Dalek Killer</i>	?		12		?		?		?	
<i>Emperor of the Daleks</i>	?		29		?		?		?	
<i>War of the Daleks</i>	?		31		?		?		?	
<i>Legacy of the Daleks</i>	?		8		?		?		?	
<i>I am a Dalek</i>	?		?		?		?		?	
<i>Prisoner of the Daleks</i>	?		?		?		?		?	

Story / Event	BBC Dalek History 01		BBC Dalek History 02		Timeline of Dalek History from Earth's Point of View		Dalek History (TARDIS Wiki)		Whoniverse.org		The Dalek Timeline	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
Thal-Kaled War:	1		0	???? [5]	1	5000-4000BC	0	???? [5]	1		0	
<i>The Daleks</i>	3		?		3	3500 BC	1	????	3		11	2493-2599 [6]
<i>The Dalek Invasion of Earth</i>	4	2157-2167	4	2157-2167	4	21??-2167	4	21??-2167	4		4	2167
<i>The Chase</i>	10		?		16	4670 / 2265	6	22??	7		16	???? / 27??
<i>Mission to the Unknown</i>	11	4000	?		10	4000	10	4000	5	4000	20	4000
<i>The Daleks Masterplan</i>	12	4000	11	4000	11	4000	6	4000	6	4000	21	4000
<i>Power of the Daleks</i>	18	???? / 2???	?		6	2367	3	20?? or 21??	?		2	2020, 2220
<i>Evil of the Daleks</i>	19	????	?		17	5000 / 1866	2	1866 / 1866	15		24	12005-200000 [6] / 1866
<i>Day of the Daleks</i>	9		?			21?? / 1972	5	22??	?		?	2170 / 197?
<i>Frontier in Space</i>	6	2540	?		7	2540	8	2540	7		13	25??
<i>Planet of the Daleks</i>	7	2540	?		8	2540	9	2540	8		14	25??
<i>Death to the Daleks</i>	8	25??	?		9	2600	7	22?? - 24??	?		5	2379-2472 [6]
<i>Genesis of the Daleks</i>	2		1	????	2	4000 BC	?		2		1	1500BC-64AD [6]
<i>Destiny of the Daleks</i>	13	4???	2	GotdD + 1000	12	4500	?		9		6	2379-2472 [6]
<i>Resurrection of the Daleks</i>	14	DotD + 90	3	DotD + 90	13	4590 / 1984	?		10		7	2379-2472 [6] / 1984
<i>Revelation of the Daleks</i>	15		4		14	4615-4660	?		11		18	3000-3286 [6]
<i>Remembrance of the Daleks</i>	16		5	2963	15	4660 / 1963	?		13		25	12005-200000 [6] / 1963
The Last Great Time War	20		?		?		?		22		?	

Story / Event	BBC Dalek History 01		BBC Dalek History 02		Timeline of Dalek History from Earth's Point of View		Dalek History (TARDIS Wiki)		Whoniverse.org		The Dalek Timeline	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
<i>Dalek</i>	21	2012	?		?		?		23		?	???? / 2012
<i>The Long Game</i>	?		?		?		?		24		26	c200000
<i>Bad Wolf</i>	?		?		?		?		25		27	c200100
<i>The Parting of the Ways</i>	?		?		?		?		26		28	c200100
<i>Army of Ghosts</i>	?		?		?		?		27		?	
<i>Doomsday</i>	?		?		?		?		28		?	
<i>Daleks in Manhattan</i>	?		?		?		?		29		?	
<i>Evolution of the Daleks</i>	?		?		?		?		30		?	
<i>The Stolen Earth</i>	?		?		?		?		?		?	
<i>Journey's End</i>	?		?		?		?		?		?	
<i>Victory of the Daleks</i>	?		?		?		?		31		?	
<i>The Genocide Machine</i>	?		?		?		?		18		8	2493-2599 [6]
<i>The Apocalypse Element</i>	?		?		?		?		19		9	2493-2599 [6]
<i>The Mutant Phase</i>	?		?			???? / 2158	?		17		3	???? / 2158
<i>Time Of the Daleks</i>	?		?		?		?		16		22	4253 / 20?? / 15??
<i>Jubilee</i>	?		?		?		?		?		?	???? / 19??
<i>Davros</i>	?		?		?		?		?		17	3000-3286 [6]
<i>The Juggernauts</i>	?		?		?		?		12		19	3000-3286 [6]
<i>Terror Firma</i>	?		?		?		?		14		26	12005-200000 [6]
<i>Return of the Daleks</i>	?		?		?		?		?		?	

Story / Event	BBC Dalek History 01		BBC Dalek History 02		Timeline of Dalek History from Earth's Point of View		Dalek History (TARDIS Wiki)		Whoniverse.org		The Dalek Timeline	
	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date	Order	Date
<i>Blood of the Daleks</i>	?		?		?		?		?		?	
<i>Renaissance of the Daleks</i>	?		?		?		?		?		?	
<i>The Davros Mission</i>	?		?		?		?		?		?	
<i>Brotherhood of the Daleks</i>	?		?		?		?		?		?	
<i>Enemy of the Daleks</i>	?		?		?		?		?		?	
<i>Fear of the Daleks (Companions)</i>	?		?		?		?		?		?	
<i>Death and the Daleks (Bernice)</i>	?		?		?		?		?		15	26??
<i>Dalek Empire 01</i>	?		?		?		?		20		10	2493-2599 [6]
<i>Dalek Empire 02</i>	?		?		?		?		21		11	2493-2599 [6]
<i>Dalek Empire 03</i>	?		?		?		?		?		23	4093-4599 [6]
<i>Dalek Empire 04</i>	?		?		?		?		?		?	
<i>I, Davros 01</i>	?		?		?		?		?		?	
<i>I, Davros 02</i>	?		?		?		?		?		?	
<i>I, Davros 03</i>	?		?		?		?		?		?	
<i>I, Davros 04</i>	?		?		?		?		?		?	
<i>Abslom Daak, Dalek Killer</i>	?		?		?		?		?		?	
<i>Emperor of the Daleks</i>	?		?		?		?		?		?	
<i>War of the Daleks</i>	17		?		16	4690	?		?		?	
<i>Legacy of the Daleks</i>	5		?		5	2197	?		?		?	
<i>I am a Dalek</i>	?		?		?		?		?		?	
<i>Prisoner of the Daleks</i>	?		?		?		?		?		?	

General Notes from the Time Lines

- **Note [1]:** The Thal-Kaled War lasted for around 1,000 years and degenerated into a war of attrition by the end.
- **Note [2]:** *A History of the Universe* conjectures that the Doctor managed to get the temporal co-ordinates right for returning Ian and Barbara, but not the spatial ones ...
- **Note [3]:** *Official Doctor Who and the Daleks* suggests that the Kaleds were originally called the Dals and changed their name to distinguish from the Thals. Kaled first letter of the alphabet. Thals resist this and continue to refer to them as Dals in records. In *Genesis*, Thals clearly call their enemies Kaleds. I, Davros places the Dals as an extinct species. Mention of Tharons is also made.
- **Note [4]:** The dates assigned in the *Official Doctor Who and the Daleks Book* are derived as follows. *The Invasion*, it is stated began in 2164. This is 100 years after *The Daleks*, placing this story in 2064. *The Daleks* is set "hundreds of years" after *Genesis*, so I arbitrarily place this between 500 and 600 years before, around 1500. Since the Thal-Kaled war lasted a thousand years, this places the war as beginning in 500AD.
- **Note [5]:** The conjecture of the *BBC History 01* and *02* is that initially the pre-*Genesis of the Daleks* stories exist, then the Doctor changes history so that the *Genesis of the Daleks* and later stories occur - the other events are wiped from the timeline ...
- **Note [6]:** The Timeline offers no direct date for this story. The date range represent the dates for stories to either side in the timeline.

A History of the Universe 1st Edition

- *Deceit* is set in 2573. A clone of Daak is seen in this story and it is suggested he has died. Whether this is his "death" on the Death Wheel or an actual death is unclear. Additionally, the clone and Daak could be around at the same time.
- The Novelisation of *Evil of the Daleks* sets the date as "around 5000".
- There is no Dalek activity for around 1000 years before *Mission to the Unknown* (Script)
- There is a Dalek civil war that is so bad that the Time Lords have to interfere. This is 5000 years before 10,764
- CONJECTURE - Did remaining Dalek Tech in the Solar System cause the solar flares that devastated earth's surface in *The Ark in Space* when it self destructed at the end of *Dalek Empire 2*?

A History of the Universe 2nd Edition

- Incorporates the events of the *Dalek Chronicles* into the time line.
- This dates the Neutronic War of of one Day mentioned in *The Daleks* as happening a thousand years or so after the Thal-Kaled war of *Genesis of the Daleks*. *Genesis* itself is dated as 760, placing the Neutronic war (and the beginning of the *Dalek Chronicles* as 1763
- This is based on the fact that in *The Daleks*, it is mentioned that the Thals and the Daleks were at war, not the Thals and the Kaleds. In addition, Alydon makes reference to the "Final War" when discussing the Neutronic War.
- The Daleks now have 400 years to develop space flight and form the beginnings of an empire for the 2157 invasion of Earth...

Official Doctor Who and the Daleks Book

- Skaro has one major continent and a series of island chains.
- The continent is split roughly down the middle by the Drammankin Range of mountains.
- Following their encounter in *The Chase*, the Daleks hunt down further Mechnoid worlds, having identified them as an enemy. Do they realise they are Earth robots?
- During the Dalek-Movellan war, the Daleks develop more and more sophisticated battle computers to match those of the Movellans. Ultimately, their strategies become slave to the logic of these computers, hence the need for Davros.
- The Convolted "Show Davros to be a danger" plot as written in *War of the Daleks* is also included here, but without reference to *Remembrance of the Daleks* and the Hand of Omega. The Dalek Prime revives Davros specifically to hold him on trial and draw out any elements who would follow the creator.

The Dalek Handbook

- Based on the assumption that the Doctor's interference in their *Genesis* causes a whole new Time Line (as per *BBC History* below).
- In effect, all Stories up to then either didn't happen or happened differently / at a different time. As such either the Doctor remembers Dalek History according to the original timeline (and is wrong about a lot of their history), or his memory has been re-written to accommodate the new timeline.
- The conjecture in the *Handbook* is that in the original Timeline, the Daleks overcame their dependence on Static electricity after *The Daleks* in order to conquer the galaxy. There is no explanation of how the race survived the de-activation.
- In the second timeline, Davros altered the casing before he was exterminated so it was not dependent on Static Electricity. The Dalek seen before the Doctor encountered Davros clearly has "solar slats", however.

BBC Dalek History 01 and 02

- The conjecture is that the Daleks are a coherent empire in the timeline, with one set of goals and purpose. Events of stories prior to *Genesis of the Daleks* prove this, and sometime after *The Daleks Masterplan*, they become the dominant life in the universe, which the Time Lords foresaw.
- The Time Lords send the Doctor back to the Daleks' genesis and he arrests their development by 1,000 years. Additionally, Davros survives. With Davros around, the Daleks become disorganised and ravaged by civil wars. They will never become the threat forseen.

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