



The Doctor - Rep 6

Born Leader: Adds 1d6 to all Reaction tests. Any friendly character within 4 inches of him will react as he does.

Repair 5

Science 5

Medical 4

Clever 5

Influence 5

Bravado 5

Inspire 5

Also the 3rd Doctor gets *Venusian aikido* - Adds 1d6 when in melee but can still only count the best two.

The Doctor is a Time Lord, an extraterrestrial from the planet Gallifrey, who wanders time and space in an internally vast time machine called the TARDIS. The Doctor explores the universe at random, using his extensive knowledge of science and technology to avert whatever crises he encounters. The Doctor generally travels with one or more companions. The Doctor has the ability to regenerate his appearance when severely injured. So far he has done this 9 times

The Doctor carries a Sonic Screwdriver and numerous distraction devices.

The Sonic Screwdriver can only affect mechanical models. The Screwdriver has a range of 2 inches. A successful 'attack' means the target has been paralysed for 1D6 turns.

Also, the Doctor may spend one turn to use his Sonic Screwdriver to open any door, lock or booby trap within 1 inch.

A distraction device can be anything e.g. bag of Jelly Babies, recorder, spoons, psychic paper etc.

The distraction device can be used within 1 inch of a non mechanical model, the Doctor can offer a Jelly Baby, play a tune etc. This has the effect of paralysing the model for 1D6 turns.

The Doctor is a hard character to implement into a wargame as he is predominantly non-violent. To incorporate the Doctor into my games I have had to use him as a super commando type figure - disrupting equipment, distracting enemy figures etc. One other way that I have used is to place 6 tokens randomly across the battlefield. If the Doctor can gather all 6 tokens then he can use any of his above skills to create a gadget to help combat the enemy e.g. an anti Dalek gun.

Causes Fear in Daleks and Cybermen.





The TARDIS (Time And Relative Dimension(s) In Space)

The TARDIS once had the ability to disguise itself according to its environment, after landing in 1963 London its exterior form becomes "stuck" in the form of a British police box; due to a malfunctioning chameleon circuit, it has remained in that shape ever since.

If the TARDIS is present, it may not move nor may it be harmed by any force at all. Any number of models may go into the TARDIS, but only a maximum of 4 models may enter or exit in any one turn. Only the Doctor or his companions may open the TARDIS doors.

The TARDIS also provides the Doctor and his companions with the following skills:

Know Language 5

Know Obscure Language 4

