

The Infinite Quest

The Doctor and Martha are on the trail of a set of datachips, each leading to the next. The final chip holds the location of the *Infinite*, a wrecked space ship supposedly containing the ability to grant its finder their heart's desire.

The quest is a set up – the arch criminal Baltazar desires to find the Infinite, to exact a terrible fate on the Earth and its inhabitants.

With the Doctor finding each datachip in the possession of ex-inmates of the prison planet Volag-Noc, Baltazar is only a step behind to exact murderous revenge on his old cell mates. The final showdown takes place on the Infinite – with Martha the prisoner of Baltazar.



The Infinite Quest

▲ Your heart's desire awaits...

Baltazar, Scourge of the galaxy ●

Faction: **M**



UNIT File: 050184/21/01
Baltazar

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	4	8	7
Weapon		Range	Hit	Str	Notes	
Hooks For Hands Inbuilt Blaster		melee 8"	4+ 3+	4 4	Disruptor, Stuns	

Information:

Baltazar's plan to turn the inhabitants of the Earth into diamonds was foiled by the Doctor, until he realises his cell mates can unwittingly lead him to the Infinite. His murderous trail across the galaxy eventually leads him back to prison.

Special Rules:

Leader (1), Luck (2), Resist Vacuum

Trail of Murder: Baltazar regains all lost points of *Luck* whenever he eliminates one of the individuals holding a datachip – Kaliko, Mergrass or Gurney.

Caw & Squawk, Metallic birds ●

Faction: **?**



UNIT File: 050184/21/01
Caw & Squawk

MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	4	1	3	3	6	7
Weapon		Range	Hit	Str	Notes	
Peck		melee	4+	3		

Information:

Caw is a gigantic metal bird with a huge appetite for gold, which powers his fusion reactor. Caw's son Squawk later helps the Doctor escape from the prison planet Volag-Noc.

Special Rules:

Flyer (16"), Luck (1), Mechanoid

Come Fly With Me: Both birds can each carry 2 models.

Divided Loyalties: Caw counts as a Monster model, while Squawk counts as a Heroic model.

The Planet Boukan

With the 40th century's oil supplies running low, companies like Oil Corps send automated drilling rigs to distant planets to extract the valuable commodity.

The Doctor and Martha find the second datachip being used as an ear-ring by the pirate Kaliko, captain of the *Black Gold*. She and her crew attack the rigs and take the oil for redistribution to the needy.

The Doctor is mistaken for an Oil Corps spy and made to walk the plank until Kaliko's mate Swabb – himself the spy makes a rescue attempt. A three way battle ensues, while Baltazar waits for his moment to kill Kaliko. The Doctor takes the datachip and heads back to the TARDIS.



▲ The end of the plank for the Doctor

Kaliko, Pirate Captain ●

Faction: **H**



UNIT File: 050184/21/01
Kaliko

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	4	7	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	
Blaster Pistol		12"	4+	4	Disruptor	

Information:

The life of an Oil Pirate has made Kaliko distrustful of anyone she doesn't know. Her ship is run along traditional pirate lines, with her and her crew adopting the Jolly Roger and speaking like pirates from Earth's history.

Special Rules:

Leader (2), Luck (1)

Datachip: Kaliko is in possession of one of the datachips.

Sea Legs: Kaliko can reroll any Agility test caused by an unstable surface underfoot.

Pirate, Skeleton crew

Faction: **?**



UNIT File: 050184/21/01
Pirate

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	3	3	6	7
Weapon		Range	Hit	Str	Notes	
Laser Cutlass		melee	4+	3	Disruptor	
Blaster Pistol		12"	4+	4	Disruptor	

Information:

Kaliko's pirates are skeletons, to save the ship's rations.

Special Rules:

Mechanoid

Sea Legs: See Kaliko, above.

Mate Swabb:

Swabb is a spy for Oil Corps, and causes Kaliko's crew to mutiny. He counts as a Pirate, with *Leader (2)* and *Luck (1)*. His *Leader* ability may only be used on Pirate models. Swabb counts as a unique monster model.

The Planet Myarr

Myarr is home to the insect Mantasphid race, who have enlisted the help of Mergrass, a galactic gun-runner, in their fight against attacking humans. The Doctor finds Mergrass using the next datachip as a necklace.

Betrayed by the Mantasphid Queen, Mergrass refuses to activate the weapons he was to have sold the insects. The attacking humans are only seconds away from destroying the Mantasphid city when the Doctor tricks them into believing the Mantasphids were under his command.

Baltazar kills Mergrass and the Doctor and Martha retrieve the datachip from his body, leaving the humans and Mantasphids to settle their differences.

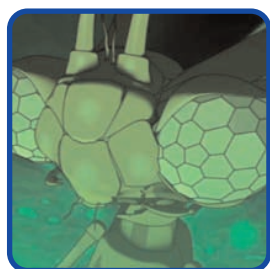


The Infinite Quest

▲ Glowing abdomens were this year's big thing

The Mantasphid Queen, Treacherous mantis ●

Faction: **M**



UNIT File: 050184/21/01
Mantasphid Queen

MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	4	2	3	2	7	6
Weapon Bug Bite		Range melee	Hit 3+	Str 4	Notes Can attack models within 2"	

Information:

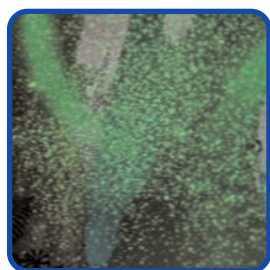
The Mantasphid Queen is devious and totally distrusts humanoids – “fleshy bipeds”. Her unwillingness to deal with Mergrass nearly destroys her city.

Special Rules:

Leader (2)
The Mantasphid Queen's Leader ability can only affect Mantasphid Swarms.

Mantasphid Swarm, Insect annoyance

Faction: **M**



UNIT File: 050184/21/01
Mantasphid Swarm

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	2	3	2	4	4	0
Weapon Swarming Bite		Range melee	Hit 4+	Str 3	Notes Causes no damage – but see below	

Information:

Mantasphid Swarms are composed of thousands of tiny bioluminescent insects, whose real danger is in their combined bites which can drive off most attackers.

Special Rules:

Flyer

Special Rules (continued):

Insect Bites: Roll 1D6 when a model is affected by a Swarming Bite attack. On a 1–3 that model will move 1D6" in a random direction, on a 4–6 they will move 1D6" in a direction chosen by the Mantasphid player.

Swarm: Mantasphid Swarms are 4" across, and can attack every model once per turn if they are in this area or immediately adjacent. The Swarm can only be affected by weaponry which uses a Blast template.

Mergrass, Gun-running frog ●

Faction: ?



UNIT File: 050184/21/01
Mergrass

MOVE	DEF	HITS	STR	AGI	INT	MORALE
5	3	2	3	3	7	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3		
Blaster Pistol		12"	4+	4	Disruptor	

Information:

An ex-inmate of Volag-Noc, Mergrass currently deals arms to conflicts across the galaxy. His motive is pure profit, but his greatest treasure – the datachip – costs him his life.

Special Rules:

Hacker, Luck (1), Top Secret Access
Datachip: Mergrass is in possession of one of the datachips.
Some Like It Wet: If Mergrass' respiratory system is damaged he will take a Str 3 Hit each turn.

Pilot Helvin, Human conscript ●

Faction: H/?



UNIT File: 050184/21/01
Pilot Helvin

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	5	1	4	2	7	7
Weapon		Range	Hit	Str	Notes	
Powered Manipulator		melee	4+	4		
Barrage Blaster		16"	4+	4	2" Blast, Disruptor	

Information:

Kelvin signed up to fight the Mantasphids after his parents were killed by them. The reality of the war has made him an unwilling soldier, however, and the Doctor asks him to help end the conflict.

The Human Forces:

Pilots use Kelvin's profile, without the *Unwilling* ability.
Pilot Leaders have the *Communicator* and *Leader (1)* abilities.
Pilot Commanders have the *Communicator* and *Leader (2)* abilities and Morale 8.
 Only Kelvin and Pilot Commanders are considered unique.

Special Rules:

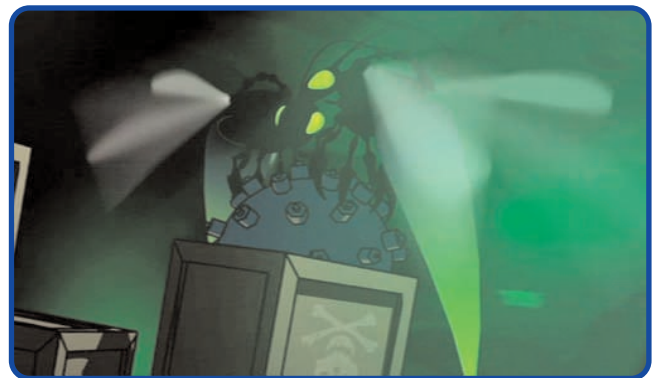
Flyer (8")
Unwilling: Kelvin has no heart for battle – roll an extra D6 when taking Morale tests, and use the highest 2 dice.

The chain of command for *Leader* purposes is as follows:

Pilot Commander > Pilot Leader > Pilot

"Just whose side are you?"

Many of the characters in *The Infinite Quest* are only interested in their own gain, including Kaliko, The Mantasphid Queen, Mergrass and Gurney. Into this category come organisations such as the guards of Volag-Noc and the human forces which are attacking Myarr. These characters could either be heroic or monster models during play – so some of their profiles list their allegiance as ? to represent their dubious motives.



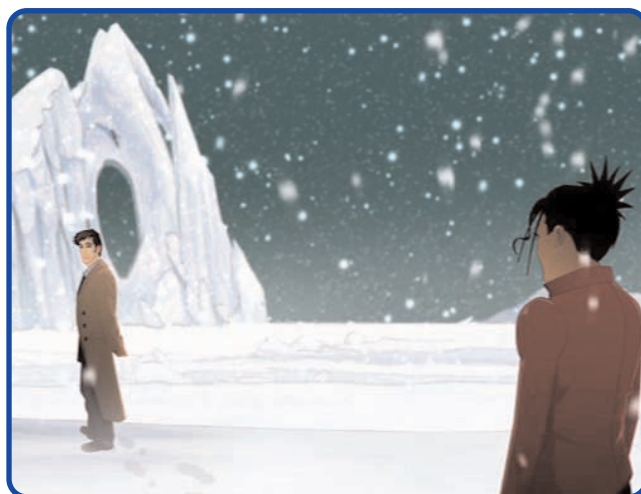
▲ Mergrass' weapons had been bugged

Volag-Noc, the Prison Planet

The surface of Volag-Noc is an inhospitable icy waste – a perfect deterrent should the inmates of its underground prison decide to escape.

While Martha is questioned by the Governor, Gurney, the newly imprisoned Doctor discovers his new cellmate is the *real* Governor. Gurney is an ex-prisoner who has returned and reprogrammed the robotic jailers to obey his commands. He has the next datachip locked in his safe.

Confronting Gurney, the Doctor and Martha follow him to the surface where once again they encounter Baltazar who captures Martha. With Caw and Gurney dead, and the TARDIS in the hands of Baltazar, things look bleak...



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▲ The Christmas sales on Volag-Noc were legendary

Gurney, The Governor? ●

Faction: ?



UNIT File: 050184/21/01
Gurney

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	6
Weapon Blaster Pistol		Range 12"	Hit 4+	Str 4	Notes Disruptor	

Information:

Gurney served his time in Volag-Noc before returning to take the place of the real Governor, Locke. He only flees the post when the Doctor unmasks him.

Special Rules:

Hacker, Luck (1)

Datachip: Gurney is in possession of one of the datachips.

Locke, Prison Governor ●

Faction: ?



UNIT File: 050184/21/01
Locke

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	2	4	3	7	9
Weapon Shakedown Grab Repeating Blaster		Range melee 12"	Hit 4+ 4+	Str 4 4	Notes Burst, Disruptor	

Information:

Locke has been imprisoned by Gurney, and fitted with an inhibitor so he is incapable of using his built in weaponry. When the Doctor is accidentally placed in his cell, he manages to remove the inhibitor, and the resulting chain of events return the prison to normal.

Special Rules:

Leader (2), Mechanoid

Locke's Leader ability can only be used on Volag-Noc Guards.

Inhibitor: While the inhibitor is fitted, Locke cannot engage in melee attacks or take any shooting actions. A *Repair* roll is needed to remove it.

Volag-Noc Guard, Screwed together

Faction: ?



UNIT FILE: 050104/21/01
Volag-Noc Guard

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	4	3	5	8
Weapon		Range	Hit	Str	Notes	
Restraining Grab		melee	4+	4	Can use a shoot action to attack targets up to 4" away	
Laser Stunner		8"	4+	4	Laser, Stuns	

Information:

Volag-Noc Guards are robots with limited cerebral capabilities. Their armaments are particularly effective at restraining prisoners without damaging them.

Special Rules:

Flyer, Mechanoid

Battlefield Hazards

Not all games take place on flat and stable terrain. The deck of the Black Gold and the interior of the Infinite are particularly hazardous. The floor can pitch or give way, and falling debris and structure can make things dangerous for the less nimble.

If the game is to be played using the Battlefield Hazard rules, at the start of each turn the player who has won the Initiative should roll 1D6. On the roll of 6, another 1D6 roll should be made on the table on the right. Some scenarios will specify that certain results are changed depending on the nature of the battlefield and the hazards faced. Beware!

Battlefield Hazards Table

1D6	RESULT
1	Floor pitches wildly! Choose one model. The entire section of deck or floor they are standing on pitches in a random direction. All models standing on this section must succeed at an Agility test or fall prone.
2	Floor gives way! Choose one model. The floor gives way underneath them, causing them to fall one level, either to the next level or a sub level. The model must expend a full turn to climb out.
3	Explosion! Choose one of your own models. A point 2D6" in a random direction from this model is engulfed in an explosion. Models within 2" of this point take a Str 3 Hit.
4	Falling debris! Choose one model. That model must succeed at an Agility test or take a Str 3 Hit from falling debris.
5	Live wire! Choose a point on the table. Any model within 2" of this point at the end of the turn will take a Str 3 Hit from dangling live electrical cabling. <i>Mechanoids</i> take 1D3 hits.
6	Giant crack in the floor! Choose a point on the table. Your opponent chooses another point, 6" away. The line between both points has opened up into a giant crack. Models must pass an Agility test to cross it, while models on the line when it opens must pass an Agility test or they will fall into it. Falling down the crack counts as result 2, above.



▲ "I don't know, I can imagine quite a bit..."



Baltazar
Scourge of the galaxy ●


SPECIAL: Leader (1), Luck (2), Resist Vacuum
Trail of Murder

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	3	4	8	7

Weapon
Hooks For Hands
Inbuilt Blaster

Range **Hit** **Str** **Notes**
melee 4+ 4 Disruptor, Stuns
8" 3+ 4

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Caw & Squawk
Metallic birds ●


SPECIAL: Flyer (16"), Luck (1), Mechanoid
Come Fly With Me, Divided Loyalties

Move	Def	Hits	Str	Aqi	Int	Morale
2	4	1	3	3	6	7

Weapon
Peck

Range **Hit** **Str** **Notes**
melee 4+ 3

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Haliko
Pirate Captain ●


SPECIAL: Leader (2), Luck (1)
Datachip, Sea Legs

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	3	4	7	7

Weapon
Brawl
Blaster Pistol

Range **Hit** **Str** **Notes**
melee 4+ 3 Stuns
12" 4+ 4 Disruptor

The Infinite Quest



Swabb
First mate ●


SPECIAL: Leader (2), Luck (1), Mechanoid
Sea Legs

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	1	3	3	6	7

Weapon
Laser Cutlass
Blaster Pistol

Range **Hit** **Str** **Notes**
melee 4+ 3 Disruptor
12" 4+ 4 Disruptor

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Pirate
Skeleton crew

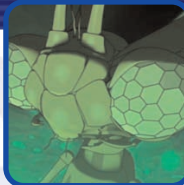
SPECIAL: Mechanoid
Sea Legs

Move	Def	Hits	Str	Aqi	Int	Morale
6	4	1	3	3	6	7

Weapon
Laser Cutlass
Blaster Pistol

Range **Hit** **Str** **Notes**
melee 4+ 3 Disruptor
12" 4+ 4 Disruptor

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The Mantaspid Queen
Traacherous mantis ●


SPECIAL: Leader (2)

Move	Def	Hits	Str	Aqi	Int	Morale
0	4	2	3	2	7	6

Weapon
Bug Bite

Range **Hit** **Str** **Notes**
melee 3+ 4 Can attack
models within 2"

The Infinite Quest



Mantaspid Swarm
Insect annoyance


SPECIAL: Flyer (4")
Insect Bites, Swarm

Move	Def	Hits	Str	Aqi	Int	Morale
4	2	3	2	4	4	0

Weapon
Swarming Bite

Range **Hit** **Str** **Notes**
melee 4+ 3 Causes no
damage – see
rules

The Infinite Quest



Mergrass
Gun-running frog ●


SPECIAL: Hacker, Luck (1), Top Secret Access
Datachip, Some Like It Wet

Move	Def	Hits	Str	Aqi	Int	Morale
5	3	2	3	3	7	7

Weapon
Brawl
Blaster Pistol

Range **Hit** **Str** **Notes**
melee 4+ 3 Disruptor
12" 4+ 4

The Infinite Quest



Pilot Helvin
Human conscript ●


SPECIAL: Flyer (8")
Unwilling

Move	Def	Hits	Str	Agi	Int	Morale
4	5	1	4	2	7	7

Weapon
Powered Manipulator
Barrage Blaster

Range melee
Hit 4+
Str 4
Notes 2" Blast, Disruptor

The Infinite Quest



Gurney
The Governor? ●

SPECIAL: Hacker, Luck (1)
Datachip

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	3	3	7	6

Weapon
Blaster Pistol

Range 12"
Hit 4+
Str 4
Notes Disruptor

The Infinite Quest



Locke
Prison Governor ●


SPECIAL: Leader (2), Mechanoid
Inhibitor

Move	Def	Hits	Str	Agi	Int	Morale
6	4	2	4	3	7	9

Weapon
Shakedown Grab
Repeating Blaster

Range melee
Hit 4+
Str 4
Notes Stuns
12" 4+ 4 Burst, Disruptor

The Infinite Quest



Volag-Noc Guard
Screwed together ●


SPECIAL: Flyer, Mechanoid

Move	Def	Hits	Str	Agi	Int	Morale
6	4	1	4	3	5	8

Weapon
Restraining Grab
Laser Stunner

Range melee
Hit 4+
Str 3
Notes Can shoot to attack up to 4"
8" 4+ 4 Laser, Stuns

The Infinite Quest




Martha Jones
Unrequited Love ●

SPECIAL: Companion, Leader (1), Luck (3),
Medic, Scream
Forceful

Move	Def	Hits	Str	Agi	Int	Morale
6	3	2	2	3	7	7

Weapon
None

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The Doctor (10th)
Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair,
Resist Vacuum (3+), Spacer, TARDIS,
Time Lord
Last of the Time Lords, Psychic Paper, So Lonely, Sonic Screwdriver, Surprise/Confuse

Move	Def	Hits	Str	Agi	Int	Morale
6	4	3	3	4	10	9

Weapon
Sonic Screwdriver

Range 6"
Hit 4+
Str n/a
Notes Stuns Controlled / Mechanoid models. Models get +1 to lose status effect.

The Infinite Quest