

BBC

DOCTOR WHO



TIME OF THE DALEKS
RULEBOOK

TIME OF THE DALEKS

Somehow, sometime, the Cloister Bell echoed throughout the heart of the TARDIS.

The Doctor started to feel a twinge, slowly turning into a searing pain. Daleks. The Doctor could see them in his memories but they were never there, that never happened. Why is Davros in the matrix? Why is he on Gallifrey?

"Doctor!" Clara screamed as she saw the Doctor vanish into thin air and reappear seconds later.

"I don't want to alarm you Clara, but I may be ending." The Doctor gasped his hearts and sank to his knees, fading in and out of reality.

"How can you be dying Doctor? We haven't done anything, we're still in the TARDIS!"

"Clara, my Clara, of course I'm not dying. I simply stopped existing for a moment. Someone is re-writing my his..." fading again, "...tory, Daleks, I see them, they're everywhere." The Doctor fell to the floor.

"Doctor!" Clara yelled. As she ran to his side a hologram of the First Doctor appeared in the TARDIS.

"Ah! There you are my good lad, or should I say there I am? Hmm? Yes? A bit of a pickle we find ourselves in."

"You're him." Clara stood and faced the light blue hologram of the first Doctor. "I remember you."

"Right you are my child. Glad to see I am still choosing clever travelling companions." The hologram Doctor walked over to the TARDIS console and started flicking switches. "I am going to project a time stasis field around the TARDIS, this should stabilise our timelines."

Stabilised in this reality, the Doctor stood up and joined the hologram of his former self. "The Daleks."

"Yes, the Daleks are re-writing time. I can feel it, we are all feeling it. We must correct this or the damage to time itself will be irreversible." The hologram Doctor faced the Doctor, a stern look on his face, "We need to do something about it, so stop your lollygagging and get to fixing the Web of Time!"

And with that the hologram winked out of existence.

"Doctor, is that it? Are you going to be alright now?"

"I am stable now Clara, but no, Clara, I am far from alright." The Doctor started frantically pushing buttons and twisting dials on the TARDIS. "And if I don't do something soon, I will never be anything again. You might want to hang on for this bit." Pulling a lever, the TARDIS lurched forward spinning ever faster though the time Vortex.

GAME OVERVIEW

In Doctor Who: Time of the Daleks, Davros has infiltrated the Matrix on Gallifrey, mapping out the Doctor's timeline and devising the best way to wipe him from history.

Players take on the role of the Doctor, travelling throughout time and space, finding new Companions and having adventures to repair the web of time.

Players do this by overcoming challenges. The Doctor can overcome most challenges he encounters, but he always needs his Companions to help give him an edge.

Players must cooperate to stop the Daleks, while trying to get their TARDIS to Gallifrey first, to prevent Davros from invading the Matrix in the first place.

COMPONENTS

- 1 Earth and the Web of Time board
- 4 Doctor markers
- 4 Coloured Doctor bases
- 4 Doctor cards
- 4 TARDIS markers
- 4 Coloured TARDIS bases
- 4 TARDIS Consoles
- 20 Location tiles
- 25 Dilemma tiles
- 4 Dice Reference cards
- 15 Earth Companion cards
- 12 Alien Companion cards
- 30 Timey-Wimey cards
- 8 Time Anomalies
- 5 Dalek markers
- 1 Davros marker
- 1 Dalek Ship marker
- 30 Sonic Charge tokens
- 5 Time Anomaly markers
- 10 Progress markers
- 1 TARDIS die
- 3 Green Story dice
- 3 Blue Story dice
- 3 Red Story dice
- 8 Black Story dice

COMPONENTS

EARTH AND THE WEB OF TIME BOARD

The Earth and Web of Time board combines the Earth location and the Web of Time track.

- Earth is a location that has three Time Zones.
- The Web of Time is used to monitor progress in the game, as the Doctors and Dalek progress towards Gallifrey. Any time a game effect tells you to move a TARDIS or the Dalek Ship, it will tell you to move it forward towards Gallifrey or backwards toward Skaro.



TARDIS DIE



The TARDIS die is used when traveling through time and space.

TIME ANOMALY CARDS

Time Anomalies are massive events that happen as the game progresses. Each Time Anomaly card presents a unique problem to solve.



MARKERS



DALEK SHIP MARKER

The Dalek Ship marker shows the progress of the Daleks on the Web of Time.

TARDIS MARKERS

TARDIS markers show the progress of each Doctor on the Web of Time.

DALEK MARKERS

Dalek markers are placed on a Location if a Doctor fails a challenge, making it harder to complete the challenge in future.

DAVROS MARKER

The Davros marker is the sixth Dalek marker. Place him last to remind players that all the Dalek markers are in play.



TIME ANOMALY MARKERS

Four Time Anomaly markers are placed on the Web of Time to indicate when Time Anomaly cards will be revealed.

PROGRESS MARKERS

Progress markers are used with certain Time Anomaly cards.



DOCTOR MARKERS

Doctor markers show which Location each Doctor is on. If you are not at a Location, place your Doctor marker on your TARDIS Console.

There are four different Doctor markers representing four regenerations of the Doctor.

COLOURED BASES

Doctor and TARDIS markers fit into team rings to make it easy to identify your markers on the table.

LOCATION TILES

Locations are places in the game that you can visit and where you can have adventures. Location tiles have two different Time Zones that a Doctor can visit. Each Time Zone has a challenge that must be met and a reward for meeting the challenge.

Shuffle discarded Location tiles back into the deck if you run out.



DILEMMA TILES

Dilemmas are attached to Locations. They give the other half of the adventure's challenge and the penalty for failing. Shuffle discarded Dilemma tiles back into the deck if you run out.

STORY DICE

Players use Story Dice to overcome challenges and complete adventures. Story Dice have different combinations of symbols on them depending on their colour.

BLACK STORY DICE



There are six different dice symbols. Black dice have one of each of these symbols.



RUNNING



DIPLOMACY



SCIENCE



CUNNING



TACTICS



STRENGTH

COLOURED STORY DICE



The Green, Blue and Red dice are more focused than Black dice. Each has fewer symbols on them, but a better probability of getting those symbols.

GREEN DICE SYMBOLS



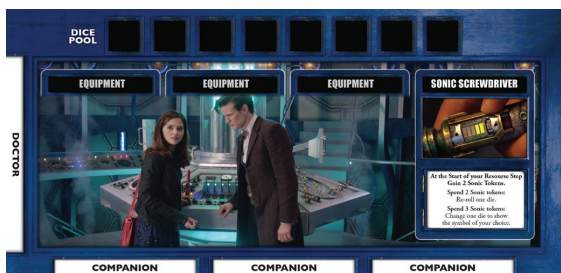
BLUE DICE SYMBOLS



RED DICE SYMBOLS



TARDIS CONSOLE



The TARDIS Console is where players keep their Doctor, Companion, Equipment Timey-Wimey cards, and their Sonic Charge tokens.

SONIC CHARGE TOKENS

Sonic Charge tokens are used to pay for Timey-Wimey cards and other in-game effects. Doctors cannot have more than five Sonic Charge tokens at any one time.



CHARACTER CARDS



DOCTOR CARDS

Doctor cards represent the many regenerations of the Doctor.



COMPANION CARDS

Companions assist the Doctor in his adventures.

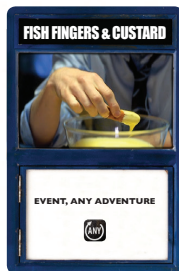


There are two companion decks: Earth and Alien. Earth Companions are recruited from Earth, while Alien Companions are recruited from other Locations. If a Companion deck runs out of cards, **do not** shuffle the discard pile into the draw deck. Instead you may no longer recruit Companions from that deck.

TIMEY-WIMEY CARDS

There are three types of Timey-Wimey cards:

- **Equipment:** These are installed (played) on your TARDIS Console during your Prepare step. Once installed they can be used when indicated by their timing, and stay in play until they are Discarded.
- **Events:** These are played, their effects resolved, then immediately discarded.
- **Transfer:** These are played, their effects resolved, then the card is given to another player. The receiving player adds the card to their hand and can later use it and pass it on again.



EVENT





TRANSFER



EQUIPMENT

SONIC COST

The  symbols on the top half of the Timey-Wimey card above the text indicate how many Sonic Charge tokens you need to spend to play the card from your hand. Cards without a  symbol do not cost anything to play.

TIMING

Timey-Wimey cards tell you when you may use their effects:

- **Anytime:** This card's effects can be used whenever the player wants.
- **Prepare:** This card's effects may only be used during your Prepare step.
- **Adventure:** This card's effects may only be used during an Adventure that includes your Doctor.
- **Any Adventure:** This card's effects can be used during any player's Adventure.

CARD EFFECTS

You may only use the effect of a Doctor, Companion or Timey-Wimey card once per turn.

SETUP

- 1 Players select a TARDIS Console.
- 2 Players select a Doctor card and its matching Doctor marker.
- 3 Players pick a colour, and place the bases of that colour on their Doctor and TARDIS markers.
- 4 Players place the Linked Companion, listed on their Doctor's card, on their TARDIS Console.
- 5 Shuffle both Companion decks and set them to the side.
- 6 Players place two Sonic Charge tokens on their TARDIS Console.
- 7 Shuffle the Timey-Wimey cards then deal each player two Timey-Wimey cards.
- 8 Place the Earth and the Web of Time board in the middle of the table.
- 9 Shuffle the Locations and Dilemmas and place one face-down Dilemma in each of the three slots on the Earth and the Web of Time board.
- 10 Players place their TARDIS marker on the Earth space on the Web of Time.
- 11 Place four Time Anomaly markers on the VI, IX, XII, and XV spaces on the Web of Time.
- 12 Place the Dalek Ship on the Skaro space on the Web of Time track.
- 13 Shuffle and place the Time Anomaly deck and Dalek markers to the right of the player with the earliest regeneration of the Doctor.

TABLE SETUP

Place the other game components between players to keep the centre of the table around the Earth and the Web of Time board free for Locations.



A NOTE ABOUT EXAMPLES

Some of the examples in this rules booklet use examples from future expansions. Don't be worried if you can't find your 'Captain Jack' companion card, for example, as he will be available in the Tenth Doctor expansion.

Every Doctor will eventually be added to the game, so there will be lots of new content to expand the game beyond the starting contents.

TARDIS CONSOLE SETUP EXAMPLE

Neil chooses to play as the Eleventh Doctor, so he places his card in the Doctor's slot on the TARDIS console.



The Eleventh Doctor's Linked Companion is Amy Pond, so she is attached to the TARDIS as a full time companion...


...Finally Neil draws two Timey-Wimey cards.

WEB OF TIME SETUP EXAMPLE



YOUR FIRST GAME

For your first few games we recommend that you play with the following changes:

- In Step ②, only place three Time Anomaly markers on the VIII, XI, and XIV spaces on the Web of Time.
- Remove all Time Anomaly cards and Dilemmas that have a  icon.
- Ignore the **Fixed Point** (see page 15), **Time Locked** (see page 15), and **Time Breach** (see page 12) rules on Dilemma tiles and Time Anomaly cards.

GAME TURN

Starting with the earliest regeneration of the Doctor and moving clockwise, each player takes their turn. After each player has their turn the Daleks then have a turn. This process repeats until either: one or more players wins the game, or the Daleks win the game.

Each player's turn consists of four steps:

- 1 **Prepare**
- 2 **Travel**
- 3 **Adventure**
- 4 **Finish**

I. PREPARE

During your Prepare step, you gain Sonic Charge tokens, and may Uninstall Equipment, Install Equipment, and Dismiss Companions.

SONIC CHARGE TOKENS

At the start of your Prepare step, place two additional Sonic Charge tokens on your TARDIS Console (up to a maximum of five tokens). You must do this before you use any Timey-Wimey or Companion card effects.

UNINSTALL EQUIPMENT

Discard any unwanted Equipment Timey-Wimey cards from your TARDIS Console, freeing up Equipment slots for other Equipment cards.

INSTALL EQUIPMENT

Play Equipment Timey-Wimey cards from your hand into empty Equipment slots on your TARDIS Console. You must pay the Sonic Cost of the Equipment card when you install it on your TARDIS. You do not need to pay the Sonic Cost to use the card after that.

DISMISS COMPANIONS

Dismiss any unwanted Companions from your TARDIS Console and shuffle them back into their Companion decks.

“You know the sound the TARDIS makes? That wheezing, groaning? That sound brings hope wherever it goes... To anyone who hears it, Doctor. Anyone. However lost. Even you.”

— The Moment



2. TRAVEL

During this step you may either:

- Stay at your current Location if there is an unsolved Dilemma there, or
- Move to another Location in play or a new Location.

MOVE TO A LOCATION


If you wish to move to a Location other than Earth or a Time Anomaly, you must roll the TARDIS die.



On a roll of a , you may either:

- Move your Doctor marker to any Time Zone on any Location in play, or
- Draw two Location tiles. Discard one and place the new Location tile on the table. Move your Doctor marker to one of the Time Zones on the new Location.



On a roll of a , the TARDIS decides that she knows where you need to be. Draw a Location tile and place it on the table, then move your Doctor marker to one of the Time Zones on that Location.

PLACING DILEMMAS

Whenever you place a new Location tile, draw two Dilemma cards, and without looking at them, place them face down in the slots on the Location card.


FLIP DILEMMA

Flip the Dilemma in the Time Zone your Doctor is in face up.

“It’s camouflage. It’s disguised as a police telephone box from 1963. Every time the TARDIS materializes in a new location, within the first NANOSECOND of landing, it analyses its surroundings, calculates a 12-dimensional data map of everything within a 1000-mile radius, and determines which outer shell would blend in best with the environment. And then it disguises itself as a police telephone box from 1963.”

— The Doctor

EXAMPLE

The Doctor rolls the TARDIS die, and rolls a , so he gets to choose where he is going. He decides to move to a new Location, so draws the top two Location tiles. These are The Orient Express/The Aristotle tile and the Gallifrey tile. The Doctor decides he wants to go to The Orient Express/The Aristotle, he sets that in front of him and discards Gallifrey. The Doctor decides to visit The Orient Express Time Zone, so places his Doctor marker there.



The Doctor then draws two Dilemma tiles and places them in the location’s slots, face down. He then flips the Dilemma tile in his current Time Zone, revealing Sutekh.

3. ADVENTURE

Adventures are broken up into the following stages that must be completed in this order:

- A Recruit a Companion**

B Determine the Challenge

C Create the Dice Pool

 - Starting Dice Pool
 - Focussing Dice
 - Discard to Eight
 - Exterminate Dice
- D Roll the Dice**

 - Roll Dice
 - Re-roll Dice
 - Change Facings

E Resolve the Adventure

 - Succeeding in an Adventure
 - Failing in an Adventure

A

RECRUIT A COMPANION

If you have an empty Companion space on your TARDIS Console, you may recruit a Companion at the start of your adventure. To do so, discard a Timey-Wimey card or a Sonic Charge token, and draw a Companion card.

If you are on Earth draw from the Earth Companion deck. If not, then draw from the Alien Companion deck. If you are on a Time Anomaly, you may recruit a Companion from either deck.

The newly-recruited Companion card is a Part-Time Companion, and will only become a fulltime companion if you succeed in the Adventure. Show this by leaving a gap between the Companion card and the TARDIS Console.

EXAMPLE

The Eleventh Doctor started the game with Amy Pond as a Companion, and then completed an adventure on Earth to recruit Rory Williams. Now, with only two Companions, he elects to recruit another for his next adventure. Since the Doctor is on The Orient Express (and therefore not on Earth), he will recruit from the Alien Companion deck.

If you have a Link to a Companion you may search the Companion deck for that Companion to recruit, instead of drawing one at random. After searching, shuffle the Companion deck.

LINKED CHARACTERS

Doctors, and some Companion cards, have Links to other Companions. You may only use these Links if you are at the appropriate type of Location.

A Link to an Earth Companion can only be used on Earth, while a Link to an Alien Companion cannot be used on Earth.

Some Links are to groups of Companions, like UNIT. In this case, you may use the Link to recruit any member of the group.

LINKED LOCATIONS AND DILEMMAS

Some Locations and Dilemmas are Linked to Companions. You may search either deck for a Companion Linked to a Location or Dilemma.



The Doctor must discard a Timey-Wimey card or Sonic Charge token to recruit a Companion, so discards the Timescoop card from his hand. He then draws from the Alien Companions deck, receiving Captain Jack. The Doctor adds him to his TARDIS Console as a Part-Time Companion, placing him slightly lower than Amy and Rory to show that he's not yet a full-timer.

B**DETERMINE THE CHALLENGE**

The combined symbols on the Location and Dilemma set the Challenge that you will need to meet to complete this Adventure.

The colours on the Location and Dilemma tiles are there to give you guidance on which Story Dice are most likely to roll that symbol. It doesn't matter which colour of dice you end up using, just as long as you roll the required symbols.

**EXAMPLE**

To complete this Challenge the Doctor needs to roll the following symbols:

**C****CREATE THE DICE POOL**

You create the Dice Pool by gathering the Story Dice of your Starting Dice Pool, using your Companions to Focus the Doctor's attention, and then discard any excess dice.

STARTING DICE POOL

The total of all the Dice Add icons (e.g. +4, +1, +1, or +1) on all your Doctor, Companion, and Equipment Timey-Wimey cards gives your Starting Dice Pool.

You may play Event and Transfer Timey-Wimey cards to get more dice as well.

Gather the matching Story Dice and place them in the Dice Pool area of your TARDIS Console.

EXAMPLE





Leave any excess dice off to the side of your TARDIS console.



The Doctor's card contributes four Black and one Blue dice. Amy Pond, one of his Companions, adds a Green die, while the other Companions, Rory Williams and Captain Jack, add a Blue and a Red die respectively.

The Doctor is equipped with a Fez that contributes a further Black die. At this point, without playing any Timey-Wimey cards from his hand, the Doctor's Starting Dice Pool has five Black dice, two Blue dice, a Green die, and a Red die.

FOCUSING DICE

Each Dice Focus icon (i.e. , , or ) on a Companion card allows you to exchange a die of that colour for one of your Black dice. A Dice Focus icon with a split colour (e.g. ) gives you a choice of exchanging a die of either colour for a Black die.

DISCARD DOWN TO EIGHT DICE

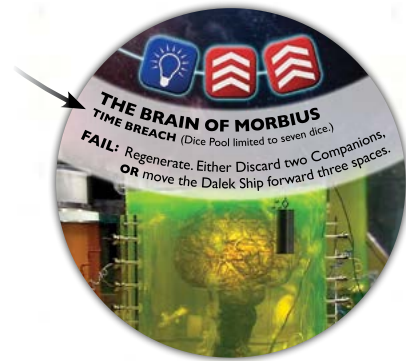
The Doctor's Dice Pool is limited to a maximum of eight dice. If, after adding and focussing dice, you find yourself with more than eight dice, you must discard any excess dice.

THREE OF EACH COLOUR

The Dice Pool is also limited to a maximum of three Blue, three Green, and three Red dice.

TIME BREACH

Dilemmas and Time Anomalies that have a Time Breach reduce the maximum Dice Pool to seven dice.



EXAMPLE

Looking at the challenge he is facing, The Doctor sees that focussing more on Blue and Red dice would be useful.

The Doctor uses Rory Williams to swap one Black die for a Blue die and Captain Jack to swap a Black die for a Red die. Both Amy Pond and Captain Jack could exchange a Black die for a further Green or Red die, but the Doctor decides that he has enough of those colours.

Then, with nine dice in his Dice Pool, The Doctor elects to discard a Black die to get down to the eight dice limit.



“There are worlds out there where the sky is burning, where the sea is asleep and the rivers dream. People made of smoke and cities made of song. Somewhere there’s danger, somewhere there’s injustice, and somewhere else the tea is getting cold. Come on, Ace, we’ve got work to do.”

—The Doctor

EXTERMINATE DICE

After discarding down to eight dice, The Doctor must Exterminate (discard) a further die for each Dalek marker at the Doctor's current Location (regardless of which Time Zone the Dalek marker is in).

As an exception to this, if The Doctor is on Earth, only Daleks in the same Time Zone as The Doctor Exterminate dice from his Dice Pool.

EXAMPLE

Elsewhere in time and space, The Doctor has been unlucky and there is a Dalek marker at his Location. Having made his dice pool and discarded down to eight dice, he must now reduce his dice pool by one, leaving him seven dice.



ROLL THE DICE

Roll the dice in your Dice Pool, trying to match the symbols required to meet the Challenge you face.

If at first you don't succeed, you can re-roll dice or manipulate them to show the required facings.

You may find it useful to place the dice on the challenge as you go to help you keep track of your progress.

ROLL DICE

Roll your Dice Pool and compare it to the Challenge.

CHALLENGE MET?

If you can match the symbols set by the Challenge, you have succeeded in this Adventure. In this case, move straight to Resolving the Adventure.

EXAMPLE

To complete the Challenge the Doctor needs to match the symbols on the Location and Dilemma tiles.

The Doctor rolls his eight dice, but can only match three of the needed symbols.



RE-ROLL DICE

If the Doctor failed to roll all the symbols he needed on his initial roll, he may re-roll some of his dice using:

- Card Abilities,
- Sonic Charge tokens, or
- by Discarding a Black die.

Story Dice may be Re-rolled more than once if you have the ability to do so.

CARD ABILITIES

Some Doctors, Companions, and Timey-Wimey cards have Dice Re-roll icons (e.g. **ANY**, **ALL**, or **1**).

These icons grant you re-rolls of dice of their indicated colour. Each one may be used once per Adventure.

The three types of Dice Re-roll icons are:



NUMBER: Allows you to re-roll up to that number of dice of the indicated colour.



ANY: Allows you to re-roll any or all dice of the indicated colour.



ALL: Allows you to re-roll all (but not anything less) dice of the indicated colour.

SONIC CHARGE TOKENS

You may spend two Sonic Charge tokens to re-roll any one die. This can be done as many times in an Adventure as you have Sonic Charge tokens to spend on doing so.

EXAMPLE

So far, The Doctor has only matched three of the symbols he needs to meet the Challenge:



Being the Eleventh Doctor, his Bow Tie allows him to re-roll up to two Black dice. One of the re-rolled dice comes up with Cunning, so he now has four matching symbols.



Captain Jack allows him to re-roll all of the Red dice. Since one of them is already a Tactics, this is risky, but the Doctor decides to do it.



Luck is with him, and the roll comes up with two Tactics. He now has five matching symbols, but no more re-rolls.



CHANGE FACING

DISCARDING A BLACK DIE




You may discard a Black die (reducing the size of your Dice Pool) to re-roll all of your dice. This can be done as many times in an Adventure as you have Black dice to discard (although eventually, you may have too few dice to finish the Challenge).

If your first roll was so bad that no amount of dice manipulation is going to help you, it might be wise to discard a Black die and re-roll everything. On the other hand, if you're already close enough to success, it might be better to use some of your card abilities and Sonic Charge tokens first, saving discarding a Black die for a last-ditch re-roll after you've tried everything else.

If after re-rolling you still have not rolled all of the needed symbols to complete the Challenge you may change the facing on some of your dice using:

- Card Abilities, or
- Sonic Charge tokens.

CARD ABILITIES

Some Doctors, Companions, and Timey-Wimey cards have Dice Change Face icons (e.g. , , ,).

These icons grant you the ability to change the facing of a die of the indicated colour to the indicated symbol. Each may only be used once per Adventure.

SONIC CHARGE TOKENS

You may spend three Sonic Charge tokens to change the facing of any one die to any symbol. This can be done as many times in an Adventure as long as you have enough Sonic Charge tokens to spend.

FIXED POINTS

Dilemmas and Time Anomalies that are Fixed Points prevent you from using card abilities or Sonic Charge tokens to re-roll dice. However, you can still discard a Black die to re-roll all your dice at a Fixed Point.



TIME LOCKED

Dilemmas and Time Anomalies that are Time Locked prevent you from using card abilities or Sonic Charge tokens to change the facings of dice.



EXAMPLE

The Doctor is doing well so far, having five out of the six symbols required to complete the Challenge.



Fortunately Amy Pond is one of The Doctor's companions and allows him to change one Green die to Diplomacy.

If Amy wasn't with The Doctor, The Doctor could spend his three Sonic tokens to change the Black or Green dice to show the necessary Diplomacy symbol.



The Doctor has matched all the symbols on the Challenge and succeeded in the Adventure.

4. FINISH

At the end of your turn do the following:

- (A)** Discard any Locations, other than Earth, that do not have a Dalek or Doctor marker on them.
- (B)** Draw a new Dilemma tile for any empty slot on Earth.
- (C)** If you have more than four Timey-Wimey cards in your hand, discard down to four.
- (D)** Pass the TARDIS die to the next player.

CALL FOR HELP

If you don't think you will be able to complete the Challenge on your own, you may choose to call in help from another Doctor during the Create the Dice Pool stage of the Adventure step.

To do so, discard a Sonic Charge token or Timey-Wimey card and choose another player to help you. That player now chooses to either help you from afar or come to your Location.

COMING TO YOUR LOCATION

If the helping Doctor decides to help you from your Location, and is not already at your current Location, the helping Doctor must discard a Sonic Charge token or Timey-Wimey card to move their Doctor to your Time Zone and Location.

Unless the Location is a Time-Anomaly, whenever a Doctor helps another at the same Location, you must move the Dalek Ship forward two spaces.

HELP FROM AFAR

If the helping Doctor decides to help you from afar:

- The helping Doctor has a Dice Pool of one die.
- The Doctor who is being helped has a Dice Pool of seven dice, or six dice if the Dilemma or Time Anomaly has the Time-Breach condition.

SUCCESS

If you succeed in the Adventure:

- The helping Doctor draws one Timey-Wimey card.

FAILURE

If you fail the Adventure:

- The helping Doctor must discard one Sonic Charge token or Timey-Wimey card.

SPLITTING THE DICE POOL

You must split your Dice Pool with the helping Doctor, allowing you each to focus on part of the Challenge.

Each Doctor may only use their own Doctor, Companion, and Equipment cards on their own Dice Pool (unless they are an Any Adventure Timey-Wimey card, then they can be used on either Doctor's Dice Pool).

If a Doctor discards a Black die to re-roll all his dice, he only rolls his own Dice Pool. The other Doctor must discard their own Black die to re-roll their Dice Pool as well.

If any dice are Exterminated from the Dice Pool, the Doctor being helped chooses which die will be discarded.

HELP AT YOUR LOCATION

If the helping Doctor comes to your Location:

- The helping Doctor has a Dice Pool of three dice.
- The Doctor who is being helped has a Dice Pool of five dice, or four dice if the Dilemma or Time Anomaly has the Time-Breach condition.

SUCCESS

If you succeed in the Adventure:

- The helping Doctor also gains the Reward given by the Time Zone they are in on their Location.
- Remove an additional Dalek marker from this Location. If they are on Earth, they only remove an additional Dalek marker if it is in their Time Zone.

FAILURE

If you fail the Adventure:

- Add an additional Dalek marker on this Location. If they are on Earth, place the additional Dalek marker in the their Time Zone.
- Complete the actions listed as the Fail cost on the Dilemma tile for the helping Doctor as well as the Doctor being helped.

EXAMPLE

The Twelfth Doctor has travelled to Mars Future and revealed "The Weeping Angels" Dilemma.

This adventure looks tough, so he calls on the Fourth Doctor for help. The Fourth Doctor discards a Timey-Wimey card to travel to the Eleventh Doctor's location, then moves the Dalek ship forward two spaces.

The Twelfth Doctor must split his Dice Pool. Since the Fourth Doctor is helping him from the same location, the Twelfth Doctor has a Dice Pool of five dice, while the Fourth Doctor has a pool of three dice.

This gives them plenty of options of which dice to keep and which to discard.

Remember, whenever you are building a dice pool always gather all the dice you can and do all your Dice Focusing before discarding down to your dice pool limit.



To complete the Challenge the Doctor needs to roll the following symbols:



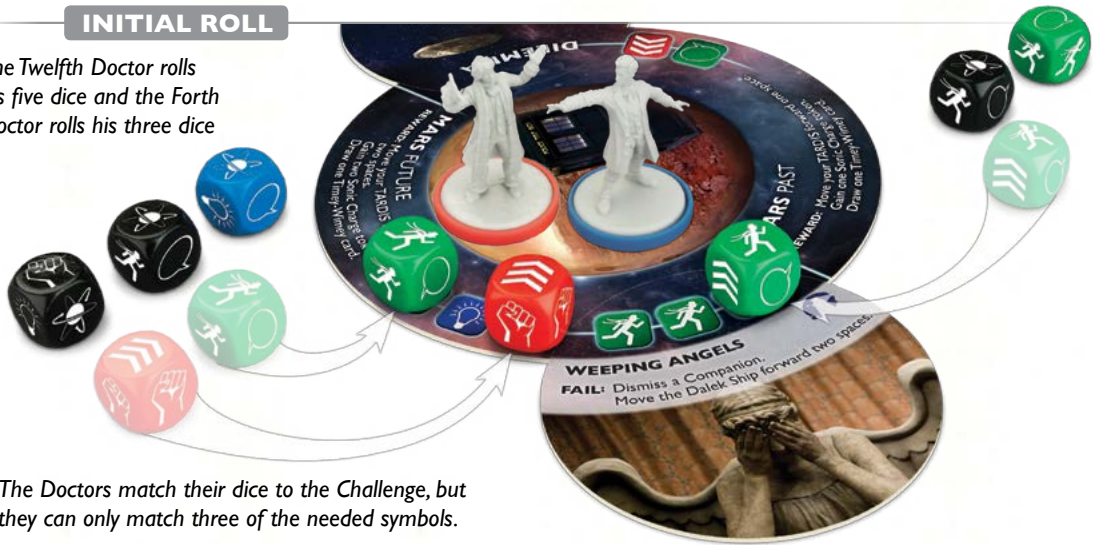
After swapping a black die for a blue die, The Twelfth Doctor chooses to keep two Black dice, one green die, one red die and one blue die.



The Fourth Doctor, after using Sarah to focus two dice to green, decides to keep one black die and two green dice.

INITIAL ROLL

The Twelfth Doctor rolls his five dice and the Fourth Doctor rolls his three dice



The Doctors match their dice to the Challenge, but they can only match three of the needed symbols.

RE-ROLLS



The Twelfth Doctor uses his Electric Guitar to re-roll his two Black dice, scoring Cunning and Tactics.



The Fourth Doctor uses Sarah Jane Smith to re-roll his Green die, scoring Running.

FACE CHANGES



As the Fourth Doctor has three Sonic Charge tokens available, he decides to spend them to change the last Black dice to show Running.

DALEK TURN

After the last Doctor has had their turn, before starting the next round the Daleks have their turn.

1 ADVANCE DALEK SHIP

At the start of the Dalek turn, move the Dalek Ship forward one space on the Web of Time track.

2 HAVE THE DALEKS WON?

The Daleks win and the game ends if:

- the Dalek Ship has reached Gallifrey, the last space on the Web of Time track, or
- there are three Dalek markers on Earth.

3 HAS A DOCTOR WON?

If the Daleks did not win, any Doctor that has reached Gallifrey, the last space on the Web of Time track, wins and saves all of Time and Space from the Daleks.

If neither the Daleks nor the Doctor have won, then another round starts with the Doctors having their turns, followed by the next Dalek turn.

GALLIFREY IS THE GOAL

If a TARDIS or the Dalek Ship is required to move forward past the Gallifrey space, it stops its movement on the Gallifrey space.

“EXTERMINATE! YOU ARE AN ENEMY OF THE DALEKS! YOU MUST BE DESTROYED!!”

— Dalek

TIME ANOMALIES

Any time the Dalek Ship lands on or moves through a space containing a Time Anomaly marker, remove the Time Anomaly marker and draw a Time Anomaly card.

The Doctors should deal with these quickly, as they will make their tasks more difficult.

EXAMPLE



There are three types of Time Anomalies: Location, Task, and Instant.

LOCATION TIME ANOMALIES

Some Time Anomalies function as Locations. When the Time Anomaly is drawn, take the actions listed in its Effect section.

Unlike normal Locations, Time Anomalies:

- Do not have Dilemma cards. The Challenge is always the same.
- Do not require Doctors to roll the TARDIS dice when travelling to them.
- Allow Doctors to recruit their Companions from either the Earth or Alien Companion deck.
- Do not receive Dalek markers when a Doctor fails their Challenge.

Once the Challenge is completed, the Time Anomaly is discarded and all Doctors at its Location are moved to their TARDIS Consoles.



INTO THE DALEK
LOCATION

EFFECT Doctors moving to a Location that is not a Time Anomaly must discard two Sonic Charge tokens or one Timey-Wimey card.

CHALLENGE



REWARD Move the Dalek Ship back one space.
Move your TARDIS forward two spaces.

FAIL Move the Dalek Ship forward one space.

TASK TIME ANOMALIES



DESTINY OF THE DALEKS
TASK

EFFECT Place all three Green Dice on this card. Doctors cannot use dice on this card.



CHALLENGE Remove one die from this card each time a Doctor succeeds in a Challenge that included a  or  symbol.


Discard this card when the last Green die is removed from it.

Task Time Anomaly cards change the game rules in some way until the Doctors complete a series of tasks.

Some Task Time Anomalies imprison Story Dice. Place the Imprisoned dice on the Time Anomaly. They cannot be used until they are freed. Others require a number of Progress markers to end their effect.

Each time a task is completed, place a Progress marker on the Time Anomaly card or free a die, removing it from the card. Once the card's tasks are completed, its effects end and it is discarded.

INSTANT TIME ANOMALIES



THE TIME OF THE DOCTOR
INSTANT

EFFECT The Doctors Regenerate.

Each Doctor must:

- Dismiss a Companion.
- Draw a Timey-Wimey Card.
- Gain two Sonic Charge Tokens.

Discard this card and draw a new Time Anomaly card to replace it.

Instant Time Anomaly cards just have an immediate effect and are then discarded.

“ Evil? No. No, I will not accept that. They are conditioned simply to survive. They can survive only by becoming the dominant species. When all other life forms are suppressed, when the Daleks are the supreme rulers of the universe, then you will have peace. Wars will end. They are the power not of evil, but of good. ”

— Davros

WINNING AND LOSING

WINNING THE GAME

A Doctor wins the game if they are on the Gallifrey space of the Web of Time track at the end of the Dalek Turn and the Dalek Ship is not.

LOSING THE GAME

The Doctors lose the game if:

- There are already six Dalek markers in play when a seventh Dalek marker is required to be placed.
- The Daleks have three Daleks on Earth in the Dalek turn.
- The Dalek Ship is on the Gallifrey space on the Web of Time track in the Dalek turn.

REGENERATION

Some Dilemmas and Time Anomalies force the Doctors to regenerate.

When the Doctors regenerate, each player takes the next highest numbered Doctor card available, passing on their old Doctor card to another player if necessary. If you are already at the highest-numbered Doctor available, you regenerate as the First Doctor.

Remove your old Doctor marker from your coloured base and replace it with the Doctor marker for your new regeneration, placing it where your previous Doctor marker was.

EXAMPLE

The Doctors are regenerating. The player with the Fourth Doctor will regenerate as the Eleventh Doctor. They exchange their Doctor card for that of the Eleventh Doctor and remove their coloured base from the Fourth Doctor marker and place it on the Eleventh Doctor marker. The player that had been playing the Eleventh Doctor would then regenerate as the Twelfth Doctor and so on.

The Doctor's Companions and Timey-Wimey cards remain the same as they were before he regenerated.



"I don't want to go..."

CREDITS

"I am being extremely clever up here and there's no one to stand around looking impressed!" - The Doctor

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RULES GLOSSARY

CARD EFFECTS

You may only use the effect of a Companion or Timey-Wimey card once per turn.

LOSING COMPANIONS

DISCARD A COMPANION

When you Discard a Companion card remove the card from your TARDIS and place it in the discard pile.

DISMISS A COMPANION

When you Dismiss a Companion card, remove the Companion from your TARDIS and shuffle the card back into the appropriate Companion deck.

EXTERMINATE DICE

After discarding down to eight dice, The Doctor must Exterminate (discard) a further die for each Dalek marker at the Doctor's current Location (regardless of which Time Zone the Dalek marker is in).

As an exception to this, if The Doctor is on Earth, only Daleks in the same Time Zone as The Doctor Exterminate dice from his Dice Pool.

FIXED POINTS

Dilemmas and Time Anomalies that are Fixed Points prevent you from using card abilities or Sonic Charge tokens to re-roll dice. However, you can still discard a Black die to re-roll all your dice at a Fixed Point.

LINKED

If you have a Link to a Companion you may search the Companion deck for that Companion to recruit, instead of drawing one at random.

LINKED CHARACTERS

Doctors and some Companion cards have Links to other Companions. You may only use these Links if you are at the appropriate type of Location.

A Link to an Earth Companion can only be used on Earth, while a Link to an Alien Companion cannot be used on Earth.

Some links are to groups of Companions, like UNIT. In this case, you may use the Link to recruit any member of the group.

LINKED LOCATIONS AND DILEMMAS

Some Locations and Dilemmas are linked to Companions. You may search either deck for a Companion linked to a Location or Dilemma.

THE SIXTH DALEK

The sixth and final Dalek marker is Davros, the creator of the Daleks. Once he has been placed, the Time of the Daleks is almost on hand.

If you are ever required to place a seventh Dalek marker for any reason, the Time of the Daleks has arrived. The Daleks conquer the universe and the game ends immediately.

TIME-LOCKED

Dilemmas and Time Anomalies that are Time Locked, prevent you from using card abilities or Sonic Charge tokens to change the facings of dice.

TIME BREACH



Dilemmas and Time Anomalies that have a Time Breach reduce the maximum Dice Pool to seven dice.

TIMEY-WIMEY CARDS

There are three types of Timey-Wimey cards:

- **Equipment cards.** These are installed (played) on your TARDIS Console during your Prepare step. Once installed they can be used when indicated by their timing, and stay in play until they are Discarded.
- **Events cards.** These are played, their effects resolved, then immediately discarded.
- **Transfer cards.** These are played, their effects resolved, then the card is given to another player. The receiving player adds the card to their hand and can later use it and pass it on again.

SONIC COST

The  symbols on a Timey-Wimey card indicate how many Sonic Charge tokens you need to spend to play the card from your hand. Cards without a  symbol do not cost anything to play.

TIMING

Timey-Wimey cards tell you when you may use their effects:

- **Anytime:** This card's effects can be used whenever the player wants.
- **Prepare:** This card's effects may only be used during your Prepare step.
- **Adventure:** This card's effects may only be used during an Adventure that includes your Doctor.
- **Any Adventure:** This card's effects can be used during any player's Adventure.

QUICK REFERENCE

DOCTOR TURN

1. PREPARE (Page 8)

- Add two Sonic Charge tokens to your TARDIS
- Dismiss Companions
- Discard Equipment
- Play Equipment
- Use prepare step effects

2. TRAVEL (Page 9)

- Stay at your current Location if there is an unsolved Dilemma there, or Move to another Location in play, or a new Location.

TARDIS DIE

Remember, you do not have to roll the TARDIS dice when moving to Earth or a Time Anomaly.

3. ADVENTURE (Page 10)

A. Recruit a Companion

- Discard a Timey-Wimey Card or a Sonic Charge Token to recruit a companion.
- You may choose to recruit a linked companion if you are able.

B. Determine the Challenge

- Add the symbols on the Location with the ones on the Dilemma to Determine the Challenge.

DILEMMA CONDITIONS

Keep your eye out for Dilemma conditions. Dilemmas can be Fixed Points, Time Locked, Time Breach, or Linked.



C. Create your Dice Pool

- Add dice
- Focus Dice
- Discard down to eight dice
- Exterminate dice

D. Roll your Dice

- Roll your starting Dice Pool
- If able, you may Re-roll Dice
- If able, you may Change Facing of Dice

E. Resolve the Adventure

4. FINISH (Page 17)

- A. Discard empty Locations.
- B. Place Dilemmas in any empty slot on Earth.
- C. Discard down to four Timey-Wimey cards.
- D. Pass the TARDIS dice to the next player.

DALEK TURN

I. MOVE THE DALEK MARKER (Page 20)

TIME ANOMALY MARKERS

When the Dalek ship lands or passes a Time Anomaly Marker discard it and immediately, draw and play a Time Anomaly card.



2. CHECK FOR VICTORY (Page 20)

- Check for Dalek Victory
- Check for Doctor Victory

SEVENTH DALEK

If you are ever required to place a seventh Dalek marker for any reason, the Time of the Daleks has arrived. The Daleks conquer the universe and the game ends immediately.



“There’s no point in being grown up if you can’t be childish sometimes.”

— The Doctor

