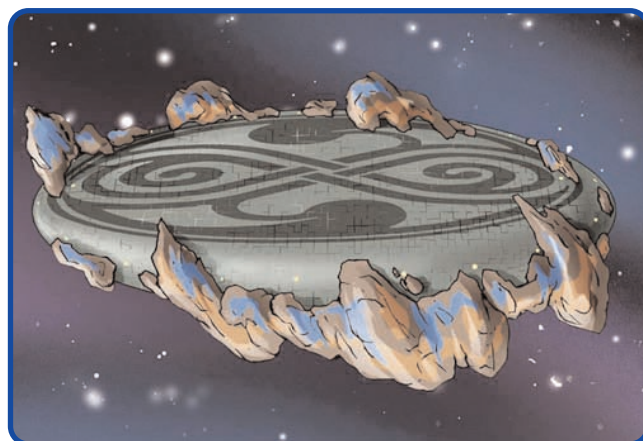


Shada

The Doctor in his 8th incarnation returns to Cambridge in 1979 with Romana and K9 to see his old friend Professor Chronotis, a retired Time Lord.

His previous visit was interrupted when they were taken out of time, but on this occasion they encounter an alien named Skagra. Skagra intends to drain the mind of the Professor in order to possess an ancient Gallifreyan book, *The Worshipful and Ancient Law of Gallifrey* - the key to the ancient Time Lord prison of Shada. Once there he means to find the Time Lord criminal Salyavin - but why?



Shada

Professor Chronotis, Retired Time Lord ●

Faction: **H**



UNIT File: 4/17/...-79/1
Professor Chronotis

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	2	3	3	10	8
Weapon		Range	Hit	Str	Notes	
None						

Information:

Professor Chronotis has been living in his rooms at St. Cedd's college in Cambridge for nearly 300 years. He claims to have retired from Gallifrey, but in fact he is the Time Lord criminal Salyavin, escaped from Shada. He aids the Doctor in preventing Skagra's plans, and Romana elects to leave him in peace on Earth afterwards.

Notable Appearances:

Shada

Special Rules:

Invent, Luck (2), Repair, Resist Vacuum (3+), TARDIS, Time Lord

Mind Transfer: Chronotis can spend a full turn to give a model in base contact his abilities and Int temporarily - these gains are counted as a *temporary status effect*.

Unwilling recipients force the Professor to succeed at an opposed Int Check with the intended victim.

More Tea?: The Professor rolls an extra D6 when he makes Int or Morale checks. He must choose the *highest* 2D6 for Int checks, but counts the *lowest* 2D6 for Morale checks.

Chris Parsons, Postgraduate student ●

Faction: **H**



UNIT File: 4/17/...-79/1
Chris Parsons

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	8	7
Weapon		Range	Hit	Str	Notes	
Brawl		melee	4+	3	Stuns	

Information:

Chris Parsons obtains *The Worshipful and Ancient Law of Gallifrey* by accident, and is soon face to face with Skagra, on Earth and across the depths of space.

Special Rules:

Invent, Luck (1), Repair

Notable Appearances:

Shada

Shada

Skagra, Egotistical would-be ruler ●

Faction: **M**



UNIT File: 4/17/---79/1
Skagra

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	9	8
Weapon None		Range	Hit	Str	Notes	

Information:

Skagra is an alien scientist - a specialist in various fields, including Genetics and Astral Engineering. He needs Salyavin's power as he intends to transfer his mind into every living thing in the universe.

Notable Appearances:

Shada

Special Rules:

Leader (2)

Skagra's Leader ability can only effect the Sphere or Krags.

Fatal Suggestion: If Skagra succeeds at an opposed Int check with any human model within 4", he can either *control* that model for the remainder of the turn, or cause it 1 Hit. This counts as an action.

Sphere: Skagra counts as the *controller* of the Sphere, and can use his *Leader* ability to activate it at any distance.

Sphere, Mind stealing construct ●

Faction: **M**



UNIT File: 4/17/---79/1
Sphere

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	6	2	2	3	0	0
Weapon Steal Mind		Range melee	Hit n/a	Str n/a	Notes See below	

Information:

The Sphere was created by Skagra at the research station Think Tank, for purposes his colleagues believed was peaceful. Its presence is sometimes given away by the sound of the minds it contains babbling away in unison.

Notable Appearances:

Shada

Special Rules:

Controlled, Mechanoid

If uncontrolled, the Sphere cannot be activated.

Highly Mobile: The Sphere can take 2 Move actions.

Steal Mind: The Sphere can drain 2D6 points of Int from models in base contact as a melee attack. Models reduced to 0 Int or less are removed from play – these models also transfer their thought based abilities into the sphere. The Sphere can pass on drained abilities to Skagra by expending an action when Skagra is in base contact.

Time Lords subject to this process do not lose Int, but count as *stunned* afterwards. The Sphere still counts as having a copy of all their abilities. This can prove very important depending on the scenario you are playing. Each unique mind drained is worth 1 VP to the monster side.

"Ah, yes. I got a positive result from the spectograph. It blew up."

Chris Parsons, Shada

Krarg, Elemental creation

Faction: **M** Shada



UNIT File: 4/17/---79/1
Krarg

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	2	4	2	5	8
Weapon Burning Grasp		Range melee	Hit 4+	Str 4	Notes	

Information:

The Krargs have been engineered by Skagra to act as muscle, and to provide physically strong bodies for the minds he intends to put into them - copies of *his* mind.

Notable Appearances:

Shada

Special Rules:

Alien, Slow
Absorb Energy: Krargs hit by Laser or Blaster weaponry can choose to expend their next activation, and cancel the hit. The Krarg must take its 'cancelled' activation as soon as possible.
Volcanic Skin: Models in base contact with a Krarg will suffer a single Str 3 hit each turn from their red hot skin.

Romana, President of Gallifrey

Faction: **H**



UNIT File: 4/17/---79/1
Romana

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	10	8
Weapon Sonic Screwdriver		Range 6"	Hit 4+	Str n/a	Notes See The Doctor's profile	

Information:

The Doctor finds that Romana is the new Lady President of Gallifrey when he returns to enlist her help. She agrees to travel with him once more when it becomes clear that something has affected their memories of their last visit to see the Professor.

NOTABLE APPEARANCES:

Shada

Special Rules:


Invent, Leader (2), Luck (3), Repair, Time Lord
Romana's *Leader* ability can only affect K9 or Gallifreyans (other than the Doctor or the Master).
President: All Gallifreyan models (except the Doctor or the Master) can reroll one failed Morale check per turn if Romana is within 12". Romana is now independant of the Doctor, so he cannot use his *Leader* ability on her.
Sonic Screwdriver: See the rules for the Doctor.



The Worshipful and Ancient Law of Gallifrey

This ancient Time Lord relic has been all but forgotten by the race who created it. The book itself appears as a small volume, which has the curiously un-book like properties of being indestructable, and having time flow over it backwards. It was stolen by Salyavin centuries ago.

The book counts as being an *Artifact*, and flicking through its pages while inside a TARDIS is the only way to get the coordinates of Shada, the artificial prison planet of the Time Lords.




The Doctor (8th)
Renegade Time Lord ●

SPECIAL: Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord
Sonic Screwdriver, Surprise/Confuse

Move	Def	Hits	Str	Aqi	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.

H Shada



Romana
President of Gallifrey ●

SPECIAL: Invent, Leader (2), Luck (3), Repair, Time Lord
President, Sonic Screwdriver

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	3	3	10	8

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

H Shada




H9
Robotic dog ●

SPECIAL: Companion, Luck (3), Mechanoid, Repair

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	1	2	7	8

Weapon: Nose Laser
Range: 6"
Hit: 4+
Str: 3
Notes: 1 Hit or Stuns

H Shada




Professor Chronotis
Retired Time Lord ●

SPECIAL: Invent, Luck (2), Repair, Resist Vacuum (3+), TARDIS, Time Lord
Mind Transfer, More Tea?

Move	Def	Hits	Str	Aqi	Int	Morale
4	3	2	3	3	10	8

Weapon: None
Range:
Hit:
Str:
Notes:

H Shada




Chris Parsons
Postgraduate student ●

SPECIAL: Invent, Luck (1), Repair

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	1	3	3	8	7

Weapon: Brawl
Range: melee
Hit: 4+
Str: 3
Notes: Stuns

H Shada



Skagra
Egocritical would-be ruler ●

SPECIAL: Leader (2)
Fatal Suggestion, Sphere

Move	Def	Hits	Str	Aqi	Int	Morale
6	3	2	3	3	9	8

Weapon: None
Range:
Hit:
Str:
Notes:

M Shada




Sphere
Mind stealing construct ●

SPECIAL: Controlled, Mechanoid
Highly Mobile, Steal Mind

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

Weapon: Steal Mind
Range: melee
Hit: n/a
Str: n/a
Notes: See rules

M Shada



Hrarg
Elemental creation

SPECIAL: Alien, Slow
Absorb Energy, Volcanic Skin

Move	Def	Hits	Str	Aqi	Int	Morale
6	5	2	4	2	5	8

Weapon: Burning Grasp
Range: melee
Hit: 4+
Str: 4
Notes:

M Shada