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Thankyou! Peter (Universal Head)

v1

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Game: **DOCTOR WHO: TIME OF THE DALEKS**

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Rules summary by Dylan Southward
and Peter 'Universal Head' Gifford



DOCTOR WHO

TIME OF THE DALEKS

SETUP

Players select a **TARDIS console**, **TARDIS miniature**, a **Doctor card**, and the matching **Doctor marker**. Pick a colour, and place bases of that colour on your Doctor and TARDIS miniatures.

Place the **linked companion card** (listed on your Doctor's card) on your TARDIS Console.

Shuffle both **companion decks** and set them to the side.

Place 2 **sonic charge tokens** on your TARDIS console.

Shuffle the **timey-wimey cards** and deal each player 2 cards.

Place the **web of time board** in the middle of the table.

Separately shuffle the **locations** and **dilemmas** and place 1 facedown dilemma in each of the 3 slots on the web of time board.

Place each player's TARDIS miniature on the *Earth* space on the web of time board.

Place 4 **time anomaly markers** on the VI, IX, XII, and XV spaces on the web of time board.

Place the **Dalek ship** on the *Skaro* space on the web of time board.

Shuffle and place the **time anomaly deck** to the right of the player with the earliest regeneration of the Doctor.

Place the other game components between players to keep the centre of the table (around the web of time board) free for locations.

GAME TURN

Starting with the earliest regeneration of the Doctor and moving clockwise, each player takes their turn. After all players have had a turn, the Daleks have a turn.

I. PREPARE

1. SONIC CHARGE TOKENS

Place 2 additional sonic charge tokens on your TARDIS console (up to a maximum of 5 tokens). You must do this before you use any timey-wimey or companion card effects.

2. UNINSTALL EQUIPMENT

Discard any unwanted **equipment** timey-wimey cards from your TARDIS console, freeing up equipment slots for other equipment cards.

3. INSTALL EQUIPMENT

Play **equipment** timey-wimey cards from your hand into empty equipment slots on your TARDIS console. You must pay any **sonic cost** of the equipment card when you install it (you do not need to pay the cost to use the card after that).

4. DISMISS COMPANIONS

Dismiss any unwanted companions from your TARDIS console and shuffle them back into their companion decks.

2. TRAVEL

You may either:

a. **Stay at your current location** if there is an unsolved dilemma there, or

b. **Move to another location** in play or a new location.


MOVE TO A NEW LOCATION

If you wish to move to a location other than Earth or a time anomaly, roll the TARDIS die.

On a roll of , you may either:

a. **Move your Doctor** to any time zone on any location in play, or

b. **Draw 2 location tiles**. Discard one and place the new location tile on the table. Move your Doctor to one of the **time zones** on the new location.

On a roll of , **draw a location tile** and place it on the table, then move your Doctor to one of the time zones on that location.

Whenever you place a new location tile, draw 2 dilemma cards, and without looking at them, place them facedown in the slots on the location tile.

Flip the dilemma in the time zone your Doctor is in faceup.

3. 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. **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, 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. Indicate this by leaving a gap between the companion card and the TARDIS console.

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

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. If a link is to a group of companions (eg. UNIT), you may use the link to recruit any member of the group.

If a location or dilemma is linked to a companion, you may search either deck for that companion.


B. DETERMINE THE CHALLENGE

The combined symbols on the location and dilemma set the **challenge** you need to meet to complete the adventure.

The colours on the tiles advise you on which story dice are most likely to roll that symbol, but it doesn't matter which colour of dice you end up using, as long as you roll the required symbols.


C. CREATE THE DICE POOL


Starting dice pool

 The total **dice add** icons on all your Doctor, companion, and equipment timey-wimey cards. You may play event and **transfer** timey-wimey cards to get more dice.

Gather the matching story dice and place them in the top dice pool area of your TARDIS console.

Focusing dice

 Each **dice focus** icon 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 gives you a choice of exchanging a die of either colour for a black die.

Discard down to 8 dice

If, after adding and focussing dice, you end up with more than 8 dice, you must discard any in excess.

Dilemmas and time anomalies that have a **time breach** reduce the maximum dice pool to 7 dice.

The **dice pool** is also limited to a maximum of 3 blue, 3 green, and 3 red die.

Exterminate dice

The Doctor must then 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). However, if the Doctor is on Earth, only Daleks in the *same* time zone as the Doctor exterminate dice from his dice pool.


D. ROLL THE DICE


Roll your dice pool and compare it to the challenge. You may wish to place the dice on the challenge as you go to help you keep track of your progress. If you can match the symbols set by the challenge, you have **succeeded** in this adventure: move straight to resolving it.


Re-roll dice

If you fail to roll all the symbols needed on the initial roll, you may re-roll some of them as follows. 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 which grant you re-rolls of dice of their indicated colour. Each may only be used once per adventure.

 **NUMBER:** You may re-roll up to that number of dice of the indicated colour.

 **ANY:** You may re-roll any or all dice of the indicated colour.

 **ALL:** You may re-roll all (but not anything less) dice of the indicated colour.


Sonic charge tokens: You may spend 2 sonic charge tokens to re-roll any 1 die. You may do this as many times as you have tokens to spend on doing so.

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 as you have black dice to discard.

Dilemmas and time anomalies that are **fixed points** prevent you from using card abilities or sonic charge tokens to re-roll dice (you can still discard a black die to re-roll).

Change facing

If after re-rolling you still have not rolled all of the required symbols, 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. These allow you 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 3 sonic charge tokens to change the facing of any 1 die to any symbol. You may do this as many times as you have tokens to spend on doing so.

Dilemmas and time anomalies that are **time locked** prevent you from using card abilities or sonic charge tokens to change the facings of dice.

E. RESOLVE THE ADVENTURE

When a Doctor succeeds in an adventure by matching all the symbols in the challenge, they:

1. Discard the dilemma.
2. Gain the reward given by the time zone they are in.
3. Remove 1 Dalek marker from this location (if there are any). If they are on Earth, only remove a Dalek marker if it is in their time zone.
4. Promote all part-time companions to full-time companions by moving them up to connect with the TARDIS console.

When a Doctor fails an adventure because they were unable to match all the symbols in the challenge, they:

1. Dismiss all part-time companions and shuffle them back into their companion decks.
2. Add 1 Dalek marker on this location. If they are on Earth, place the Dalek marker in their time zone.
3. Complete the actions listed as the **fail cost** on the dilemma.

Some dilemmas give you a choice of fail costs. You may choose either option, but you may not choose an option that requires you to discard cards or tokens that you do not have.

Discard a companion: Remove the card from your TARDIS and place it in the discard pile.

Dismiss a companion: Remove the companion from your TARDIS and shuffle the card back into the appropriate deck.

4. FINISH

At the end of your turn:

1. Discard any locations, other than Earth, that do not have a Dalek or Doctor marker on them.
2. Draw a new dilemma tile for any empty slot on Earth.
3. If you have more than 4 timey-wimey cards in your hand, discard down to 4.
4. 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**.

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 2 spaces.

SPLITTING THE DICE POOL

You must split your dice pool with the helping Doctor, giving 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 it is an *Any Adventure* timey-wimey card, which can be used on either Doctor's dice pool).

If a Doctor discards a black die to re-roll all their dice, they only roll their 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 FROM AFAR

If the helping Doctor decides to help you from afar:

- The helping Doctor has a dice pool of 1 die.
- The Doctor who is being helped has a dice pool of 7 dice, or 6 dice if the dilemma or time anomaly has the **time-breach** condition.

If you succeed in the adventure, the helping Doctor draws 1 timey-wimey card.

If you fail the adventure, the helping Doctor must discard 1 sonic charge token or timey-wimey card.

HELP AT YOUR LOCATION

If the helping Doctor comes to your location:

- The helping Doctor has a dice pool of 3 dice.
- The Doctor who is being helped has a dice pool of 5 dice, or 4 dice if the dilemma or time anomaly has the **time-breach** condition.

If you succeed in the adventure, The helping Doctor also gains the reward given by the time zone they are in on their location. Also, 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.

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. Also, complete the actions listed as the **fail cost** on the dilemma tile for the helping Doctor as well as the Doctor being helped.

DALEK TURN

After the last Doctor has had their turn, the Daleks have a turn.

1. ADVANCE DALEK SHIP

Move the Dalek ship forward 1 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 3 Dalek markers on Earth.

3. HAS A DOCTOR WON?

If the Daleks did not win, any Doctor that has reached Gallifrey wins.

If neither the Daleks nor the Doctor have won, another round begins.

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

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**.

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.

TASK TIME ANOMALIES

Task time anomaly cards change the 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

These have an immediate effect and are then discarded.

WINNING AND LOSING

A Doctor wins the game if they are on the Gallifrey space at the end of the Dalek turn and the Dalek ship is not.

The Doctors lose the game if:

- There are already 6 Dalek markers in play (the sixth and final Dalek marker should be *Davros*) when a seventh Dalek marker is required to be placed.
- The Daleks have 3 Daleks on Earth in the Dalek turn.
- The Dalek ship is on the Gallifrey space in the Dalek turn.

REGENERATION

When the Doctors are forced to **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.

I. PREPARE

1. SONIC CHARGE TOKENS

Add 2 additional sonic charge tokens to your TARDIS (max 5).

2. UNINSTALL EQUIPMENT

Discard any unwanted **equipment** timey-wimey cards.

3. INSTALL EQUIPMENT

Play **equipment** timey-wimey cards from your hand into empty equipment slots, paying any **sonic cost**.

4. DISMISS COMPANIONS

Dismiss any unwanted companions from your TARDIS.


2. TRAVEL

a. **Stay at your current location** if there is an unsolved dilemma, or

b. **Move to another location** in play or a new location.


MOVE TO A NEW LOCATION

If you wish to move to a location other than Earth or a time anomaly, roll the TARDIS die.

On a  you may either:

a. **Move your Doctor** to any time zone on any location in play, or

b. **Draw 2 location tiles.** Discard one and place the new location tile. Move your Doctor to one of its **time zones**.

On a  **draw a location tile** and place it, then move your Doctor to one of its time zones.

Whenever you place a new location tile, draw 2 dilemma cards, and place them facedown and unseen in the location slots.

Flip the dilemma in the time zone your Doctor is in faceup.

3. ADVENTURE

A. RECRUIT A COMPANION

Discard a **timey-wimey card** or a **sonic charge token**, and draw a **companion card**.

Earth = **Earth companion deck**. Otherwise = **alien companion deck**. On a time anomaly, you may recruit from either deck.

If you have a **link to a companion** you may search the companion deck for that companion to recruit.

B. DETERMINE THE CHALLENGE

The combined symbols on the location and dilemma set the **challenge**. You only need to match the symbols.

C. CREATE THE DICE POOL

You may **call in help** from another Doctor during this step.

Starting dice pool



The total **dice add** icons on all your Doctor, companion, and equipment timey-wimey cards. You may play event and **transfer** timey-wimey cards to get more dice.

Focusing dice



Each **dice focus** icon allows you to exchange a die of that colour for one of your black dice.



A dice focus icon with a split colour gives you a choice of exchanging a die of either colour for a black die.

Discard down to 8 dice

If, after adding and focussing dice, you end up with more than 8 dice, you must discard any in excess.

Time breach challenges reduce the maximum dice pool to 7 dice.

The dice pool is limited to a max of 3 blue, 3 green, and 3 red.

Exterminate dice

Discard a die for each Dalek at the Doctor's current location (regardless of the time zone it is in). If the Doctor is on Earth, only Daleks in the *same* time zone exterminate dice.

D. ROLL THE DICE

If you can match the symbols, you have **succeeded** in this adventure: move straight to resolving it.

Re-roll dice

If you fail to roll all the symbols needed, you may re-roll some of them. Story dice may be re-rolled more than once.

Card abilities: Each may only be used once per adventure.



NUMBER: You may re-roll up to that number of dice of the indicated colour.



ANY: You may re-roll any or all dice of the indicated colour.



ALL: You may re-roll all (but not anything less) dice of the indicated colour.

Sonic charge tokens: You may spend 2 tokens to re-roll any 1 die (you may do this as many times as you wish).

Discarding a black die: You may discard a black die to re-roll all of your dice (you may do this as many times as you wish).

I. PREPARE

1. SONIC CHARGE TOKENS

Add 2 additional sonic charge tokens to your TARDIS (max 5).

2. UNINSTALL EQUIPMENT

Discard any unwanted **equipment** timey-wimey cards.

3. INSTALL EQUIPMENT

Play **equipment** timey-wimey cards from your hand into empty equipment slots, paying any **sonic cost**.

4. DISMISS COMPANIONS

Dismiss any unwanted companions from your TARDIS.


2. TRAVEL

a. **Stay at your current location** if there is an unsolved dilemma, or

b. **Move to another location** in play or a new location.


MOVE TO A NEW LOCATION

If you wish to move to a location other than Earth or a time anomaly, roll the TARDIS die.

On a  you may either:

a. **Move your Doctor** to any time zone on any location in play, or

b. **Draw 2 location tiles.** Discard one and place the new location tile. Move your Doctor to one of its **time zones**.

On a  **draw a location tile** and place it, then move your Doctor to one of its time zones.

Whenever you place a new location tile, draw 2 dilemma cards, and place them facedown and unseen in the location slots.

Flip the dilemma in the time zone your Doctor is in faceup.

3. ADVENTURE

A. RECRUIT A COMPANION

Discard a **timey-wimey card** or a **sonic charge token**, and draw a **companion card**.

Earth = **Earth companion deck**. Otherwise = **alien companion deck**. On a time anomaly, you may recruit from either deck.

If you have a **link to a companion** you may search the companion deck for that companion to recruit.

B. DETERMINE THE CHALLENGE

The combined symbols on the location and dilemma set the **challenge**. You only need to match the symbols.

C. CREATE THE DICE POOL

You may **call in help** from another Doctor during this step.

Starting dice pool



The total **dice add** icons on all your Doctor, companion, and equipment timey-wimey cards. You may play event and **transfer** timey-wimey cards to get more dice.

Focusing dice



Each **dice focus** icon allows you to exchange a die of that colour for one of your black dice.



A dice focus icon with a split colour gives you a choice of exchanging a die of either colour for a black die.

Discard down to 8 dice

If, after adding and focussing dice, you end up with more than 8 dice, you must discard any in excess.

Time breach challenges reduce the maximum dice pool to 7 dice.

The dice pool is limited to a max of 3 blue, 3 green, and 3 red.

Exterminate dice

Discard a die for each Dalek at the Doctor's current location (regardless of the time zone it is in). If the Doctor is on Earth, only Daleks in the *same* time zone exterminate dice.

D. ROLL THE DICE

If you can match the symbols, you have **succeeded** in this adventure: move straight to resolving it.

Re-roll dice

If you fail to roll all the symbols needed, you may re-roll some of them. Story dice may be re-rolled more than once.

Card abilities: Each may only be used once per adventure.



NUMBER: You may re-roll up to that number of dice of the indicated colour.



ANY: You may re-roll any or all dice of the indicated colour.



ALL: You may re-roll all (but not anything less) dice of the indicated colour.

Sonic charge tokens: You may spend 2 tokens to re-roll any 1 die (you may do this as many times as you wish).

Discarding a black die: You may discard a black die to re-roll all of your dice (you may do this as many times as you wish).

Fixed points prevent you from using card abilities or sonic charge tokens to re-roll dice (you can still discard a black die to re-roll).

Change facing



Card abilities: **Dice change face** icons allow you 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 3 tokens to change the facing of any 1 die to any symbol (you may do this as many times as you wish).

Time locked challenges prevent you from using card abilities or sonic charge tokens to change dice facings.

E. RESOLVE THE ADVENTURE

When a Doctor succeeds:

1. Discard the dilemma.
2. Gain the reward given by the time zone.
3. Remove 1 Dalek marker from this location (if there are any). If on Earth, only remove a Dalek marker if in their time zone.
4. Promote all part-time companions to full-time companions.

When a Doctor fails:

1. Dismiss all part-time companions.
2. Add 1 Dalek marker on this location. If on Earth, place the Dalek marker in their time zone.
3. Complete the actions listed as the **fail cost** on the dilemma.

Fixed points prevent you from using card abilities or sonic charge tokens to re-roll dice (you can still discard a black die to re-roll).

Change facing



Card abilities: **Dice change face** icons allow you to change the facing of a die of the indicated colour to the indicated symbol. Each may only be used once per adventure.

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Time locked challenges prevent you from using card abilities or sonic charge tokens to change dice facings.

E. RESOLVE THE ADVENTURE

When a Doctor succeeds:

1. Discard the dilemma.
2. Gain the reward given by the time zone.
3. Remove 1 Dalek marker from this location (if there are any). If on Earth, only remove a Dalek marker if in their time zone.
4. Promote all part-time companions to full-time companions.

When a Doctor fails:

1. Dismiss all part-time companions.
2. Add 1 Dalek marker on this location. If on Earth, place the Dalek marker in their time zone.
3. Complete the actions listed as the **fail cost** on the dilemma.

4. FINISH

At the end of your turn:

1. Discard any locations, other than Earth, that do not have a Dalek or Doctor marker on them.
2. Draw a new dilemma tile for any empty slot on Earth.
3. If you have more than 4 timey-wimey cards in your hand, discard down to 4.
4. Pass the TARDIS die to the next player.

DALEK TURN

After the last Doctor has had their turn, the Daleks have a turn.

1. ADVANCE DALEK SHIP

Move the Dalek ship forward 1 space on the web of time track.

2. HAVE THE DALEKS WON?

The Daleks win if the Dalek ship has reached Gallifrey or there are 3 Dalek markers on Earth.

3. HAS A DOCTOR WON?

If the Daleks did not win, any Doctor that has reached Gallifrey wins.

4. FINISH

At the end of your turn:

1. Discard any locations, other than Earth, that do not have a Dalek or Doctor marker on them.
2. Draw a new dilemma tile for any empty slot on Earth.
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The Daleks win if the Dalek ship has reached Gallifrey or there are 3 Dalek markers on Earth.

3. HAS A DOCTOR WON?

If the Daleks did not win, any Doctor that has reached Gallifrey wins.

TIME ANOMALIES

Any time the Dalek ship lands on or moves through a space containing a **time anomaly marker**, remove the marker and draw a **time anomaly card**.

Location: Unlike normal locations, these 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.

Task: These change the rules until the doctors complete a series of tasks. Some **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.

Instant: These have an immediate effect, then are discarded.

WINNING AND LOSING

A Doctor wins the game if they are on the Gallifrey space at the end of the Dalek turn and the Dalek ship is not.

The Doctors lose if:

- There are already 6 Dalek markers in play (the sixth one is *Davros*) when a seventh Dalek marker must be placed.
- The Daleks have 3 Daleks on Earth in the Dalek turn.
- The Dalek ship is on the Gallifrey space in the Dalek turn.

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- Do not require Doctors to roll the TARDIS dice when travelling to them.
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- Do not receive Dalek markers when a Doctor fails their challenge.

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- The Daleks have 3 Daleks on Earth in the Dalek turn.
- The Dalek ship is on the Gallifrey space in the Dalek turn.