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# v1

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Game: **DR WHO: THE GAME OF TIME AND SPACE**

Publisher: **Games Workshop (1980)**

Page 1: **Rules summary**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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# DOCTOR WHO

## THE GAME OF TIME AND SPACE

### SETUP

Place the board together, side by side. The coloured circles around the edge are **space/time warps**. The universe is divided into **zones**.

Turn the blue **item tokens** facedown and shuffle them. Place one facedown in each zone, except the *Domain of the Time Lords*.

Turn the red **alien tokens** (including blanks) facedown and shuffle them. Place one facedown on top of each item token.

Unused alien and item tokens are returned to the box.

Each player takes a **playing piece** and a purple **starter assistant token**. Players place their playing pieces in the *Domain of the Time Lords* and their assistant facedup in front of them.

Turn the purple **mission tokens** facedown and shuffle them. Each player takes 6, looking at them but keeping them facedown and secret from the other players.

Turn the remaining mission tokens facedup. Remove from the game each of these, together with one matching green **key part counter** for each token. Then add blank key part counters to the remaining key part counters to bring the total to 60. Turn these 60 counters facedown, shuffle them and place one facedown in each zone.

Remaining key part tokens take no further part in the game but are used to indicate when a player has been **stunned**.

### GAME PLAY

Players roll dice to determine who has the first turn, then take turns in clockwise order.

On your turn you may do 2 of the following actions:

#### 1. MOVE

**You may move up to 2 zones in any direction** (including diagonally and through a space/time warp).

The *Domain of the Time Lords* is one zone. It may only be entered by a player starting their move in an adjacent zone and entering by normal movement (without the aid of an item). A piece may only leave the *Domain of the Time Lords* by normal movement.

If you move onto a space/time warp you may emerge from any space/time warp of the same colour. Warps can only be entered and left through the connected zones. Zones connected via space/time warps are adjacent.

#### 2. SEARCHING

**You may search the zone in which you start or end your movement.**

Turn the alien token facedup and look at the key part counter, but replace it facedown. The item token may not be examined.

If the alien token is blank, there is no alien in that zone: discard the token and take the item and key part there.

Any aliens in the zone must be fought and defeated before the item and key part can be taken, unless an item is used which permits them to be taken without a fight. If you choose not to fight the alien, the alien token stays revealed and you *must* turn any key parts in the zone facedup on leaving the zone.

Remove blank key part counters from the game as soon as they are revealed.

#### 3. COMBAT

**You may fight any other player(s) or revealed alien(s) in the zone in which you start or end your movement.**

Players in the same zone may fight together against any other player(s) or alien(s) in the zone. It is up to the player whose turn it is to accept any allies first. Players not invited or accepted as allies may not take part in the fight, though they may aid either side by using items.

Aliens only fight if they are attacked. If there are 2 or more aliens and you decide to attack, then all aliens in the zone attack you simultaneously, fighting alongside each other.

**Before the die is rolled for combat, all players must be allowed the opportunity to use items.**

### COMBAT

Each participant in the combat totals their strength.

**Players have a strength of 1.** Add and subtract modifiers for items, defenses, weapons, and assistants according to the *Dr Who Item File*.

The current player's opponent(s) roll the die first (the other players decide who rolls the die for the aliens). State the victim of each attack before rolling. Each participant rolls the die once, unless an item or special power in use indicates otherwise, each round of combat.

**Any piece must roll a number on the die equal to or less than its total strength to score a hit.** Any strength of 12+ is considered 11, and any less than 1 is considered 1.

If a participant scores a hit and is itself hit in that combat round, both hits are cancelled out. A hit can only cancel one other hit.

**A participant is defeated if an uncancelled hit is scored upon it.** If there is a choice as to which participant will be defeated, the side inflicting the defeat decides which it will be.

**A defeated player is stunned.** Anything else that is defeated is removed from the game.

Fight further combat rounds until all participants on one side have been defeated. Combat lasts from the first roll of the die until all participants on one side have been defeated.

An attack may only be aimed at a player after all non-player participants fighting alongside them have been defeated.

Players allied to defeat aliens may still fight each other after the aliens have been defeated, but it would have to be on another player's turn since a player may only fight once on their turn.

#### SPOILS FOR THE VICTOR

**If you defeat all aliens in a zone,** you may take key parts and items in that zone. Any deals made with allies must be honoured.

**If one player defeats another,** key parts, assistants, weapons, force fields, and laser screens *only* may be taken from the defeated player by the victor(s).

**If the alien(s) defeat a player,** they take all key parts that are *different* from any they are already guarding. Place these facedup in their zone. Some aliens take more or other items as detailed in the *Dr Who Item File*.

#### STUNNED

When you are **stunned**, immediately take 2 blank key part counters and place them facedup in front of you.

These indicate you are stunned and are not considered key parts.

**Discard one on each of your next 2 turns.**

**While you have the 2 blank counters,** you may not move, fight, search, trade, utilize any item, or be fought. Any player in the same zone may take from you any key parts, assistants, weapons, force fields, and laser screens *only*.

**While you have one blank counter left,** you may not move, search, trade, initiate a fight, trade, or use an item. Nothing can be taken from you without a fight.

**On the turn in which the second blank is discarded,** you may move, search, trade, utilize an item, and fight back if attacked – but you may still not initiate a fight.

Thereafter you take your turn as normal with no restrictions.

### KEY PARTS

**A player may never have more than 6 key part counters,** blank or otherwise.

If you get more, immediately discard down to 6. A discarded key part counter is left facedup in your zone, unless an item is used to locate it elsewhere.

Discarded or revealed key part counters are removed from the game.

You may take a blank and, if necessary, discard a blank or unwanted key part counter to mislead the other players.

**Key part counters may be traded between players in the same zone.**

### ALIENS

**Aliens only guard one counter of each different type.** If there are 2 of one type, the other is unguarded. Aliens guard all items in their zone except discarded weapons, assistants, force fields, and laser screens unless indicated otherwise. Guarded items are placed facedown underneath any guarding alien(s).

Aliens must be fought and defeated before any key parts and items they are guarding may be taken, unless an item permits these to be taken without a fight.

Any player in a zone with unguarded items and/or key parts may take them without fighting any alien(s) there.

### ITEMS

Items may be used at any time, even on another player's turn, unless stated otherwise in the *Dr Who Item File*.

No items, other than those already in use, may be used while a fight is taking place.

Assistants, weapons, force fields, laser screens, and the power drainer must be kept facedup in front of a player possessing them as they are in constant use. Other items are only turned facedup while they are being used. **An item is in use immediately it is turned facedup.** If 2 are revealed simultaneously, it is settled current player first, followed by other players in clockwise order.

You may have any number of items except weapons, assistants, force fields, and laser screens (see the *Dr Who Item File*).

Some items may not be held at the same time as others, and you may not have duplicates of some items. If you must discard as a result, the item or assistant must be left facedup (unless the alien in the zone will guard it) in your zone or placed in a different zone by means of an item.

**Items may not be traded between players.**

Players may use their *Dr Who Item File* as a screen to hide their items not in permanent use and their mission tokens, instead of keeping them facedown. Keep key part counters (facedown) and items in constant use (facedup) in full view however.

### THE DOMAIN OF THE TIME LORDS

The *Domain of the Time Lords* is a special zone. Players may move into, through, or out of it by normal movement (without the aid of an item) only.

A player in the *Domain of the Time Lords* may not fight, be attacked, trade, use an item, or have an item used on them.

No key parts or items of any kind (including assistants, weapons, etc.) may be discarded there, nor may they or any aliens be left there by means of an item.

### GENERATING A RANDOM ZONE

To generate a random zone, roll the die (if the number exceeds 8, roll again) to find the numbered row, then roll again to find the column in that row.

If the indicated zone is the *Domain of the Time Lords*, the player using the item requiring a random zone may choose any zone except the *Domain of the Time Lords*.

### WINNING

The winner is the first player to locate the 6 key part counters corresponding to those shown on their 6 mission tokens and return with them to the *Domain of the Time Lords*.