

## The Five Doctors by Graeme Dawson and Karl Perrotton

The hand, covered in a black glove, swept across the darkened control panel. Lights blinked and readouts changed as the fingers unceasingly worked the controls. If anyone had managed to enter this most hidden sanctum they would have heard a low chuckling. A glow illuminated the small room, and the figure moved over to a recess and picked up two model figures, before placing them on an illuminated panel, which looked strangely like a gaming board – in the centre of which was an ominous looking tower.

There was no sign of the time scoop which had brought them here – it had returned – but to where? and when? And where exactly were they? It looked like Wales. The Doctor licked his finger and tested the wind.

“Come along. We’ll try this way...”

### Introduction

The Five Doctors is a convention game for the DWMG. Using simplified rules, it combines lots of players with a near board game style of play to create a fun game which follows the basic storyline of the episode – although some details have been changed to make the whole thing more playable, and to work better in a convention style setting.

This document includes details on how to set up your game, new rules and event cards, terrain building guides and pages you can print out and display should you actually take the game out to a convention or whatever.

### The aim of the game

4–8 players will each take a small team, either a Doctor and companion, or a group of monsters. These teams are trying to get to the Tower of Rassilon, to free themselves from the Death Zone and discover who or what is behind their abduction – and finally stop a greater menace. An additional player (usually the one reading this) will act as the gamesmaster (or GM) and control everything else on the table, adjudicate and explain rules etc.

### What you will need to play the game

The game has been designed for a 6 foot (2 metre) square table, with generous amounts of terrain. You will also need:

- ▶ **DW miniatures** – The more the merrier (including at least 4 Doctors, various companions and as many monsters as you can get hold of).
- ▶ **Rules:** This release has been written for the 2nd edition of the rules, although either edition will work.
- ▶ **Stat Cards:** You will need stat cards for all the models you intend to use (printing them out at 150% normal size is a good idea). Stats and cards for scenario specific models are given on pages 7-9.
- ▶ **Dice and Measuring Devices:** In standard galactic sizes.



▶ Rassilon’s CD collection left a lot to be desired

### Allocating models

The Time Scoop has brought all manner of beings to the Death Zone of Gallifrey from across space and time – in the case of the Doctor several of his incarnations are now in the zone.

Your players should alternate between controlling heroic and monster models. Heroic players each get one Doctor (each Doctor in play should be a different incarnation) and one companion – in this case you can include named UNIT personnel as companions. Either allocate random models, or allow players to use what they have brought (or use a mixture of either method).

In the case of monster players, again either let the players concerned play with their own (as long as they’re all feasibly able to ally themselves together) or dish out some models from what you have.

Suitable monster teams include (but are not limited to:)

- ▶ One Dalek and two Dalek Troopers
- ▶ Three Cybermen, Ice Warriors, Movellans or Sontarans
- ▶ Four Sea Devils or Silurians

The Master should begin play under the control of the GM, not the players – rules are given for him on page 5. The GM will also control most other models brought into play during the game.

Players should be given stat cards for the models they end up with. The remaining monster and companion models should be taken by the GM, and may end up in play during the game.

## The table

The Five Doctors needs a big table to accommodate up to 9 players, including a GM. The ideal size for this would be 6 feet (2 metres) square, although you could try and squeeze it onto a 6x4' table, or even a 4x4' one if you're playing with only 4 players.

Instructions on building a model Dark Tower and a row of mountains are given on page 5.

## The Black Scrolls

Scattered across the table are ancient *Black Scrolls of Rassilon* which when assembled and read, will open the Dark Tower.

Divide the table into a 3x3 grid. On each grid square except the one containing the Dark Tower, place a random Scroll objective counter face down (see page 12). A player whose model reaches this point should be given a Scroll card of the correct colour by the GM. Other players may still collect cards from this point. Players should keep the colours of Scroll objective counters they reach secret from other players.

### 1. The Dark Tower

This ancient structure houses the tomb of Rassilon, and is the goal of all of the players. There are 3 entrances:

- ▶ The main door (in the Death Wastes)
- ▶ The roof of the Tower – via a rope slide in the mountains. See map area 3 for details
- ▶ Through the tunnels under the mountains. See page 3

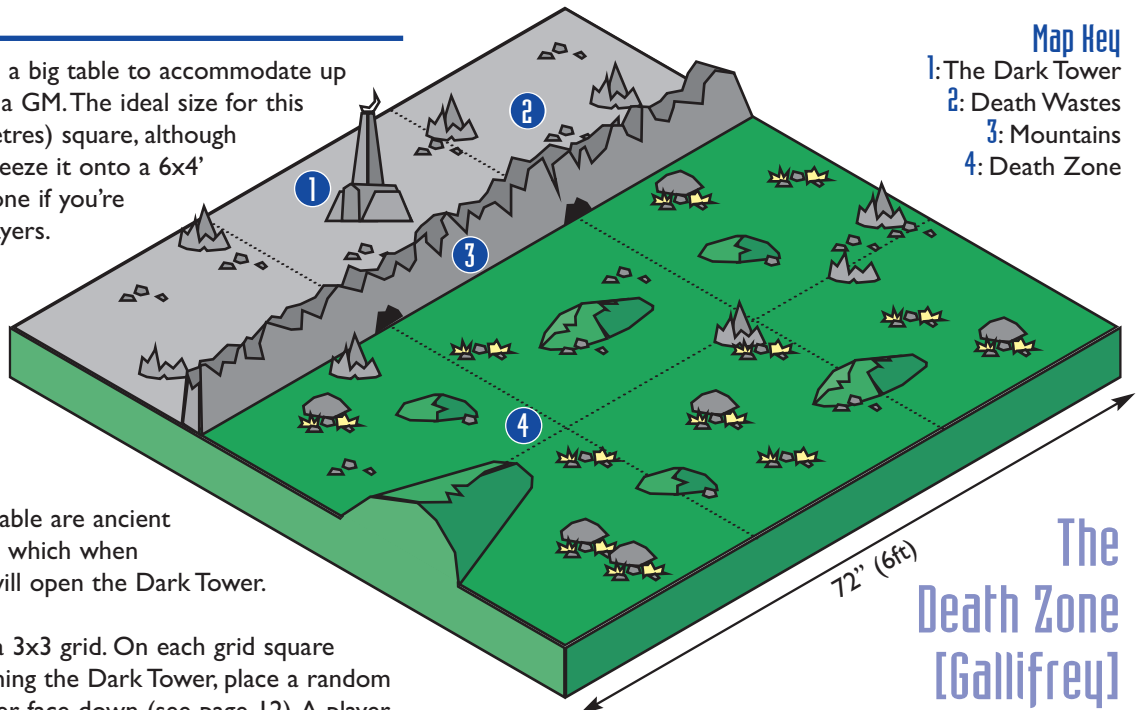
A player needs to possess all four coloured Scroll cards to gain automatic entry to the Tower. If a player does not have all four cards one of their models must pass an Int test, counting their Int at -2 for each missing card. Making the Int test to enter the tower takes a full turn.

### 2. The Death Wastes

This area of the Death Zone is particularly desolate and blasted. Models entering here are filled with despair and have to fight with their own will to continue.

All models in the Death Wastes count their Morale at -1. In addition, the GM may reroll any single die once per turn when dealing with each player in this area.

The Death Wastes should have lots of rocky crags and areas of boulder fields, with no vegetation whatsoever.



**Map Key**  
1: The Dark Tower  
2: Death Wastes  
3: Mountains  
4: Death Zone

**The  
Death Zone  
[Gallifrey]**

### 3. The Mountains

These rocky crags form a formidable barrier. Models may either enter one of the two caves and face the tunnels (see page 3) or humanoids can attempt to climb the peaks.

Climbers must spend their entire activation and succeed at an Agi test to climb to the peak of the mountains. If this test fails make another Agi test immediately. If this second test succeeds they are stuck halfway and can go no further this turn. If this test fails they will fall at a random point during their climb – 1D3 levels. Models who fall will end up at ground level on the side they were climbing. Models must climb down the other side in the same manner.

Models can pass an Agi test to move 1D6" per turn along the top of the mountains. If this test fails they cannot move any farther this turn. Models cannot run while moving through the mountains.

On the top of the mountains, at the point closest to the Dark Tower, is a rope slide. One model may attempt the slide each turn. Make a Str test for that model. If the test succeeds they reach the tower roof safely. If it fails they reach the roof but are *stunned* in the attempt.

### 4. The Death Zone

Two thirds of the table, the Death Zone is an inhospitable area of rocky escarpments, craggy passes, misty marshes and windswept moorland. This area should have lots of terrain to represent the difficulty of traversing it, and also to provide plenty of cover.

## Down into the tunnels

If a player decides to brave the tunnels then each turn they must roll 1D6. Check the result on the table below to see what is happening in the depths and apply any indicated results. Once that's done, add the die roll to that player's *Search Total* – simply the total of all die rolls made during one attempt at getting through the tunnels. ▶

If the result is 12 or more the team have found the lower entrance to the tower – see page 2 for details on how to get in. If the player cannot or will not enter the tower, in their next turn the GM must place their models within 2D6" of the tower, in the Death Wastes.

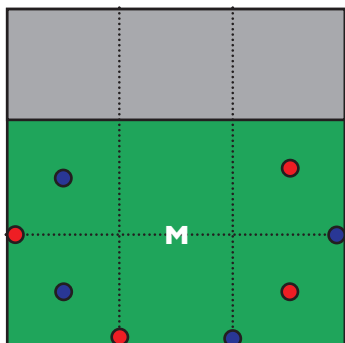
If the result is less than 12, then the player must roll again on the table below next turn.

## Tunnel Results table

1D6	Result	Effect
1	Cave monster!	You hear the terrible roar of some gigantic creature up ahead and retrace your steps. Subtract 2 from your <i>Search Total</i> and do not add this turn's roll.
2	Rockfall	You trigger a rockfall – half of your models (round up) must make an Agi test or suffer 1 Str 3 hit.
3	Winding passage	Everything is quiet.
4	Underground labyrinth	Too quiet. One of your models must lose a point of <i>Luck</i> .
5	On the right track	You come across a half hidden path leading upwards. One of your models gains a point of <i>Luck</i> .
6	Long forgotten Scroll	Choose a Scroll objective marker and take a Scroll marker of the corresponding colour. Further results of 6 this game are counted as result 3.

## Playing the game

Players should place their models on the table, each within 2" of another. The starting positions for an 8 player game are given in the diagram on the right – if you are playing with less players then adjust the set up accordingly. Heroic and monster set up positions should be arranged so that they alternate on the board. The starting position of the Master (see page 5) is given by the white 'M' on the table layout above.



## Initiative

Play begins with the player to the left of the GM and proceeds clockwise. Normal rolls to determine initiative are not made in this scenario.

## Activations

A standard DWMG game allows players to activate only half their models, with more activations allowed subject to the use of model's *Leader* abilities. Due to the small number of models in play on each side, *all* models may activate each turn in this game.

## Morale

Standard morale rules are not used in this scenario – all models in the Death Zone are determined to reach the Dark Tower no matter what. Models may still have to take morale tests as a result of event cards, with the usual results applying if the test is failed.

## The unnatural mists

If any player shoots or engages another player's models in melee combat, then at the end of the hostile player's turn their models become enveloped in an unnatural mist, so thick that any hope of seeing through it is futile. The GM may move that player's models up to 12", all in the same direction (as chosen by the GM). Once this move has been taken the mists clear and play can continue.

This rule does not apply to models under the control of the GM (except the Master), as they are *bona fide* enemies.

## Natural born enemies

Players may not move closer than 6" to another player's models unless they intend to enter into shooting or close combat with them (and see above). The only exception to this are the heroic players, who can move closer to each other if they wish. If an activating heroic player ends his turn within 6" of any other player's heroic models, the GM must roll 1D6. On the roll of 5+ the mists envelop that player's models as detailed above.

## Event Cards

The *Five Doctors* uses a modified deck of event cards, as previously released for the game. Some story specific cards have been added, and some cards have had their details altered to fit the scenario. A full set of cards is given later in this release. Print them out and glue them onto card so their backs are identical.

Each player gets 2 cards at the start of the game. Cards can be played whenever it is relevant to do so, however a player can only play one card between taking their turn and beginning their next turn.

The GM gets 3 cards at the start of the game and can draw a single card at the start of any of his turns if he has less than 3 cards. The GM has no restrictions on how many cards he can play in a single turn.

Many cards can be used by any player – if there are restrictions the card will indicate who can play the card. Players who draw a card they will not be able to use may discard it and immediately draw another.

Used event cards go face up onto a discard pile. Once the draw deck has been exhausted, shuffle the discards and form a new draw deck.

### Specific Event Cards

Some event cards need further explanation, these details are given below.

#### As Easy As Pi

The Doctor's Int test will take an entire activation. That player's other models may take any other actions apart from move actions during this time.

#### Bessie

If you don't have a suitable model then remove this card from the deck before play begins. This card cannot be played if Bessie is already on the table.

Only heroic models may drive Bessie, and if they disembark from the vehicle, the mists of the Death Zone swirl round. On clearing, the car is gone – remove it from play.

#### Giant Galactic Glitter

'Opponents' include all models not under the control of the player who played this card.

#### Inescapable Mist

Determine a random direction for each individual model which moves while this event card is in play. Models who run will move twice in this direction.

#### Phantom

Not all creatures in the Death Zone are real. If the GM chooses to reveal any model brought into play using the *Time Scoop* card as a phantom, it is removed from play.

#### Raston Warrior Robot

If the Raston Warrior Robot is already in play it may instantly teleport to a new location as chosen by the GM.

#### Time Scoop

Roll on the table below to see what the Time Scoop has brought to the Death Zone. All models are initially under the control of the GM, but models can change to the control of the players under the following circumstances:

*Companions* will revert to heroic control if any Doctor gets within 6".

*Historical Warriors* will join a heroic player if that player's models get within 6" and can succeed at both an opposed Int and Morale check against the warriors.

*Monster allies* will only join the monster side which is controlling the same type of monsters (or their allies, e.g. Robomen will join Daleks, or Sea Devils will join Silurians). This will happen automatically if both sets of models get within 6" of each other.

*Monsters* are always controlled by the GM.

### Time Scoop table

ID6	Result	Effect
1	Companion	Another of the Doctor's companions has been plucked from their own space and time by the Time Scoop.
2	Historical Warriors	ID3 warriors from history are deposited in the Death Zone. Suitable models might include UNIT soldiers, Roman centurions or Thals.
3–4	Monsters (allies?)	Roll 2D6. Choose a number of models of a type under the control of one monster player with total Def not exceeding this number.
5+	Monsters	Roll 2D6. Choose a number of identical monster models with a total Def not exceeding this number.

## The Master

The Master has been brought to Gallifrey by the High Council of the Time Lords and offered a pardon and a new cycle of regenerations if he enters the Death Zone and investigates the cause of the current crisis. Despite this, he is still his devious self, and is willing to use any allies he can find during the course of the game to further his own ends.



▲ “You will guide us to this tower”

The Master begins play under the control of the GM, and starts on the table at the position marked ‘M’ on the layout on page 3. His profile for this scenario has been modified to represent his mission from the High Council, and is given on page 8.

## Allying with the Master

If the Master is within 4” of any other model, the player who controls that model may agree to take the Master as an *ally* – in this case the Master will move when they players other models move, but under the control of the GM. The Master cannot move more than 6” from an allied model and can only return to full independence if all allied models are removed from play or if the *Personal Agenda* event card is played.

## The Master and Luck

The Master has his normal compliment of *Luck* points which can only be used by the GM, but also gains one point of *Luck* per turn due to his *Seal of the High Council*. This extra point of *Luck* can only be used by players to whom the Master is allied – proving some kind of bait to the other players to take him along. If this point of *Luck* is not used each turn it is lost – it cannot be saved from turn to turn.

## Making mountains and the Dark Tower

Most of the scenery required for *The Five Doctors* are standard stuff – hills, boulders, trees etc. Two items – the long row of mountains and the Dark Tower of Rassilon – deserve further attention and some suggested building instructions are given.

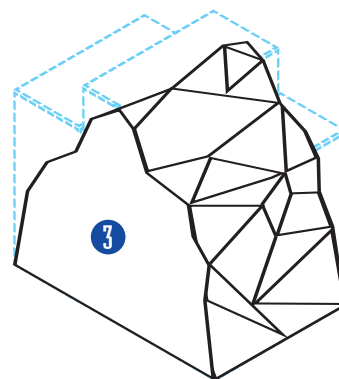
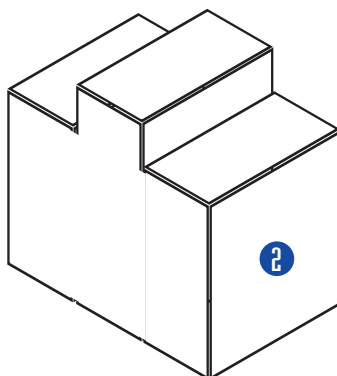
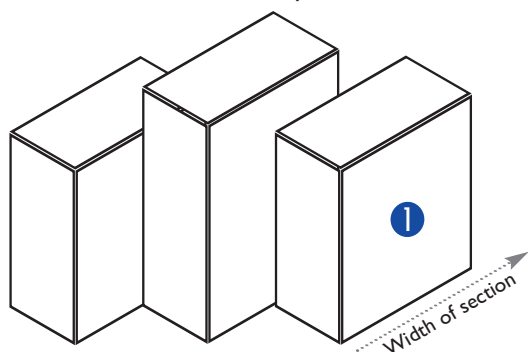
### The mountains

Since the mountains require to be the length of the table (6ft if you’re playing on the recommended 6ft square table), the mountains should be built in 12-24” sections.

1: Get some 1” thick polystyrene sheet, and cut 2 pieces 4” high, and 1 piece 5” high, to a width of your sections.

2: Glue your pieces together with white glue as shown.

3: Sculpt suitably rocky shapes on both sides of each section. When assembled you will have a mountain range in the correct length. The cave entrances can either be carved out and painted black, or represented by black card cut to a cave entrance shape.



### The Dark Tower

The Dark Tower is clearly shown on several occasions in *The Five Doctors* and a model can be built to this design if desired, although anything with a 12” or so tower will look good.



▲ The Dark Tower

Suitable material for building a tower would be card, foamboard, toilet rolls etc. The Dark Tower in the episode was built atop a boxy structure of buildings, and again this can be represented if you wish.

The whole thing should be painted, as its name suggests in a sombre tone, and can be detailed as required. If you have great eyesight why not put some seals of Rassilon on it – just in case your players have forgotten who resides there.



▲ Rassilon isn't in at the moment, but leave a message...

## Entering the tower and the endgame

Once a player has gained entry to the tower each remaining player gets one more turn then the *endgame* begins. Event cards can no longer be played.

### Lord President Borusa

With the player having reached the tomb of Rassilon, the power behind the entire plot is revealed as Time Lord President Borusa appears via a power-boostered open ended Transmat beam. He means to claim the secret of immortality which legend says Rassilon discovered and rule Gallifrey as President eternal. The remaining players must attempt to stop him!

### The final battle

Once Borusa transmats into the Dark Tower, place his model and the models of the player who made it to the tower on the table, within 6" of each other. If you want to make a floorplan including Rassilon's tomb you can, although it is not strictly necessary.

The player who reached the Dark Tower gets a single turn where models under their control can act, then the GM gets to act with Borusa. After each of the GM's turns the player whose models are closest to the Tower on the table can arrive – place their models adjacent to Borusa and the other player(s) in the Tower. Continue this sequence of turns until all players arrive.

### The Master

If the Master is allied with a player they will arrive with that player's models, and be under the control of that player. If the Master is controlled by the GM roll 1D6 whenever any player's models arrive at the Tower – on the roll of 5+ the Master will appear at Borusa's side. If he is still in play but not yet in the Tower, he will automatically arrive at the same time as the last player.

The Master is treacherous and is determined to seize any opportunity to gain Rassilon's prize of immortality. Once during the endgame the Master can make a bold but foolish attempt to gain the upper hand somehow – the player who controls the Master can use him to cancel the actions of any single model for the turn. Once this ill-judged attempt has been tried, remove the Master from play. This is the only effect of the Master in the endgame.

### Shooting and melee in the Tower

Models who shoot at another model will be struck by a Str 5 lightning bolt immediately after the shot has been fired – one of the ancient defences of Rassilon.

Models can declare melee combat by simply moving adjacent to another model.

### Borusa's actions

When the GM gets his turn, choose *half* of the models in the Tower (round up) and immobilise them – if they fail an Int test lie them down – these models may not activate this turn. The choice of models to be immobilised may be changed each turn.

Borusa will win the game if all of the player's models in the Tower are *stunned*, under the *Dominating* influence of the Coronet, immobilised, or have been removed from play by any other means.

Borusa will lose the game if the player can successfully summon Rassilon, or if he can be reduced to 0 Hits, *stunned*, or otherwise prevented from activating.

### Summoning Rassilon

Rassilon's mind is still active and can be brought into play to bring the game to a successful end for the players. When Borusa reaches the tower, the GM should choose 3 differently coloured Scroll of Rassilon cards in secret and place them face down, from left to right in front of him.

Any player may spend the entire activation of a model under their control to make an Int test. If this test is passed the player can choose up to 3 of their own Scroll cards and place them face up next to the GM's. The GM must compare both sets of cards and tell that player:

- ▶ How many cards are of the correct colour
- ▶ How many cards exactly match

No other information should be given to the player. The player can then attempt to guess the exact colours of each of the GM's 3 Scroll cards. If this guess is correct, then Rassilon appears and grants Borusa his wish, turning him into a statue – a win for the players!

## Lord President Borusa, Power immortalised ●

Faction: Monster

The Five Doctors



UNIT File: 251183/05/20/7  
Lord President Borusa

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	10	9
<b>Weapon</b> Staser Pistol		<b>Range</b> 12"	<b>Hit</b> 4+	<b>Str</b> 4	<b>Notes</b> Disruptor	

### Information:

A former teacher and staunch ally of the Doctor, Borusa was a shrewd politician who rose to the rank of Lord President of Gallifrey. Seeking the secret of immortality he enlists the help of several of the Doctor's regenerations to gain entry to the Tower of Rassilon. He finds however that the gift of Rassilon comes at a terrible price.

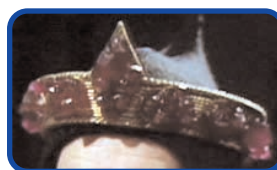
### Special Rules:

Infiltrate\*, Leader (2), Luck (2), Time Lord

*Coronet of Rassilon*: See right.

*President\**: All Gallifreyan models (except the Doctor, the Master or Omega) can reroll one failed Morale check per turn if the President is within 12".

\* These abilities are not used in this scenario.



### The Coronet of Rassilon

The Coronet makes the wearer *Invulnerable* (2), and immobilises half of the models within 6" – these models cannot be activated if they fail an Int test and Borusa can choose to immobilise different models each turn. The Coronet also endows the following special abilities, only one of which may be used each turn, by expending a special action.

*Dominate*: An opposing model must succeed at an opposed Int test with Borusa (the Coronet grants Borusa a +2 Int bonus while dominating) or will count as *controlled*. Borusa must spend a special action each turn to maintain this control, and can only control a single model at any time.

*Drain Mind*: An opposing model must pass an Int test or count as *stunned*. If the test is failed by 3 or more points the model is removed from play.

**"I shall be President eternal"**

Time Lord Persident Borusa, The Five Doctors

## Raston Warrior Robot, Lightning fast killer ●

Faction: Monster



UNIT File: 251183/05/20/7  
Raston Warrior Robot

MOVE	DEF	HITS	STR	AGI	INT	MORALE
special	4	2	3	8	5	0
<b>Weapon</b> Javelins		<b>Range</b> 16"	<b>Hit</b> 2+	<b>Str</b> 4	<b>Notes</b> 2 Attacks, Disruptor vs Mechanoids	

### Information:

It is not known where the Raston Warrior Robot originated, or if the one found in the Death Zone is the only one of its kind. What is known is that it moves quicker than the eye, tracks its prey using advanced motion sensors, and is equipped with deadly internal javelin-like weaponry.

### Special Rules:

Mechanoid

*Lightning Fast*: Opponents need to roll a 6 to score a hit on the Raston Warrior Robot.

*Programmed to Defend*: The Raston Warrior Robot must stay within 8" of a specified location.

*Teleport*: The Raston Warrior Robot can teleport up to 12" as a move action – ignoring intervening terrain.

## The Master, Sanctioned Time Lord agent ●

Faction: **Varies**



UNIT FILE: 251183/05/2017  
The Master

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	3	3	4	10	6
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Tissue Compression Eliminator		6"	3+	4		

### Information:

Summoned by the Lord President of Gallifrey, the Master has agreed to enter the Death Zone to determine the source of the recent activity within. He is, however, still primarily motivated by self interest and greed.

### Special Rules:

Invent, Luck (3), Repair, Time Lord.

*The Master's store of Luck points can only be used by the GM.*

**Hypnotise:** If under the control of the GM or a monster player, the Master can attempt to hypnotise any non-unique model within 2" as an action. The victim must roll their Int or less on 2D6 to resist. Failure results in the model being *Controlled* by the player who currently controls the Master.

An Int check can be attempted at the end of any turn the controlled model is forced to attack his previous allies, the Master activates his Recall Device or if the Master is more than 12" away or out of line of sight. The hypnosis will be broken if this check is successful. The Master can only hypnotise one model at a time.

**Recall Device:** The player controlling the Master can activate this device as a special action. The Master is immediately returned to the Presidential chambers and regains his initial 3 points of Luck. Roll 1D6 at the start of each GM turn. On the roll of 5+ the Master will return to play anywhere on the table under control of the GM.

**Seal of the High Council:** This seal allows any non-GM player who controls the Master access to a single additional point of Luck each turn. This point cannot be saved from turn to turn.

**Still His Own Man:** The GM can play any of the following event cards on models within 6" of the Master, no matter who currently controls him:

- |                  |                 |
|------------------|-----------------|
| As Easy As Pi    | Booby Trap      |
| Enough Games     | First Principle |
| Inescapable Mist | Retreat         |

If this ability is used the GM cannot play any further event cards until his next turn. The event card played may be retained by the GM on the 1D6 roll of 4+.

## Phantom, Trick of the mind

Faction: **Monster**



UNIT FILE: 251183/05/2017  
Phantom

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	0	n/a	0	0	7	0
<b>Weapon</b>		<b>Range</b>	<b>Hit</b>	<b>Str</b>	<b>Notes</b>	
Terrifying Scream		6"	n/a	n/a	Opponents in range must make a fear baes morale test. Remove the Phantom from play at the end of this turn.	

### Information:

The Doctors encountered phantoms of past friends while inside the Dark Tower. Although incorporeal, they tried to impede the intruders' passage.

*Phantoms can be represented by any spare models to hand, and will affect heroes and monsters alike – they can change their appearance at will depending on who they encounter.*

### Special Rules:

Blocker, Slow

**Not Real:** If an opponent within 6" expends a special action and passes an opposed Int test versus a Phantom, remove it from play. The Phantom can count its Int at +1 per additional opposition model within 6".



### Lord President Borusa

Power immortalised ●

**SPECIAL:** Infiltrate, Leader (2), Luck (2), Time Lord  
*Coronet of Rassilon, President*

M

The Five Doctors

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	2	3	10	9


**Weapon**  
Staser Pistol

**Range**  
12"

**Hit**  
4+

**Str**  
4

**Notes**  
Disruptor



### Raston Warrior Robot

Lightning fast killer ●

**SPECIAL:** Mechanoid  
*Lightning Fast, Programmed to Defend, Teleport*

M

The Five Doctors

Move	Def	Hits	Str	Aqi	Int	Morale
special	4	2	3	8	5	0

**Weapon**  
Javelins

**Range**  
16"

**Hit**  
2+

**Str**  
4

**Notes**  
2 Attacks, Disruptor vs Mechanoids



### The Master

Sanctioned Time Lord agent ●

**SPECIAL:** Invent, Luck (3), Repair, Time Lord  
*Hypnotise, Recall Device, Seal of the High Council, Still His Own Man*

?

The Five Doctors

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	3	3	4	10	6

**Weapon**  
Tissue Compression Eliminator

**Range**  
6"

**Hit**  
3+

**Str**  
4

**Notes**



### Phantom

Trick of the mind

**SPECIAL:** Blocker, Slow  
*Not Real*

M

The Five Doctors

Move	Def	Hits	Str	Aqi	Int	Morale
4	0	n/a	0	0	7	0

**Weapon**  
Terrifying Scream

**Range**  
6"

**Hit**  
n/a

**Str**  
n/a

**Notes**  
See rules



▲ Blank event cards to make up your own events

## Wildly Inaccurate

GM or Any Player

Play when one of your models is about to be fired upon. The shot automatically misses – do not roll to hit.

*“You mean you missed him.”*  
Jamie, Tomb of the Cybermen



## Run!

Any Player

One of your models may make an immediate move action. Play in your own turn.

*“When I say run, run!”*  
The Doctor, Tomb of the Cybermen



## Sense of Despair

GM or Any Player

All other player’s non-mechanoid models must make an immediate Morale check.

*“It’s the mind of Rassilon.”*  
The 3rd Doctor, The Five Doctors



## Raston Warrior Robot

GM Only

You may place the Raston Warrior Robot anywhere on the table, more than 12” from any player’s models.

*“The most perfect killing machine ever devised.”*

The 3rd Doctor, The Five Doctors



## Bessie

Heroic Player Only

Place Bessie within 12” of one of your models.

*“Good old Bessie.”*  
The 3rd Doctor, The Five Doctors



## Giant Galactic Glitter

Any Player

Opponents within 6” must make an immediate Morale check.

*“Stand back Brigadier.”*  
The 2nd Doctor, The Five Doctors



## Retreat

Any Player

Your models can take an immediate move action if an enemy model is within 6”.

*“One has no wish to be devoured by alien monstrosities.”*  
One of the Tribunal, Carnival of Monsters



## Inescapable Mist

GM or Any Player

Choose a player. If their models move in their next turn they will do so in a random direction.

*“Where the devil are we?”*  
The Brigadier, The Five Doctors



## As Easy As Pi

GM or Any Monster Player

One heroic player cannot move his models until his Doctor passes an Int test.

*“Try it Doctor, it’s as easy as pi(e).”*  
The Master, The Five Doctors



## Personal Agenda

GM Only

The Master may take an immediate move action and now returns fully to your control.

*“Now I shall help myself.”*  
The Master, The Five Doctors



## Enough Games!

GM or Any Player

Play this card to cancel any other Event card just played. Your opponent may draw another card.

*“The quotes are over, Doctor.”*  
Scorby, The Seeds of Doom



## First Principle

GM or Any Player

You may cancel the action of any one Mechanoid model which has just been declared.

*“Robots can’t harm humans, it’s the first principle.”*  
Toos, Robots of Death




## Time Scoop

GM or Any Player

Nominate any point on the table and roll on the Time Scoop table to determine who or what has arrived.

*"I think our past is catching up with us."*


 *The 2nd Doctor, The Five Doctors*

## Knocked Senseless

Any Player

Your next melee attack hits on 2+ and automatically *stuns* the target.

*"That's your answer to everything, knock it on the head."*

 *The Doctor, The Invisible Enemy*

## Lateral Thinking

Any Player

You may immediately reroll a failed Intelligence test.

*"Shall we try using our intelligence?"*

*"Well, if you think that's a good idea."*  
*The Doctor & Leela,*  
*The Invisible Enemy*



## Hard To Kill

GM or Any Player

Play on a model who has just lost their last Hit. That model counts as still having 1 Hit.

*"By the look of him, he didn't die easily."*

*Colby, Image of the Fendahl*




## Terribly Bad Luck

GM or Any Player

Play when another player or the GM is about to make a Luck roll. Instead of rolling, the original result stands.

*"Your tone doesn't inspire much confidence."*

 *The Brigadier, The Five Doctors*

## Terribly Good Luck

Any Player

Roll 3D6 when making a Luck roll. Choose any die as the result.

*"I like doing the impossible."*

*Romana, The Nightmare of Eden*




## Time Scoop

GM only

Nominate any point on the table and roll on the Time Scoop table, with a +1 modifier.

*"We were brought here."*

 *The 1st Doctor, The Five Doctors*

## Death From Above

GM or any Player

Choose any point on the table. Models within 2" will be *stunned* on the 1D6 roll of 4+.

*"These thunderbolts are everywhere."*


 *The Master, The Five Doctors*

## Homing Beacon

GM only

Choose any point on the table. Models within 2" may take a move action.

*"The Cybermen found us very quickly. Almost as if they were supposed to."*


 *The 5th Doctor, The Five Doctors*

## Phantom

GM Only

Either place a Phantom model anywhere on the table, or remove a previously *Time Scooped* model.

*"You're phantoms, illusions of the mind."*


 *The 3rd Doctor, The Five Doctors*

## Booby Trap

Any Player

Nominate a point on the table. Models within 2" are *stunned* on the 1D6 roll of 4+. Roll for each model.

*"..floor trips, electronic sensors, death rays, jets of nerve gas.."*

 *The Doctor, The Two Doctors*

## Shaken Off

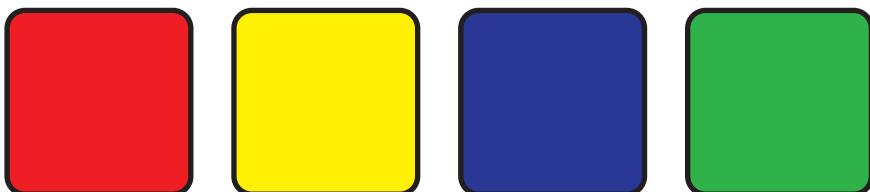
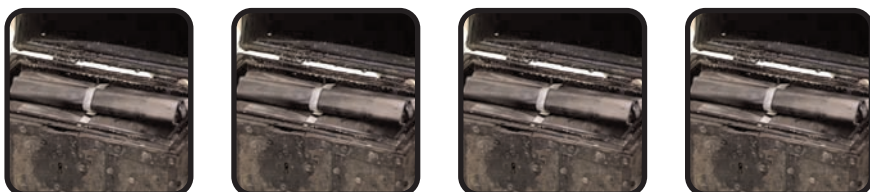
Any Player

Nominate a point on the table. GM controlled models within 2" can be moved up to 12".

*"We've shaken the Cybermen off."*

 *Sarah Jane, The Five Doctors*

**The Five Doctors:** Black Scroll of Rassilon player cards and counters. Print 2 copies of this page.



Back  
Front  
▲ Black Scroll Objective counters

▲ Black Scroll Objective cards. Give one to a player when they reach an objective marker, if they do not already have a card of that colour.