



## Miniatures Game

# Welcome to Torchwood

10th Doctor Bestiary One  
by Graeme Dawson with Chris Viau

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## PICTURES & LINKS

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The DWMG Yahoo! site has forums, photos and exclusive files, posted by Graeme and other members:

[GAMES.GROUPS.YAHOO.COM/GROUP/DOCTORWHOMINIATURESGAME/](http://GAMES.GROUPS.YAHOO.COM/GROUP/DOCTORWHOMINIATURESGAME/)

## CREDITS

As always my own Doctor Alice spell checked all this stuff, sometimes multiple times. Thanks to everyone who emailed or posted on the DWMG Yahoo! site. Big Hi! to Morag who keeps me posted on news of all things Billie...

Check out these websites which are all good fun for DW fans and gamers:

[www.siskoid.com/whoccg/index.html](http://www.siskoid.com/whoccg/index.html)  
[www.redders-daleks.com/index.html](http://www.redders-daleks.com/index.html)  
[www.shillpages.com/dw](http://www.shillpages.com/dw)  
[drwhoht.phenominet.com/](http://drwhoht.phenominet.com/)  
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[en.wikipedia.org/wiki/Doctor\\_who](http://en.wikipedia.org/wiki/Doctor_who)  
[www.btinternet.com/~jp1885/who/index.html](http://www.btinternet.com/~jp1885/who/index.html)  
[babel-fish.kostamojen.com/](http://babel-fish.kostamojen.com/)

## The Doctor, 10th Incarnation •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	3	3	4	10	9
WEAPON	RANGE	HIT	STR	NOTES		
Sonic Screwdriver	6"	4+	n/a	Stuns Controlled / Mechanoid models. Models get +1 to lose this status effect.		

**SPECIAL:**

Invent, Leader (2), Luck (6), Repair, Resist Vacuum (3+), Spacer, TARDIS, Time Lord.

If the Doctor uses his Leader ability on any model other than his companion(s), then it only counts as Leader (1).

*Last of the Time Lords:* The Doctor can pass 1 Morale check per game automatically - do not roll.

*Psychic Paper:* Models cannot use their Blocker ability this turn once the Doctor is within 2".

*So Lonely:* Choose 1 heroic, female non-companion model on the table. If this model is removed as a casualty, the Doctor loses half his remaining Luck points (round the remaining points down).

*Sonic Screwdriver:* The Doctor may use 1 action to use his Sonic Screwdriver to open any door or lock within 2" on a 1D6 roll of 4+.

*Surprise/Confuse:* The Doctor may take an immediate free activation, once per game. This can be done at any point in the turn, even if the Doctor has activated this turn already.

**NOTES:**

The Doctor is forced to regenerate after Rose looks into the TARDIS' Time Vortex. Immediately following his regeneration, he defeats the Sycorax leader in personal combat. His tenth incarnation has been shown to be the most vulnerable to personal loss, as when he cannot bring Mm Pompadour travelling with him, or when Rose becomes trapped in an alternate dimension.

## Rose Tyler, Plucky companion •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	7
WEAPON	RANGE	HIT	STR	NOTES		
None						

**SPECIAL:**

Leader (1), Luck (3), Monster Magnet, Scream.  
Rose' Leader ability cannot be used if she is activated using the Doctor's own Leader ability.

*Companion:* Rose counts as a companion of the Doctor.  
*Determined:* Rose counts her **Morale** as 8 when within 12" of the Doctor, and can reroll one die of a Morale check if Jackie Tyler is within 6".

**NOTES:**

Rose quickly warms to the new incarnation of the Doctor, and before long they are travelling in the TARDIS once more. Time travel and her own past collide again when she meets a version of her father on an alternate Earth.

She also meets Sarah Jane Smith, an ex-companion of the Doctor's, and realises she cannot stay with him forever. When the Daleks and Cybermen battle atop Torchwood Tower, she is transported into the alternate dimension, where, although reunited with her family, she is separated from the Doctor forever.

## The Christmas Invasion

The Sycorax first come to Earth in 2005, after a chance encounter with the Guinevere One space probe. They expect the Earth to be an easy target but are defeated by the Doctor who invokes the 'Ancient Right of Combat' with their champion. Their ship is later destroyed by the UK's secret *Torchwood* anti-alien defence system.

### SYCORAX SPECIAL RULES

**Blood Control:** The Sycorax can gain control of other races using their blood type. Roll 1D6 for each non-unique, non-mechanoid enemy model on the table; the Sycorax will gain *control* of each of these models on a roll of 5+. These models cannot be activated until the Sycorax control is broken or *Jammed*. If this occurs they return to their original players control.



THE REMOTE CONTROL WAS LOST AGAIN

## Sycorax, Space scavengers

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	4	4	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Sycorax Blade	melee	3+	4	Can <i>Disarm</i> opponent on Hit roll of 6.		

### SPECIAL:

Alien

**Energy Whip:** By expending an action, a Sycorax Leader or Champion can cause 1 **Str 4** Hit to any model within 4" on the D6 roll of **4+**. The Energy Whip cannot be used against a model in base to base contact.

**Right of Challenge:** Any model may challenge a Sycorax Champion; both models are moved together and fight in melee until one has beaten the other. The loser must remove 25% of his force from the table.

### NOTES:

Sycorax are violent, barbaric looking humanoid aliens who scavenge from the weak across the galaxy. They enjoy ritual and venerate hand to hand fighting.

### SYCORAX CHAMPIONS

Sycorax Champions are exceptional fighters; they have **2 Hits** and can reroll misses with their Sycorax blades.

### SYCORAX LEADERS

Sycorax Leaders rule by force; they have **2 Hits** and the *Leader (2)* special ability

## Sycorax Killer Christmas Tree

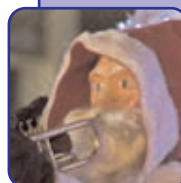
The tree has **Move 4, Def 3** and **1 Hit**. It gets only 1 action when activated and counts as *controlled*. Any model in base to base contact with it will take an automatic **Str 5** hit. If uncontrolled the tree is destroyed.

"I'm gonna be killed by a christmas tree!" - Jackie Tyler



## Sycorax Killer Santa

Killer Santas have the same stats as Robomen, and count as *controlled* - if uncontrolled they cannot be activated. They are armed with weapons disguised as festive musical instruments:



### Musical Weapon

RANGE	HIT	STR	NOTES
12"	4+	4	2" Blast

## New Earth

The Doctor and Rose arrive on New Earth in the year 5 Billion and twenty three. The planet has become the new home of mankind after the Earth was made uninhabitable due to it's Earth like conditions.

The Doctor has received a message via his psychic paper, which later transpires is from the mysterious face of Boe. The Face has grown tired of life and has apparently decided to die, but before it does so, it will pass on a great secret to a wandering traveller - the Doctor.

Before the Face can do so, the Doctor discovers the terrible secret of the Sisters of Plenitude, and after saving the Flesh, the Face of Boe decides the secret can wait and disappears, promising they will meet again.



POSSIBLY THE BEST HEALTH CARE IN THE WORLD

## Cassandra, Disembodied schemer ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	2	1	0	0	7	6
WEAPON	RANGE	HIT	STR	NOTES		
None						



### Implant Consciousness

Cassandra can abandon her 'body' and transfer her consciousness to any non-mechanoid model within 4" as a standard action. This model now counts as being *controlled* by Cassandra, who retains her **Int** and **Morale** scores but gets all the other physical stats of her new body. She does not gain any of the controlled models special abilities unless they are purely physical in nature.

### SPECIAL:

*Stretched Skin:* Cassandra cannot attack and is hit automatically in melee when in her stretched skin form.

### NOTES:

Cassandra turns up in the basement of the hospital on New Earth. She takes over the bodies of Rose and the Doctor before returning to her own past in the TARDIS.

## Chip, Cloned servant ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

### SPECIAL:

*Faithful Servant:* Chip will never move more than 6" from Cassandra (even as a result of failed Morale checks), and activates for free with Cassandra. If for any reason Chip is more than 6" away he must try to get back to Cassandra as quickly as possible.

### NOTES:

Chip is a forced grown clone, modelled by Cassandra on the last person who told her she was beautiful. This is a paradox as this individual is actually Cassandra herself in Chip's dying body - returned to her own past by the Doctor to fulfill the needs of history.

## Sister of Plenitude, Feline nurse

Faction: Varies



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	4	7	6
<b>WEAPON</b> Sharp Claws	<b>RANGE</b> Melee	<b>HIT</b> 4+	<b>STR</b> 3	<b>NOTES</b> May reroll to Wound if first roll unsuccessful.		

### SPECIAL:

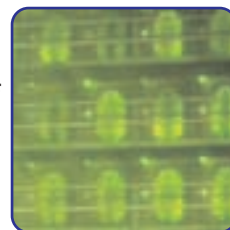
*Miraculous Cure:* Sisters of Plenitude count as having the *Medic* special ability, and get to add +1 to the die roll.  
*Winning Side:* While there are no *Flesh* models in play, Sisters count their faction as *Monsters*, but as soon as the *Flesh* become loose, they are counted as *Heroic* models.

### MATRONS

Matrons are in charge of the *Novices* among the Sisters, and have the *Leader (2)* ability, which can only be used on other Sister models.

### NOTES:

The Sisters of Plenitude are a race of cat-like aliens who administer the hospital on New Earth and treat the patients there. They are famous for their ability to heal any condition apart from old age, but, their success is based on a terrible secret.



Who lives in a pod like this?

In chambers below the hospital are thousands of artificial humans who have every known disease in the galaxy - the Sisters use them to engineer treatments for all the ailments presented to them.



NEW EARTH: WORDS ARE VERY UNNECESSARY

## The Flesh, Carrier of contagion

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	3	1	2	1	6	-
<b>WEAPON</b> Bubonic Touch	<b>RANGE</b> Melee	<b>HIT</b> 4+	<b>STR</b> n/a	<b>NOTES</b> See <i>Shake The Disease</i> , below		

### SPECIAL:

*Damaged People:* The *Flesh* automatically pass all *Morale* checks they may be required to make.  
*New Life:* The condition of the *Flesh* is not of their own doing. *Heroic* models killing a *Flesh* model will lose their side -1 VP.  
*Shake The Disease:* Models touched by the *Flesh* in *melee* will be replaced by a *Flesh* model if the monster player can roll 4+ on 1D6 at the beginning of any of their turns.

*Walking In My Shoes:* The *Flesh* cannot run, but all *Flesh* models are allowed to move in the monster players turn. Half of the rest of the monster players models may move as normal in addition. The *Flesh* can never be activated using any model's *Leader* ability.

### NOTES:

Although bio-engineered to be carriers of all the diseases known to man, the *Flesh* are sentient and aware of their plight. They crave contact with others, having been restrained in isolation units for all of their lives by the Sisters of Plenitude

## Tooth and Claw

Arriving in the Highlands of Scotland in 1879, the Doctor and Rose accompany Queen Victoria and her regimental guard to the Torchwood Estate, where they will stay the night before continuing the following day.

Tales of the local wolf are told around the dinner table before it is revealed the Monarch has been lured here so that the creature - the remnants of an alien life form which fell to Earth in 1540 - can infect her. It plans to create an 'Empire of the Wolf', advancing Victorian technology to the point where it can once again travel the stars.

The telescope discovered in the top floor of the house casts a strange twist on the proceedings, however...



LUPINE WAVELENGTH HAEMOVARIFORM, OR WOLF.

## Queen Victoria, Head of the Empire ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	2	2	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Pistol	8"	4+	3	+1 to Hit within 4"		

### SPECIAL:

Leader (1)

**Monarch:** Heroic subjects of Queen Victoria automatically pass all Morale checks if she is within 12", otherwise they can reroll if she is present on the table.

### NOTES:

Queen Victoria has been on the throne since 1837. Her resolute determination keeps the Empire flourishing, and it is this strength that she calls on when the Torchwood Estate comes under attack. Following the incident, she banishes the Doctor from the kingdom and creates the Torchwood Institute to investigate further bizarre threats.

## Soldier, Victorian army type

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	7
WEAPON	RANGE	HIT	STR	NOTES		
Uppercut	melee	4+	3	Move or Fire +1 to Hit within 6", Captain only		
Rifle, bolt action	24"	4+	3			
Pistol	12"	4+	3			

### NOTES:

Victorian soldiery are dependable if somewhat unimaginative types. Preceding the age of camouflage, they are resplendent in their red uniforms and Highland caps. Guarding Queen Victoria has given every man a strong sense of pride.

### SERGEANT:

Sergeants command 6-8 men, and have the same profile as their men, with the *Leader (1)* ability.

### CAPTAIN:

Captains are armed with a Pistol instead of a Rifle, have **2 Hits, Morale 8** and the *Leader (2)* ability. They are not unique, but are still limited to one per force.

## The Wolf, Changeling •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	5	2	5	5	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Teeth & Claws	melee	3+	5	3 Attacks		

### SPECIAL:

Alien, Causes Fear

**Ancient Protection:** The Wolf will not come closer than 2" to mistletoe or anything doused in mistletoe oil.

**Feral:** The Wolf can never be activated using another model's Leader ability.

**Invulnerable:** The Wolf cannot be harmed by normal weapons - any weapon which damages it does not cause a wound, but will repel the Wolf 1D6" backwards. Silver weapons (including bullets) will damage the Wolf as normal.

### NOTES:

The Wolf is an alien life form which survived as a spore or virus when it originally came to the Earth. Now the Brethren, a mysterious sect of robed martial artists, guard the creature throughout the ages. The alien is held within a host human, usually a stolen child, which grows up normally except for its eyes and its ability to change into the Wolf during the full moon. The Brethren have managed to gain limited control over the Wolf using the ancient power of mistletoe.

## The Host



In its human form, the Wolf is known as the Host. It has all the statistics of a human (use the Civilian stats with **Int 6** for a child, and those of the Soldier for the adult Host. In both cases it will have **2 Hits** and count as *Alien* - its eyes and general aura mark it out as something more (or less) than human.

The Host is usually kept under lock and key - in its human form the original personality is more dominant and the Brethren have had to recapture it after it escaped, so it could fulfill its killing instinct under the full moon.

**Transform in Moonlight:** If the Host is exposed to Moonlight it will spend its next turn transforming into the Wolf. During this time it cannot be activated, and has the stats of the Host, with **+1 Def** and **+2 Str**.

## The Brethren, Secret sect

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	4	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Martial Arts Rifle, bolt action	Melee 24"	3+ 3+	4 3	1 Hit or <i>Stuns</i> . Pressure Point Move or Fire		

### SPECIAL:

**Dodge:** Brethren can dodge one melee attack made against them per turn. The attack is counted as a miss if the Brethren can roll **4+** on 1D6.

**Pressure Point:** Brethren choosing to stun an opponent in melee can reroll the die if the first roll does not succeed.

### NOTES:

The Brethren are a secretive sect who have aided the alien entity, and worshipped the Werewolf for centuries.



FRANKENSTEIN COMES ON FOR AN ENCORE

## Scenario: Hunter or Hunted?

THE TORCHWOOD ESTATE,  
SCOTLAND 1879

### THE STORY SO FAR...

The Werewolf is loose in the grounds of the Estate, but the Doctor and the soldiers guarding Queen Victoria have tracked it into the grounds. They must pinpoint it's location so that Rose, stationed in the uppermost floor of the house can use the Solar Telescope created by Robert MacLeish's father and Prince Albert, to direct beams of moonlight onto the wolf, thereby destroying it.

The Wolf's lust for blood is the only thing preventing it breaking into the house and tracking down the Queen. Will the Doctor and Rose be able to stop it before it reaches her?

### THE FORCES

*Heroes and Allies* - The Doctor with 12 of the Queens soldiers, along with 2 Sergeants and a single Captain. The Doctor, Sergeants and Captains have distilled Mistletoe oil to protect them which will stop the Wolf moving within 2" if they can roll **4+** on ID6 (roll each time the Wolf attempts this).

*Monsters and Villains* - The Werewolf (in wolf form) is the only model on the Monster side.

### THE TABLE

Set up a table 48" square. It represents the edge of the estate, and comprises rugged highland terrain. Low hills, bushes, stunted trees and rocks and boulders should be scattered liberally across the table, with perhaps the odd section of ruined wall, crumbling cottage or gurgling burn (stream) for flavour. One edge should be determined as leading to the main Torchwood house.

### SETUP

The heroic models set up first anywhere on the table. It is probably a good idea to set up the heroic models in groups of 2 or more otherwise they will have to make Morale checks every turn. The Wolf then sets up anywhere on the table, more than 6" away from another model. The Wolf will set up as a hidden marker (keep reading!).

### INITIATIVE

Determine initiative as normal for all turns.

### VICTORY POINTS

Victory Points are not used in this scenario.

### END OF THE GAME

The game ends when either the Wolf is destroyed, or at least 12 heroic models are killed and the Wolf gets off the table edge leading to the house.

### MONSTERS IN THE DARK

No models may run in this scenario, and shots fired at greater than 12" range suffer an additional -1 'hit' penalty due to the darkness. Heroic models (apart from the Doctor) who are not within 6" of another friendly model must make a Morale check as if they were *Alone* (see main rules page 6) each turn.

### WHERE IS IT?

Before starting prepare 6 hidden markers for the Wolf. These are used to obscure the position of the stealthy creature during the scenario. Make sure only one of them is marked on the underside as the real Wolf.

If the Wolf begins its turn more than 6" away from a friendly model it can be replaced by a hidden marker. Markers move like the Wolf, and are only revealed when shot at and 'hit' or move within 6" of a heroic model. Revealed dummy markers are discarded.

Before activating, the Wolf may add one marker onto any existing marker on the table to confuse the heroic player. If the Wolf's actual location is revealed, remove all the other hidden markers from the table.

### THE SOLAR TELESCOPE & ROSE

Although Rose is not represented on the table in this scenario, she can be activated if the Wolf model is on the table during any of the heroic players turns. Activating Rose allows the heroic player to project the concentrated moonlight from the Solar Telescope onto the table:

Plot a point on the table, for example "23 inches from that edge, and 13 inches from that one". If the Wolf is under the spot it will take a **Str 6** hit from the intense light.



**DON'T OPEN THE BOX.**



Hidden Wolf Markers

## School Reunion

The Doctor and Rose investigate a school in the midst of a number of UFO sightings - the Doctor acting as a teacher, Rose as a dinner lady. The new head teacher, Mr Finch, has dramatically improved the schools exam results, but the Doctor realises all is not well in the classrooms.

He encounters a shocked Sarah Jane Smith, who is also suspicious of the school, and together they discover that the teachers have been replaced by Krillitanes. These creatures take on the best physical aspects of races they conquer, and are currently large gargoyle-like beings.

The Krillitane plan involves accelerating the pupils' learning and intelligence in order to solve the Skasas Paradigm - the key to the building blocks of the universe. The Doctor, Rose, Sarah and K9 must prevent the unlocking of the ultimate secret of matter itself!



THE PARADIGM WAS THIS YEAR'S RUBIKS CUBE

## Sarah Jane Smith, Ex-companion •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Journalist Jab	melee	5+	2	1 Hit or Stuns		

### NOTES:

Sarah Jane Smith travelled with the Doctor in his 3rd and 4th Incarnations before being left on Earth when he was called back to Gallifrey. Meeting the Doctor and Rose, she realises that one day Rose will have to leave him, and this creates a strong bond of kinship between them, and helps to heal her broken heart.

### SPECIAL:

Luck (3)

*Bond of Time & Space:* Choose one of the Doctor's companions. When Sarah Jane is activated, that companion activates for free if they are within 6" of her.

*Getting On With Her Life:* Sarah Jane no longer counts as one of the Doctor's companions - his *Leader* ability cannot be used on her.

## K9, Robotic dog (2006) •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	1	2	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Nose Laser	6"	4+	3	1 Hit or Stuns		

### NOTES:

K9 is Sarah Jane's faithful Robot dog, left to her by the Doctor when he was recalled to Gallifrey. He is currently nonfunctioning as Sarah Jane lacks the skills to repair him.

### SPECIAL:

Luck (3), Mechanoid, Repair

*Broken:* K9 simply stopped working one day; he requires 2 successful *Repair* checks to be made on him before he can be activated.

*Good Dog:* K9 counts as one of the Doctors companions.

Mr Finch, Krillitane headmaster ●

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	4	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Bite & Claws	melee	3+	5	2 Attacks in 1st turn of melee		

**SPECIAL:**

Leader (2). This ability can also be used on Finch's pupils.  
*Krillitane:* When activated, Krillitane may instantly change their form between humanoid and Krillitane (or back). This is a free action.

**NOTES:**

Mr Finch is the human form of the Krillitane leader, who is using the schoolchildren to attempt to solve the Skasas Paradigm, the key to the universe. He is rational and cunning, although ruthless and will act as required to prevent his plans being foiled.

Krillitane, Composite race

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	3	1	4	4	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Bite & Claws	melee	3+	5	2 Attacks in 1st turn of melee		

**NOTES:**

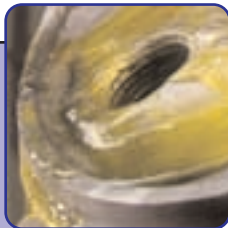
Krillitane absorb both the traits and physical characteristics from races they defeat. When the Doctor encountered their species last, they were humanoid, with long necks. Their wings and the power of flight were inherited from the people of Bessan ten generations ago.

**SPECIAL:**

Alien  
*Agile:* Krillitane can dodge any attack made from 180° in front of them by rolling **4+** on 1D6. They can also reroll any failed **Agi** test.  
*Flyers:* Krillitane ignore all terrain penalties when moving.  
*Humanoid Form:* Krillitane in humanoid form use the same profile as Mr Finch, above, with **1 Hit** and **Int & Morale** of **7**. Their *Leader* ability can only be used on pupils.  
*Krillitane:* When activated, Krillitane may instantly change their form between humanoid and Krillitane (or back). This is a free action.

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Krillitane Oil



The Krillitanes have evolved so far from their original form their own oil is now toxic to them. They will suffer a single **Str 4** Hit if it comes into contact with them.

The Oil is harmless to humans and Time Lords, but will increase human intelligence: add **+2 Int** for 24 hours, and the affected human can now roll **3D6** and choose any two dice when making an **Int** test.

The Oil is also highly flammable - an exploding barrel of Oil does **ID6 Str 6** Damage to everything within 4". Barrels are **Def 5**, but count as **Def 3** against Laser and Blaster weaponry.

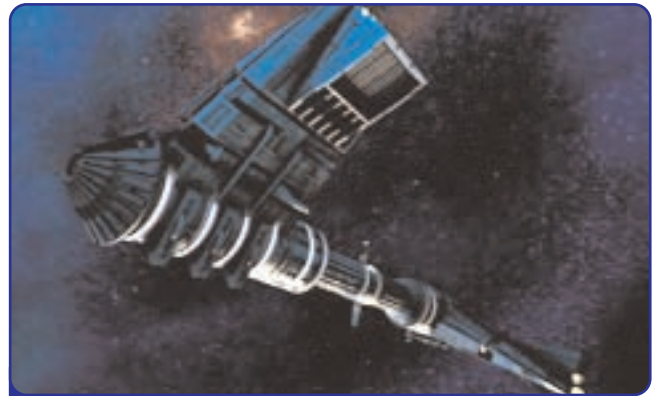


BUDGET CUTS REALLY AFFECTED THE DINNER MENU

## The Girl in the Fireplace

The TARDIS materialises onboard a deserted spaceship which contains time windows leading to pre-revolutionary France. The Doctor discovers the ship requires the brain of Madame de Pompadour - the King's mistress - to complete its repairs. It has sent clockwork repair droids through time to bring her back.

Appearing at various points in her lifetime, the Doctor destroys the time windows, stranding himself in her era, before managing to return to the spaceship. He intends to bring Madame de Pompadour back with him, but returns too late - she has died, the relative time which passes in both locations is not fixed.



SHIP MOTTO: WANT NOT WASTE NOT

### Reinette, The girl in the fireplace ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	3	3	8	7
WEAPON	RANGE	HIT	STR	NOTES		
French Stick	melee	5+	2	1 Hit or <i>Stuns</i>		

**SPECIAL:**

Monster Magnet

*My Doctor:* Reinette and the Doctor can each reroll failed Morale tests if they are within 12" of each other.

**NOTES:**

Reinette (Madame de Pompadour) has known the Doctor since she was seven, although only a few minutes have passed for him on board the spaceship. He is never far from her thoughts, but he is unable to return for her in her lifetime, and she dies aged 43.

### Clockwork Robot, Repair droid

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	4	1	4	2	6	8
WEAPON	RANGE	HIT	STR	NOTES		
Pointy, Whirly Attachments	melee	4+	4	1 Hit or <i>Stuns</i>		

**SPECIAL:**

Mechanoid

*Masqued:* The disguises of the Clockwork Robots cause *Fear* to pre year 1800 humans.

*Short Range Teleport:* Clockwork Robots can teleport up to 12" in any direction instead of a normal move.

**NOTES:**

The Clockwork Robots have been built by the badly damaged spaceship *SS Madame de Pompadour* in order to repair itself - starting with cannibalising the crew for spare parts, ending with a kidnap in historical France.



#### Multigrade Anti-Oil "if it moves, it doesn't"

Anti-Oil is rare but is catastrophic to anything with moving parts.

Contact with Anti-Oil will freeze up Mechanoids - on the roll of 4+ they will be unable to activate on further turns as the oil gets into their workings.

Affected models who roll a 6 at the end of their turns have drained the oil, and return to normal.

## Rise of the Cybermen & The Age of Steel

The TARDIS travellers arrive in an alternate universe version of London, complete with Zeppelins and a millionaire Pete Tyler. They discover that people are going missing off the street and John Lumic, the most powerful man in the world, is somehow behind it.

Lumic is dying and is confined to a wheelchair; his research into prolonging his life has perfected technology for transplanting a human brain so it can live on. He plans to 'upgrade' the world's population into bodies of steel, emotionless and efficient - Cybermen!

Meanwhile Mickey discovers someone who looks oddly familiar leading a resistance movement. The menace of Lumic and his Cybermen must be stopped!



RISING OIL PRICES OR ALTERNATE EARTH?

### Mickey Smith, New found hero •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Improvised Weapon	melee	4+	3	1 Hit or <i>Stuns</i>		

#### SPECIAL:

Hacker, Luck (2)

*Not The Tin Dog*: Once per game Mickey can reroll a failed Morale test.

*The Best Defence*: Mickey can use any weapon he can get his hands on, requiring a **4+** to hit.

#### NOTES:

By the time Mickey reaches the alternate London, his travels with the Doctor have made him realise he needs to find his own way in life. He opts to stay to be with his Gran and to continue the fight against the Cybermen.

### Pete Tyler, Alternate world millionaire •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Improvised Weapon	melee	5+	3	1 Hit or <i>Stuns</i>		

#### SPECIAL:

Luck (2), Top Secret Access

#### NOTES:

In the alternate world, Pete has a dog instead of a daughter, and reacts badly when he learns who Rose is. His estranged wife Jackie is taken and 'upgraded'.



### Alternate Worlds

Alternate World games may feature 2 versions of the same *unique* model - one a traveller in the TARDIS, the other a native of that world. There may be subtle differences between the two (e.g. Mickey and Ricky).

Ricky, A familiar face ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Improvised Weapon	melee	4+	3	1 Hit or <i>Stuns</i>		
Electromagnetic Bomb	8"	4+	n/a	See page 14 for rules		

**SPECIAL:**

Leader (1), Luck (1)  
*The Best Defence:* Ricky can use any weapon he can get his hands on, requiring a 4+ to hit.

**NOTES:**

Ricky is the counterpart version of Mickey. He leads the Preachers - resistance to the Cybermen and is assured and confident - an ideal role model for Mickey himself.

**THE PREACHERS**

Other members of the Preachers can use the same stats as Ricky (only Ricky has the *Leader* ability), although they might have different abilities - for example Mrs Moore exchanges Ricky's *Best Defence* for the *Hacker* ability.

Cybus Ear Pods

Most of the population of the alternate Earth wear Cybus Industries Ear Pods - small receivers which fit into the ear.



The Pod allows downloads of news and other data, but Lumic can use it to remotely access other information. In addition, he can *control* wearers at will - part of his plan to upgrade everyone on Earth.

John Lumic, Megalomaniac genius ●

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	2	1	8	6
WEAPON	RANGE	HIT	STR	NOTES		
None - cannot attack						

**SPECIAL:**

Hacker, Leader (3), Top Secret Access  
*Lumic's Leader ability cannot affect Cybermen.*  
*Dying Man:* Lumic's condition means he cannot make melee attacks of any kind, and he is hit automatically in melee combat.  
*Life Support:* Although entirely human, Lumic's dependence on his chair means he counts as a *Mechanoid* model.

**NOTES:**

John Lumic is confined to his wheelchair, which is crammed full of the life support equipment he needs to stay alive. This is only prolonging his life - he is dying, and has spent huge resources to produce a robotic exoskeleton to house a human brain. His creations turn against him and he becomes the first Cybercontroller - a superior version of a standard Cyberman. He is finally apparently killed when he falls into his burning HQ.



CYBERMEN NEVER BROUGHT BEER TO PARTIES

## Cyberman, Cybus creation

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	5	3	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Shocking Grasp	melee	3+	5	2 Attacks		

**SPECIAL:**

Mechanoid

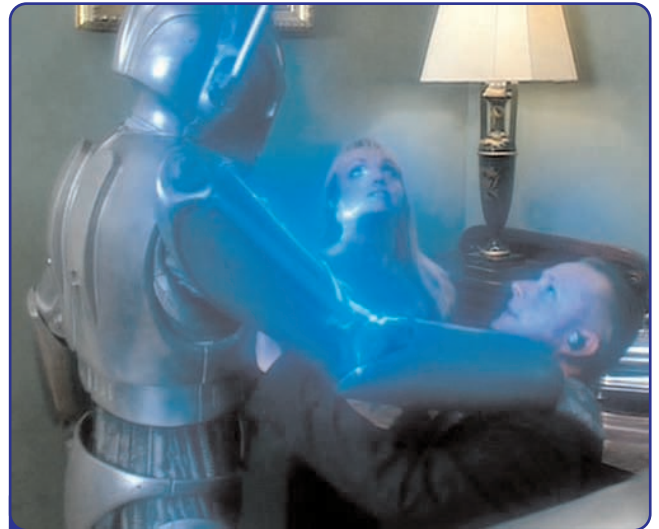
*Armoured Body:* Cybermen may ignore any hit they receive if they can exceed the attacking weapon's **Str** on **ID6**.

*Metal Nightmare:* Cybermen cause *Fear* to humans.

*Synchronicity:* Instead of activating half of his models, the Cyberman player may choose to activate all his Cybermen. In this case their maximum **Move** is only 4. The player may then activate half of his remaining models.

**NOTES:**

The Cybermen created by Lumic and Cybus Industries are a parallel development to the true race of Mondasians previously faced by the Doctor. Human brains surgically implanted into robot bodies, they are just as ruthless and emotionless as those he has encountered in the past.



CYBERMEN ETIQUETTE WAS SHOCKING

## Cyber Controller, Lumic upgraded •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	2	5	3	9	9
WEAPON	RANGE	HIT	STR	NOTES		
Shocking Grasp	melee	3+	5	2 Attacks		

**SPECIAL:**

Leader (2), Mechanoid

*The Cyber Controller's Leader ability has a range of 12".*

*Armoured Body & Metal Nightmare:* See above.

*Command Chair:* When connected to his Chair, the Cyber Controller can use his *Leader* ability on any Cyberman model on the table.

**NOTES:**

The Cyber Controller is the result of John Lumic's involuntary upgrade to the Cyber race. He is more intelligent, and his metal body is of a slightly different design to his minions. Emotionless, he survives when the Doctor disables the Cybermen's emotional inhibitors, but is later (presumed) destroyed.



## Electromagnetic Bomb

Electromagnetic bombs are small magnetic charges which explode, generating huge amounts of electrical charge. This disrupts the circuits in the metal bodies of Cybermen.

They are thrown like grenades, and cause **1 Hit** to a Cyberman model on the roll of **3+**. This bypasses their *Armoured Body* saving throw. They do not have a blast radius, and cause a single **Str 3** hit to humans.

On a hit roll of **1** or **2** the model carrying the bombs has run out and cannot throw any more for the remainder of the game.

## The Idiots Lantern

On the eve of the coronation in 1953, the Doctor and Rose arrive in London, having expected to see Elvis perform in New York. They discover a local shop owner, Mr Magpie, is selling television sets for the very reasonable price of £5 each, so large numbers of homes are now equipped with one. Rose remembers her mum telling her televisions were a rarity in 1953.

Once they discover people are losing their faces and being abducted, they begin to investigate. The Doctor finds out the authorities are rounding up the afflicted, while Rose ends up faceless and drained by the Wire, an alien trapped in Mr Magpie's television sets. The Doctor must face the Wire and Magpie atop the transmitter at Alexandria Palace, before she can drain the country.



"GOODNIGHT CHILDREN. EVERYWHERE.."

The Idiots Lantern

## The Wire, Electric life form •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	3	1	-	-	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Mind Drain	4"	auto	n/a	See below		

### SPECIAL:

**Hungry!** At the start of the monster player's turn, roll ID6 and keep a note of the cumulative total. When it exceeds 10, the Wire may feed from a number of television sets equal to the total *minus* 10. Each of these televisions may make ID6 *Mind Drain* attacks (see above). Roll for each television separately, and next turn begin the count from 0 again.

**Incorporeal:** The Wire cannot make melee attacks or move.

**In the Machine:** The **Def** and **Hits** given in the profile above refer to each individual piece of equipment the Wire can manifest itself through. (In this case, televisions.)

**Mind Drain:** Victims of the Mind Drain cannot activate unless they expend 1 point of *Luck* and pass an **Int** test. (They only get 1 action). The attack can only be stopped if the TV can be destroyed, or the Wire *Jammed*. At the end of each monster player's turn, all models being drained will become 'Mindless & Faceless' on the ID6 roll of **5+**. The Wire gains **IVP** per model drained, in addition to any other VP that might apply.

If you are not keeping track of individual models sitting in front of their TV sets waiting to be drained, then every time the Wire feeds, it gains **ID3 VP** (half a die roll, rounding any fractions up) as the minds of more people are sucked in. If the Wire gets 10 VP from drained models it will win the game - it can now free itself (but that might be another story entirely!)

### NOTES:

Trapped inside primitive TV sets, the Wire is an alien life form, which is using Mr Magpie (count him as *controlled*) to spread cheap televisions to Londoners. She intends to feast on humans during the coronation of the Queen.



## Mindless & Faceless

Victims of the Wire do not get to activate. Instead, during the monster player's turn they can move 1" on the ID6 roll of **4+**. Victims cause *Fear* to other humans.

**OPTIONAL:** To increase the challenge, the Wire could be allowed to control a *faceless* model for a turn by expending 1 point from its feeding total (see left). In this case the *faceless* model can move etc. as normal as the Wire wishes.

### DEFEATING THE WIRE:

To defeat the Wire, an *Invention* is required - do not roll on the *Invention* table when it is finished. Instead, the model must spend its entire turn within 4" of the Wire (fiddling with the device). At the end of this turn the Wire must make a **Morale** test. If it fails 3 tests (over 3 or more turns), then it has been defeated (i.e. recorded onto Betamax videotape.)

## The Impossible Planet & The Satan Pit

The Doctor and Rose arrive inside a Sanctuary Base - designed for human deep space exploration. The base is on a planet in geostationary orbit around a black hole - an impossible position as the black hole is sucking in matter from light years away. The planet contains some kind of massive power source which the base is drilling towards in an attempt to harness its power.

One of the crew, Toby, is taken over by an alien force which is apparently trapped in the center of the planet, while the Ood - a servant race who perform menial tasks on the base - begin to become hostile.

The Doctor descends down the shaft, and finds a giant sealed hatch in the floor. Then all hell breaks loose...



THIS MADE WEATHER FORECASTING TRICKY

### Scoti Manista, Base crewmember ●

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7
WEAPON	RANGE	HIT	STR	NOTES		
Improvised Weapon	melee	4+	3	1 Hit or <i>Stuns</i>		
Rifle	12"	4+	3	Blaster. Can only fire at Organic targets		

**NOTES:**

Scoti is the base's trainee maintenance crewmember. She dies when the possessed Toby breaks one of the windows in a corridor she is in, and she is sucked into space.

**SPECIAL:**

Luck (1), Repair

*Master of the Ood:* Base crewmembers can activate up to 2 Ood within 6" when they themselves activate, if those Ood have not already been activated by The Beast this turn.

*Spacer:* See below.

**OTHER CREWMEMBERS:**

All named base crew are *unique* and have the *Luck (1)*, *Master of the Ood* and *Spacer* abilities as standard. They also have the following abilities:

**ZACHARY CROSS FLANE, ACTING CAPTAIN:**

Leader (2)

**IDA SCOTT, SCIENCE OFFICER:**

Int 8, Invent

**MR JEFFERSON, HEAD OF SECURITY:**

*Accurate:* May reroll misses with his weapon at short range.

**DANNY BARTOK, ETHICS COMMITTEE:**

*Empath Communicator:* Danny can activate **ID3+I** Ood when using his *Master of the Ood* ability. Roll each turn.

**TOBY ZED:**

*Easily Possessed:* Any opposing model trying to gain *control* of Toby may reroll if the first attempt does not succeed.



### New Ability: Spacer

The Spacer ability can be given to models who have spent a lot of time in space. Complex equipment such as Spacecraft and Spacesuits cannot be operated without this ability. It will also give a **+I** bonus to any rolls related to operating such equipment while in space. The Doctor counts as having this ability.

## The Ood, Servant race

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	-
WEAPON	RANGE	HIT	STR	NOTES		
Translation Sphere	melee	4+	3	Electrocution - may reroll failed Wound rolls		

### SPECIAL:

**Exist To Serve:** The Ood cannot activate on their own, and do not count as models when determining the number of models to activate at the beginning of each turn.

**Impassive:** The Ood never take Morale checks, and cannot run.

### NOTES:

The origin of the Ood is not known, but they appear to have been serving humanity for some time. They are humanoid, dress in plain grey uniforms, and have pale heads with tentacles instead of mouths. They communicate through white glowing translation spheres, which can sometimes malfunction with unintended results.

## The Beast, Ancient evil ●

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	8	6	8	4	9	10
WEAPON	RANGE	HIT	STR	NOTES		
None - cannot attack						

### SPECIAL:

Large, Resist Vacuum

**Imprisoned:** The Beast has been imprisoned in orbit around the black hole for countless years. If it manages to escape the game will end as a victory for the Monster player.

**Mental Possession:** The Beast can attempt to *control* any single model with no more than **1 Hit** for the turn, by succeeding in an opposed **Int** test with that model. The Beast gains **+1** to the roll if it has previously possessed that model.

The Beast may automatically *control* **ID6** Ood per turn instead. Controlled Ood may not be activated by the heroic player in the same turn. The Beast can control models even if it is not on the table.

**Primal Evil:** All sentient beings know of The Beast in one form or another. The Beast causes *Fear* until a fear based Morale check is passed.

### NOTES:

The Beast is a huge fiery demonic humanoid with giant horns. It possesses immense intelligence and hatred for all forms of life. While imprisoned, its physical form cannot cause much harm, but The Beast can send its mind out to take control of others to do its bidding.

### Mark of The Beast

Humans controlled by The Beast gain the *Resist Vacuum* ability. They cannot be attacked by the heroic player until they reveal themselves - then they also gain **+1 Str** and the abilities *Invulnerable (1)* and *Primal Evil*.



### Suffocation

Models who either cannot resist the effects of space, or who fail their *Resist Vacuum* test, will take an automatic Hit each turn. The same rules can be used for models in danger of drowning, or subject to gas.



A EUROPEAN TOILET? IN SPACE?

## Love and Monsters

Elton Pope is obsessed with finding out about the Doctor, after he was visited by the time traveller when he was a child. He and a small group of lonely individuals meet once a week to discuss the Doctor, and soon coin themselves LINDA - the **L**ondon **I**nvestigation '**N**' **D**etective **A**gency. The group begins to become more of a social gathering until the mysterious Victor Kennedy joins them.

Their attempts to find the Doctor become serious with Victor in charge. Elton begins a campaign to find out about Rose through Jackie. Meanwhile the LINDA members are slowly going missing. Elton discovers Kennedy is actually an alien he terms an 'Abzorbaloff', and has ingested the rest of the group, including his new found love, Ursula.

Elton runs, then is about to give in to the creature when a familiar wheezing blue box materialises...



"NOW MEET THE GENUINE ARTICLE!"

### Elton Pope, LINDA member •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	6
WEAPON	RANGE	HIT	STR	NOTES		
None						

**SPECIAL:**

Monster Magnet

*Distraction:* The Doctor costs double to activate if a LINDA member is within 6".

Elton's profile can be used for all the members of LINDA. Each model in the group counts as being *unique*.

**NOTES:**

Elton has wondered about the Doctor all his life, but now manages to get by with his interests in football, going to the pub, LINDA and the Electric Light Orchestra.

### Victor Kennedy, Mysterious stranger •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	3	3	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Fatal Touch	melee	4+	n/a	Target will be <i>absorbed</i> (see Abzorbaloff profile)		

*Ezcema:* Other models cannot move closer than 1" to Victor, unless they are activated using Victor's *Leader* ability.

*Human Disguise:* The Abzorbaloff's human form is so convincing it can be activated by the monster player in the heroic player's turn. This will use up one of the monster player's own activations in his or her own turn. Victor cannot *run* while in human form.

*The Genuine Article:* Victor can drop his human disguise when activated, and use the Abzorbaloff profile. He will also change form when reduced to **0 Hits**.

**NOTES:**

The mysterious Victor Kennedy directs the LINDA members to seek the Doctor. Unknown to the group, he is really a fat green alien who wishes to absorb the Time Lord, a fate nearly all of the LINDA members suffer.

**SPECIAL:**

Leader (2). *This can only be used on LINDA members.*

## The Abzorbaloff, Repulsive alien

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	4	3	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Fatal Touch	melee	4+	n/a	Target will be <i>absorbed</i> (see below)		



### Victor's Cane

The cane Victor (and the Abzorbaloff) always carries creates a limitation field around the creature. When Elton breaks it, the field collapses, and the Abzorbaloff begins to be absorbed by the Earth itself. To grab the cane, models must be in base contact and beat Victor / The Abzorbaloff in opposed **Str** and **Agi** tests.

While the Abzorbaloff does not have the cane, it will take an automatic **Str 5** Hit at the start of each of its turns. These hits cannot be absorbed.

### NOTES:

The Abzorbaloff exist to absorb other life forms, gaining sustenance from them. Their own name for themselves is not known, but they hail from the twin planet of Raxacoricofallapatorius, Clom. They hate their close cousins, the Slitheen.

### SPECIAL:

Alien

**Absorb Damage:** The Abzorbaloff can ignore any hit it receives on the 1D6 roll of **4+**.

**Absorb Victim:** Models the Abzorbaloff touches in melee combat will be held fast for a number of turns equal to half their **Def** (round down). During this time they cannot move. Following this they will be absorbed by the creature, and are considered casualties.

**Species Enmity:** The Abzorbaloff cannot be on the same force as any Slitheen.

**Surprisingly Fast:** Once per game, the Abzorbaloff can gain the initiative - do not roll for it this turn.

### LINDA AND THE ABZORBALOFF IN YOUR GAMES:

Roll 1D6 if you wish to randomly include members of LINDA in games set on Earth. On the roll of **1-2** you may include 1 member (typically Elton), on **3-4** you may have 2 members, and on a roll of **5-6**, up to 5 may be in play. The heroic player must activate at least 50% of the LINDA members each turn.

The Abzorbaloff may either be in charge of the LINDA members (In disguise as Victor), or might be leading a group of alien monsters in an attempt to absorb the Doctor.

### VICTORY POINTS:

For each LINDA member within 6" of an Alien (this includes the Doctor) at the end of each turn, roll **1D6**. On a roll of **6**, the heroic side gains **+1 VP**. The heroic player loses **1 VP** if more than half the LINDA models are removed as casualties, and another if they all get it.

The Abzorbaloff gains **+1 VP** per model absorbed, if it can roll equal or less than the victims **INT** score on **2D6** (brains are tastier!). An extra **+1 VP** is awarded for absorbing a *Time Lord*.



DON'T BRING ME DOWN (OR ABSORB US!)

## Fear Her

Children are going missing in a London suburb in 2012. The Doctor finds energy traces which suggest people and animals are being removed from space-time.

An Isolus - a space faring alien entity - has crashed on Earth and is using 12 year old Chloe Webber's drawings. The missing people and animals are becoming trapped within her drawings as companions for the lonely Isolus.

Rose finds the creature's pod and, with the Doctor now a child's picture, manages to revive it with the 2012 Olympic torch. The Isolus leaves Chloe's body, leaving her and her mother to face Chloe's demonic drawing of her dead father.



2D WAS SO SEGA MEGADRIVE

## Scribble Monster, Animated graphite

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	-	1	-	4	-	-
WEAPON	RANGE	HIT	STR	NOTES		
Pencil Rubbing	melee	4+	n/a	Target Stunned while in base contact		

### SPECIAL:

**Animated Drawing:** The Scribble Monster cannot be affected by physical attacks, and automatically passes all Morale checks.

**Fly:** The Scribble Monster is not affected by terrain.

**Ionic Energy:** The Scribble Monster takes an automatic Hit if it is *Jammed*.

**Terrifying:** The Scribble Monster causes *Fear*. If at least 2 heroic models within 6" pass their fear based Morale check, remove the Scribble Monster from play.

### NOTES:

The Scribble Monster attacks Rose after Chloe draws it in a fit of anger. It appears as an ever shifting mass of black lines until the Doctor blasts it with his Sonic Screwdriver.

This profile can also be used for other animated drawings created by the Isolus' Ionic power.



## Chloe Webber

The lonely Isolus craves companions, so joins with Chloe Webber, who uses its Ionic energy to terrifying effect.

The Isolus can Control one non-unique model. This model cannot be attacked by the heroic player. Each turn this model is activated roll **1D6**. On a roll of **6** the Isolus player has 2 options:

Either place a Scribble Monster in play up to **3D6"** away from the Isolus, or keep the dice to one side. These dice can be spent to trap a friendly model in a drawing, using one die per **Hit** that model has.

Models trapped in drawings are removed from play until the Isolus has been released. Until this time, the Isolus player will gain **VP** for defeating them.

## The Isolus & the Pod

The Isolus cannot be attacked, and will only release its control of its host when the pod is energised. The location of the pod must be marked on one counter, and this counter and another 5 'dummies' are placed on the table at the start of the game. A counter is revealed by getting a model within **1"** and rolling **4+** on **1D6** - searching takes a model's full activation.

Once the pod is found a successful *Invention* roll is required to energise it. **1D3** (1D6 halved, rounded up) Scribble Monsters will enter play immediately.



## Army of Ghosts & Doomsday

by Chris Viau

Returning to Earth, the Doctor and Rose find ethereal figures are appearing all over the world at scheduled times. Triangulating the source brings them to Torchwood Tower, in London's Docklands.

Torchwood are opening a dimensional rift between two worlds. Soon the 'ghosts' are revealed as a massive army of Cybermen, intent on occupying the planet, as their original alternate homeworld managed to resist them.

A spherical Void Ship in the Tower opens to reveal four Daleks - the Cult of Skaro, the last of their kind. They intend to use the time travellers to activate a device they call the Genesis Ark. The two alien forces and Torchwood troops are soon involved in a three way battle for the control of the planet, as the Ark is opened...



ONE WAY TO AVOID THE CONGESTION CHARGE

### Yvonne Hartman, Torchwood head girl •

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Pistol	12"	4+	3	+1 to Hit if range is less than 6"		

**NOTES:**

Yvonne Hartman is a brash and confident woman, who was in charge of the Torchwood organisation during the incursion of the Daleks and Cybermen in 2006. She was Cybernised, but helped to defend Torchwood Tower against her fellow Cybermen. It is presumed she was sucked into the void.

**SPECIAL:**

Leader (2), Monster Magnet, Sceptical, Top Secret Access  
*Yvonne's Leader ability can only be used on Torchwood personnel.*

*I Did My Duty:* If Yvonne becomes Cybernised, she will return to the heroic players control if their forces count as *Wiped Out* (reduced to 50%).

*Torchwood:* Yvonne counts as a member of Torchwood, and is immune to the Doctor's Psychic Paper.

### Torchwood Soldier, Elite personnel

Faction: Hero



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	8
WEAPON	RANGE	HIT	STR	NOTES		
Submachine Gun	16"	4+	3	Burst, Cannot be Aimed		
Brawl	melee	4+	3			

**SPECIAL:**

*Highly Trained:* Torchwood Soldiers may each reroll one die whenever they fire their SMG's.

*Torchwood:* Torchwood Soldiers count as a members of Torchwood, and are immune to the Doctor's Psychic Paper.

**NOTES:**

Torchwood Soldiers are deployed to recover alien technology, and also to defend Torchwood Tower.

*Corporals:* Torchwood Corporals have the *Leader (1)* ability. Corporals lead squads of 4-5 Torchwood Soldiers.

*Captains:* Torchwood Captains have the *Leader (2)* ability. You may field one Captain per 3 Torchwood squads.

## Cyberman, Dimensional traveller

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	5	3	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Shocking Grasp	melee	3+	5	2 Attacks		
Cyber Gun	16"	3+	4	Disruptor		

**SPECIAL:**

Mechanoid

*Armoured Body:* Cybermen may ignore any hit they receive if they can exceed the attacking weapon's **Str** on **ID6**.

*Cyber Controller:* One Cyberman has the *Leader (1)* ability. If this model is destroyed, choose another Cyberman to receive this upgrade.

*Metal Nightmare:* Cybermen cause *Fear* to humans.

*Synchronicity:* Instead of activating half of his models, the Cyberman player may choose to activate all his Cybermen. In this case their maximum **Move** is only 4. The player may fire with half of his Cybermen models, then activate half of his remaining non-Cyber models.

1 in 5 Cybermen models may be equipped with Plasma Guns. These Cybermen get only 1 melee attack.

**NOTES:**

Believed to be ghosts, the opening of the bridge by the Torchwood Foundation allows the Cybermen to fully enter this world from the Void.

### Torchwood Armoury

The Torchwood Foundation are able to utilise captured alien technology in their fight against the enemies of Great Britain. All such weaponry is considered to be *advanced*.



#### Particle Gun

RANGE	HIT	STR	NOTES
18"	4+	5	Disruptor Laser



#### Plasma Gun

RANGE	HIT	STR	NOTES
16"	4+	5	Autofire Disruptor

*Autofire:* This weapon may be fired twice in one turn, at the cost of one action per shot.

## Dalek, Cult of Skaro •

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	2	2	2	8	8
WEAPON	RANGE	HIT	STR	NOTES		
Sucker	melee	3+	4			
Dalek Blaster	16"	4+	4	Disruptor, Laser		

**SPECIAL:**

Alien, Force Field (3+), Hover, Mechanoid

*All Round Fire:* Cult of Skaro Daleks have a 360° arc of fire, as opposed to the 180° of other models.

*Armoured Shell, Dalekanium Armour, Exterminate!:* See main rules page 24.

*Emergency Temporal Shift:* Each Cult of Skaro Dalek can Teleport off the table as an action - remove them from play. They cannot return, and their opponent gains no VP for this.

*Individual:* Each member of the Cult of Skaro counts as *unique*, and has individual abilities (see right).

**NOTES:**

The Cult of Skaro are an ultra secret organisation charged with thinking as their opponents think in order to better destroy them. They escaped the Time War in a Void Ship.



### Cult of Skaro Abilities

<b>Dalek Sec:</b>	<i>Leader (1)</i>
<b>Dalek Caan:</b>	<i>Hacker</i>
<b>Dalek Jast:</b>	<i>Repair</i>
<b>Dalek Thay:</b>	<i>Luck (2)</i>

## Genesis Ark, Stolen Technology ●

Faction: Monster



MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	6	3	-	-	-	-
WEAPON	RANGE	HIT	STR	NOTES		
None						

### SPECIAL:

Force Field (3+), Hover, Mechanoid  
*Armoured Shell, Dalekanium Armour:* See main rules page 24.  
*Immobile:* The Ark cannot make melee attacks and is automatically hit if engaged in melee combat.  
*Look But Don't Touch:* If any time travelling model gets into base contact with the Ark, it is considered opened. Once the Ark is opened, activating it will cause ID3 Daleks to be placed in base contact with it.  
*Protect The Ark:* The Ark must stay within 3" of a Dalek model and can only be moved by Dalek Sec's *Leader* ability.

### NOTES:

The Genesis Ark was brought to Earth by the Daleks in the Void Ship. The Time Lords used it to imprison millions of Daleks during the Time War, and now the Daleks need it opened to increase their numbers.



### Superior Technology

Dalek weaponry is extremely effective against electronic targets. Dalek Blasters fired at Cyber targets or Doors count their hits as **Str 5** instead of 4.

## Torchwood Tower, Earth, 2006:

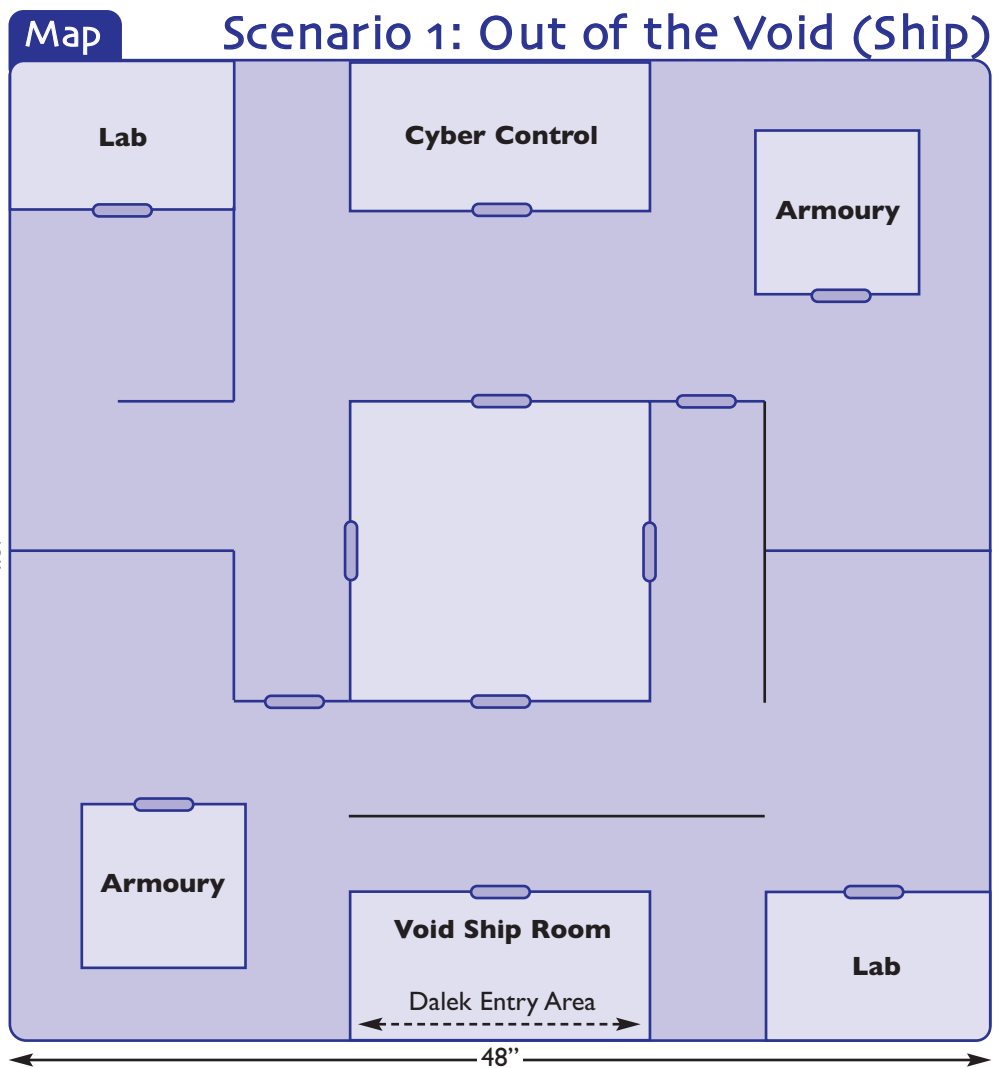
### THE STORY SO FAR...

The Doctor, Rose and Jackie are prisoners of the Torchwood Institute, who are investigating a strange sphere floating above London.

Suddenly there is an unscheduled Ghost Shift, and millions of Cybermen appear all around the globe. To make things worse, the sphere opens - it is a Void Ship - revealing four Daleks, who are in no mood for talking to either the humans or the Cybermen.

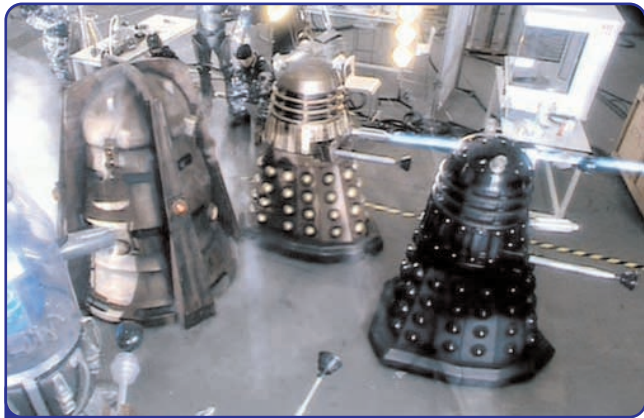
### THE TABLE

The table represents one of the top floors of the Torchwood Tower, with the Void Ship room on one side and the Cyber Control room on the other. Two opposing corners are Labs full of equipment where Inventions can be devised, and the other two corners are Armouries.  
**continued...**



**THE TABLE (CONTINUED)**

Only Torchwood personnel can open the doors, although it takes an action to open one for a turn. Other models can either *Hack* their way through one door at a time, or use firepower to blast the doors open. Cybermen can engage the door controls in melee, hitting with their Shocking Grasp attack on **2+**. All Doors in the Tower have **Def 5** and **1 Hit**. In the Void Ship room is a console which can be *Hacked* to open all the doors. The console counts as being a Military system (see the *Bad Wolf* rules.)



THE DALEKS LOVED CAR BOOT SALES

**THE FORCES**

The heroic side comprises the 10th Doctor, Rose and Jackie Tyler and Mickey Smith (use the *New Found Hero* stats from *Rise of the Cybermen / Age of Steel*). Torchwood bring Yvonne Hartman, Doctor Singh (Scientist), 2 Corporals and 8 Soldiers to the party.

The Cybermen forces comprise 1 Cyber Controller and 9 Cybermen (one with a Plasma Gun). The Daleks get the Cult of Skaro and The Genesis Ark.

**SET UP**

The heroic player sets up the Doctor, Jackie, Yvonne and all of the Torchwood soldiers in the central room. Rose, Mickey and Dr. Singh are in the Void Ship room. The Cybermen are set up in the Cyber Control Room. The Daleks start in the Void Ship, just off the table edge in the Void Ship room. Count their first move from the table edge.

**INITIATIVE**

The heroic side gets the Initiative in the first turn. Roll between the Cybermen and Daleks for the remaining order of play.

This scenario is different to most in that it features 3 sides. After turn 1, roll Initiative separately for each side. On a tie reroll between the tied forces.

**ARMOURY**

One of the rooms marked as an Armoury on the map contains a Particle Gun. The first time a heroic model enters one of these rooms roll 1D6. On a **4+** the weapon is in that room, otherwise the gun is in the other room.

**CYBER CONTROL**

People brought here can be “upgraded” into additional Cybermen models. It takes 1D3 turns to fully upgrade a human to a Cyberman. Cybermen gain **1VP** per model upgraded.

**END OF THE GAME**

The game is over at the end of the turn in which one of the three forces (Cyberman, Dalek or Torchwood, including Yvonne and Dr. Singh, but not the Doctor, Rose, Jackie or Mickey) is wiped out completely.

**VICTORY POINTS**

The standard Victory Points rules are not used in this scenario. Instead each side scores points as follows:

**VICTORY POINTS - HEROIC SIDE**

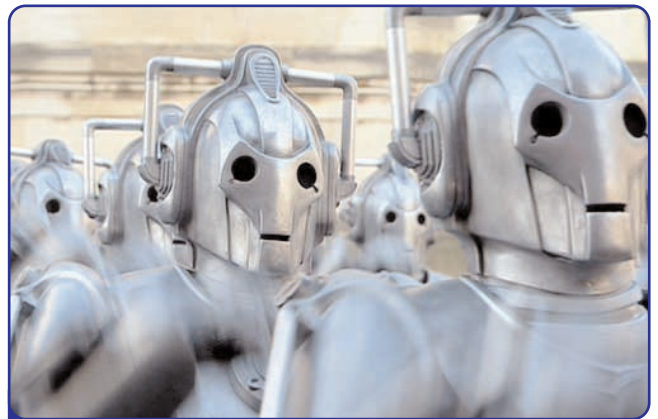
Cyberman / Controller Eliminated	<b>+1 VP</b>
Dalek Eliminated	<b>+2 VP</b>
Genesis Ark Destroyed	<b>+5 VP</b>

**VICTORY POINTS - CYBERMEN**

Non <i>unique</i> heroic models eliminated	<b>none</b>
<i>Unique</i> heroic model eliminated	<b>+1 VP</b>
Dalek Eliminated	<b>+2 VP</b>
Genesis Ark Destroyed	<b>+5 VP</b>

**VICTORY POINTS - DALEKS**

Non <i>unique</i> heroic models eliminated	<b>none</b>
<i>Unique</i> heroic model eliminated	<b>+1 VP</b>
Cyberman / Controller Eliminated	<b>+1 VP</b>
Genesis Ark Opened	<b>+5 VP</b>



ARMY OF STEEL. JUST NOT IN 28MM...

## Torchwood Tower, Earth, 2006:

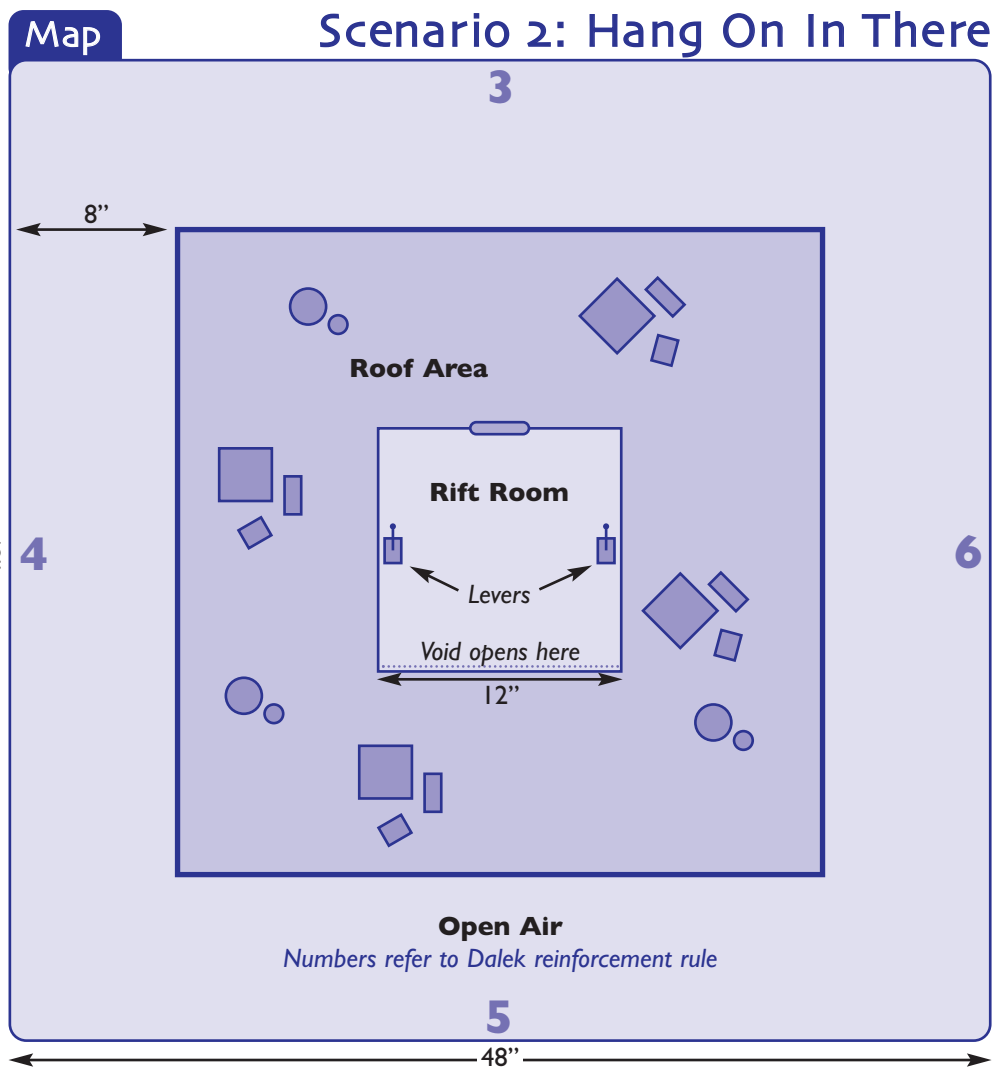
### THE STORY SO FAR...

The Genesis Ark has been opened, and the Daleks are pouring out in their millions. The Doctor needs to open the Rift and keep it open to suck the Daleks and Cybermen back into the void.

The Preachers have arrived from their own dimension, and must try to hold off the Daleks while the Doctor opens the Rift. Meanwhile the Cybermen are on their way...

### THE TABLE

The central 32" represents the roof of the Torchwood Tower. This should have 6 numbered vents placed more than 12" from the Rift room door, and various items of cover scattered across it. The Rift room is 12" square, and is in the centre of this space. The area within 8" of the table edge is open sky. The Rift room has 1 door (scenario 1).



### THE FORCES

The heroic player gets the Doctor, Rose, Mickey Smith and 5 Preachers armed with Plasma Guns. Mickey starts the game unarmed. You may include Yvonne Hartman (counts as a heroic model, Cybernised or not) and Doctor Singh if they survived the previous scenario.

The Dalek player gets four Daleks (use *Time War survivor* stats). The Cybermen may have a maximum of 6 Cybermen on the table at any one time.

### SET UP

The Doctor, Rose, Mickey (plus Singh and Yvonne - if still human) start in the Rift room and the Preachers are set up on the roof. Place 1 Dalek in the middle of each table edge. Cybermen (potentially including Yvonne) do not begin play on the table.

### INITIATIVE

All 3 sides roll for Initiative each turn as normal. On a tie reroll between the tied forces.

### THE RIFT ROOM

The Doctor must *Invent* an opening in the Rift. Once his *Invention* total reaches 15, the Rift will open. After opening the Rift, it must be held open for 3 consecutive turns. To hold the Rift open, two models must be in base contact with the levers (one model for each lever). A **Str** test must be passed to hold the lever. If a model fails 2 **Str** tests in a row, they will fall into the Rift.

While the Rift is open, all Daleks and Cybermen on the table will move 12" towards the Rift room door and then the Rift at the end of each of their turns. They cannot make any *Move* actions in their own turns, and all shooting attempts by these models are at **-2** to Hit. The Cyberman player cannot attempt to Cyber Fire while the Rift is open.

### DALEK REINFORCEMENTS

Keep all Dalek models removed from play to one side. Roll 1D6 for each of these Dalek models at the end of the Dalek player's turn. On the roll of **3+**, place a Dalek anywhere on the corresponding table edge.

**CYBER FIRE**

Roll 1D6 at the start of the Cyberman player's turn. Cybermen on the ground may take a number of shots with their Cyber Guns equal to *half* this roll (rounded up) against Daleks within 8" of the table edge. If this roll is an odd number then one of these shots can be substituted for a single Plasma Gun attack. All shots hit on **5+**.

**CYBERMEN REINFORCEMENTS**

Roll 1D6 at the end of the Cybermen player's turn if there are less than 6 Cybermen on the table (not including Yvonne). On the roll of **5+**, roll again, and place a Cyberman model adjacent to the vent corresponding to the roll. If the first roll was **1**, and Yvonne was Cybernised previously then follow the same procedure, but place a Cyberman model (representing Yvonne) instead. This model is under friendly control, but will be sucked into the Rift if it opens.


**VICTORY POINTS**

Standard Victory Points rules are not used in this scenario.

**END OF THE GAME**

The game will end if the Rift can be held open for 3 consecutive turns, in which case the heroic side will win.

If the Doctor is killed before he can finish opening the Rift, or if enough heroic models are killed that the Rift can't be kept open, then the side which causes this to happen is considered to win the game. (Obviously the Cybermen and Daleks would keep fighting, and the whole thing would get very messy, but this is a scenario, not World War 3!)



**The Doctor** (H)

10th Incarnation • *10th Doctor*

**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	RANGE	HIT	STR	NOTES
Sonic Screwdriver	6"	4+	n/a	Stuns Controlled / Mechanoid models. +1 to recover.




**Rose Tyler** (H)

Plucky companion • *10th Doctor*

**SPECIAL:**  
 Leader (1), Luck (3), Monster Magnet, Scream  
*Companion, Determined*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	7


WEAPON	RANGE	HIT	STR	NOTES
None				



**Sycorax** (M)  
Space scavenger 10th Doctor  
**SPECIAL:**  
Alien  
Blood Control

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	4	4	8	8

**WEAPON** Sycorax Blade **RANGE** melee **HIT** 3+ **STR** 4 **NOTES** Disarm on 6



**Sycorax Champion** (M)  
Elite challenger 10th Doctor  
**SPECIAL:**  
Alien  
Blood Control, Energy Whip,  
Right of Challenge

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	2	4	4	8	8

**WEAPON** Sycorax Blade **RANGE** melee **HIT** 3+ **STR** 4 **NOTES** Disarm on 6, Reroll misses



**Sycorax Leader** (M)  
Space bandit • 10th Doctor  
**SPECIAL:**  
Alien, Leader (2)  
Blood Control, Energy Whip

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	2	4	4	8	8

**WEAPON** Sycorax Blade **RANGE** melee **HIT** 3+ **STR** 4 **NOTES** Disarm on 6



**Killer Christmas Tree** (M)  
Artificial festive menace 10th Doctor  
**SPECIAL:**  
Controlled

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	-	-	-	-


**WEAPON** Razor Sharp Tinsel **RANGE** melee **HIT** auto **STR** 5 **NOTES**



**Killer Santa** (M)  
Not fans of Christmas 10th Doctor  
**SPECIAL:**  
Controlled

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	2	7	-

**WEAPON** Musical Weapon **RANGE** 12" **HIT** 4+ **STR** 4 **NOTES** 2" Blast



**Cassandra** (H)  
Disembodied schemer • 10th Doctor  
**SPECIAL:**  
Stretched Skin, Implant Consciousness

MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	2	1	0	0	7	6


**WEAPON** None **RANGE** **HIT** **STR** **NOTES**



**Chip** (H)  
Cloned servant • 10th Doctor  
**SPECIAL:**  
Faithful Servant

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	6


**WEAPON** None **RANGE** **HIT** **STR** **NOTES**



**Sister of Plenitude** (?)  
Feline nurse 10th Doctor  
**SPECIAL:**  
Miraculous Cure, Winning Side  
Matrons have Leader (2)

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	4	7	6


**WEAPON** Sharp Claws **RANGE** melee **HIT** 4+ **STR** 3 **NOTES** May reroll Wound roll



**The Flesh** (M)  
 Carrier of contagion 10th Doctor  
**SPECIAL:**  
*Damaged People, New Life, Shake the Disease, Walking In My Shoes*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
2	3	1	2	1	6	-


**WEAPON** Bubonic Touch  
**RANGE** melee  
**HIT** 4+  
**STR** n/a  
**NOTES** See *Shake the Disease*, above



**Queen Victoria** (H)  
 Head of the Empire • 10th Doctor  
**SPECIAL:**  
*Leader (I) Monarch*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	2	2	7	7

**WEAPON** Pistol  
**RANGE** 8"  
**HIT** 4+  
**STR** 3  
**NOTES** +1 to Hit within 4"



**Soldier** (H)  
 Victorian army type 10th Doctor  
**SPECIAL:**  
*Sergeants have Leader (I)*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	7

**WEAPON** Uppercut  
**RANGE** melee  
**HIT** 4+  
**STR** 3  
**NOTES** Rifle, bolt action 24" 4+ 3 Move or Fire



**Captain** (H)  
 Victorian army officer 10th Doctor  
**SPECIAL:**  
*Only 1 Captain allowed in a force*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	6	8


**WEAPON** Uppercut  
**RANGE** melee  
**HIT** 4+  
**STR** 3  
**NOTES** Pistol 12" 3+ 4 +1 to Hit within 6"



**The Wolf** (M)  
 Changeling • 10th Doctor  
**SPECIAL:**  
*Alien, Causes Fear Ancient Protection, Feral, Invulnerable*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	5	2	5	5	7	8

**WEAPON** Teeth & Claws  
**RANGE** melee  
**HIT** 3+  
**STR** 5  
**NOTES** 3 Attacks



**The Host** (M)  
 Wolf in child's clothing • 10th Doctor  
**SPECIAL:**  
*Alien Transform in Moonlight*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	6	8


**WEAPON** None  
**RANGE**  
**HIT**  
**STR**  
**NOTES**



**The Brethren** (M)  
 Secret sect 10th Doctor  
**SPECIAL:**  
*Dodge, Pressure Point*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	4	7	8


**WEAPON** Martial Arts  
**RANGE** melee  
**HIT** 3+  
**STR** 4  
**NOTES** Rifle, bolt action 24" 4+ 3 1 Hit or Stuns Move or Fire



**Sarah Jane Smith** (H)  
 Ex-companion • 10th Doctor  
**SPECIAL:**  
*Luck (3) Bond of Time & Space, Getting On With Her Life*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7


**WEAPON** Journalist Job  
**RANGE** melee  
**HIT** 5+  
**STR** 2  
**NOTES** 1 Hit or Stuns



**K9** (H)  
 Robotic dog (2006) •  
**SPECIAL:**  
 Luck (3), Mechanoid, Repair Broken, Good Dog  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	1	2	7	8

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Nose Laser      6"      4+      3      1 Hit or Stuns



**Mr Finch** (M)  
 Krillitane headmaster •  
**SPECIAL:**  
 Leader (2) - can also be used on pupils  
 Krillitane  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	4	8	8

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Bite & Claws      melee      3+      5      2 Attacks in 1st turn of melee



**Teacher** (M)  
 Krillitane in disguise  
**SPECIAL:**  
 Leader (2) - can only be used on pupils  
 Krillitane  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	4	7	7


**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Bite & Claws      melee      3+      5      2 Attacks in 1st turn of melee



**Krillitane** (M)  
 Composite race  
**SPECIAL:**  
 Alien  
 Agile, Flyers, Krillitane  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
8	3	1	4	4	7	7


**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Bite & Claws      melee      3+      5      2 Attacks in 1st turn of melee



**Reinette** (H)  
 The girl in the fireplace •  
**SPECIAL:**  
 Monster Magnet  
 My Doctor  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	3	3	8	7

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 French Stick      melee      5+      2      1 Hit or Stuns



**Clockwork Robot** (M)  
 Repair droid  
**SPECIAL:**  
 Mechanoid  
 Masqued, Short Range Teleport  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	4	1	4	2	6	8

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Pointy, Whirly Attachments      melee      4+      4      1 Hit or Stuns



**Mickey Smith** (H)  
 New found hero •  
**SPECIAL:**  
 Hacker, Luck(2)  
 Not The Tin Dog, The Best Defence  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Improvised Weapon      melee      4+      3      1 Hit or Stuns



**Pete Tyler** (H)  
 Alternate world millionaire •  
**SPECIAL:**  
 Luck (2), Top Secret Access  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	3	3	7	7

**WEAPON**      **RANGE**      **HIT**      **STR**      **NOTES**  
 Improvised Weapon      melee      5+      3      1 Hit or Stuns



**Ricky** (H)  
 A familiar face •  
**SPECIAL:**  
 Leader (1), Luck(1)  
*The Best Defence*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7

WEAPON	RANGE	HIT	STR	NOTES
Improv. Weapon	melee	4+	3	1 Hit or Stuns
Electromag. Bomb	8"	4+	n/a	See page 3



**Preacher** (H)  
 London resistance member  
**SPECIAL:**  
 Luck (1)  
*The Best Defence*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7


WEAPON	RANGE	HIT	STR	NOTES
Improv. Weapon	melee	4+	3	1 Hit or Stuns
Electromag. Bomb	8"	4+	n/a	See page 3



**John Lumic** (M)  
 Megalomaniac genius •  
**SPECIAL:**  
 Hacker, Leader(3), Top Secret Access  
*Lumic's Leader ability cannot affect Cybermen*  
*Dying Man, Life Support*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	3	1	2	1	8	6

WEAPON	RANGE	HIT	STR	NOTES
None				



**Cyberman** (M)  
 Cybus creation  
**SPECIAL:**  
 Mechanoid  
*Armoured Body, Metal Nightmare, Synchronicity*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	5	3	8	8


WEAPON	RANGE	HIT	STR	NOTES
Shocking Grasp	melee	3+	5	2 Attacks



**Cyber Controller** (M)  
 Lumic upgraded •  
**SPECIAL:**  
 Leader (2), Mechanoid  
*Armoured Body, Command Chair, Metal Nightmare*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	2	5	3	9	9

WEAPON	RANGE	HIT	STR	NOTES
Shocking Grasp	melee	3+	5	2 Attacks



**The Wire** (M)  
 Electric life form •  
**SPECIAL:**  
 Hungry!, Incorporeal,  
*In the Machine, Mind Drain*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	3	1	-	-	7	8


WEAPON	RANGE	HIT	STR	NOTES
Mind Drain	4"	auto	n/a	See profile



**Zachary Cross Flane** (H)  
 Sanctuary base captain •  
**SPECIAL:**  
 Leader (2), Luck (1)  
*Master of the Ood, Spacer*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7


WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Ida Scott** (H)  
 Sanctuary base crew •  
**SPECIAL:**  
 Invent, Luck (1)  
*Master of the Ood, Spacer*  
10th Doctor

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	8	7

WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Scooti Manista** (H)  
Sanctuary base crew •  
**SPECIAL:**  
Luck (1), Repair  
Master of the Ood, Spacer  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7

WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Mr Jefferson** (H)  
Sanctuary base crew •  
**SPECIAL:**  
Luck (1)  
Accurate, Master of the Ood, Spacer  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7


WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Danny Bartok** (H)  
Sanctuary base crew •  
**SPECIAL:**  
Luck (1)  
Empath Communicator, Master of the Ood, Spacer  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7


WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Toby Zed** (H)  
Sanctuary base crew •  
**SPECIAL:**  
Luck (1)  
Easily Possessed, Master of the Ood, Spacer  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	7

WEAPON	RANGE	HIT	STR	NOTES
Improvised Weapon	melee	4+	3	1 Hit or Stuns
Rifle	12"	4+	3	Blaster. Organics only



**Ood** (H)  
Servant race  
**SPECIAL:**  
Exist To Serve, Impassive  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	-

WEAPON	RANGE	HIT	STR	NOTES
Translation Sphere	melee	4+	3	Electrocution - may reroll Wound roll



**The Beast** (M)  
Ancient evil •  
**SPECIAL:**  
Large, Resist Vacuum  
Imprisoned, Mental Possession, Primal Evil  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
0	8	6	8	4	9	10

WEAPON	RANGE	HIT	STR	NOTES
None				



**Elton Pope** (H)  
LINDA member •  
**SPECIAL:**  
Monster Magnet  
Distraction  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	6	6

WEAPON	RANGE	HIT	STR	NOTES
None				



**Victor Kennedy** (M)  
Mysterious stranger •  
**SPECIAL:**  
Leader (2): Only on LINDA members  
'Eczema', Human Disguise,  
The Genuine Article  
*10th Doctor*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	4	1	3	3	7	8

WEAPON	RANGE	HIT	STR	NOTES
Fatal Touch	melee	4+	n/a	Absorbed - see special rules



### Abzorbaloff

Repulsive alien

**M** 10th Doctor

**SPECIAL:**  
Alien  
*Absorb Damage, Absorb Victim, Species Enmity, Surprisingly Fast*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	4	3	7	8


**WEAPON** Fatal Touch

**RANGE** melee

**HIT** 4+

**STR** n/a

**NOTES** Absorbed - see special rules



### Scribble Monster

Animated graphite

**M** 10th Doctor

**SPECIAL:**  
*Animated Drawing, Fly, Ionic Energy, Terrifying*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	-	1	-	4	-	-

**WEAPON** Pencil Rubbing

**RANGE** melee

**HIT** 4+

**STR** n/a

**NOTES** Target stunned while in base contact



### Yvonne Hartman

Torchwood head girl •

**H** 10th Doctor

**SPECIAL:**  
Leader (2), Monster Magnet, Sceptical, Top Secret Access  
*I Did My Duty, Torchwood*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	2	2	3	7	8

**WEAPON** Pistol

**RANGE** 12"

**HIT** 4+

**STR** 3

**NOTES** +1 to Hit within 6"



### Torchwood Soldier

Elite personnel

**H** 10th Doctor

**SPECIAL:**  
*Highly Trained, Torchwood*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	3	1	3	3	7	8

**WEAPON** Brawl  
SMG

**RANGE** melee  
16"

**HIT** 4+  
4+

**STR** 3  
3

**NOTES** 1 Hit or Stuns Burst, Cannot Aim



### Cyberman

Dimensional traveller

**M** 10th Doctor

**SPECIAL:**  
Mechanoid  
*Armoured Body, Cyber Controller, Metal Nightmare, Synchronicity*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	5	3	8	8

**WEAPON** Shocking Grasp  
Cyber Gun

**RANGE** melee  
16"

**HIT** 3+  
3+

**STR** 5  
4

**NOTES** 2 Attacks  
Disruptor



### Dalek

Cult of Skaro •

**H** 10th Doctor

**SPECIAL:**  
Alien, Force Field (3+), Hover, Mechanoid  
*All Round Fire, Armoured Shell, Dalekanium Armour, Exterminate! Emergency Temporal Shift, Individual*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	2	2	2	8	8


**WEAPON** Sucker  
Dalek Blaster

**RANGE** melee  
16"

**HIT** 3+  
4+

**STR** 4  
4

**NOTES** Disruptor, Laser



### Genesis Ark

Stolen technology •

**M** 10th Doctor

**SPECIAL:**  
Force Field (3+), Hover, Mechanoid  
*Armoured Shell, Dalekanium Armour, Immobile, Look But Don't Touch, Protect The Ark*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
4	6	3	-	-	-	-

**WEAPON** None



### Dalek

Time War survivor

**M** 10th Doctor

**SPECIAL:**  
Alien, Force Field (3+), Hover, Mechanoid  
*All Round Fire, Armoured Shell, Dalekanium Armour, Exterminate!*

MOVE	DEF	HITS	STR	AGI	INT	MORALE
6	5	1	2	2	8	8

**WEAPON** Sucker  
Dalek Blaster

**RANGE** melee  
16"

**HIT** 3+  
4+

**STR** 4  
4

**NOTES** Disruptor, Laser