

Adventures in Time and Space



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Adventures in Time and Space: solo rules

Game setup:

Player(s) will use a character, one must be 'The Doctor', and he/she may be accompanied by Companion(s). For U.N.I.T. a character may be Brigadier Lethbridge-Stewart, Captain Yates, or Corporal/Sergeant/ WO Benton, these may be accompanied by up to 4 Soldiers each, armed as desired and appropriate. Don't worry if you don't have exactly the right figure to represent characters and Aliens. Close is good enough! – but as ever its your choice.

Print off the cards used with these rules, either using just the fronts, or folding them in 2 and possibly laminating them.

In the average game, I suggest you use 4 Aliens' card sets (IE 20 cards) together with any or all the additional cards. It will be easier to win with less cards, but it is up to you to use however many cards you wish. Shuffle the deck thoroughly before playing the game.

These will form your game Deck.

There are several 'Alien Race' cards which form their own deck, only include the cards for races you have at least 8 figures of! The top one of the shuffled deck will dictate the Alien Race involved in the games' dastardly plot!

You may also find you need a 'McGuffin' model to represent an alien device. This should be small enough to be hidden behind a wall or hedge, and can be placed at the objective when that has been discovered during the game.

Table setup:

Use any size table, a 6x4 is ideal. Set up any terrain you like! Probably with lots of scatter terrain to give cover to 'The Good Guys'. In the centre (IE at least 12" from the table edge, place 4 objective markers – 3 are dummies, one is live. Optimally these should be placed with one marker in the centre (in cover), and the other three peripherally to it, again in cover. NB: Objective Markers are never removed from play. They will be flipped to see what they are if any of the Players Forces are within 6", and re-inverted when they are not.

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.

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.

Race involved (Start game drawing one card at random face down, turn it over when an Alien appearance is diced for – and it is within visibility range).

Cards for problem solving.

These represent characters working ideas out, and are known as 'Idea Cards'- they are;

- (1) Plot. (Threatening humankind)
- (2) Threat.
- (3) Solution(s).
- (4) Actions required.
- (5) Consequences.

These are coloured, and once a race has been determined, the colour of that card dictates the colour of cards needed, you need all 5 cards in that colour AND the 'Actions required' completed to win the game. NB: Any Supplementary Quest cards need to have been completed as well (NB: you may take 2 cards for each Supplementary Quest completed!)

Only Characters within sight of at least 1 Portal Marker are able to be given newly drawn cards to a maximum of 5 (the Doctor) 2 for most companions and 1 for the Brigadier, Officers and NCO's etc. Characters out of sight may not be given newly drawn cards.

Cards can only be exchanged between figures within 3", or by radio etc at any range.

These often have a description on them, which are appropriate for a particular Alien race. They offer a cogent scenario for each race, but can be representative of other appropriate scenarios that you think of!

ALL relevant Idea cards of one colour (1-5 above) must be held by the Doctor and Companions before completing the 'Action(s) required'.

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			
Dalek ray *	3+	9+	-	5+D6
Cyberman ray**	6+	10	-	4+D6
Sontaran gun	5+	9+	-	4+D6
Auton handgun	5+	10	-	2+D6
Ice Warrior gun	5+	10	-	2D6
Silurian Heat Ray	6+	10	-	2D6 (+1 at up to 9")
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
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")
Crossbow***	3+	6+	8+	3+D6
Spears etc	2+	-	-	3+D6
Ogron weapon	6+	10	-	2D6

*Weapon can paralyse temporarily +: Two attacks per turn ** Weapon can stun for 4 turns.

*** Weapon cannot be shot unless figure stays stationary the whole turn. _#Weapon has no effect on Autons, later Dalek variants. NB: Silurians includes Sea Devils.

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)				
<i>Ranges:</i>	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
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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 (NB: Player character only captured if lose by 3+)

Innocent Civilians

These are counted as Humans and may (or must) be rescued by the Doctor or his Companions. They will leave the table to safety if rescued. If found by an Alien they will be recaptured and escorted by it back to the nearest Objective Marker.

Lab Work:

A Scientist (The Doctor, Liz Shaw etc) may work in a Lab facility and counts as having an Activity Level of 2-3. They draw separately to other player characters but only count cards 1-3, 4s and 5s are discarded.

Alien actions.

Aliens are of the sort decided at the beginning of the game by a random card draw. Alien numbers are limited to the number of models available.

All generated Aliens will be deployed at a random active Portal Marker, they then move to the nearest Objective marker and wait there. However, If they are spot any of the Players' forces they will Advance towards them, and charge when in range. If their target moves out of sight they will halt where they were.

Aliens will always take the Dr and any companions prisoner and escort them back to the nearest Objective marker and guard them there.

U.N.I.T. (and similar militaries) actions

Random movement:

This is movement made by solo run forces, or groups out of a 6" radius of a player's character – if within 6", a player's figure can issue an order to them, unless prevented from doing so by a scenario rule.

If a player issues an order to units, the unit may add/subtract up to D6 to this score.

Under fire from greater numbers	-1	6+	Rout Move 6"away from enemy.
Friends within 6" retreating/Routing		-4	Retreat Move 3"away from enemy.
No other friends within 12"		to	
Enemy vehicle within 24"		-5	
Each quarter of unit killed	+1	-1	Stand if in cover, or Retreat towards nearest cover further from the nearest visible enemy.
Advancing		to	
In cover		-3	
If have NCO/Officer within 12"		0	Stand in position
Under fire from less than half own numbers, or not under fire at all.		1-2	Stand in cover, or Advance as in (4)
		3-4	Advance towards nearest enemy, or objective
No enemy in sight		5	Attack towards nearest enemy, or objective.

Events generation / Alien Activity Level :

Portal Counters are placed on terrain corners, in cover or in the open* covering the approaches to the game objective. (I think 5 or 6 on a 6x4 table is sufficient).

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, quests 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. If drawn cards make no sense in the context of the game, ignore them!

Orders:

Order counters are placed behind groups at the start of a turn, based on the Random movement rules unless The Doctor or a Companion (In which case he/she chooses one).

Possible orders are:

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.

Winning the Game

In order to win a game the Doctor and any Companions must not be prisoners, and the Doctor must have the correct set of Idea Cards in his possession. The 'Actions required' card conditions must have been completed, as well as any supplementary quests. NB: if the Aliens have no way of winning by being out of position and you can complete the above conditions without interference, you have won!

One last thing, if, at the end of the game, all your Characters are captured, its not the end! – its just the end of an episode... !

Character statistics: These can be used as a guide to create other races.

Character	Move	Card limit	Health	Tools and Weapons
The Doctor	6"	5	5	Sonic Screwdriver
Romana	6"	4	5	None
Companions	6"	1-3	5	May use weapons as appropriate
U.N.I.T. personnel	6"	0-2	5	As figure equipped (NB: soldiers may convert to an MG/Bazooka if at a vehicle.
The Master	6"	4	5	-
Daleks	5"	N/A	6	Dalek Ray
Cybermen	5"	N/A	5	All have Cyberman ray. Late, kills if causes damage in melee.
Cybermats	3"	N/A	5	Will only fight as Cybermen if attacked.
Autons	5"	N/A	5*	Auton Handgun
Sontarans	5"	N/A	5	Sontaran Gun
Sea Devils etc	4"	N/A	5	Sea Devil gun
Vehicles	20"	N/A	6*	As depicted.
Ice Warriors	4"	N/A	6	Ice Warrior gun
Mechanoids	5"	N/A	6	Mechanoid Flamethrower
Ogrons	5"	N/A	5	Ogron gun

* Only affected by explosions, Dalek Ray and similar.

Taking Prisoners:

It may be a requirement for Aliens or choice by players to take a Prisoner. Sometimes this happens during melee, but in other circumstances, the following rules apply;

If within 2" and armed against an unarmed enemy, and with no other armed enemies within 6", that enemy will surrender (not Aliens)

Additionally, if a figure is surrounded (including being partially surrounded by solid structures) by enemies within 2", that enemy will surrender (not Aliens or Robots like K-9)

Surrendered figures are kept within 2" of a captor, they may do nothing else.

Prisoners are free to act if there is no live (or captured), captor within 2", in the open. Non-player characters will head for the nearest table edge as directed by the players.

Prisoners can be freed by other Player Characters who give 2 drawn Ideas cards of the same colour to the prisoner(s) if within 6" of them, even if their card limit is exceeded -who can then escape and move freely 12" in any direction. These 2 cards are then discarded.

Prisoners may always escape at the start of a turn if they throw a 10 (-1 per card of the correct Alien Race's colour held by the captive) - (D10), but in this case they do not get the 12" free move! – they do move before any Aliens though...but may be recaptured if the conditions above apply.

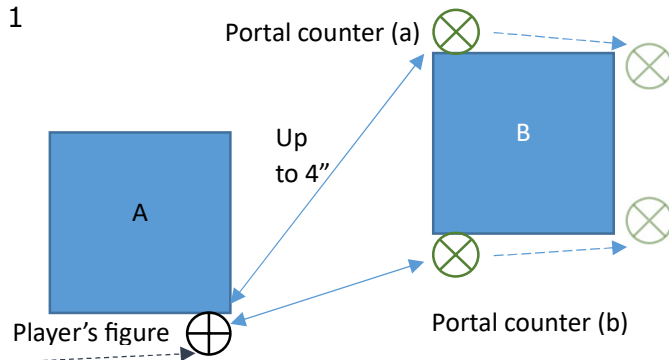
Prisoners are normally kept at the nearest Objective Marker and can be assumed to be in a containment field if no reasonable enclosed room/area is available, so still need to dice to escape.

Using and Eliminating Portal Markers:

If approached, when a figure moves within 8" of any portal in cover, and visible, (or one that is in the open, after the 'Enemy Force Generation' phase), a portal counter will move to the next corner/cover** within 12".

(** is cover which could conceivably hold figures (Building, etc) or a point in terrain facing any of the player's figures – with 'dead ground' behind. See diagrams for more explanation.)

Example 1



Player's figure has moved to the corner of building A, It can see 2 Portal counters. PC (a) is up to 4" from the observer, so it falls back behind the building as shown.

If the distance was over 4" between the counters, PC(a) would remain.

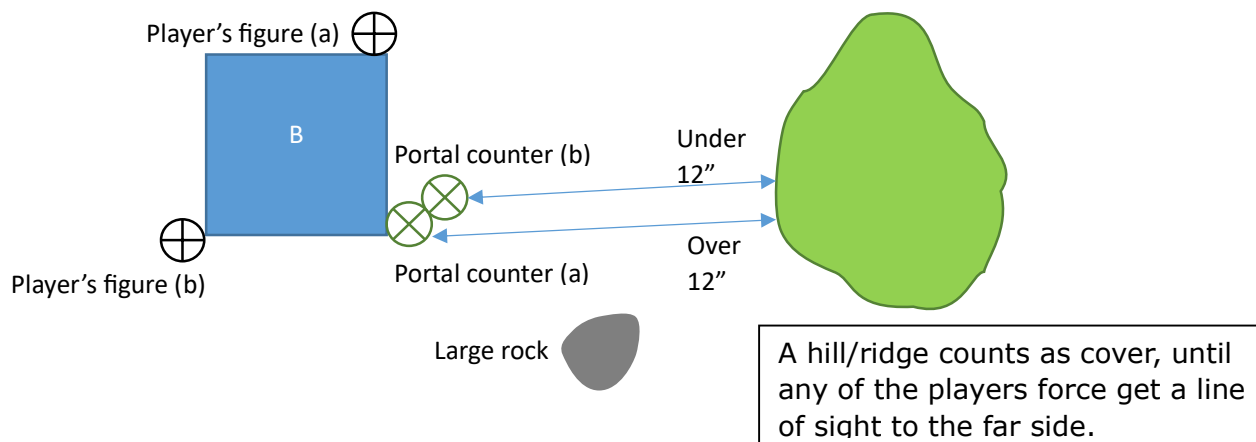
Portal counter (B) is in the open relative to the Player's figure, so will move back to the rear of the building.

Example 2

Following from the last example, the 2 portal counters have been driven back to one corner of building (B), PF (a) has followed round to look round the corner at the two portals, If PF (b) wasn't there, the 2 portals would have gone to PF (b)'s position, but they are bracketed by the sneaky Companions! Portal (b) is within 12" of the wood, so goes there, but poor portal (a) has nowhere to go, and is eliminated!



The Large rock cannot be used as there is no real 'Dead Ground' behind it for figures to reach it unobserved.

The large rock may not start a game with a portal marker behind it, except in a special scenario where it can only produce figures once (They were hiding behind the rock!) -- then the portal is removed from play.



Note: In this game it is often advantageous to keep Portal Markers ON table!

These are typical Character cards, these cards are in a separate file.

The Doctor		Sarah Jane Smith	
Card Limit: 5		Card Limit: 2	
Move: 6"		Move: 6"	
Health: 5		Health: 5	
No Weapons Sonic Screwdriver		No Weapons	

Relevant Doctors and Companions: (Note U.N.I.T. can only operate on Earth.)

1 st Doctor	Susan Foreman	Ian Chesterton	Barbara Wright
	Vicky	Stephen Taylor	
	Katarina	Stephen Taylor	
	Dodo Chaplet		
2 nd Doctor	Ben Jackson	Polly Wright	Jamie McCrimmon
	Jamie McCrimmon	Victoria Waterfield	
	Jamie McCrimmon	Zoe Heriot	U.N.I.T.
3 rd Doctor	Liz Shaw	U.N.I.T.	
	Jo Grant	U.N.I.T.	
	Sarah Jane Smith	U.N.I.T.	
4 th Doctor	Sarah Jane Smith	Harry Sullivan	U.N.I.T.
	Leela	K-9	U.N.I.T.
	Romana	K-9	
	Romana 2	K-9	
5 th Doctor	Adric	Nyssa	Tegan
	Tegan	Vislor Turlough	
	Vislor Turlough	Kamelion	
	Peri Brown	Vislor Turlough	
6 th Doctor	Melanie "Mel" Bush		
	Ace		
-----Movies-----			
9 th Doctor	Rose Tyler	Micky Smith	Jack Harkness
10 th Doctor	Rose Tyler	Micky Smith	Jack Harkness
	Donna Noble		
	Martha Jones		
These are only some of the combinations, others are available with a little research! Of course, you can always create your own Companions using the blank cards provided!			

Notes on Aliens:

Daleks: These are led by a senior ranked Dalek.

Ogrons: Must be led by either The Master or a Dalek.

Cybermen: These should be led by a Cyber Controller.

Ice Warriors should be led by an Ice Lord.

Meckons: These should be led by a computer bank.

Autons: These have no leader, but a Command Node at the active Objective.

Zygons: These have either a Zygon, or another figure they have morphed into!!

Others: These should have one of their own as a leader.

Leader figures should ideally have a particular pose or appearance which differentiates the model from the rank and file.

Notes on Cards:

If cards have a yellow border they are normally discarded after the turn they are drawn, but 'K9-Low Power' is kept until the little metal dog is running again! (Note K9 may be carried by one person doing nothing else!)

Blue 'Supplementary Quest' cards are retained till the end of the game, or you can place them aside when completed, as they can only appear once per game.

'Alien Race' cards are kept in a separate pile, and the top card is used to determine which Alien Race is the opponent in this game. It follows that only races you have figures for can be included in this pile.

Coloured 'Idea Cards' – these represent ideas the Doctor and any Companions have about the best way to defeat the enemy in this game, they are divided into groups of 5 cards of the same colour. Once the Doctor's group have all 5 cards in the set, they can perform the 'Actions Required' – but must also follow any instructions on the 'Consequences' card. Note these are the only ones affected by the 'Card Limit' of the figure

Blue edged cards: These cards are held until used, they count against the figure's card allowance as they are supplementary 'Idea Cards'.

Vehicle use.

Occasionally vehicles may come into play, so these rules apply to their use.

It takes a full turn to enter/leave a vehicle, though the vehicle may be started/turned off during this turn too.

Vehicles move 20" a turn, and may not go through terrain too low or narrow to go through.

Vehicles are assumed to have their keys left in, so can be started easily.

Vehicles may not be used as weapons, if one is driven at an Alien, the Alien is unhurt, or evades the attack.

U.N.I.T. vehicles are assumed to have sufficient ammunition stowage to supply the Soldiers for the full game. It takes a full turn to load/unload stores into/out of a vehicle.

