

These are cards for determining success in the game: These are 'Idea Cards'

### Plot

'The Autons have landed near this area'



### Plot

'The Sontarans have taken over this village'



### Threat

'The Nestene Consciousness is trying to eliminate Humankind'



### Threat

'The Sontarans are going to destroy this village unless we surrender'



### Solution

'We have to destroy the Swarm Leader, and the rest of the Autons will be destroyed too'



### Solution

'Capture the Sontaran commander which will force the rest to surrender'



### Actions Required

Move to Objective and spend a turn there destroying the sphere.



### Actions Required

Go to Objective and capture the Sontaran commander there.



### Consequences

Once Player's model is at the Objective all Autons will move towards it and will 'die' when the leader is dead.



### Consequences

Sontaran commander may try to escape, fight a round of melee with the Alien fighting at -1.



Usually, you will have about 4 of these sets of 5 cards in your play deck.

**Plot**  
'The Cybermen have landed in this area, their intentions are unknown'



**Plot**  
'The Daleks have landed here, they are planning something'



**Threat**  
'The Cybermen are planning to turn all of us into them'



**Threat**  
'The Daleks are going to turn all the inhabitants into slaves'



**Solution**  
'Transmit a burst of energy at this frequency and it will turn off their power'



**Solution**  
'Destroy all the Daleks, and their leader'



**Actions Required**  
Doctor must find Objective and spend a turn there programming it.



**Actions Required**  
Destroy all Dalek models or spend 2 full turns at the Objective.



**Consequences**  
Any Cybermen will head towards the Objective if the Doctor is there.



**Consequences**  
If at Objective, must end beyond 12" of it after 3 turns, or be vapourised by the blast



As can be seen, all counters in these rules are 2 sided, just fold the 2 sides and glue them together.

**Plot**  
'The Ice Warriors have landed in this area'



**Plot**  
'The Mechanoids have taken over this area'



**Threat**  
'The Ice Warriors are creating an atmospheric cooler to kill mankind'



**Threat**  
'The Mechanoids are going to imprison all the inhabitants'



**Solution**  
'Destroy the converter by sabotaging it'



**Solution**  
'Rescue the prisoners and escape off table'



**Actions Required**  
Doctor must find Objective and spend a turn there programing it.



**Actions Required**  
Spend 2 full turns at the Objective freeing prisoners.



**Consequences**  
Any Ice Warriors will head towards the Objective if the Doctor is there.



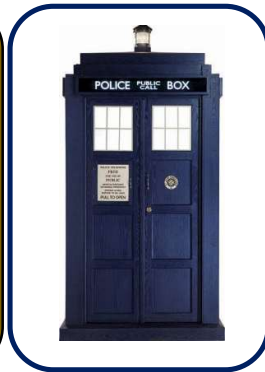
**Consequences**  
Mechanoids will be dealt with by U.N.I.T if on Earth, or can be ignored.



**Plot**  
‘The Silurians/Sea Devils have been reported as being in this area’



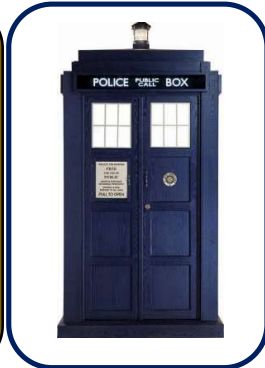
**Plot**  
‘The Zygons have been reported as being in this area’



**Threat**  
‘The Silurians/Sea Devils are out to kill all mankind and replace them’



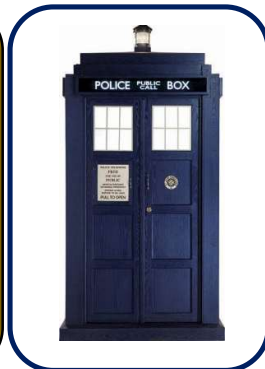
**Threat**  
‘The Zygons are going to destroy the inhabitants of earth’



**Solution**  
‘Destroy all the Aliens , or the Doctor can negotiate a peace with the leader’



**Solution**  
‘Destroy the plague the Zygons are planning to release’



**Actions Required**  
Doctor must find Objective and spend D6 turns there negotiating. Or kill them.



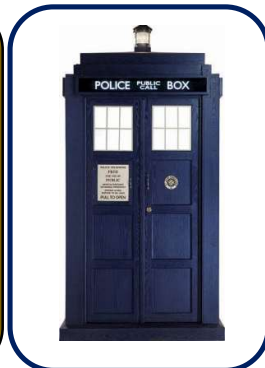
**Actions Required**  
Spend 2 full turns at the Objective.



**Consequences**  
Any Silurians/Sea Devils will head towards the Objective if the Doctor is there and stop the talks.



**Consequences**  
The Zygons will be dealt with by U.N.I.T if on Earth, or can be ignored.



These are dummy alien race cards in case you haven't enough races available to use in your figure collection.

### Plot

'The Aliens have landed in this area, their intentions are unknown'



### Plot

'The Aliens have landed in this area, their intentions are unknown'



### Threat

'The Aliens are planning to turn all of us into slaves'



### Threat

'The Aliens are planning to kill all of us'



### Solution

'Go to the live Objective marker and spend a full turn there'



### Solution

'Go to the live Objective marker and spend a full turn there'



### Actions Required

Doctor must find Objective and spend a turn there.



### Actions Required

Doctor must find Objective and spend a turn there.



### Consequences

Any Alien will head towards the Objective if the Doctor is there.



### Consequences

Any Alien will head towards the Objective if the Doctor is there.





These will be in the deck as well, They may be retained, they do not count against the figure's card allowance (weapon).

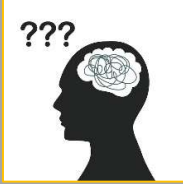
Fabricate  
Weapon D6:  
1: Bomb  
2: Smoke Bomb  
3: Electronic  
disruptor (like a  
bomb to  
machines)  
4+ Useless Item



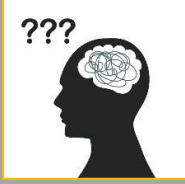
Find Civilian  
A civilian is found.  
He/she will tell  
you the Race of  
Aliens involved.  
Gain 2 cards and  
ignore one ? if you  
wish. Civilian  
leaves table for  
safety by  
themselves.



The following yellow bordered cards are discarded after the turn they are drawn.

Nothing  




Nothing  




Anxiety!  
One card held  
by living  
Companion (or  
Dr if no  
companion  
with a card) is  
discarded.



AMBUSH!  
Figure(s)  
nearest to a  
portal marker  
are captured  
by equal  
number of  
Aliens



K9 low  
power!  
If K9 in play,  
he is out of  
action for D6  
turns.



Keep this K9 Low Power card till he is back in play.

### Confusion

One card held by living Companion (or Dr if no companion with card) is discarded.



### Shuffle Deck – if desired

Then draw 2 cards.



### Inspired

Draw 2 cards and discard one of them, then give it to the Doctor or any Companion



### Shuffle Deck

Then draw 2 cards.



### Trouble!

A character joins you and stays with a character, causing trouble (Lose 1 card limit on the character they are with)



### Zygons?

One random character (Not Dr/Companion) is a Zygon if Zygons in play. It will leave and go to Objective.



These Supplementary quests must be or have been completed to claim a win in the game. These may only appear once in a game.

### Supplementary quest

A group of 3-4 innocent civilians is being held at the live Objective Marker and must be rescued. They then leave the table by themselves.



### Supplementary quest

Doctor /Companion(s) must visit each Objective Marker before the game ends.



These cards may be used, and are held until used, they count against the figure's card allowance as they are supplementary 'Idea Cards'.

**Reconsider**

Retain this card and discard it to also discard any newly drawn card.



**Reconsider**

Retain this card and discard it to also discard any newly drawn card.



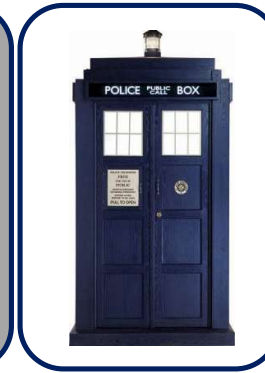
**Aliens distracted**

One Alien on table may be moved by the nearest player's character for one turn.



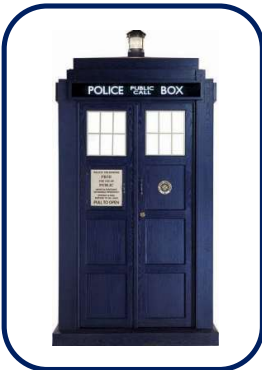
**Aliens distracted**

One Alien on table may be moved by the nearest player's character for one turn.



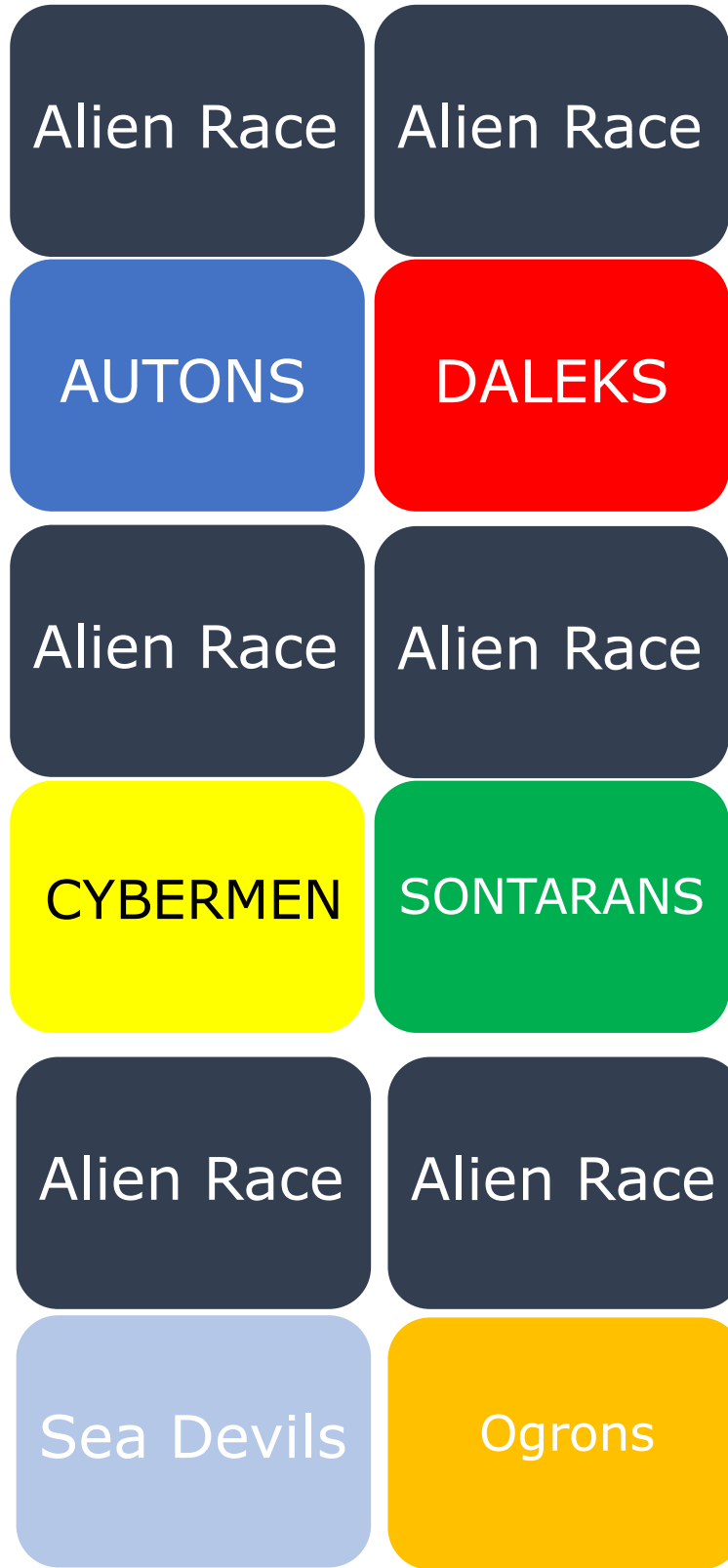
**Golden card**

This card may replace any Idea Card.

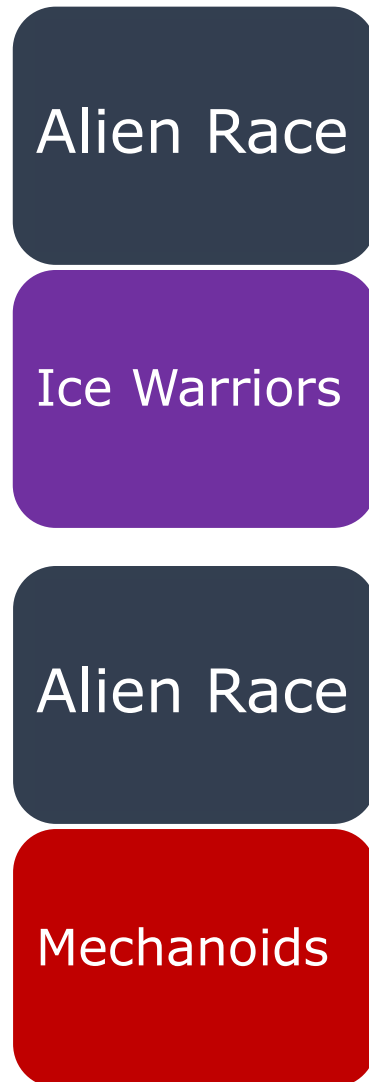
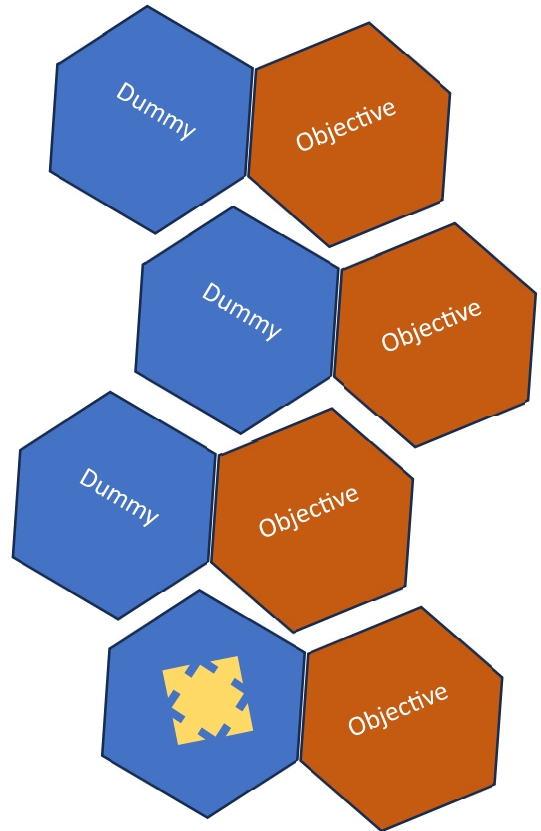




Alien race cards and Objective Markers



These are two sided, and must be cut out carefully, bent and stuck together.



Alien Race

Alien Race

Silurians

Zygons

These are Artifacts, retain the card till used.

Improvised  
Bomb

Smoke Bomb

El. Disruptor










Print on Cardboard, then cut these out (I laminate mine!) for use as order markers.

Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout
Attack	Advance	Stand	Move	Retreat	Rout

Portal markers:





Some character cards you may wish to use?


<p>The Doctor</p>		<p>Sarah Jane Smith</p>	
<p>Card Limit: 5</p>		<p>Card Limit: 2</p>	
<p>Move: 6"</p>		<p>Move: 6"</p>	
<p>Health: 5</p>		<p>Health: 5</p>	
<p>No Weapons Sonic Screwdriver</p>		<p>No Weapons</p>	
<p>Jo Grant</p>		<p>Liz Shaw</p>	
<p>Card Limit: 1</p>		<p>Card Limit: 3</p>	
<p>Move: 6"</p>		<p>Move: 6"</p>	
<p>Health: 5</p>		<p>Health: 5</p>	
<p>No Weapons</p>		<p>No Weapons Scientist</p>	
<p>Amy Pond</p>		<p>Rory Williams</p>	
<p>Card Limit: 1</p>		<p>Card Limit: 1</p>	
<p>Move: 6"</p>		<p>Move: 6"</p>	
<p>Health: 5</p>		<p>Health: 5</p>	
<p>No Weapons</p>		<p>No Weapons</p>	
<p>Wilf Mott</p>		<p>Donna Noble</p>	
<p>Card Limit: 1</p>		<p>Card Limit: 2</p>	
<p>Move: 5"</p>		<p>Move: 6"</p>	
<p>Health: 5</p>		<p>Health: 5</p>	
<p>No Weapons</p>		<p>No Weapons</p>	

Martha Jones	
Card Limit: 2	
Move: 6"	
Health: 5	
No Weapons Scientist	

Romana	
Card Limit: 4	
Move: 6"	
Health: 5	
No Weapons	


K-9	
Card Limit: 1	
Move: 5"	
Health: 6	
K-9 Laser	

Leela	
Card Limit: 1	
Move: 6"	
Health: 5	
Knife	


The Brigadier	
Card Limit: 0	
Move: 6"	
Health: 5	
Pistol	


Captain Yates	
Card Limit: 1	
Move: 6"	
Health: 5	
Pistol	


Cpl. Benton	
Card Limit: 2	
Move: 6"	
Health: 5	
SLR	


Sgt. Benton	
Card Limit: 2	
Move: 6"	
Health: 5	
Sub Machine gun	

Jamie McCrimmon	
Card Limit: 2	
Move: 6"	
Health: 5	
Knife	

Zoe Heriot	
Card Limit: 2	
Move: 6"	
Health: 5	

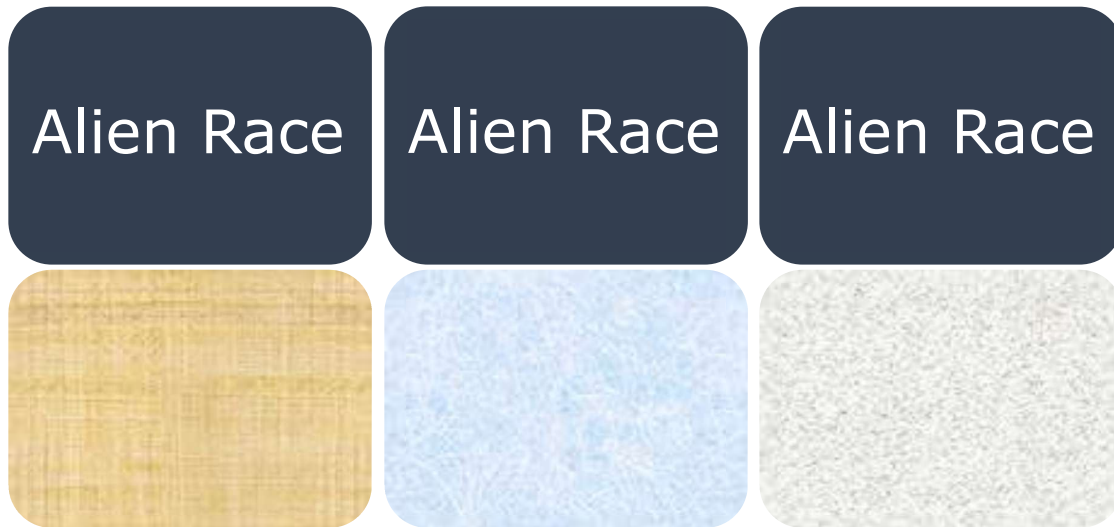
Harry Sullivan	
Card Limit: 1	
Move: 6"	
Health: 5	
Scientist	

Romana 2	
Card Limit: 4	
Move: 6"	
Health: 5	
No Weapons	

Susan Foreman	
Card Limit: 2	
Move: 6"	
Health: 5	



Some blank cards for your own races and characters



Card Limit:		Card Limit:	
Move: 6"		Move: 6"	
Health: 5		Health: 5	

For multiple Doctor scenarios, use the cards below - to stop them being too powerful!

<b>The Doctor</b>	
Card Limit: 3	
Move: 6"	
Health: 5	
No Weapons Sonic Screwdriver	

<b>The Doctor</b>	
Card Limit: 3	
Move: 6"	
Health: 5	
No Weapons Sonic Screwdriver	

<b>The Doctor</b>	
Card Limit: 3	
Move: 6"	
Health: 5	
No Weapons Sonic Screwdriver	

<b>The Doctor</b>	
Card Limit: 3	
Move: 6"	
Health: 5	
No Weapons Sonic Screwdriver	