

Adventures in Time and Space rules: QRS

Order of play:

- 1) Players place order counters behind their figure/group
- 2) Dice for Events, Escapes, Allocate cards, Place Aliens and Artefacts.
- 3) Move figures/groups in order, starting with those nearest to any enemy or objective.
- 4) Shoot/Act simultaneously. Work out any figure movement conflicts by doing ¼ moves.

Visibility:

All figures are spotted in the open at up to 36" (12" in fog or at night), with binoculars automatic spotting is at 48" (18" at night/Fog).

In cover; If stationary, and not shooting, a target can only be spotted at D10" – if the target is moving or shooting they can be spotted at D10+6" (Use this for spotting Objective markers too!)

Note that Portal Markers (see later) are automatically active if a line of sight can be drawn between the observer and the cover the Marker is behind.

Combat rules:

Only figures with ranged weapons can shoot at a distance: Throw a D10 to hit;

Weapon	up to 9"	Up to 18"	Up to 30"	Damage	
Sonic Screwdriver	May deactivate 3 hand held weapons at 12" or less				*Weapon can paralyse temporarily
Dalek ray *	3+	9+	-	5+D6	+: Two attacks per turn
Cyberman ray**	6+	10	-	4+D6	
Sontaran gun	5+	9+	-	4+D6	
Auton handgun	5+	10	-	2+D6	** Weapon can stun for 4 turns.
Ice Warrior gun	5+	10	-	2D6	
Silurian Heat Ray	6+	10	-	2D6 (+1 at up to 9")	*** Weapon cannot be shot unless figure stays stationary the whole turn.
U.N.I.T. Rifle#	4+	8+	10	4+D6	
U.N.I.T. Pistol#	3+	10	-	4+D6	
U.N.I.T. SMG # +	3+	9+	-	4+D6	
U.N.I.T. Heavy MG +	2+	6+	8+	5+D6	#Weapon has no effect on Autons, later Dalek variants.
Mechanoids	4+	-	-	4+D6	
K-9 Laser	3+	7+	-	2D6 (+2 at up to 9")	
Bows etc	3+	7+	9+	D6 (+2 at up to 9")	Silurians includes Sea Devils.
Crossbow***	3+	6+	8+	3+D6	
Spears etc	2+	-	-	3+D6	
Ogron weapon	6+	10	-	2D6	

Armour: Deduct armour value from effect of U.N.I.T. small arms hit

Daleks/Mechanoids have Armour of 2, Sontarans have armour of 1.

Player characters may only be Paralysed, or are captured, ignore other effects.

Heavy Weapons: These take 2 turns to load and fire, or 1 turn with 2 crew, who must remain stationary the whole time.

They have 4 rounds of Ammunition unless resupplied from a vehicle (etc)

Ranges:	4-10"	up to 24"	Further	Damage
Bazookas	2+	6+	10	D6+6
Mortars*	-	4+	7+	D6+3

*Effect of this weapon on target figure, and any others within 2"

Grenades: These are thrown and go 8" – test all targets within 2" of a target figure as mortars. Smoke Bombs block line of sight through a 3" circle from target point, they last 3 turns.

Results of shooting: Compare modified damage roll with Character's Health Value (+1 if figure in cover).

+1: Target suppressed – figure may only duck behind cover or hit the ground next turn.

+2: Target wounded/damaged. As for suppressed, but a second wound will disable.

3 or more: Target destroyed. (NB: Player characters are only knocked out for D3 turns)

Close Combat:

Figures in contact with hostile figures fight in melee. Throw a D6 for either side:

Humans etc - No bonus	+2 per extra figure in contact
Sontarans - +1	+1 if defending wall/door/ uphill etc
Daleks/Autons Cybermen No Bonus	+1 if armed with Knife or Sword
Sea Devils/Silurians -1	

The Result of combat is : Equal/+ or -1: Continue fight. 2 difference: loser captured or immobilised. 3 or more difference, loser destroyed/killed/Captured (Player character only captured if lose by 3+)

Orders

Attack	Must move at run towards one or more of the nearest enemy groups. They will enter melee if in reach.
Advance	Must move directly Half –full speed... towards an objective or enemy group. They halt at 2" from enemy figures.
Move	Must move at least Half speed in any direction, and may run.
Stand	May only move up to 2", and only to face an enemy, or for another valid reason.
Retreat	Must move at least half speed away from any enemy, and may run.
Rout	Run away from nearest enemy and end move further from all enemies.

Portal Counters are placed on corners, in cover or in the open* covering the approaches to the game objective.

When a player's figure(s) get within LOS of one or more, throw a D6:

-1: No contact today with the enemy. +1: Each other counters value, or Cybermat, in LOS of the same enemy.

+2: Alien Leader on the table.

(* Open is any open area not in line of sight of the player's characters, at game start)

If no figures are available to represent the generated force, use the options before in order instead until a deployable force is generated.

If you run out of figures, you cannot deploy any until casualties are recycled! Figures appearing at Portals are on **Advance** orders.

Result: (randomise which counter in LOS any Aliens appear at)

1-5		Nothing
6-7	14-15	Draw 1 card.
8	16	Draw 2 cards (a Cybermat appears at a Portal Marker if Cyberman are selected race in this game)
9-10	17-18	Draw 2 cards, also 1 Alien appears at a Portal Marker.
11	19	1 Leader and 1 Alien appears at a Portal Marker.
12	20	Character (The Master, Davros, Chief Scientist etc) + Draw 2 cards.
13	21+	2 Aliens appear at a Portal Marker. Draw 3 cards.

NB: A natural rolled '1' is always nothing.

Aliens and Leaders are deployed at a random Portal Marker, but any Character (12/20) is deployed at the most central Portal Marker. Cards are issued to the nearest Companion/Doctor to a Portal Marker, or the next nearest if that character has its maximum number of cards already, and does not want to discard one of them.

If an Artifact card is drawn, it is placed wherever the player wishes, but must be 3" from any figure. It takes 1 turn to pick it up and examine it. Note artifacts and abilities are NOT counted against the number of cards a character can hold.

Cards you wish to, or are forced, to discard, are placed at the bottom of the pack to be recycled.