



BBC

DOCTOR WHO

NEMESIS

DEFEAT THE DOCTOR - RULE SPACE AND TIME



RULEBOOK

BBC

Exterminate!

It's not easy trying to rule space and time, contending with rival Daleks and Cybermen, interfering Time Lords, and predatory Weeping Angels. There's worlds to move, reality to destroy, time wars to win, a cyberium to find and Gallifrey itself for that matter too, paradoxes and the endless schemes of the Doctor and the Master to unravel.

Have you got what it takes to remake the universe? Can you defeat the meddling Doctor? Will you finally triumph for all time?

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Introduction

In Doctor Who: Nemesis, you play one of the Doctor's many adversaries seeking to twist space and time to your own ends. Your old nemesis, the Doctor, endlessly seeks to thwart your plans. Worse still, his other adversaries have their own schemes, and they don't involve you controlling everything.

You must send your minions out to thwart the Doctor's and your opponents' schemes while bringing your own schemes into fruition.

Components



Your Objective

As the Doctor's nemesis, you win by completing one of your nefarious schemes by meeting the Win trigger of a Scheme card in play.

You don't have any Scheme cards in play at the start of the game, but page 21 outlines the Win triggers in your deck so that you can work towards them while waiting for them to appear.

Your Nemesis deck will include a Nemesis Scheme and two Doctor Schemes. Each of these has a Scheme card with a Win trigger. You can win by completing the Win trigger of your Nemesis Scheme or by completing any player's Doctor Scheme Win trigger.

See Captured Doctors on page 15 and Winning the Game on page 19 for more details.

Game Setup

Summary

Choose a Nemesis and Scheme..... page 5

- Each player chooses a Nemesis and takes their Control Board and Nemesis token
- Each player flips their Control Board to their chosen Nemesis Scheme
- Each player places their Nemesis token on the center of their Control Board
- Each player places two Power tokens on their Control Board

Deal Doctorspage 6

- Shuffle the Doctor tokens face down
- Deal each player two Doctor tokens
- Each player places their Doctor tokens on their Control Board

Build Deckspage 6

- Each player builds their deck:
- Start with the 27-card Nemesis deck
- Add the 5-card Nemesis Scheme that they have chosen
- Add the 4-card Doctor Schemes for their two Doctors

Draw Hands page 7

- Each player shuffles their deck and draws 5 cards (6 cards for the Cyberplanner)

Roll for First Turn page 7

- Each player rolls a die and adds their Strength bonus
- The player with the highest score has the first turn

Example Player Setup



Nemesis Deck



5x Cards in hand



Choose a Nemesis and Scheme

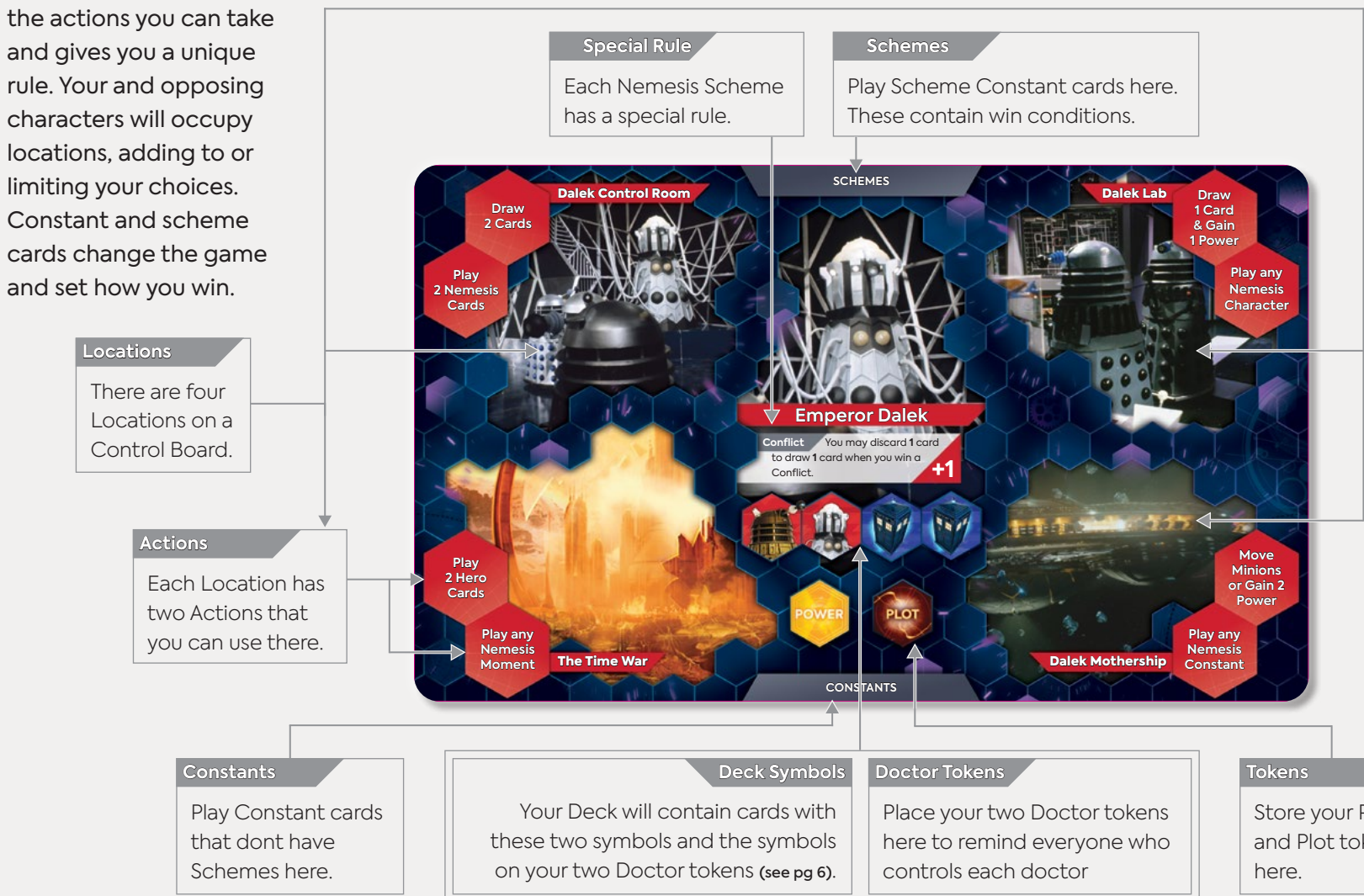
There are four Nemesis Control Boards for you to choose from: Dalek, Cybermen, The Master, and Weeping Angels. Each Control Board has two Nemesis Schemes that define how you win the game, one on each side. Pick whichever one you want to play.

Gain 2 Power Tokens

Place your Nemesis token and two Power tokens on your Control Board.

Control Boards

Your control board sets the actions you can take and gives you a unique rule. Your and opposing characters will occupy locations, adding to or limiting your choices. Constant and scheme cards change the game and set how you win.



Each Control Board has two schemes: Shown here is the Cyberman Control Board and its two Schemes, Ashad and the Cyberplanner.

Deal Doctors

The game includes fourteen Doctors: the First, Second, Third, Fourth, Fifth, Sixth, Seventh, Eighth, Ninth, Tenth, Eleventh, Twelfth, Thirteenth, and the War Doctor.

Each Doctor has their own Scheme. You have two Doctor Schemes in your deck that you can use to further your own goals and interfere with your opponents.

Since the Doctor has their own agenda, they aren't on anyone's side. Rather, any player can use a Doctor's Scheme to win the game. However, the cards in the Doctor Schemes in your deck will give you an edge in achieving the Win triggers of those Schemes.

Place the Doctor tokens face down and each player draws two doctors at random. Place your Doctor tokens on your Control Board to remind you which Doctors are in your deck. When a rule refers to your Doctors or the Hero cards that you own, it is referring to Hero cards that match your Doctor tokens.

Build Decks

To build your Nemesis Deck:

1. Find the 27 Nemesis cards that match your chosen Nemesis token. This is the core of your Nemesis Deck.
2. Then find the 5 Nemesis Scheme cards that match your Nemesis Scheme and add them to your Nemesis Deck.
3. Finally, find the 4 Hero cards of the Doctor Scheme Deck that match each of your two Doctor tokens and add these to your Nemesis Deck.

Your Nemesis Deck should now have 40 cards (27 core Nemesis cards, 5 Nemesis Scheme cards, and 8 Doctor Scheme cards).

Once everyone has built their own Nemesis Deck, place the remaining cards to one side. You will not use them in this game.

Example

The Dalek player has chosen the Emperor Dalek Scheme side of their Control Board, so adds the Emperor Dalek cards to the core Dalek Nemesis Deck.

The Dalek player drew the Third Doctor and Tenth Doctor. They place the Doctor tokens on their Control Board and adds the Third Doctor and Tenth Doctor Scheme cards to their Nemesis deck.



Cards

Cards are either Nemesis cards or Hero cards representing the Doctor and their companions.

Deck Symbol

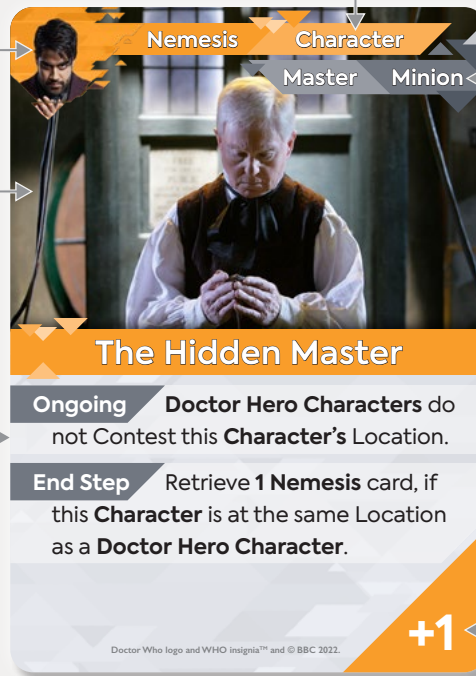
The deck symbol is used to build your Nemesis deck.

Picture

Each card has a name and picture showing iconic moments of BBC's Doctor Who TV show.

Special Rules

Cards have one or more special rules that are triggered during the game.



Card Type

A card's type: **Character**, **Constant**, **Instant**, or **Moment**, determines when it can be played.

Traits

Traits limit which cards can affect this one.
See page 19 for a full list of traits.

Strength

A card's Strength sets its value in a conflict.

Draw Hands

Shuffle your Nemesis Deck.

Draw cards from your Nemesis Deck to fill your Hand Limit. Your Hand Limit is 5 cards unless you are the Cyberplanner, then it is 6 cards.

Roll for First Turn

Each player rolls a die and adds the Strength of their Nemesis (shown on their Control Board). If your total is highest, you take the first turn.

If two or more players have the same highest score, those players roll again and choose the highest score from this roll to see which amongst them has the first turn. Repeat this elimination process until one player is left to start the game.

Schemes

Schemes are easy to spot as they have a red 'Win' tag in their special rules area.

Play Attach to the Earth, Present Day Location.

Action Gain a **Plot** if **3+** **Masters** are in play.

Win When you have **5** or more **Plot**.

Your First Game

In your first few games, you may find it easier to have a Scheme to work towards. If you want to, have each player find the Nemesis Scheme card listed below and place it in their hand before drawing cards to fill their hand.

Cybermen: Play as Cyberplanner with Struggle for Control.

Daleks: Play as Davros with a Stolen World.

The Master: Play as Masterful Master with Gallirey Returns.

Weeping Angels: Play as Weeping Angels with Temporal Anomalies.

Game Play

Players take Turns until someone wins the game. Once you complete your Turn, the player to your left takes their Turn.

Player Turn

Your Turn has 6 Steps:

1. Start Step
2. Control Step
3. Minion Step
4. Conflict Step
5. Action Step
6. End Step

You must complete each Step in the order listed.

Instant Cards

While Character, Constant, and Moment cards can only be played with an appropriate Action (see Actions and Effects on page 16), you can play Instant cards at any time. Once played, resolve triggers on the card, then discard it.



1. Start Step

You resolve any Start Step special rules on your Nemesis cards in play or on any Hero cards in play that match your Doctor tokens, and play any Start Step Instant cards. You may resolve Start Step triggers in any order, but each trigger may only be used once in a Start Step.

2. Control Step

In your Control Step, you must move your Nemesis token to a different Location on your Control Board.

A Control Board has four Locations, one in each corner, each with two Actions. You can only take the Actions shown in your current Location, so this sets the Actions you can take this Turn.

You must move to a new Location in your Control Step, you cannot remain on the Location you used last Turn.

Example

You are playing the Ashad scheme of the Cybermen and start your turn at the Ruins of Gallifrey. You move your Nemesis token to the Cyber Tomb.



You could move to Earth Past or the Cybership instead, but you cannot stay at the Ruins of Gallifrey.

3. Minion Step

In your Minion Step you can either:

- Play a Minion from your Hand, or
- Move a Minion.

Play a Minion from your Hand

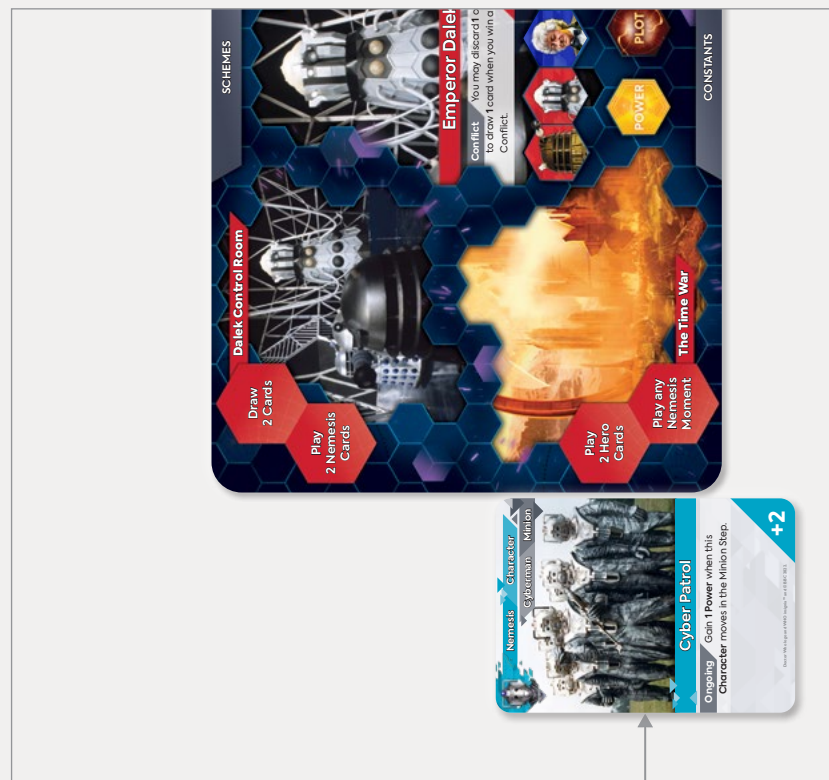
Choose a Minion (a Nemesis Character card that has the Minion trait) from your hand and place it at one of the four Locations on your Control Board.

See Play Any Nemesis Character on page 16 for more details.

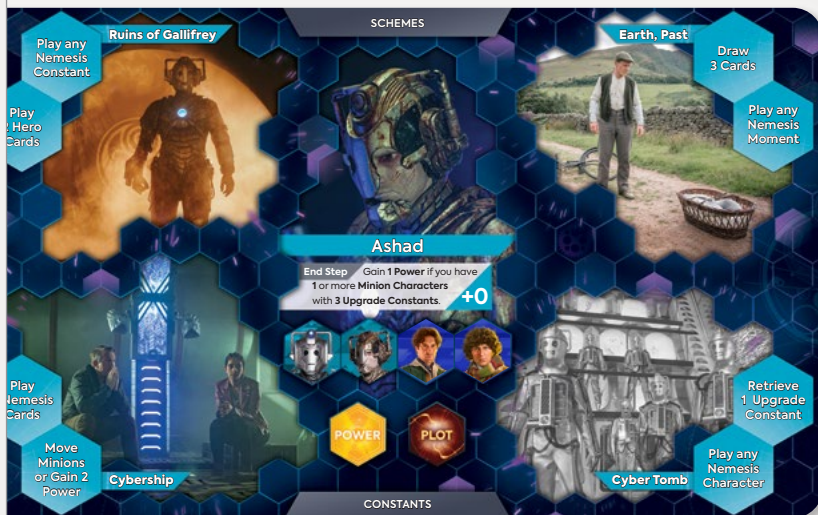
Move a Minion

Choose one of your Minions and Move it to any Location on any Control Board (yours or an opponent's).

See Move Action on page 18 for more details.



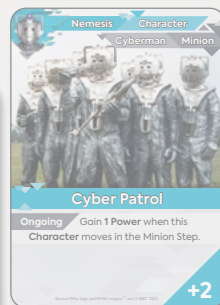
Example



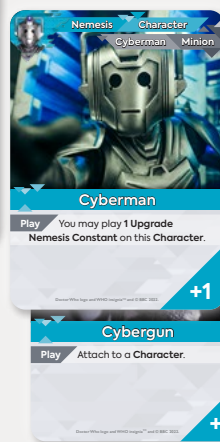
In your Minion step, you could *either*:

- 1 Play a Cyberman (or other minion) from your hand to a location on your own control board, or
- 2 Move the Cyber Patrol from Earth Past to any location, such as the Dalek Mother Ship location on another player's Emperor Dalek control board.

If you moved the Cyber Patrol, you would gain 1 Power, thanks to the card's ongoing special rule.



If you played the Cyberman, you could immediately play a Cybergun to upgrade it, thanks to its special rule that triggers when you play the card.



4. Conflict Step

In the Conflict Step, your Minions fight to take control of a Location. The Conflict Step has seven parts:

- Initiate the Conflict
- Commit Power Tokens
- Play Conflict Triggers
- Calculate Strength
- Roll Strength Dice
- Resolve the Conflict

You can only Initiate one Conflict in each Turn. You do not have to Initiate a Conflict. If you wish, you can skip this step.

a. Initiate the Conflict

Choose a Location where you have Minions and:

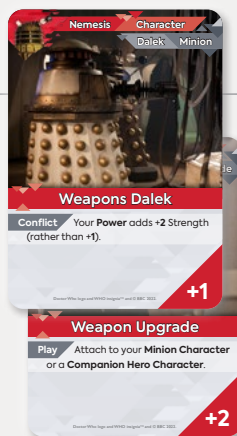
- an opponent also has Minions, or
- there are Hero Character cards, or
- both.

All players that have Minions at the chosen Location are part of the Conflict.

All Hero Character cards at the Location form a separate group opposed to all the players, regardless of who holds their Doctor tokens.

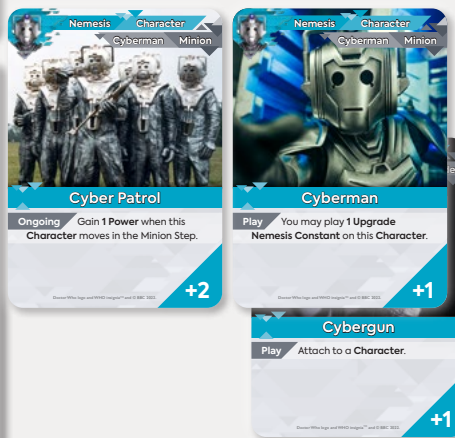
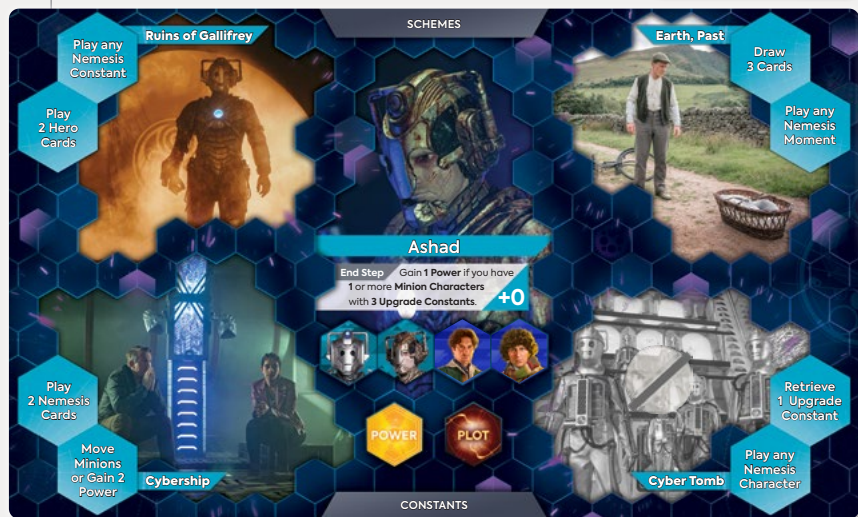
Example

You decide to start a conflict in Earth Past, since both you and the Dalek player have minions there.



You have 4 Power tokens available and the Dalek player has 2 Power tokens.

Hiding your Power tokens in your hand, you decide to use 2 in the battle, and place them in your right hand, leaving the other 2 hidden in your left hand. When both of you reveal your right hands, you see that the Dalek player chose to use just 1 of their Power tokens.



b. Commit Power Tokens

If you are part of the Conflict, you can commit Power tokens to increase your Strength by 1 for each Power token.

Take all of your Power tokens in one hand, then secretly transfer some, all, or none of them into your other hand. Place your hand over the centre of the table when you have decided how many to commit.

Once all the players in the Conflict have made their selections, reveal the Power tokens that you have committed and place them in front of your Control Board. Return the rest of your Power tokens to their usual place on your Control Board.

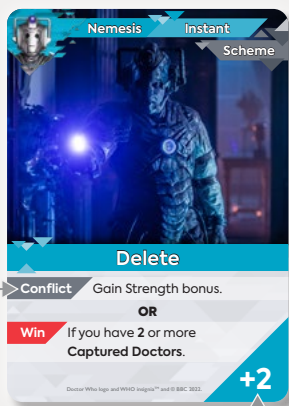
c. Play Conflict Triggers

You may play Instant cards with a Conflict trigger and trigger any Conflict triggers on cards at that Location. Each trigger may only be used once in each Conflict.

If two or more players want to use Conflict triggers, the player that Initiated the Conflict has the first opportunity to play any or all Conflict cards in their hand or use Conflict triggers on their cards in play, then the other players in Turn order. Players continue taking turns to play Conflict cards or use Conflict triggers until no players want to use more Conflict triggers. Resolve the triggers in the reverse order, from the last triggered back to the first triggered.

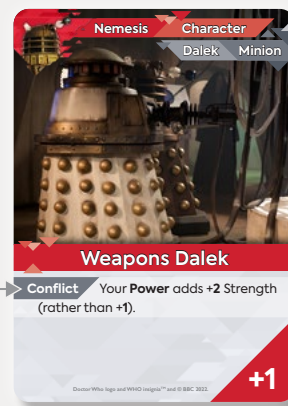
You do not need to have Minions in the Conflict to play Conflict Instant cards. However, any Strength added goes to your own Strength Total (unless otherwise stated), and only if you have a Minion in the Conflict.

You can increase your strength further by playing Instant cards that have Conflict triggers.



You initiated the conflict, so you play your cards first. You play the Delete card and use its Conflict trigger to add 2 more strength.

Once you've played your Conflict triggers, the Dalek player (who is to your left) has the opportunity to do so.

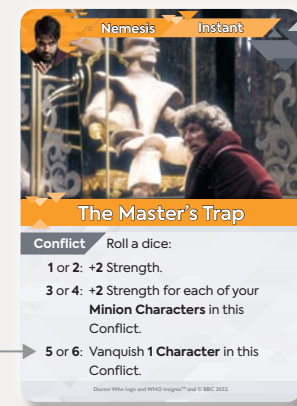


Their Weapon's Dalek has a trigger that doubles the value of the Power token they played from 1 to 2.



The Daleks then play the Exterminate Instant card and choose to use its first trigger to gain 2 strength.

The Master player is next in order, and can play cards, even though they are not in the conflict.



The Master doesn't want the Daleks to win, so decides to play The Master's Trap, hoping to roll a 5 or 6 and vanquish the Weapon's Dalek. They roll a 2, so they add +2 strength to their total instead. Since they have no Minions in the conflict, this has no effect.

d. Calculate Strength


Determine your Base Strength for the Conflict. Add:


- The Strength of your Nemesis (shown on your Control Board).
- The Strength of each Minion you have at the Location.
- The Strength of any Constant Upgrade cards attached to your Minions at the Location.
- The Strength of any Conflict Instant cards you played.
- The number of Power tokens you committed.

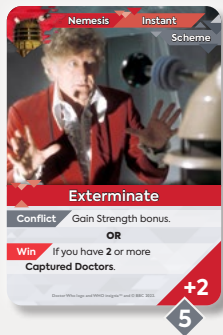
e. Roll Strength Dice

Roll a die and add this to your Base Strength to get your Total Strength in the Conflict.

Example



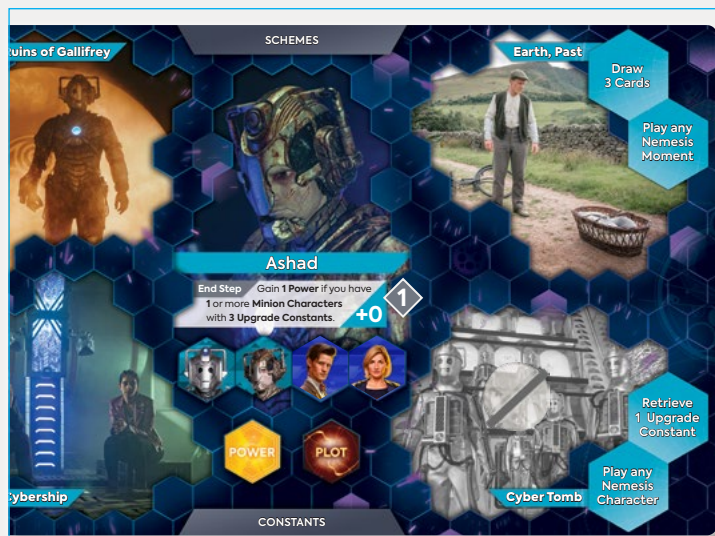




Dalek Strength Total

- 1 The Emperor Dalek player starts with **+1** strength from their control board and adds:
- 2 **+1** for the Weapon's Dalek,
- 3 **+2** for the Weapon Upgrade,
- 4 **+2** for their Power token (using the Weapons Dalek's rule), and
- 5 **+2** for Exterminate.

+8 Strength



Ashad
End Step Gain 1 Power if you have 1 or more Minion Characters with 3 Upgrade Constants. **+0** 1

Earth, Past
Draw 3 Cards
Play any Nemesis Moment

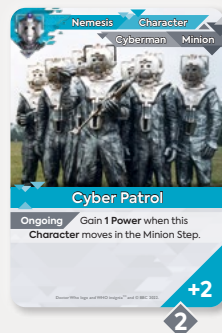
Cyber Patrol
Ongoing Gain 1 Power when this Character moves in the Minion Step. **+2** 2

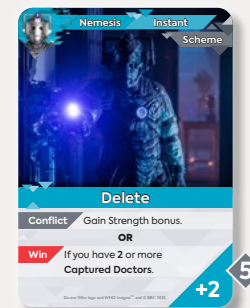
Cyberman
Play You may play 1 Upgrade Nemesis Constant on this Character. **+1** 3

Cybergun
Play Attach to a Character. **+1** 4

Delete
Conflict Gain Strength bonus. OR Win If you have 2 or more Captured Doctors. **+2** 5

6 POWER





f. Resolve The Conflict

If you have the highest Total Strength of all the players in the Conflict, you Thwart all opposing Minions at that Location.

Discard any Thwarted Minions and any Upgrade Constant cards attached to them, placing the cards in the opponent's discard pile.

If there is a tie for the highest Total Strength, then only the Minions of players with a lower Total Strength are Thwarted. All Minions of the players tied for the highest Total Strength remain at that Location unchanged.

Discard the Power tokens you Committed to the Conflict.

With both players at 8 strength, the result will be down to the dice roll.



The Cybermen player rolls a 3,
for a total strength of 11.



The Dalek player rolls a 1,
for a total strength of 9.

The Cybermen win the Conflict.

The Weapon's Dalek is Thwarted and placed on the Dalek player's discard pile along with its Weapons Upgrade, and all 3 Power tokens used are discarded. Both Instant cards have been resolved, so also go to their owners' discard piles.

Dalek Strength Total

- 1 As Ashad, you start with **+0** strength from your control board, and add:
 - 2 **+2** for the Cyber Patrol,
 - 3 **+1** for the Cyberman,
 - 4 **+1** for the Cybergun
 - 5 **+2** for Delete, and
 - 6 **+2** for your 2 Power tokens.

+8 Strength

Temporal Displacement: If you use the Weeping Angels' Temporal Displacement special rule after Thwarting or Capturing Characters, gain a Power token for each Character that would be Thwarted or Captured and move them to any Location or Locations on any Control Board instead.



Heroes in Conflicts

All Hero Character cards at the Location form a separate group opposed to all the players, regardless of who holds their Doctor Tokens. Add the Strength of all the Hero cards at the Location to determine the Heroes' Total Strength.

If the Heroes have the **same or greater** Total Strength than all players, then the players lose and all Minions at the Location are Thwarted.

Otherwise, the player with the highest Total Strength wins as usual. In this case, all Hero cards are Thwarted by that player

in addition to any opposing Minions at that Location. Doctor cards (Hero Character cards with the Doctor trait) are not Thwarted. Instead, they are Captured by that player.

If two or more players are tied for the highest Total Strength, the heroes slip through the cracks and are not Thwarted or Captured.

Discard Thwarted Hero cards, placing each card in the discard pile of the player with the matching Doctor token.

Example

You are playing the Weeping Angels when the you initiate a conflict at the Hunting Grounds. This is a three-way conflict between yourself, the Dalek player, and the heroes (all of the heroes here ally together, regardless of who holds their Doctor token, including in this case Yaz, Graham, & Ryan, whose Doctor token you hold).

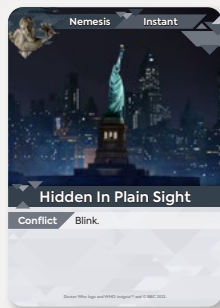
1

At present the Dalek player has **+6** strength (including the **+1** strength from their control board),

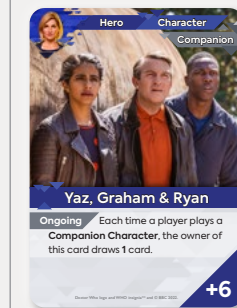
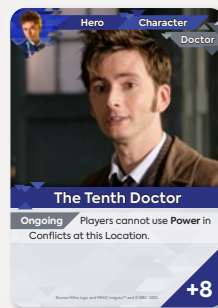
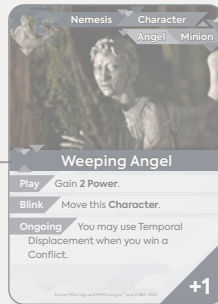
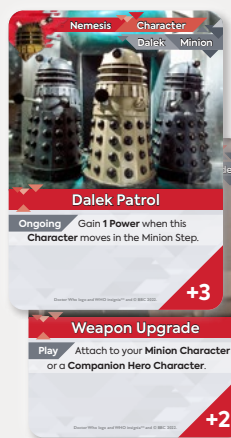


The Daleks play one Power token increasing their strength to **+7**.

2



Figuring that you are going to lose the fight, you play the Hidden in Plain Sight card. Its Conflict trigger causes your Weeping Angel's Blink trigger to happen, allowing you to move it out of the conflict, leaving the Daleks and heroes to fight it out.



The heroes have **+14** strength, so the Dalek player needs to change the odds,



Captured Doctors

If you won a Conflict and Captured a Doctor, place it with your Schemes at the top of your Control Board. Place any Upgrade Constant cards attached to them in the opponent's discard pile and Discard any Plot tokens on the Doctor.

If a card effect removes a Captured Doctor from the Scheme area, they are no longer Captured.

Every Nemesis deck has two Scheme cards with the Win trigger of Capturing 2 or more Doctors.

3



The Daleks play Assassinate to vanquish Yaz, Graham, & Ryan, placing the companion card in your discard pile.

This reduces the heroes' strength to **+8**.

The heroes don't roll a dice, so this will be their final strength.

4



The Daleks then roll their strength dice. If they roll a 1 on the dice, their total strength will be **8**. Since that wouldn't beat the heroes, their Dalek Patrol would be thwarted.

They roll a 5, for a total of **11** strength.

This exceeds the heroes strength, so the Daleks win and capture the Tenth Doctor

You still have Daleks contesting the Hunting Grounds, but the Doctor and their companion are no longer troubling you.



5. Action Step

You now take the Actions shown on your Location. This allows you to draw, retrieve or play cards of specific types, to gain Power tokens, or move Minions depending on the Location.

Taking Actions

You can only take the two Actions shown on the Location occupied by your Nemesis token. You can take the Actions in any order, but must complete an Action before beginning the next.

Passing Actions: You may Pass on any Action, gaining a Power token instead. This could be because you don't have the right cards to use the Action, or simply because you need Power tokens more than you want to take the Action.

Additional Actions: Some Constant cards attached to a Location add an extra Action to that Location. This Action can be taken in addition to the Location's normal two Actions.

Contested Locations

You must Pass on at least one of the Actions on a Contested Location.

A Location on your Control Board is Contested if there are any Hero Character cards or any opposing Nemesis Character cards at that Location.

Contested by a Doctor: You must Pass on at least two of the Actions on a Location that is Contested by a Doctor.

Play and Infiltrate Triggers

Some cards have Play or Infiltrate triggers that are activated when the card is played. When you play that card, immediately complete the actions described in the special rule before playing any further cards..

Actions and Effects

The following Actions appear on Control Boards and cards.

Play 2 Hero Cards

You play up to 2 Hero cards from your hand. This is the only way to play Hero cards from your hand.

Place your Hero Character cards on **any** Location, either on your own or an opponent's Control Board. Since Heroes always Contest any Location that they occupy, you will usually want to place them on an opponent's Control Board to force them to Pass Actions.

Play 2 Nemesis Cards

You play up to 2 Nemesis cards from your hand. These can be of any type.

Follow the rules below for playing cards of the appropriate type.

This Action gives you the flexibility to play cards of different types in the same Action, but limits the number of cards that you can play to 2.

Play any Nemesis Moment

You can play **any or all** Nemesis Moment cards in your hand.

This Action allows you to play as many Moment cards as you like, but limits you to playing only this type of card.

Play any Nemesis Character

You can play **any or all** Nemesis Character cards in your hand.

Place Nemesis Character cards on a Location on your own Control Board, unless they have the Infiltrate trigger (see page 20), in which case they can be placed on an opponent's Control Board as well.

This Action allows you to play as many Character cards as you like, but limits you to playing only this type of card.

Play any Nemesis Constant

You can play **any or all** Nemesis Constant cards in your hand.

This Action allows you to play as many Constant cards as you like, but limits you to playing only this type of card.

Place Constant cards beneath the centre of your Control Board, unless they are Scheme, Installation, or Upgrade cards. Place Scheme cards above the centre of your Control Board. See Attach below for Installation and Upgrade cards.

Attach

You attach this Constant Card to a Character or Location.

Upgrade Constant Cards: Place the Upgrade card beneath a Character card of the type specified, such that its special rule and Strength are showing. When a Character card is discarded, returned to the owner's hand, or Captured, all of its attached Upgrades are discarded to their owners' discard piles.

No Character can have more than 3 Upgrade Constant cards attached at the same time.

Installation Constant Cards: Place the Installation card beside the specified Location so that its special rule and Strength are showing.

Draw [Number] Cards

You draw [Number] of cards from the top of your Nemesis Deck and put them in your hand.

This Action can result in you ending your turn with more cards in your hand than your Hand Limit, in which case you will need to discard the extra cards.

No Cards Left: If your Nemesis Deck is empty when you go to draw a card, shuffle your discard pile to create a new Nemesis Deck.

Retrieve [Number] [Type]

You search your discard pile for [Number] of cards of type [Type] and put them in your hand. If no [Type] is given, the cards can be of any type. Some cards tell you to retrieve from another player's discard pile rather than your own. Some cards specify what to do with the cards that you have retrieved, in that case, follow the instructions rather than putting them in your hand.

Use this Action to recycle cards, whether they be Thwarted Characters, discarded Upgrades, or parts of Schemes.

Search for 1 [Type]

You search your Nemesis Deck for a card of type [Type] and put it in your hand, then shuffle your Nemesis Deck. Some Actions specify what to do with the cards that you found, in that case, follow the instructions rather than putting them in your hand.

A helpful Action to get key Scheme cards into play quickly.

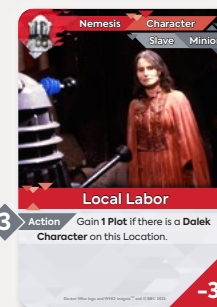
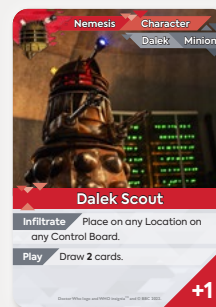
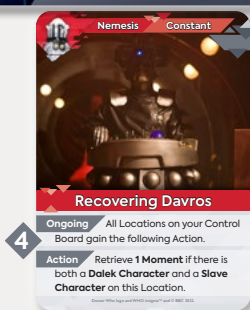
Discard [Number] [Type]

You discard [Number] of cards from your hand, putting them face up on a discard pile beside your Nemesis Deck. You may look at any discard deck at any time.

Discarding is usually a cost associated with other actions or a penalty when something bad happens.

Example

You can take the two Actions of the Location where you placed your Nemesis token in the Control Step. Some cards add extra Actions as well.



It's your Action Step. Your control token is in the Dalek Lab, which gives you 2 actions:

- 1 Draw 1 Card & Gain 1 Power, and
- 2 Play any Nemesis Character.

There are also two cards in play that give you additional actions.

- 3 The Local Labor Card adds a third action.
- 4 Recovering Davros adds a fourth action, since there is both a Dalek and a Slave Character at the Dalek Lab.

You can take these four actions in any order.

Gain [Number] Power

You add [Number] of Power tokens to your Control Board.

This Action can result in you ending your turn with more than five Power tokens, in which case you will need to discard the extra tokens.

Gain [Number] Plot

You add [Number] of Plot tokens to your Control Board.

Some Nemesis Schemes require you to collect Plot tokens to win.

Place [Number] Plot

You add [Number] of Plot tokens to the specified card.

Some Hero Schemes require you to place Plot tokens on cards to win.

Move Minions

You may Move **any or all** of your Minions (Nemesis Character cards that have the Minion trait) to any Location or Locations on any Control Boards.

While you can Move a single Minion in the Minion Step, this Action allows you to move all of your Minions to where they are needed.

Move 1 [Type]

You pick a card of type [Type] and Move it to the Location specified. If the card doesn't specify a destination, you can Move the card to any Location on any Control Board.

This Action can send annoying Heroes to bother your opponents. Use this Action when playing as Davros to move Stolen World cards from the Dalek Fleet to the Medusa Cascade to trigger a Medusa Cascade win.

Vanquish [Type]

You pick a card of type [Type] on any Location (or the specified place if there is one) and place it in its owner's discard pile. Any Upgrade Constant cards attached to that card are placed in their owners' discard piles.

If you can't beat an opponent in a conflict, vanquish them instead.

Roll a Dice

You roll a dice, then take the Action that corresponds to the result. If you cannot take that Action, gain 1 Power token instead.

The Master is unpredictable. Even they don't always know what they are going to do next. Some cards in The Master's Nemesis Deck have random outcomes.

Blink

You may trigger any or all Blink special rules on your Control Board, on cards in play, or on cards in your hand.

Only Weeping Angels have the Blink Action. Use it to surprise your opponents by Moving your Minions or triggering special rules when they least expect it. As well as the Blink Action on your Control Board, some Instant and Moment cards allow you to Blink.



6. End Step

Once you have completed your Action Step, it is time to end your turn by resolving any End Step cards, discarding excess Power tokens and cards, filling your hand, and passing play to the next player.

a. Play End Step Triggers

You resolve any End Step special rules on your Nemesis cards in play or on any Hero cards in play that match your Doctor tokens, and play any End Step Instant cards. You may resolve End Step triggers in any order, but each trigger may only be used once in an End Step.

b. Discard Excess Power Tokens

If you have more than 5 Power tokens on your Control Board, you must discard the rest, leaving you with 5 tokens.

c. Discard Cards

You may discard any or all cards in your hand. If you have more cards in your hand than your Hand Limit, you must discard cards so that your hand is no larger than your Hand Limit. Your Hand Limit is normally 5 cards (unless you are the Cyberplanner when it is 6). Some Constant cards change your Hand Limit.

d. Fill Your Hand

You draw cards to refill your hand back up to your Hand Limit.

e. Pass Turn to Next Player

Your Turn ends and the player to your left now has their turn.

Winning The Game

You win the game by completing the Win trigger on one of your Scheme cards or any Hero Scheme card that is in play.

You won't have any Scheme cards in play at the start of the game. However, How to Win on pages 21 and 22 outlines the Schemes for your Nemesis Deck and all of the Doctor Scheme Decks, so you know what you are working towards.

Traits

Your cards can have the following Traits:

- **Nemesis:** A card from your core Nemesis Deck or your Nemesis Scheme
- **Hero:** A card from your Doctor Scheme Deck
 - **Doctor:** A character that is an incarnation of the Doctor
 - **Companion:** A character who travels with the Doctor
- **Minion:** A character that you control
 - **Angel:** A character that is a Weeping Angel
 - **Cyberman:** A character that is a Cyberman
 - **Cybermat:** A small cyber device used to infiltrate the enemy
 - **Dalek:** A character that is a Dalek
 - **Master:** A character that is an incarnation of the Master
 - **Slave:** A character enslaved by the Daleks
- **Character:** A card representing a character or characters at a Location
- **Constant:** A card that remains in play.
- **Instant:** A card that can be played at any time.
- **Moment:** A card that has a one-off effect.
- **Scheme:** A card with a Win trigger.
- **Installation:** A card attached to a Location to add an Action or special rule
- **Upgrade:** A card attached to a Character to upgrade a character
- **Planet:** A world stolen by the Daleks for their Medusa Cascade scheme
- **Paradox:** Weeping Angels feed on the time energy of paradoxes

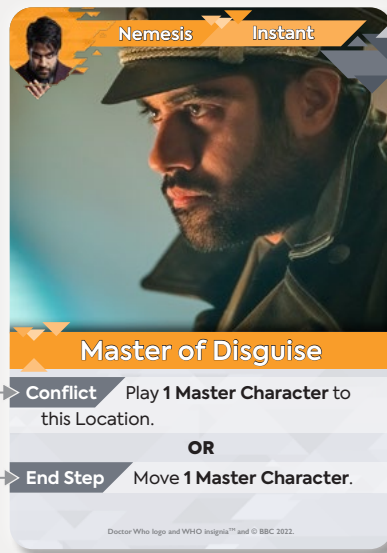
Cards with these Traits can be referred to using their Trait. A Minion is a card with the Minion Trait.

Triggering Special Rules

All cards have special rules that are triggered at certain times:

- Action
- Blink
- Conflict
- End Step
- Infiltrate
- Minion Step
- Ongoing
- Play
- Start Step
- Win

Cards must be in play for their special rules to trigger. Special rules on cards in your hand have no effect.



End Step Trigger

Special rules with an End Step trigger happen in the owner's End Step (see Play End Step Triggers on page 19).

Infiltrate Trigger

Special rules with the Infiltrate trigger happen when you play the card. This allows the card to be placed on an opponent's Control Board instead of your own (see pages 9, 15, & 16).

Minion Step Trigger

Special rules with a Minion Step trigger happen at the start of the owner's Minion Step (see Minion Step on page 9).

Action Trigger

Special rules with an Action trigger add the specified Action to the Location they are attached to or where the Character is. When you take the Actions at this Location, you may also take the Action on this card.

Blink Trigger

Special rules with a Blink trigger happen when you take a Blink Action (see page 18). Conflict Blink triggers only happen when a Blink Action is taken during a Conflict. You may elect not to use a Blink special rule when it is triggered.

Some Instant and Moment cards have a Blink trigger. These cards can be played from your hand when you take a Blink Action.

Conflict Trigger

Special rules with a Conflict trigger happen when there is a Conflict (see page 11) at the Location of that card or when an Instant card with a Conflict trigger is played during a Conflict.

Conflict Blink triggers only happen when a Blink Action is taken during a Conflict.

Ongoing Trigger

Special rules with the Ongoing trigger are always in effect. They happen whenever the circumstances described in the special rule occur.

If several players have Ongoing special rules that trigger at the same time, the player whose Turn it is chooses the order in which they are resolved.

Play Trigger

Special rules with the Play trigger happen immediately when you play the card (see page 15).

Start Step Trigger

Special rules with a Start Step trigger happen in the owner's Start Step (see Start Step on page 8). If another player has Taken Control of the card, the trigger happens in their Start Step instead.

Win Trigger

Special rules with the Win trigger happen when the circumstances described in the special rule occur. The game immediately ends and you win (see Winning the Game 15).

How To Win

As the Doctor's nemesis, you win by completing one of your nefarious schemes by meeting the Win trigger of a Scheme card in play, either by completing the Win trigger of your Nemesis Scheme or by completing any player's Doctor Scheme Win trigger.

Below are some tactics for how to complete your schemes.

Daleks

Davros

Davros wants to destroy reality by detonating the Reality Bomb at the Medusa Cascade. But first, you need to position three Stolen Worlds there.



Play Stolen Worlds on the Dalek Fleet location, then use the Move 1 Planet action to move them to the Medusa Cascade.

Use the Reality Bomb to clear out those pesky heroes trying to slow you down.

Emperor Dalek

The Emperor Dalek seeks to retrieve Davros from the Time War. To do this you must have Daleks in the Time War location while you use Locate cards to track down Davros.



Get Recovering Davros into play, then use Slaves, under Dalek supervision, to retrieve Moment cards like Locate to reuse them to gather more information about Davros's whereabouts.

There are only two Locate cards, so cards like Investigate, Dominate, and Recovering Davros are critical to retrieve them so that you can play them again.

Cybermen

Ashad

Ashad's goal is to find the Cyberium, the future and past of the Cybermen. You must implant the Cyberium in an upgraded Cyberman using Protect the Cyberium, then keep that Cyberman alive.



Find the Cyberium helps in your search for the Protect the Cyberium upgrade. The Cyberlord upgrade keeps the Cyberium safe if the Cyberman is attacked, while the Death Particle discourages players from attacking it in the first place.

Cyberplanner

With the Cyberplanner, you are trying to take over the Doctor's Mind to create the ultimate leader for the Cybermen. You must use Struggle For Control while you defeat the Doctor and their Companions.



Battle of Wills brings the Struggle for Control into play, while giving you another avenue to control the Doctor's Mind. Sending your Cyber Legion into battle in the physical realm provides a third leg for your strategy.

The Master

Masterful Master

The Masterful Master wants to bring back Gallifrey, the home of his fellow Time Lords. Bring together three regenerations of The Master, while Gallifrey Returns is on Earth, Present Day, long enough to build up a strong signal to bring Gallifrey back.



The Master Race turns everyone on Earth, Present Day into a copy of The Master, ensuring a strong signal. The Sound of Drums intensifies the signal from one regeneration of The Master, while discarding your Human Resources can give you the final boost you need to complete the scheme.

Scheming Master

The Scheming Master is all about adding plots to become the Master of Everything.



Your schemes are advanced through making a Grand Entrance by being everywhere at once and because you are The Mastermind behind the downfall of The Doctor, discarding Heroes before they can interfere. To succeed you can Gather Power, transmuting it into victory, and capture The Doctor or thwart their Companions to Defeat Enemies.

Weeping Angels

Lonely Assassin

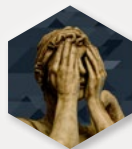
Weeping Angels feed on temporal energy from sending their victims into the past. While Hunting on Earth, you must win conflicts against your opponents' Minions or The Doctor and their Companions. Then use Temporal Displacement to feed.



Buried in the Snow helps you find Hunting on Earth. You can Seek Prey to hunt more than once in your turn. Human Prey allows you to keep Seeking Prey every time you Blink.

Weeping Angels

The paradoxes created by Weeping Angels are never-ending sources of temporal energy for hungry Angels. Use Temporal Anomalies to harvest Paradoxes for Power to fuel your endless appetite.



Your Nemesis special rule retrieves past Paradoxes or gives you Power each time you Blink. Use Spoilers to retrieve Power from every Paradox played so far, and Lost Time to bring even more Paradoxes into being.

Doctors

Each Doctor has their own scheme that any player can complete to win the game. In addition, you can win by capturing two Doctors and playing the appropriate scheme from your Nemesis core deck.

Capturing Doctors

Every Nemesis Deck has two Instant cards that let you win immediately if you are holding two or more captured Doctors.

First Doctor

When the First Doctor is in play, get your own Doctor in play and use Power to further your scheme. Capture your opponent's Doctors to prevent them from completing this scheme.



Second Doctor

When the Second Doctor's Recorder is in play, fill your hand with five cards of the same type (Character, Constant, Instant, or Moment) to win. Choose your actions carefully, draw as many cards as you can, and discard unwanted cards to do this.



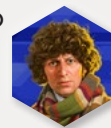
Third Doctor

When UNIT HQ is in play, you win if you have 25 or more Strength of Heroes on your Control Board. Capture Doctors and thwart Companions to slow your opponent's down.



Fourth Doctor

When the Fourth Doctor is in play, you win by having no cards in your hand at the start of your turn. The Fourth Doctor helps you discard cards in each player's turn if you have enough Power.



Fifth Doctor

Once the Fifth Doctor's Zero Room is in play, you win by being the fifth to play a Doctor. If your opponent looks like they might win, you can capture a Doctor to reduce the count of Doctors by two.



Sixth Doctor

When the Sixth Doctor has Useful Allies in play, you win by having two Doctors, a Companion and a Hero Constant card in play. Capture Doctors and thwart Companions to keep your opponents in check.



Seventh Doctor

Once the Seventh Doctor's Hand of Omega is in play, you win by having five Hero cards in your hand. This can limit your options for play as you accumulate these cards.



Eighth Doctor

When the Eighth Doctor has the Master of Time in play, you win by forcing a player to discard the last card in their Nemesis Deck.



War Doctor

Once the War Doctor has The Moment in play, you win by having four Instant cards in hand and in your discard pile. Like the Seventh Doctor, collecting just Instant cards in your hand can limit your options.



Ninth Doctor

With Everyone Lives in play, the Ninth Doctor allows you to win by having two Doctors and two Companions at the same Location. Keep your opponents on the back foot by capturing their Doctors and thwarting their Companions.



Tenth Doctor

When the Tenth Doctor has Doctor-Donna in play, you win by having a Doctor and a Companion in your hand and in your discard pile. Capture Doctor-Donna to thwart this scheme.



Eleventh Doctor

Once the Eleventh Doctor's Fez is in play, using a Companion to draw a card advances the scheme. The sixth card drawn wins. Take control of the Fez by playing a Companion to win or prevent an opponent from doing so.



Twelfth Doctor

With the Twelfth Doctor's Duty of Care in play, you win by being the sixth player to play a Companion on an opponent's Control Board. Time your Companions carefully!



Thirteenth Doctor

The Thirteenth Doctor needs to Construct their Sonic screwdriver. You win by having eight Power and two Doctors on an opponent's Control Board. Attack players to burn their Power or capture their Doctors.



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Turn Summary

Your Turn has 6 Steps:

1. Start Step
2. Control Step
3. Minion Step
4. Conflict Step
5. Action Step
6. End Step

1. Start Step

Resolve Start Step triggers.

2. Control Step

Move Nemesis token to a different Location.

3. Minion Step

Either:

- Play a Minion Nemesis Character from your hand, or
- Move 1 of your Minions to any Location.

4. Conflict Step

- a. Initiate the Conflict: choose a Location where you have Minions.
- b. Commit Power Tokens: choose and reveal the Power tokens you are committing.
- c. Play Conflict Instant Cards: play Instant cards with Conflict triggers.
- d. Calculate Strength: add:
 - The Strength of your Nemesis (shown on your Control Board).
 - The Strength of each Minion you have at the Location.
 - The Strength of any Constant Upgrade cards attached to your Minions at the Location.
 - The Strength of any Strength Instant cards you played.
 The number of Power tokens you committed.

- e. Roll Strength Dice: add a dice roll to your Total Strength.
- f. Resolve the Conflict: highest Total Strength wins. All other Characters and their Upgrades are Thwarted and discarded. Discard all Power tokens.

Temporal Displacement: Instead of Thwarting or Capturing Characters, Weeping Angels can gain a Power token for each Character they move to any Location.

Heroes in Conflicts: Add the Strength of all Hero cards. If they have the same or greater Total Strength than all players, all Minions are Thwarted. Otherwise, losing Minions and all Heroes are Thwarted and Doctors are Captured by the player with the highest Total Strength.

Place Captured Doctors in your Scheme area.

5. Action Step

Take Actions at your Location. Pass an Action to gain a Power token instead.

Contested Locations: You must Pass at least one Action on a Location with any Hero or opposing Minion.

You must Pass at least two Actions on a Location with a Doctor.

6. End Step

- a. Play End Step Triggers.
- b. Discard Excess Power Tokens: discard down to 5 Power tokens.
- c. Discard Cards: discard any or all cards in your hand. Keep no more than your Hand Limit.
- d. Fill Your Hand: refill your hand back up to your Hand Limit.
- e. Pass Turn to Next Player.