



TIME WARS CORE RULESET
VERSION 2.2

BY
ANT LOUGHLIN
& JOEL LANGFORD.

Contents Page

<u>Introduction</u>		<u>Warmongers</u>	
Introduction & General Principles	3	The Renegade Morbius	36
Profiles & Characteristics	4	Morbius' Monster	36
Troop Types & Detachments	5	Commander Gustave Lytton	36
Faction & Race	5	The Master	36-37
		Barashak	37
		General Staal	37
<u>Combat Gameplay</u>		<u>That's All Folks...</u>	
Game Duration & Turns	6	Thank You Messages & Credits	37
Command Phase & Orders	6-7	Disclaimer and back page design	38
Action Phase	7-8		
Ranged Attacks	8		
Melee Attacks	8-9		
Morale Phase	9		
Visibility and Terrain	10		
Special Weapons and Upgrades	11-12		
Special Rules	12-13		
<u>Preparing For Battle</u>			
Missions	14		
Deployment Types	15-16		
Mission Modifiers	16-17		
Strategy Points	18-20		
Playing Campaigns	20		
<u>Armies of Time Wars</u>			
Armies and Detachments	21		
Army Lists	21		
Commanders and Retinues	21		
Universal Option: Squad Leaders	21		
<u>Factions of the Time Wars</u>			
<u>Armies of the Alliance</u>			
Lords of Time (Time Lords)	22-23		
Galactic Federation	23-26		
Planet of Gold (Vogans)	27-28		
<u>Armies of the Empire</u>			
The Dalek Empire	28-30		
The Cybermen	30-31		
Bred For War (Sontarans)	31-33		
<u>Monument: Heroes of the Alliance</u>			
The Doctor	33		
Lord President of Gallifrey	34		
• Romana	34		
• Morbius	34		
• Borusa	34		
• Rassilon	34		
Vorus, Leader of the Guardians	34		
Lieutenant Scott	35		
Alistair Gordon Lethbridge-Stewart	35		
Azaxyr	35		
<u>The Dalek Lords of Skaro</u>			
Davros	35		
Emperor Dalek	36		

Introduction

Time Wars is a fan ruleset based on the Doctor Who™ Television Series (and some of the books). We felt that the setting of the Time War lent itself brilliantly to the concept of a Wargame. To that end we produced a set of our own miniatures and this ruleset to play it. We don't sell those miniatures (we made them simply for our own use), but we are happy to let players use this ruleset if they wish.

The Time Wars system is intended for use at 10mm scale. It can be played at other scales, but may cause a few problems, so the use of House Rules is recommended to solve issues created changes of scale. For example, players may wish to double or triple all (or just the standard) range bands to accommodate larger miniatures, and less models.

The game is based on the idea of Squad Battles. In that sense, it is important to keep your Squads of Infantry intact for as long as possible, as their combat effectiveness is crippled the more of their number that you lose. Losing too many Troop Types without inflicting much damage is often costly.

General Principles

The game is built primarily around generous abstracts and trying to inject enough of the feel of Doctor Who into games without sacrificing balance. Our primary intention above all is fairness. To that end, we have strived to make the ruleset as solid and consistent as we possibly could. If any issues arise in the rules, players are advised to seek the fairest interpretation. If in doubt, give your opponent the benefit of the doubt if the intent isn't sufficiently clear.

What You Need

To play Time Wars, all you need is:

- a tape measure with Imperial measurements
- some six-sided dice (we typically use about 4)
- suitable models/templates etc to represent your armies
- some terrain of the appropriate scale
- a suitably sized gaming board

Models and Basing

We make use of our own 10mm miniatures. There are a wide variety of miniatures out there that you could use as counts as, but we sculpted our own and had them spin-cast. It's actually quite affordable (considering some of the alternatives out there) but you could simply use labelled bases, or a variety of pins, printed off pictures/symbols etc.

We use 1.5cm hexagon bases to base our models. It's mostly for the look (and because we could get them) and it isn't vitally important so long as you have bases with small footprints (1-2cm is recommended) that can be placed base-to-base if needed.

Gaming Areas and Terrain

We tend to use pretty large boards when playing Time Wars, usually 6ft by 4ft boards, but any reasonably sized table will do. Troop Types do tend to move around quite quickly however, so to truly get the best out of Time Wars, bigger boards are better, especially if you can give yourselves room to allow armies to manoeuvre and give at least a 2-3 foot gap between opposing deployment zones.

With terrain, it is best to have a few hills, some buildings and maybe some other features like a forest or two. The Scenario Points system does allow purchasing of extra features to add to the game, and some scenarios revolve around objectives that need to be taken. We usually use buildings to represent those.

Generally we recommend a sizeable amount of open ground (too much terrain overcomplicates the ruleset) and a few token features. Remember that as the Time Wars occurred throughout time and space, any terrain is suitable! Well, so long as it's consistent anyway.

Dice and Dice Rolling

Time Wars uses six-sided dice (or D6s) exclusively. There are no templates, or specialised dice needed. The terminology used throughout the book is the shorthand epithet of D6. When a player is expected to roll multiple dice, the number will be preceded on the shorthand (i.e. 2D6, 3D6, 6D6 etc). Some rolls call for a D3 result. This is merely a D6 result divided by two, so a D6 result of 1-2 = 1, 3-4 = 2, and 5-6 = 3.

Some in-game effects grant what is known as a re-roll. Re-rolls allow you to roll the result of a D6 if you desire. However, the re-rolled result must stand, regardless of whether the result was worse than the original result. Re-rolls cannot ever be re-rolled.

If the rules refer to a "natural" result, like say a natural 1 on a roll, this means that you consider the result on the die result only, and ignore any modifiers. So if a D6 result would have a +1 modifier, for the purposes of checking a natural result, rolling a 1 would mean a 1, even if the final score after modifiers was a 2 or greater.

Measuring

This game does not use pre-measuring in most cases. You must declare what you intend to do before measuring distance. The only exception to this is Command Range, which you can check *before* issuing orders. For the purposes of resolving ranged attacks, a player can decide what range band to employ after declaring their target and measuring the distance to it. So a player can opt to select what range band to use after measuring, but must declare intended targets before measuring.

Profiles

All models in Time Wars have a profile, which comprises of various attribute values (*Characteristics*, below) and some special rules (which are covered later). They will denote their race (e.g. Dalek, Time Lord etc) and faction (Alliance, Empire etc).

Troop Types can also get upgrades which are also covered later.

Characteristics

All models in the game have various attributes that represent their combat abilities. Each characteristic is rated a number between 1 and 10, 1 being very poor and 10 being very good. Most statistics tend to be around the 4-6 level, with variances above and below the average in particularly special cases.

The characteristics are as follows:

Agility (AGL)

This represents the speed and manoeuvrability of that Troop Type. It is used for standard movement, and also used to represent how likely they are to evade damage.

Firing (FIR)

This represents the Troop Type's ranged capacities. A higher Firing value will not just mean greater accuracy, but also a greater range.

Melee (MEL)

This represents a Troop Type's abilities in close quarter fighting, both as a defence against damage and in an effort to inflict it.

Combat Strength (CST)

This represents the amount of damage this Troop Type can inflict whilst in melee. A combat score is added to this to show how much damage is inflicted.

Weapon Strength (WST)

This represents the amount of base damage this Troop Type's ranged weapons inflict, as well as their ability to inflict damage. A firing result is added to this to show how much damage is inflicted.

Endurance (END)

This represents a Troop Type's ability to withstand harm. Higher values represent varieties of armour, where lower values represent those afforded less protection. A damage total must exceed this value in order to inflict casualties.

Nerve (NRV)

This represents the morale of a particular Troop Type, but also their capacity to receive or give orders. A Troop Type that takes damage may flee, and losing too many Troop Types can cause a whole force to rout.

Tactical Value (TV)

This represents the Troop Type's overall value and reflects its importance in battle. It is used when calculating Force Morale, and also for certain Scenario objectives.

Special Rules

Aside of characteristics a number of Troop Types make use of race-specific or otherwise special rules. Race-specific special rules are detailed in their relevant list section. Other special rules are mentioned in the core rules.

Troop Types

We will cover this in detail shortly, but basically all the models used in this ruleset are considered a Troop Type. The three different types of Troop Type are: *Individuals*, *Squads* and *Vehicles*. There are also special Individuals known as *Commanders*. That's it. They all have their own rules, but largely work in the same way.

If a rule refers to "Troop Types" in its description, it applies to all Troop Types. If the rule mentions a specific Troop Type (e.g. Squads) the rules cover only those Troop Types mentioned in the rule.

We use Troop Type over the more common term "unit" partly because Doctor Who has a faction called UNIT, and also because we often find the description itself vague in other wargames.

The Difference In Small Arms

For the purposes of the game, the effectiveness of small arms carried by Troop Types is represented by the Weapon Strength (WST) characteristic. This abstract represents their skill, and the relative power of their weaponry. Given the setting, some would expect that firearms possessed by some factions could never hope to hurt certain enemies (UNIT was more or less a long-running joke of this back in the day), yet in this game they can.

It is a gaming abstraction, partly of fairness, and the assumption that through the development of the Time War, factions have managed to outfit their troops with weapons that can actually hurt tougher foes (such as Cybermen or Daleks). In the Doctor Who episode Earthshock, for instance, the human marines seem to have developed a crude replica of a Cybergun. It lacks the punch as the original, but does do damage, especially when combined together.

There is generally no specific difference between all small arms fire. Squads may be armed with rifles, laser guns, pistols or shotguns, but the effects are estimated. It is assumed that the weapons taken are the right ones for the job in respect to how valued, trained or experienced the Squad is that makes use of it.

Troop Types

Troop Types are the standard classification of all models used in Time Wars. The rules pertaining to each Troop Type are listed below. Most of these rules will not make sense yet. Don't worry, they'll be covered in more detail shortly.

All Troop Types have a characteristic profile, and when used each have two actions. Unless specified otherwise, all Troop Types can use all of the basic actions. Some may have special rules from being part of a faction (in addition to the ones specific to their type) or from some other source. Troop Types can also be given certain upgrades.

Individuals

Individuals can act independently, or they can join any friendly Squad they wish in deployment, or during their move. Rules applying to Squads cannot apply to Individuals unless they are part of a Squad, or their rules state otherwise.

Statlines of Individuals are not used if they are part of a Squad, although they may add additional bonuses to any Squad they join, as well as contributing to the Size Bonus. The only exception to this is their Nerve characteristic, which replaces the Squad's NRV if it is higher than the rest of the Squad.

Commanders are special Individuals who can issue commands during the Command Phase. They can operate on their own as Individuals, or join Squads. Some Squads can get special unit upgrades that grant them a Squad member with the Command Status, but these are never considered individuals, and cannot leave their parent Squad.

Individuals are harder to hit and detect, usually being trained spies, infiltrators and scouts. For this reason, all Individuals have the Subterfuge special rule.

Squads

Squads must act together. Every member of a Squad must perform the same actions if they are able, and must remain within cohesion of the Squad. In order to remain within cohesion, each Squad Member must be within 1" of at least one member of the Squad after every movement action (or when stationary) in order to take part in actions. If for any reason they are not in cohesion, they must use as many actions (advancing or running) as it takes to get within cohesion.

The total of remaining Squad Members that are in cohesion can be added together to boost the effect of most actions and tests. This is called the Size Bonus, and the rules will note when it can be used. Note that individuals and vehicles can also use this bonus, but only generate one point each.

Some Squad Members may provide bonuses to the Squad. For the purposes of most gaming, their relative positioning is not important for issues such as range or gaining benefits. The Squad counts as having those bonuses providing that the unit has sufficient models left to represent them. If they have 3 add-ons, and only two models left, the player must select one bonus to lose.

Vehicles

Vehicles are always independent, although most can transport Squads or Individuals. They cannot receive orders, or use the charge or interact actions. Vehicles can run (call it *Flat Out* if you like) and fire if they are equipped with a ranged weapon. Vehicles ignore the *Move or Fire* special rule when firing any equipped ranged weapons, but must obviously have enough actions left to use the weapon/s.

If a vehicle takes one wound from any attack, it is destroyed. If it is transporting other Troop Types, determine any excess wounds (above the first). This amount of wounds is transferred to the passengers. Remove that amount of models from the Troop Type, and place the remaining models in base-to-base with the vehicle, and then remove the vehicle as a casualty. If the transported models cannot for any reason place some (or all) of those models in base-to-base with the vehicle (because of terrain or surrounding enemy models for instance), those models are also removed as casualties.

All Vehicles have the *Unceasing* and *Large* special rules. If a vehicle is charged when it moved in its previous Player Turn, it is considered *hazardous* (see special rules) to any Troop Types that charge it.

Detachments

An army is broken down into detachments. A force normally contains one detachment (it must have at least one), but an army can have any amount of them. A detachment consists of one commander model, and then a force made up of Basic, Veteran and Support troops. For details on this, see the *Preparing For War* section.

Faction and Race

These distinctions are mostly important for army lists, but they do have some interaction with the rules. All Troop Types have a Race and a Faction. Usually they connote to roughly the same thing, but not always. The Xenophobic rule for instance, concerns Race, and effects armies with the same faction in the same force if they do not have the same Race type.

Rules that apply to Race or Faction will specify, usually in brackets (Daleks, e.g.) as to which specific Race or Faction they refer to, and their effects.

Combat Gameplay

Game Duration and Turns

Time Wars battles are fought through a series of turns. Each Turn, a player takes a part of the turn (called a Player Turn) in order to utilise their forces, in an order determined during set-up (for more information on this, see the *Preparing For War* section). Once the last player completes their part of the turn, a new Turn begins, starting once again with the first player and so on, until the game ends.

The game lasts until one side is left standing (the others having routed or been destroyed), or until a set number of turns have been played. Game Turn limits depend on which mission is played (some have no limit at all).

Whole armies can leave the battle voluntarily, or by losing all of its detachments by destruction and/or fleeing the battlefield. The rules for detachments fleeing are covered in the *Morale Phase* section.

The Player Turn

Each player's turn is broken down into three phases: *Command*, *Action*, and *Morale*.

Command Phase

Issuing An Order

A Commander can issue one order each turn, so long as they or a Squad they are in are not suppressed. This order is not treated as an action (for simplicity's sake more than anything). This order can be issued to a number of Squads or Individuals (but not vehicles) equal to the Commander's *rank*, that are within their command range.

Specify the order your Commander intends to use, and its intended recipients. Successfully issuing the order requires the passing of a Command Test.

Command Test

A Command Test, like all nerve-based tests, requires a total passing score of 15. The player rolls a D6 for the test, adding the Commander's NRV value, plus the *lowest* NRV value of the intended recipients of the order. If the total is equal to or more than 15, the Test is passed. This is a measure of the Commander's Individual competence, so Squad size cannot be used to boost the score.

Rank

Each Commander has a rank value of 1-3, 1 being the lowest, and 3 being the highest. Most will have a rank of 1 or 2, but an army can contain at least one *Supreme Commander*, who has a rank of 3. In addition to being used to determine how many Squads or Individuals can be issued with an order, rank also provides a bonus for some Nerve Tests (see *Morale Phase* for more details).

Command Range

A commander has a Command Range equal to their NRV in inches. A commander can only issue orders to Squads or Individuals that are within their Command Range. A player can check the command range of any commander at any time during the command phase.

A Squad Leader can only issue orders to their own Squad. Commanders cannot issue orders to Squads or Individuals who are not part of their Detachment. The only exception to this is the Supreme Commander, who can issue orders to any allied Squads or Individuals, regardless of whose Detachment they belong to. Note however that some races may only respond to commanders of their own race (such as Daleks and Cybermen). Such races are exempt from being commanded by a Supreme Commander who is not part of their race.

Orders

Most Commanders know all of the standard orders. Squad Leaders usually only know one order specific to their race. These are covered in the relevant list sections, and will be included in the race's special rules, and/or under the entry of the relevant Commander.

Here is a list of the standard orders:

Charge!

Squads or Individuals that are issued with this order may re-roll the D6 when attempting to reach charge range. They also add +1 to their combat total.

Combined Fire!

Squads that are issued with this order may expend both actions to make a special ranged attack, unloading all their fire-power onto a single target. One of the ordered Squads must be declared the firer. All other ordered Squads must be within a number of inches equal to their own FIR stat of the firer Squad. The other ordered Squads each add a bonus of half (rounding up) their Squad size to the Firer's total.

This is cumulative to a normal Squad size bonus, so it can allow the total Squad size bonus to exceed the usual limit of 10, up to a maximum of 20. Only the firer Squad can benefit from any bonuses they have in their Squad. Range, cover and all other considerations are taken from the firer Squad's perspective.

Defensive Fire!

Squads or Individuals that are issued with this order may expend two actions to prepare for the enemy. During an opponent's Action Phase, you may interrupt their turn to make one ranged attack with each of the Squads or Individuals issued with the order.

Quicken Pace!

Squads or Individuals that are issued with this order may re-roll the results of any run roll. In addition, any cover movement modifiers are halved when troops issued with this order move through them. However, if Squads run *through cover* using this order: any natural 1 on the roll (the initial roll and/or the re-roll) for running will result in the Squad losing a Squad member as a casualty. Squads or Individuals with the *Unceasing* special rule cannot make use of this order.

Stand Fast!

Squads or Individuals that are issued with this order may re-roll the results of any failed Nerve Tests. In addition, a roll of a 6 when taking these tests whilst under the influence of this order passes automatically, even if passing would usually be impossible.

Take Aim!

Squads or Individuals that are issued with this order can reduce the range band by one for their first ranged attack this turn, providing that they did not move beforehand (they can move afterwards, however). This could allow certain benefits that come from a lower range band (such as reducing cover bonuses), but note that this will not allow Squads to ignore intervening friendly units beyond their FIR stat.

Take Cover!

Squads or Individuals that are issued with this order may expend one or two of their actions to provide an additional cover bonus equal to the amount of actions expended. This is cumulative with other cover bonuses, but the total cover bonus can never exceed a value of 4. Squads or Individuals with the *Unceasing* special rule must expend both of their actions to gain one point of cover bonus.

The effects of any issued order lasts until the beginning of the owning player's next Command Phase.

Action Phase

The Action Phase is where most of the important aspects of the game takes place: you move your armies and make your attacks. Troop types have two actions, which can be used in a number of ways. The primary actions are to move, make a ranged attack, or charge into melee.

The order of some actions is unimportant. You could make a unit advance and then Fire. You could fire and then advance. You do not need to commit to fixed types of action at the start (unless the action requires both of your actions to perform), and so you can see the result of your first action before deciding what to do next. You are also not required to resolve all of a troop type's actions before moving on. You could move to another Troop Type and resolve other Troop Type's remaining actions later.

Types of Actions

There are a number of action types that can be used in a turn by each troop type. Some troop types have different unique actions that come with their own rules. Some actions can take more than one action to perform (such as running). Those that do so will note it in their description. Any action can be performed in any order unless specified otherwise.

Movement Actions

Movement is linked to the Agility (AGL) stat. When moving Squads, members must keep within cohesion of at least one other Squad member at all times. If for any reason a Squad member is unable to maintain cohesion, *it must run* until it resumes cohesion, and thus cannot participate in any other actions (it does not prevent the rest of the Squad from using other actions however).

The primary Movement actions are:

Advancing

The troop type can move up to its AGL in inches. Advancing does not need to be used before other actions; it can also be used afterwards. This costs one action, but no Troop Type can advance twice in the same turn. If they want to move further, they must run. In spite of the name of the action, Advancing can be made in any direction.

Running

The troop type can move up to its AGL plus D6 in inches. This costs two actions.

Charging

Squads and Individuals can initiate a charge (see *Resolving Melee* section for more details). This costs two actions.

Ranged Actions

All ranged actions concern the utilisation of ranged attacks. Ranged attacks can be resolved in any order, but each Troop Type's ranged attack must be resolved separately (although can be at the same or different targets) unless making use of the *Combined Fire!* order. The same Troop Type can make two ranged attacks if it has enough actions to do so.

The primary Ranged actions are:

Firing

The Troop type can make a ranged attack upon a target troop type (see *Resolving Ranged Attacks* for more details). This costs one action.

Suppression

Squads can make a special ranged attack upon a target troop type that utilises *Suppressive Firing* (see *Resolving Ranged Attacks* for more details). This costs one action.

Other Actions

Melee

Troop Types in base-to-base contact with enemy troop types are considered to be in melee, and must fight in melee until one side is destroyed or routed.

Disembarking/Embarking

Most vehicles can transport certain other Troop Types. Vehicles with transport capacity can use an action to embark Squads or Individuals that are within base-to-base with the vehicle or disembark ones they are carrying (which are then deployed base-to-base with the vehicle). This costs one action.

Interaction

Some scenarios have objects that can be interacted with. These have rules for how they are used, and how many actions are required to utilise them.

Resolving Ranged Attacks

Determining A Target

A troop type can attempt a ranged attack against any target that is visible. Declare the intended target, and then measure the distance from the firing troops to the target. Distance will affect accuracy and may prevent the attack being made at all (see *range bands* below).

Visibility is determined by observing if the target is not wholly obscured by terrain features or blocked by other units (for more details see *Visibility and Terrain*). Friendly or enemy units in the way of the target block line of sight, however friendly units within the firer's standard range band can be ignored for the purposes of firing and any cover bonuses are reduced by 1 within the firer's standard range band.

Range Bands

Troop Types have a standard range band, which is equal to their FIR in inches. There are three other range bands: medium, long, and extreme, which are multiples of that Troop Type's FIR stat. No Troop Type can fire beyond its extreme range band. When firing within the standard range band, there are no penalties. However, for each multiple of its FIR stat in inches the target is away, it adds a +1 bonus to the target's avoidance score. This is cumulative, meaning at most a +3 bonus can be added to the avoidance score.

As the amount of Squad members in range is often a factor, only Squad Members in the same range band can fire at that range band, otherwise the player must choose to take the lower range band with the amount of Squad members within range, or the whole Squad must get bumped up to the next range band. If already at extreme range, only the models within can take part in the ranged attack.

Determining Bonuses

There are certain bonuses that each side can add to the attack. Each side can add their Squad size bonus. This consists of the number of members within the Squad (or Troop Type, although some troop types only have a Squad size of 1) taking part in the action up to a maximum of 10. The firing troop type can also add any bonuses for special weapons (see *Special Weapons and Upgrades* below). The defending troop type can add a bonus of their cover rating if at least 50% of the Troop Type is in or obscured by a cover feature (see *Visibility and Terrain* below).

Resolving the Attack

Once bonuses have been determined, the firing player rolls a D6. They add this result, plus bonuses (size, special weapons etc) to their FIR. The defender adds their bonuses (size, cover, range bands etc) to their AGL. If the firing score exceeds the defending score, the attack hits.

If the attack has hit, take the amount the firing score exceeds the defending score by, and add it to the firing troop type's WST. This is the damage total. Take the damage total, and compare it to the target's END. For each point this is exceeded indicates the number of wounds inflicted. Squads lose a member for each wound, models on their own are destroyed.

Suppressive Firing

Suppressive Firing is resolved exactly like a standard ranged attack, but all cover bonuses are ignored. If the result would inflict damage, no wounds are inflicted. This instead forces a special *Suppressed* effect, with the wound total being used to reduce a Troop Type's Squad size bonus by 1 for each wound. If this reduces the Squad's size to 0, they cannot act at all this turn. A Troop Type that receives at least one point of suppression must pass a nerve test or lose an action in the following turn. In addition, the target must pass one Hazardous test (for one model, regardless of squad size). The effects of Suppression last until the start of the Suppressing Player's next turn.

Resolving Melee

Charging A Target

Nominate a target Troop Type that the Squad or Individual wishes to charge (the target Troop Type must be visible to the charger). Roll a D6 and add it to their AGL, the score is the total charge range. Move the Squad or Individual as far as possible towards the target, putting them into contact if they reach it. This initiates melee. Other Squads or Individuals may attempt to charge the same target, but must get at least one of their number into base-to-base with a target model. All models must remain in coherency to take part in the attack. A troop type considered in melee cannot be targeted by any ranged attacks. To initiate melee does not require charging.

Determining Bonuses

Much like ranged attacks; there are bonuses both sides can make use of. Either side can use their Squad size bonus, as above. However, if multiple friendly Squads or Individuals are involved in the same melee, they also provide a bonus of half their Squad size (rounding up). The Squad with the highest Squad size is considered the primary attacker (or defender). These bonuses are added together, and are cumulative, allowing the Squad size bonus to potentially exceed the usual limit of 10, to a maximum of 15 per side.

If the attackers charged into melee that turn, the primary attacker gains D3 to their melee score. Note that this bonus is only conferred for charging, simply moving into melee does not grant this bonus.

Defenders also receive a cover bonus equal to their cover rating until they lose a melee round. After that, the bonus is lost. Defenders who are charged by a Troop Type that has to move up a hill or slope gains a one point cover bonus. Other cover bonuses apply as per ranged attacks.

Resolving the Attack

This is resolved in a similar way to firing but this time; both sides roll a D6, adding the score, plus bonuses, to their MEL. Determine each score, and compare them. If it is a draw, no damage is inflicted and no tests are taken by either side. If one side wins, the winner takes the amount that exceeds the other score and adds it to their CST. This is their damage total, comparing it to the enemy's END, determining wounds in the same way as ranged attacks. In addition, the losing side automatically takes a Nerve Test whether they suffer casualties or not.

Multiple Troop Types Each Side

Where there are multiple troop types involved in the melee, one is always determined as the primary attacker/defender of either side, with the others supporting. When applying the damage total, the winning player can decide to apply them to the primary or one of the supporting troop types. If the recipient of the wounds is wiped out, remaining wounds are carried over into another troop type, primary or supporting. A side with multiple troop types that loses combat must take a Nerve Test in the Nerve Phase for each troop type involved separately, and only if all troop types flee is the melee ended.

Morale Phase

There is a Morale Phase during each Player Turn, but in most cases, it will concern the morale of the opposing army more than the army of the player whose Morale Phase it is. The Morale Phase follows the Nerve Tests of Troop Types that suffer damage, as well as the potentially detachments or whole armies fleeing the battlefield.

When To Take a Nerve Test

Whenever a Squad suffers casualties, it is required to take a Nerve Test. Troop Types that are on the losing side of a Melee must also take Nerve Tests. Troop Types that are *Suppressed* must also take a special Nerve Test (although that test is taken immediately after resolving the attack and does not occur in the Morale Phase, and nor does the troop type rout if it fails).

Taking a Nerve Test

For Troop Types that must take a Nerve Test, roll a D6, and add it to their NRV, add their current size as a bonus. If the total is 15 or greater, the test is passed, and the Troop Type can operate normally until it is destroyed or is required to take another Nerve Test. If it is less, it is failed, and the unit falls into rout. Remove it from the board, and it is considered a casualty.

Suppression is covered in the ranged firing rules. A Troop Type that fails a Nerve Test for suppression is *not* subject to rout; it merely loses an action.

Morale and Detachments

Each Detachment in an army must track its own losses, as a Commander struggles to avoid the toll of casualties affecting the morale of their force. Each Troop Type (including commanders) has an assigned Tactical Value (TV), which is used when Troop Types are destroyed or routed.

A Detachment Commander can afford to take TV losses equal to or less than their NRV. Once losses exceed this, the Commander must pass a Detachment Nerve Test in the Morale Phase. The Commander adds their NRV, rank level and D6, minus the total TV loss in excess of the Commander's Nerve. If the score is equal to or greater than 15, the test is passed, and whatever remains of the Detachment can be used normally until another Troop Type is destroyed or routed.

If there is only one detachment, and it flees, then the game is over. If there are multiple detachments, the other detachments can operate normally, unless the total loss in points (destroyed or routed) is 50% or greater, or if the Supreme Commander is destroyed or routed, at which point take a single Nerve Test for the whole army, using the Commander with the highest Rank and/or Nerve. If the test is failed, the whole army is routed. This army rout test is taken each time an additional Detachment is destroyed.

If any Detachment's commander flees or is destroyed, the next highest NRV in the Detachment is used for Nerve Tests, and if the total losses for that detachment exceed that NRV value, they must take a Detachment Nerve Test, but without any rank bonus, unless the highest NRV is a Squad Commander.

Determining Bonuses

Much like ranged attacks; there are bonuses both sides can make use of. Either side can use their Squad size bonus, as above. However, if multiple friendly Squads or Individuals are involved in the same melee, they also provide a bonus of half their Squad size (rounding up). The Squad with the highest Squad size is considered the primary attacker (or defender). These bonuses are added together, and are cumulative, allowing the Squad size bonus to potentially exceed the usual limit of 10, to a maximum of 15 per side.

If the attackers charged into melee that turn, the primary attacker gains D3 to their melee score. Note that this bonus is only conferred for charging, simply moving into melee does not grant this bonus.

Defenders also receive a cover bonus equal to their cover rating until they lose a melee round. After that, the bonus is lost. Defenders who are charged by a Troop Type that has to move up a hill or slope gains a one point cover bonus. Other cover bonuses apply as per ranged attacks.

Resolving the Attack

This is resolved in a similar way to firing but this time; both sides roll a D6, adding the score, plus bonuses, to their MEL. Determine each score, and compare them. If it is a draw, no damage is inflicted and no tests are taken by either side. If one side wins, the winner takes the amount that exceeds the other score and adds it to their CST. This is their damage total, comparing it to the enemy's END, determining wounds in the same way as ranged attacks. In addition, the losing side automatically takes a Nerve Test whether they suffer casualties or not.

Multiple Troop Types Each Side

Where there are multiple troop types involved in the melee, one is always determined as the primary attacker/defender of either side, with the others supporting. When applying the damage total, the winning player can decide to apply them to the primary or one of the supporting troop types. If the recipient of the wounds is wiped out, remaining wounds are carried over into another troop type, primary or supporting. A side with multiple troop types that loses combat must take a Nerve Test in the Nerve Phase for each troop type involved separately, and only if all troop types flee is the melee ended.

Morale Phase

There is a Morale Phase during each Player Turn, but in most cases, it will concern the morale of the opposing army more than the army of the player whose Morale Phase it is. The Morale Phase follows the Nerve Tests of Troop Types that suffer damage, as well as the potentially detachments or whole armies fleeing the battlefield.

When To Take a Nerve Test

Whenever a Squad suffers casualties, it is required to take a Nerve Test. Troop Types that are on the losing side of a Melee must also take Nerve Tests. Troop Types that are *Suppressed* must also take a special Nerve Test (although that test is taken immediately after resolving the attack and does not occur in the Morale Phase, and nor does the troop type rout if it fails).

Taking a Nerve Test

For Troop Types that must take a Nerve Test, roll a D6, and add it to their NRV, add their current size as a bonus. If the total is 15 or greater, the test is passed, and the Troop Type can operate normally until it is destroyed or is required to take another Nerve Test. If it is less, it is failed, and the unit falls into rout. Remove it from the board, and it is considered a casualty.

Suppression is covered in the ranged firing rules. A Troop Type that fails a Nerve Test for suppression is *not* subject to rout; it merely loses an action.

Morale and Detachments

Each Detachment in an army must track its own losses, as a Commander struggles to avoid the toll of casualties affecting the morale of their force. Each Troop Type (including commanders) has an assigned Tactical Value (TV), which is used when Troop Types are destroyed or routed.

A Detachment Commander can afford to take TV losses equal to or less than their NRV. Once losses exceed this, the Commander must pass a Detachment Nerve Test in the Morale Phase. The Commander adds their NRV, rank level and D6, minus the total TV loss in excess of the Commander's Nerve. If the score is equal to or greater than 15, the test is passed, and whatever remains of the Detachment can be used normally until another Troop Type is destroyed or routed.

If there is only one detachment, and it flees, then the game is over. If there are multiple detachments, the other detachments can operate normally, unless the total loss in points (destroyed or routed) is 50% or greater, or if the Supreme Commander is destroyed or routed, at which point take a single Nerve Test for the whole army, using the Commander with the highest Rank and/or Nerve. If the test is failed, the whole army is routed. This army rout test is taken each time an additional Detachment is destroyed.

If any Detachment's commander flees or is destroyed, the next highest NRV in the Detachment is used for Nerve Tests, and if the total losses for that detachment exceed that NRV value, they must take a Detachment Nerve Test, but without any rank bonus, unless the highest NRV is a Squad Commander.

Visibility and Terrain

Visibility

For the purposes of targeting, players typically use what is known as True Line of Sight, which is looking from the perspective of the relevant Troop Type. Generally, anything that cannot be seen from their viewpoint is out of visibility. However, there are a few exceptions to this to account for issues of such small scale, terrain and such.

Some obstacles and types of terrain form what is known as screens. Screens block visibility if they prevent the drawing of a clear line to a target Troop Type. Terrain has to be fairly dense to fully block visibility, and most Troop Types that enter buildings are still considered visible, as the enemy would typically fire into it anyway if it wasn't cleared, and bonuses are provided for being in terrain.

A Troop Type can see into terrain to a depth of inches equal to half (rounding up) their FIR stat. If the target enemy Troop Type is in or behind the terrain feature at a depth that exceeds this, the terrain feature is considered a screen, and thus is considered something that blocks visibility (and thus prevents most ranged attacks and charges). Friendly and enemy troop types are always considered screens for the purposes of visibility.

There are two types of screen: an enclosing screen, and an intervening screen. An enclosing screen is one where a target is inside terrain that cannot be seen through by the Troop Type trying to gain visibility. These are usually rare, but a troop type in a large forest would count as this. An intervening screen is one where a terrain obstacle or friendly Troop Type presents a visibility-blocking screen in between the Troop Type and its intended target. Some weapons (such as the Mortar) can ignore intervening screens when attacking enemies.

A Troop Type is always considered able to have visibility to a target Troop Type that lies within their standard range band (i.e. their FIR stat). Virtually every screen type is ignored within this range (remember also that cover bonuses can be reduced within this range). Only at this range band can friendly units be ignored for the purposes of screening. Enemies can never be ignored in this way.

Note that a friendly unit *must lie fully* within the standard range band to be ignored as a screen.

Cover

Cover Bonuses are provided to Troop Types that are within a type of cover or have intervening cover from enemies that charge or shoot at them. There are 3 grades of cover: Light, Medium, and Heavy.

Light Cover

Light Cover provides some minor protection. Terrain features such as hedges, woodland, foliage, fences, high grass, etc. Light Cover provides a +1 bonus cover rating against ranged attacks.

Medium Cover

Medium Cover tends to be somewhat sturdy, or offer decent protection and ability to stop some firearms. Most buildings, brick/stone walls, makeshift barricades, metal objects (like vehicle wrecks) etc. Medium Cover provides a +2 cover rating against ranged attacks and a +1 cover rating in melee.

Heavy Cover

Heavy Cover is mostly terrain designed against war, or is just very strong and secure. Fortifications, concrete buildings, bunkers, or other items that provide excellent protection from firearms (and even artillery) and can easily be defended etc. Heavy Cover provides a +2 cover rating against ranged attacks and in melee. In addition, the cover rating cannot be reduced by Troop Types firing within their standard range band. Troop Types in Heavy Cover don't take Hazardous Tests from Suppression.

Any terrain that could cause confusion over cover classification should be agreed upon by both players before the start of the game.

Moving Through Terrain and Obstacles

All Troop Types can move through open terrain (plains, fields, grassland, etc) normally. Any terrain that provides cover is generally considered hard going (i.e. forests, walls, barricades, hedges etc), as are other obstacles that could impede or slow down movement (shallow rivers, streams, hills, slopes, long-grass, marshland, etc). Moving into or out of buildings is also considered hard going. Any Squads or Individuals that move through hard going terrain suffer from the rules for *Fatigue*. Vehicles treat any hard going terrain as hazardous (see *Special Rules*), and cannot move through or into buildings.

Some terrain is considered dangerous to Troop Types. Players may decide that some areas are hazardous to certain Troop Types (i.e. minefields, deep lakes and rivers, thin ice, etc). Likewise, some terrain could be considered impassable, and thus no Troop Type can safely move through it (i.e. cliffs, acid lakes, lava etc) and any Troop Type must move around it. If by some means the Troop Type ends up moving through such terrain it is destroyed.

Extreme weather can also affect Troop Types.

Extreme snow or rain, for instance, can inflict fatigue. Extreme weather, or areas of extreme weather can also inflict hazardous effects. For now, these are added at the player's discretion, but they may be expanded upon later.

Special Weapons and Upgrades

Troop Type Upgrades

Upgrades can be added to Squads or carried by Vehicles or Individuals. Whilst they do require appropriate models to represent them, it doesn't matter where they are in Squads unless numbers make weapon selection difficult. For instance, if a Squad is reduced to 1 model, and it had 2 weapon upgrades, the player must choose one of those upgrades to lose (Squad Leaders don't count, as they could carry a weapon upgrade if necessary).

Likewise, if range limitations affect how many models can be added for Squad Size when making a ranged attack, the number of Squad Members must be equal to or greater than the number of upgrades to make use of all of them in a ranged attack. Otherwise, the player must choose which upgrades are used.

For the purposes of Weapon Upgrades, or indeed any bonus, most of the bonuses are cumulative so long as the upgrades can be used. In the bizarre and unlikely situation that you do not wish to use a weapon, you can not take its bonus or attack, but for standard firing you can still count them for Squad Size (assuming they all have some kind of small arms as well).

Support Weapons

Support Weapons can be carried by regular infantry. Most Squads are usually limited to two special weapons and usually only one of each type.

Flamethrower

A weapon designed to extract enemies from cover. Troop Types reduce the cover bonus of the enemy (even if in Heavy Cover) by a further 1 point for each Flamethrower the troop type has at whilst firing at their Standard Range band. If the cover bonus is completely removed, remaining Flamethrowers add +1 to the firing result instead. Flamethrowers add D3 to the result of *Suppressive Firing* attacks. Also each Flamethrower adds a further +1 to the firing result against Swarms that are not in cover.

Grenade Launcher

A weapon designed to lob explosive devices long distance. Troop Types add +1 to their WST for each Grenade Launcher.

Sniper Rifle

A weapon designed for accuracy and to cause panic. Troop Types with a Sniper Rifle count the extreme range band as long for the purposes of Defence bonuses. Additional Sniper Rifles (after the first) in the same Squad add +1 to the firing total. A Squad or Individual with at least one Sniper Rifle can re-roll the D6 for determining *Suppressive Firing*.

Light Machine Gun (LMG)

A weapon designed for fire at a considerably higher rate than standard firearms, but is still practical on the move. Troop Types with a LMG adds D3 to the Firing Total when making a ranged attack for each LMG.

Missile Launcher

A special weapon designed to allow Squads to more easily damage armoured infantry, vehicles, or simply make it easier to cause devastation. A Troop Type armed with a Missile Launcher has the *Smite* special rule. Each additional Missile Launcher in the same Squad adds D3+1 to the Squad's Weapon Strength.

Special Weapon Dalek

This horrendous weapon was forged by the Dalek's Creator Davros to kill other Daleks (it does pretty well against everything else too). Any Dalek Troop Type equipped with a Special Weapon Dalek gains the *Smite* special rule, and adds +2 to the Troop Type's WST. Add a further +2 to the Squad's WST for each additional Special Weapon Dalek.

Heavy Weapons

Heavy Weapons can only be taken by Weapon Teams (See *Other Squad Upgrades* below) or mounted onto Vehicles. Vehicles that are equipped with Heavy Weapons halve their transport capacity (rounding down). Vehicles without Transport Capacity can only take heavy weapons if they are an option.

Heavy Machine Gun (HMG)

A heavy weapon designed to lay down large volleys of fire. Each Heavy Machine Gun adds D6 to the Troop Type's Firing Total when making ranged attacks providing it didn't move that turn, and adds D3 to the total if it does.

Mortar

A long ranged weapon capable of providing an artillery barrage. Used predominantly to suppress, or attack enemies beyond normal visibility. Each Mortar adds D6 to the Firing Total when making ranged attacks. Providing a ranged attack is made purely by mortar teams, it can ignore cover bonuses provided by intervening cover, providing at least some line of sight can be determined. Mortars can also make use of Spotters (see the Special Rules section for more details). The Mortar has the *Move or Fire* special rule.

Other Squad Upgrades

Squad Leaders

A Squad Leader is a special Squad member that grants the ability to issue their Race Command (see page 14 for details) in the command phase, and confers a Rank Bonus of 1. Squad Leaders can only issue commands to their own Squad. Squad Leaders cannot be taken as Commanders for a detachment, nor be upgraded to a Supreme Commander.

TARDIS

Time And Relative Dimensions In Space, although as acronyms go, TARDIS is handy. Time Lords make use of TARDIS' in order to travel through time, and relative dimensions in space. A TARDIS grants the Troop Type the Teleport special rule.

No model is required to represent a TARDIS, unless you want to use one. TARDIS' are indestructible, but also don't count for anything. Once the Troop Type is deployed the TARDIS can be ignored for game terms.

Transport

Some Squads and Individuals can take vehicles as a transport. Transports purchased in this way can only be used by the Squads or Individuals that take them. They need not be deployed embarked upon them, but they cannot be used to carry other Squads or Individuals. Individuals that join Squads with a transport may embark upon it, so long as the size does not exceed its transport capacity. For more information on Transports, see *Vehicles*.

Weapon Team

Weapon Teams are Squad upgrades that can make use of Heavy Weapons. Weapon Teams are mounted on a larger base that holds a gunner, loader, and the Heavy Weapon type on a mounting device. They have the same characteristics as the Squad they join or are named as. Weapon Teams can be added to certain Squads, and can also form Squads of Weapon Teams. Weapon Teams have the *Large* special rule.

Special Rules

Some aspects of the game have special features that somewhat alter normal procedure. Some Troop Types have unique effects or army special rules that are listed in the relevant list section. All other special rules are included here.

All-Terrain

Some Troop Types are adept at or designed for traversing even the most difficult areas and obstacles. Troop Types ignore the effects of fatigue when moving through hard going terrain. Vehicles can re-roll the result of any hazardous test.

Bane

This Troop Type has experience and/or very effective equipment for dealing with a specific race or Troop Type. Troop Types with this special rule rolls 2D6 for any damage rolls when attacking enemy troop types of the specified type, discarding the lowest result. This will be specified in brackets, e.g. Bane (Cybermen) for a race or Bane (Cybermats) for a particular troop type. If no name in brackets appears, then the Bane effect applies to all troop types. Re-rolls cannot be applied to both dice, only one.

Expendable

Some troops that are considered so unimportant, that their loss could never affect the army's morale. Troop Types deemed expendable reduce their TV to 0 for the purposes of TV losses in Detachment morale.

Fatigue

Some troops are vulnerable to prolonged exertion (notably Sontarans), or are in an area where movement is slowed (such as hard going terrain). Squads or Individuals with the Fatigue special rule reduce any run or charge roll by an amount equal to the current game turn. If this exceeds the run roll, the rest is reduced from their AGL movement. In addition, from turn 5 onwards, Troop Types with this rule suffer -1 to their MEL and END when in Melee. Troop Types with the *Unceasing* rule are immune to these effects.

Hazardous

Any Troop Types that enter or move into base contact with an area or model deemed Hazardous must take a hazardous test. Roll a D6 for each Troop Type (in the case of Squads, roll a D6 for each Squad member) that does so. On a 1, they are removed as casualties. These rolls are made until the hazardous item is destroyed (or stops being considered hazardous), or the Troop Types leave the area it affects. Troop Types that are considered Hazardous or use an effect that is hazardous do not affect friendly models unless specified otherwise. Troop Types that create a range of Hazardous effect must use an action (no more than once per turn) to do so. As soon as all enemies have taken Hazardous Tests the area is no longer Hazardous.

Infiltrator

Some troops are able to ambush, or lie in wait of the enemy. Infiltrators can be deployed outside of friendly and enemy deployment zones no man's land, providing that they can be deployed in such a way that the enemy cannot get visibility to them from any of their Troop Types.

Large

Some troops are of such a size that they are by nature or design tougher to kill. Troop Types with the large special rule have a squad size of 3. Vehicles and Individuals still count this, and Squad members and Individuals with this rule still get this rule when part of a Squad (although only models with this rule have a size of 3, if a Weapon Team joins a Squad the rest of the Squad does not gain this rule).

Monster Hunter

Some troops specialise in taking out tough targets, either through knowing potential weak points or making use of specialised ammunition or weapons designed for taking down large targets. Troop Types with the Monster Hunter special rule gain +1 WST and CST against any troop types with END 8 or more.

Move or Fire

Some Heavy Weapon types are so cumbersome that they need to be set up before they can be used. Weapons with Move or Fire cannot make firing actions in the same turn that they perform any movement action. Note that if a Troop Type fires with a Move or Fire weapon they cannot make any movement actions afterwards. Troop Types with the Unceasing special rule ignore this rule.

Scouts

After deployment is resolved, but before the game begins, a Troop Type with the Scouts special rule can make an immediate advance. This can allow the Troop Type to leave the deployment zone. This is a free action and doesn't count towards the action allowance in the first turn.

Smite

A Troop Type with the Smite special rule can re-roll the results of a melee combat, or in the case of vehicles force an opponent to re-roll successful Hazardous tests they inflict. If a ranged weapon has the smite special rule, or the Troop Type has the Smite (Ranged) special rule, the rule allows re-rolls for firing actions instead (this includes suppression).

Spotter

A Troop Type with the spotter special rule can perform a special spotter action. For each action used, the spotter can nominate one enemy Troop Type within visibility and choose one of the following effects: *reduce the target's cover bonus by 1 point until the end of the turn, or double a Troop Type's visual range when determining line of sight for this target.* Spotters always allow any friendly mortars to draw range and visibility from the spotter and the target instead of the mortar's troop type (but resolve the rest of the ranged attack from troop type using the mortars).

Subterfuge

This Troop Type is trained in the art of stealth, using cover, and confusing the enemy. They may also be so small that the enemy has a hard time finding them. A Troop Type with the Subterfuge special rule doubles bonuses provided from cover and range bands. This allows those bonuses to exceed their normal limits. An Individual that joins a Squad, or enters a vehicle with transport capacity loses this special rule until they are no longer part of that squad or embarked on a vehicle.

Swarm

Some factions make use of swarms of little creatures. Swarms are a special Troop Type that is effectively a Squad, but counts as an individual that can never join Squads. Because there are so many of them, constantly varying in position and intensity, they generate a Squad Size of 2D6 each time they are involved in a ranged attack or melee.

Teleport

Troop Types with this rule can either be deployed normally, or they can attempt to teleport. If deploying via teleport, declare before any deployment is made. After deployment is complete, but before determining who goes first, roll a D6 for each Troop Type teleporting and apply the results from the chart below:

D6	Result
1	Lost in a Time Eddy! The Troop Type is considered a casualty and never arrives.
2-3	Better Late Than Never! The Troop Type is placed in reserve, but when it arrives, it can be placed anywhere on the board so long as it is 12" away from any enemy model.
4-5	In The Knick of Time... The Troop Type can be deployed immediately and has the <i>Infiltrator</i> special rule.
6	At The Most Opportune Time... The Troop Type can be immediately deployed anywhere, even in buildings or other terrain (apart from impassable terrain).

If a Troop Type was already in Reserve before arriving via teleport and gets the *Better Late Than Never!* result, the player can choose to deploy that Troop Type anywhere in the player's own deployment zone. Alternatively, they can leave the Troop Type in reserve and deploy as described above.

Unceasing

It is not uncommon in the swirling miasma of the Time War to encounter machines of war: some that walk, some that hover, or trundle along. They don't tire, they move at typically constant rates. Troop Types with the Unceasing special rule don't roll a D6 for running, instead they double their movement value (even if it is in excess of 6) when running or charging into melee. Troop Types with the Unceasing special rule never lose actions as the result of suppression and don't suffer fatigue. Troop Types with the Unceasing special rule that run or charge through hard going terrain count it as dangerous terrain instead. Unceasing Individuals do not confer this rule onto non-Unceasing Troop Types that they join.

Xenophobic

Some races or factions are extremely hostile or dismissive of other factions or races. Any alliance or relation with other factions will be seen as a necessary evil, but the race will only be seen to "tolerate" the situation at best. Any faction or Troop Type with the *Xenophobic* special rule cannot receive orders from Commanders (even Supreme Commanders) that are not of their race. Only Troop Types with that race name in their description can ignore this restriction. Note that this does not prevent Xenophobic Commanders from issuing orders to race members that are *not* xenophobic, but it cannot work vice versa.

Preparing For Battle

Missions

There are 6 standard missions to choose from. They range from eliminating the enemy to capturing important objectives. Missions dictate how the battle will be won, and when it will end. Players can alter and customise these missions by using the set-up options and Strategy Points (see below) if you wish.

Players can choose a specific mission, or roll a D6 to determine one randomly. Both players should agree on what to play, and if not, randomise it instead.

Mission 1: Confrontation

Game Duration: 6 Turns

Objectives: If all forces are annihilated or routed except one, the remaining player's force is victorious. If after the game has ended there are multiple forces still on the battlefield, the winner is the player who has caused the most amount of detachments to rout. If a victor still cannot be determined, it is the player with the largest amount of points remaining.

Other Rules: None.

Mission 2: Exterminate

Game Duration: 6 Turns

Objectives: The winner is the side who has caused the largest amount of TV losses among their opponents. This is irrespective of who is left at the end of the game. It is possible to fall into rout and still win. For this purpose, only Troop Types in routed detachments that suffered damage are counted as casualties. Those that were intact do not.

Other Rules: None

Mission 3: Assassinate

Game Duration: 6 Turns

Objectives: The objective is to kill the highest ranking enemy commander (usually the Supreme Commander). If neither side succeeds in the time limit, it is considered a draw.

Other Rules: As the objective is to kill the Enemy Commander, if they and any Troop Type they are with are routed, do not remove them from the table. Instead, they must spend every one of their player's turns running towards the nearest board edge, giving the opponent a chance to finish them off. If they would be able to move off the board edge they have escaped, and cannot be killed.

Mission 4: Possession

Game Duration: 6 Turns

Objectives: Players earn points for each objective they hold (this may vary, see *Other Rules* below) at the end of the game. The Player with the most amount of points is the victor. Each objective is taken by moving Troop Types to a minimum of 3" proximity

of it. If opposing Troop Types are in this proximity, the highest total of TV of each side's Troop Types wins that objective. If the highest competing numbers are the same, the objective is contested and no side can claim it.

Other Rules: There are 6 Objective points to place on the battlefield. They can be represented by any number of objectives (1-6), and they do not need to be the same value. For instance, you could have one objective worth 3 points, one worth 2 points and another worth 1 point, and so on. All objectives must be deployed in no man's land, and all objectives should be at least 6" apart.

Mission 5: Reclamation

Game Duration: 6 Turns

Objectives: If a Troop Type is carrying the objective at the end of the game, that side is the victor. If a Troop Type leaves the battlefield off of any board edge with the objective, the game ends immediately and that side is the victor. The Objective could be in one of 3 potential locations (see *Other Rules* below). If no side holds the objective, the side with the highest TV value Troop Type within 6" is the victor. If no side is close enough, it is a draw.

Other Rules: The objective is in one of 3 potential locations. Players should use 3 identical markers with a mark underneath one of them to denote its true location. A Troop Type that ends its move in base-to-base with a marker (or move into a building it is located in) forces the marker to be turned over. If the marker is the objective, they take possession of it. Troop Types can act normally, but lose 1 Squad Size bonus. Troop Types that hold the objective that are destroyed or routed drop it immediately, leaving it in the centre of their former location.

Mission 6: Take Ground

Game Duration: 6 Turns

Objectives: The objective is to have the highest total of valuable warriors in No Man's Land at the end of the game. Players score points equal to the TV of each Troop Type that is at least 50% of its starting strength in No Man's Land, double points for those in the Enemy Deployment Zone.

Other Rules: None

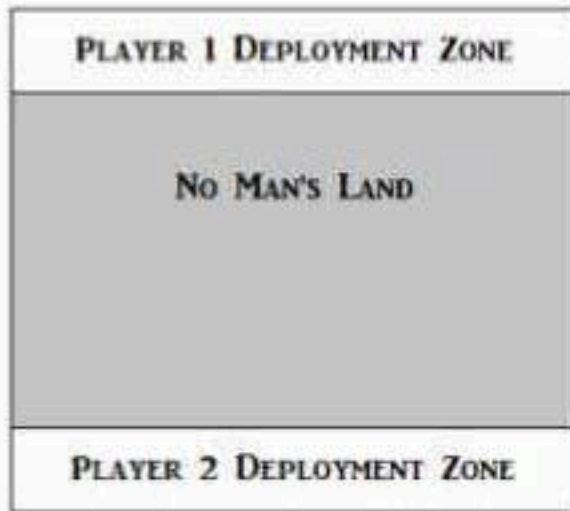
Set-Up Options

Set-Up Options allow the players to alter the nature of the mission by altering how their forces are deployed. This gives the various missions more replay value by giving them new dimensions. Players are advised to use Standard Deployment if they are new to the game, or concerned about balance.

Deployment Types

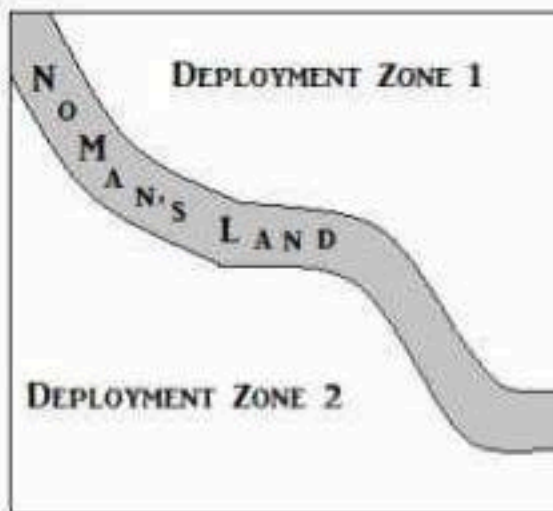
These 6 deployment types form the basis of deployment. They can be used alongside any mission, and there are 6 so you can choose or randomise as you wish. These are just suggestions.

Deployment 1: Standard



This is a default deployment, for players who don't want to fuff about. The size of deployment zones will vary depending on the size of table used, but we normally use 10" deep deployment zones on most table sizes.

Deployment 2: The Thin Line



This is ideal for boards with built in features that divides between forces, such as a river. We have used a river here, but you could simply opt for a 6-10" wide diagonal line instead, if no terrain suggests any kind of small division.

The division does not need to be a terrain feature, or one that is hard going. It's just one way of representing it. This set-up is intended to give players more room for deployment to encourage more aggressive play and tactical manoeuvring.

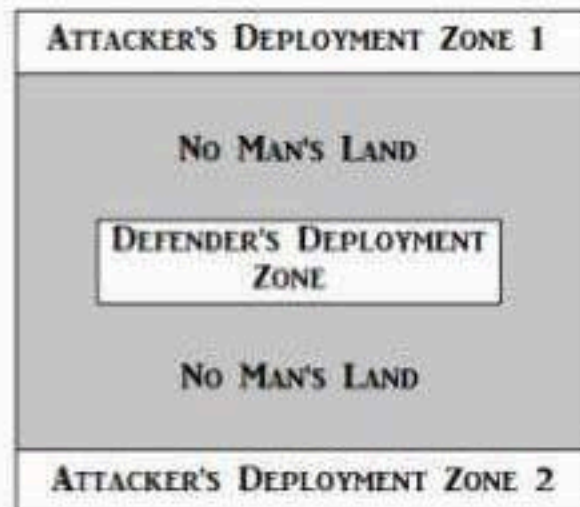
Deployment 3: Convergence



Convergence uses a similar Deployment style to Standard, but forces players to use smaller, separate deployment zones. This is a good for multiple players, using 3-6 of the various "boxes" for each player. Boxes should be at least 12" apart. We usually use 8" wide by 10" deep boxes.

In standard two player games, players are forced to separate their army. This is useful if players have multiple detachments. Alternatively, players can divide forces by points. We tend to use a minimum of 20% points requirement in each deployment zone.

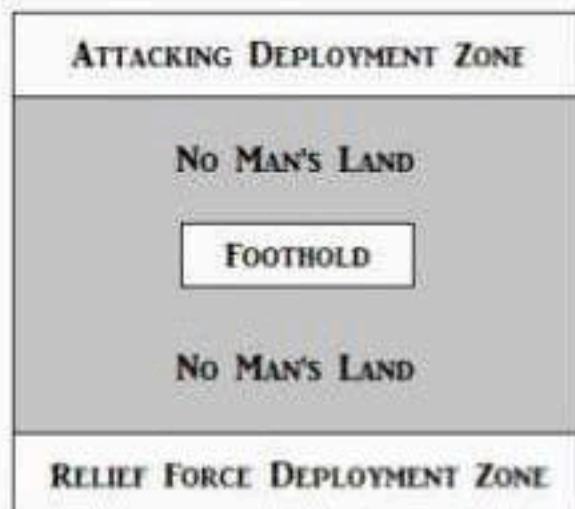
Deployment 4: The Ambush



This introduces the idea of a "defender". This is not a necessary concept, it is just to distinguish between players. One has the advantage, but the other player need not be dug in. Players may want to address the imbalance with increased strategy points for the defender, but it is not necessary if terrain permits.

The Defender should be surrounded by an equal amount of no man's land on either side, and should have at least 18" of no man's land on each side.

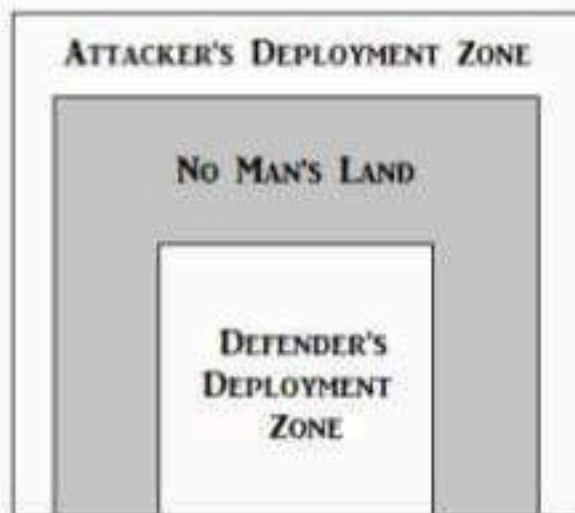
Deployment 5: Foothold



This set-up has an "attacking" force with a regular deployment zone, and a "defending force" that has two deployment zones: a relief deployment zone, and a foothold. The Foothold does not have to be central, and for game purposes, it is considered No Man's Land. It can allow a player to start on an objective.

The Foothold should ideally be no closer to the relief force than the attacker, but could be closer to the attacker. The Foothold can accommodate a maximum of 25% of the "Defending" force.

Deployment 6: The Siege



The "Attacking" player should be able to get closer than usual, as the Defending player should be dug in. Alternatively, if you aren't using much in the way of defences, simply increase the depth of No Man's Land.

The Defending player should have access to more strategy points, but it is not entirely needed to play the scenario, and players may opt for terrain that simply aids the Defender naturally (such as a ruined town) and otherwise play normally.

Mission Modifiers

Mission Modifiers are designed to alter the way the battle is played, giving a game a new twist. These are optional, and included to give players something else to do to make their games a bit different.

Most likely you will use one, but you can use several in the same game if you can keep track of it all!

Modifier 1: Escalation

The battle starts off as a small skirmish, as the enemies engage before all of their army is in place. Slowly, the numbers build to a crescendo...

Each player rolls a D6. This result is the maximum amount of TV in Troop Types that they can have in their deployment zones before the start of the first turn; all remaining Troops are placed in Reserve.

If any player cannot place any Troop Types because the TV total is too low (because they roll a 1 or 2 and have nothing but Cybermen, for instance), they may deploy a Troop Type with the lowest TV in their force (if they have multiple worth the same amount they can choose which one).

Modifier 2: The Gambit

Each side vies for victory, keen to press any tactical advantage they think they possess. The battle will be a contest of gambits and manoeuvring just as much as a test of arms.

Roll a D6. The result is added to the total amount of Strategy Points available to each each player (it may be the only points available, unless you choose to add more, or are playing campaigns). You may use a predetermined number of points instead if you wish.

Players may decide to opt only to spend them on Tactical Strategies over Offensive and Defensive, but it will likely depend on the Mission Type and Set-Up used.

Modifier 3: The Dead Zone

Some battlefields are less than ideal. They are strewn with hazards, or on the verge of apocalypse. But impending doom cannot halt the progress of war.

This modifier requires that an area of terrain, or several, that are hazardous. They could be anything from an old minefield to an erupting volcano and so on. Players can either have one large feature, or several smaller ones. Players could also deem all terrain other than open terrain hazardous, or all buildings, and so on.

Any Troop Type that moves into that terrain, or within 6" of a large feature must take a hazardous test. Squads must test once to see if it is triggered, and if so, lose one member and roll individually for the rest.

Modifier 4: The Gathering Storm

The battle is about to start, and fighting is inevitable, when conditions worsen. Whether anticipated or not, weather is a thorn in the sides of any army.

This modifier introduces weather and climate effects. Players can deliberately choose an affect to suit their battlefield, or the nature of the battle they like, or randomise it (we've numbered them and placed them in a table for your convenience).

D6	Effect
1-2	Torrential Rain: The battlefield gains the Fatigue special rule. In addition all water features are considered hazardous.
3	Hurricane: The battlefield gains the Fatigue special rule. In addition all buildings are considered hazardous.
4-5	Snow and Ice: The battlefield gains the Fatigue special rule. In addition all water features are considered hazardous, but are not subject to Fatigue, and are counted as open terrain.
6	Storm Front: The battlefield gains the Fatigue special rule. In addition all open areas are considered hazardous.

The effects can last until the end of the battle, or it could randomly stop. In this case, roll at the start of each Game Turn. On a roll of a 1, the effects end.

Players may desire to make the weather extremely heavy. In that instance, Squads or Individuals that are already subject to fatigue for any reason double all fatigue modifiers due to the extreme weather. In this instance, players may also want to apply fatigue to Troop Types usually immune to Fatigue, but without doubling the modifiers.

Modifier 5: Last Stand

The enemy is coming, and there are more of them. Victory is inevitable, but a stand must be taken. The defenders must fight to the last, and make the sacrifice count for something.

In this battle, one side (the defender) has 25-50% less points to spend on their army. However, they know they are fighting to the last. As a result, they roll 2D6 when taking nerve tests, and add the scores together.

If the opposing army is at least twice the size, the defenders also gain double Strategy Points, but they must all be spent on Defensive Strategies. If the Battle would be played without SPs, the defender has D6, whilst the attacker has none.

In set-ups where one side has a defender, they are always the side with the lowest amount of points.

Modifier 6: Under Cover of Darkness

The enemy must be engaged. Visibility is low, and the commander sees this as an advantage. To strike now is by necessity or desire helpful in protecting their troops from the perils of open war. It will not be without disadvantages, but it is far too late to worry.

This modifier simply represents the idea of fighting at night, or other situations with minimal visibility such as fog or mist. Many attackers favour night fighting as it obviously helps an army to get into position.

Unfortunately it leads to a number of disadvantages, to communication and keeping control on one's own forces. But it at least can make them last longer, even if coordination is affected.

For the purposes of targeting, all Troop Types are considered to have the Subterfuge special rule if they lie beyond the firer's standard range band. Troop Types that already have Subterfuge double the bonuses to defence that they receive. In addition, Commanders wishing to issue orders suffer -1 to the result for each multiple of inches equal to their rank that at least one model from a Troop Type lies away from the commander. When ordering multiple troop types, this distance is drawn to the furthest.

Modifier 7: Eternal War

This modifier is not for the faint hearted. This represents a battle prolonged by massive amounts of time manipulation, altering events, coming close to bringing fighters back from the dead, or sending others to their graves much sooner.

Each time a Troop Type is destroyed or routed in any way, before removing them, roll a D6 and apply the result shown below in the chart:

D6	Effect
1-2	Destroyed for Good: The Troop Type is permanently destroyed. Remove it from play and never return it.
3-5	Stuck in Time: The Troop Type may yet return again. They are placed in reserve. Roll on this table again at the start of the next turn for all Troop Types not yet destroyed for good.
6	Back Again: Time has been re-written (again). This Troop Type returns to the battle, and must be deployed immediately via the Teleport rules. However, this strange situation is understandably disorientating. They only have one action this turn.

Only Troop Types considered Destroyed for Good count towards Detachment Nerve Tests. Do not roll on this chart when a whole detachment fails a Detachment Nerve Test unless both players are complete masochists.

Strategy Points

Strategy Points represent the various factors, resources and situational elements that forces use to gain a tactical advantage. Other systems typically utilise these within the same points system allotted to build forces from. This seems like any advantage can easily be negated simply by a higher frequency of offensive troops as opposed to deliberately defensive features that offer minor buffs. So this system is here to try and address these issues somewhat.

Strategy Points are purely optional, but they do offer a large amount of options to further customise your battles; allowing players to choose what Troop Types perform particular battlefield roles (rather than buying them for the function as in other games), and also to gain some offensive or defensive bonuses external of the main force.

Players are allotted a certain amount of Scenario Points. This is most commonly gained by applying *The Gambit* mission modifier (found on page XX). The player can spend these points on any of the Strategies detailed below. Each Strategy is worth a certain amount of points, either fixed, or varied, for whatever reason (i.e. Tactical Value of chosen Troop Type etc). You can buy any combinations of strategies, and you can buy multiples of the same strategy, providing you can afford them.

There are three types of Strategies available: *Offensive*, *Defensive* and *Tactical*. Each section provides a short description, and includes the Strategies available with each category, their cost, and rules for usage.

Offensive Strategies

These Strategies are ones designed to damage the enemy, irrespective of whether they are for bolstering a defence (like say a minefield) or a direct attack (such as an air strike). For our purposes, if they can kill the enemy, they are Offensive Strategies.

Orbital Support [3 SPs]

Space craft in orbit attempt to damage your enemy with ordnance before you engage.

Before deployment but after board sides are decided, choose D3 terrain features and mark them down secretly. After deployment, any Troop Types in the terrain features count as being in Hazardous terrain. After the attack these areas become normal.

Air Support [4 SPs]

Your forces are supported by aircraft that strike periodically.

Once per turn, you may make one ranged attack as if firing a Mortar Weapon Team off-board, using Troop Types with spotter rule as normal, or a command squad. Roll a D6 for each attack that is the Firing Stat.

Minefield [4 SPs]

Your forces lay mines before your enemy arrives, or makes use of existing mine fields.

Nominate a spot of open ground in no man's land. Place a marker to represent the centre of this minefield. It has a radius of D6". All Troop Types, friend and foe count this area as hazardous terrain.

Ordnance Support [5 SPs]

Large Ordnance weapons prepare to rain fire-power onto the enemy.

One Troop Type per turn that has the spotter special rule that makes a ranged attack on an enemy also causes a hazardous attack.

Defensive Strategies

These Strategies are, as the name suggests, ones that bolster the defensive abilities of the force that uses them. These are typically fortifications and defensive barriers.

Makeshift Cover [1 SPs]

Your army quickly builds protective walls before the enemy attacks.

You may place one wall 6" long, or two walls 3" long within your deployment zone. This is light cover.

Defensive Wall [1 SPs]

Your army builds walls and trenches, for defending and protecting your troops.

You may place a wall 4" long or two walls 2" long within your deployment zone. This is medium cover.

Outpost [2 SPs]

Your army builds a watchtower, guard post or a barracks for troops to take refuge in.

You may place a building no more than 4" square in your deployment zone. This is medium cover.

Bunker [3 SPs]
Your army builds a watchtower or guard building or perhaps a building for troops to stay in.

You may place a Bunker no more than 2" square in your deployment zone. This is Heavy cover.

Stronghold [10 SPs]
Your army builds a large base in an effort to hold this this area.

You may place D6 Bunkers, each no larger than 2 square inches in your deployment zone. This is Heavy cover. Each bunker must be connected by Defensive walls that create an area no larger than 10 square inches.

You may place one building no larger than 4 square inches. This is medium cover. This must be placed within the defensive walls or as part of them.

You may place a 6" long wall in no man's land. This is light cover. Finally you can place one minefield it creates a hazard area in an area no greater than 4 square inches, and should be marked appropriately on the board, or a map of the board. You may not place the minefield, or any part of the Stronghold in the enemy's deployment zone.

Tactical Strategies

These Strategies are ones that you apply directly to your troops to represent various tactical advantages. These range from ordering a Troop Type to perform particular manoeuvres or advances, to representing improved battlefield training, experience and skills.

Improved Comms [1SP]
Your force are equipped with better signal arrays and better technology to avoid enemy interference.

D3 of your squads has the spotter rule.

Light Infantry [1SP]
These troops are experienced in fighting in hardgoing terrain, such as urban or jungle.

One your Squads has the Move Through Cover rule.

Scouts [1SP]
Some of your army scouts ahead to get the lie of the land and observe enemy movements.

One of your Troop Types gains the Scouts special rule.

Infiltrate [Varies]
Some of your force forge ahead into No Man's Land and lie in wait for the foe.

One of your Troop Types gains the Infiltrate special rule. The SP cost is equal to the total TV of the Troop Type.

Improved Weaponry [Varies]
Due to counter-intelligence Your force are equipped with better equipment in order to take out the enemy.

Any squad may have the Monster Hunter rule. The SP cost is equal to the total TV of the Troop Type.

Reconnaissance [Varies]
Your force commander sends a squad ahead of the force for reconnaissance.

One of your Troop Types gains the Scouts and Spotter rules. The SP cost is equal to the total TV of the Troop Type.

Reserves [1-3SP]
Some of your force is delayed. Whether by mishap or design, they may arrive at an opportune time...

Unlocks the ability to place Troop Types from any detachment into reserve. They don't count as TV losses whilst in reserve. The player can attempt to bring on a number of Troop Types in reserve equal to the amount of SP points spent (1-3 points).

To bring a Troop Type onto the board from reserve at the start of any of your turns, roll a D6, plus the Detachment Commander's Rank, plus the current turn number. If the score is 10 or more, the Troop Type arrives.

In the first two turns, the Troop Type arrives on any part of the board edge in your deployment zone/s. From turn 3-4, they can also arrive on the board edges in No Man's Land. In turns 5-6 they can also arrive on any board edge in the opponent's deployment zone.

Transmat Assault [Varies]
The force is ready to ambush it enemy. Having a platoon of troops ready in orbiting ships or base, ready to be teleported into battle.

Any number of Troop Types in a detachment gain the Teleport rule. The SP cost is equal to the total TV of each Troop Type.

Ambush**[8 SPs]***A whole force lies in wait to ambush their enemy.*

Your enemy must deploy first. One entire detachment may set up using the Infiltrator rules. Any Troop Types that cannot deploy out of sight must deploy in your deployment zone/s.

War Veterans**[Varies]***War breeds lethal experience.*

One Troop Type gains the Bane rule against one chosen race. The SP cost is equal to the total TV of the Troop Type.

Suicide Mission**[Varies]***These Troops have been sent on a dangerous gambit.*

One Squad can be made Expendable. Also, its TV is doubled for any Objective purposes, whether they are good for the player or not. The SP cost is equal to the total TV of the Troop Type.

Experienced Forces**[Varies]***These troops have been forged from their experiences.*

One Troop Type gains a bonus of one point per stat chosen. No stat can be increased by more than one point. The cost is the sum of the improved stats, using the costing algorithm below:

Agility: TVx2**Firing:** TV+2**Melee:** TV+1**Combat Strength:** TVx1**Weapon Strength:** TV+1**Nerve:** TVx3

These stat improvements last the duration of the game, but they may be carried over in campaigns.

Playing Campaigns

At this stage we are unsure if there is need for more complicated and intricate rules regarding prolonged campaigns. We are only just starting to experiment beyond our new battle format, so please take these more as helpful suggestions until we are suitably happy with the system.

The style of campaign is relatively unimportant. You could use a map, table or story-based structure. Any of these could work. We suggest using the Strategy Points system as a means of advancement, so players would keep a tally of Strategy Points throughout the campaign, gained from victories, stored from battles where they aren't spent and so on. We have been toying with using Poker Chips to represent the points gained.

In general terms, here is the system we are currently using:

- Both Sides gain a Strategy Point per commander, providing they were not casualties by the end of the game (rout does not count for this).

- If the battle was a draw Sides each gain 1 Strategy Point instead of the above result.

- Any side gains D3 Strategy Point for any objectives they achieve, regardless of whether or not they won the battle or not.

Players can also enhance these results in various ways depending on how their campaign is run. For instance in map campaigns, various map locations could present opportunities for more or less Strategy Points, depending on their contents. A desert, for instance could reduce Strategy Points gained by half (rounding up fractions) whereas a city could double them.

Campaigns could also use rosters to track Strategy Point upgrades to Troop Types, and they could keep them throughout the campaign, but perhaps losing them if they are completely wiped out (if they were routed through casualties they could probably train new members to such an extent that it wouldn't make a noticeable difference at this scale).

In the next rules update, this will likely contain the fruits of sufficient playtesting to formalise, change or improve some of these ideas.

Armies of Time Wars

Armies and Detachments

This section will help you to build an army. For now, the two available factions are the Dalek Empire, and the Time Lord Alliance. More factions will be introduced via the Carnival of Monsters supplement. Ultimately though, there are two primary sides (Empire and Alliance), and in some way most races have taken a side (although Ogrons and Sontarens are mercenaries and will work for either side).

To build an army, all players agree upon a points cost limit, and players spend these points on items from their faction's list, making use of one or multiple detachments (they must all be from the same Faction). An army is made up of one or more detachments, led by a force commander. The Force Commander must be a detachment commander with the highest NRV stat. If there are multiple commanders with the same NRV value, then the player may choose which commander they wish to upgrade to Force Commander. The Force Commander upgrade is free, and increases their Rank and TV by one point.

A detachment is usually a platoon-sized element of a larger force, but it is usually self-reliant, is led by an officer, made up of infantry, and usually aided by supporting fire-power, elite shock troops and civilian (or other) reserves. Each detachment comprises of a number of Troop Types that must be worth at least 50 points (no less), and cannot exceed a value greater than 200 points (and no greater). Each Detachment can comprise of 4 elements: *Command*, *Basic*, *Veteran* and *Support*.

Command is army or detachment's leader and their retinue. Each detachment can take one and only one command. **Basic** is the core bulk of the detachment (and army). You can spend as many points on basic as you wish (so long as you do not exceed the points limit for the detachment/army). **Veteran** is the more experienced, elite and specialised elements used to complete strategic objectives in battle. You may spend equal to or less points on Veteran as you have on Basic. **Support** is elements used to bolster the force with heavy weaponry, reserve or civilian troops. You may spend equal to or less points on Support as you have on Basic.

Many Troop Types will have Special Rules mentioned in the rulebook, or Special Rules unique to a faction. Faction Special Rules will be detailed at the start of that Faction's List section (below). All Troop Types that can make use of those rules will have them listed in their entry under the "rules" part of their entry. Note that some Special Rules or orders may only be available by having a commander that has that rule, but it will apply to all noted Troop Types that are in their detachment (or army if that Commander becomes a Supreme Commander).

Army Lists

The army lists used in Time Wars are presented below. Each faction has its own selection of Troop Types. They are presented in the same order, and each individual entry has its own options. It cannot take options from another Troop Type, unless they are also listed in their entry. All Squads in the Army Lists can purchase Squad Leaders (see below).

Each Faction has a set of Special Rules (usually tied to Commanders of that Faction), a Loyalty (Alliance, Empire, or Neutral) and a Race Command. Race Commands are those used by Squad Leaders, they will only know their own Faction's Race Command.

When building army lists, always remember the points limitations based on your expenditure on Basic Troop Types. All upgrades and add-ons (such as transports) count towards the totals and limits of the Troop Type they are bought for, and their respective type (Basic, Elite and Support).

Commanders and Retinues

When building Detachments, you must choose a Commander first. Each detachment is allowed one Commander. Unless playing a special scenario that states otherwise, all Commanders in an army and their detachments must belong to the same Faction and/or Loyalty (or be Neutral).

Their detachment can be made up of Basic, Veteran and Support Troop Types from their own Faction, or Factions/Races with the same loyalty (Alliance or Empire) or that are stated to work for either faction (such as Ogrons or Sontarans). Troop Types added to a detachment from a different Faction use the same sorting category as they would in their regular faction (e.g. Veteran, Basic, Support), just note that bonuses conferred from their own Faction are not carried over (so a Squad of Cybermen could not be made Basic unless led by a Cybercontroller and so on).

Commanders and Retinues form a single Squad. The Commander can never leave their Retinue (although if they are the last model left they revert to Individuals). The Tactical Value of a Commander and his Retinue is equal to their rank +1 for the Retinue (unless the Retinue is expendable, in which case it does not cost additional points).

Universal Squad Option: Squad Leader

Any Squad in the Army Lists that follows can take a Squad Leader as an option (apart from Retinues, as they do not need them). The rules for using Squad Leaders can be found on Page 11.

The upgrade cost for a Squad Leader is the same as the Squad's Tactical Value (TV). If the Squad is deemed expendable, the Squad Leader costs 1 point regardless of their original Tactical Value.

Factions of Time Wars

This section covers the main races involved in the time wars and many other conflicts.

Armies Of The Alliance

The forces of the Alliance are mainly troops of Gallifrey and that of the Federation. However there are other troops with specialist skills such as Vogans, who are used for hit and run tactics in forested or urban environments

Lords of Time

The Time Lords once sent a agent back in time, to a point before the Daleks were created. This attempt to avert their creation created hostilities by the Daleks towards Time Lords and would eventually led to Time Wars.

Time Lord Special Rules

Foresight: An army with a Time Lord Supreme Commander can choose either to re-roll the D6 used to determine sides for deployment, or can re-deploy up to D3 of there troop types after deployment is completed by both sides. If the latter option is taken, you may add +1 to the D3 result for each additional Time Lord Detachment Commander with this rule in the army.

Warriors of Time: Time Lords are experts in Time Travel, and often utilise this ability to set traps for foes. Detachments led by a Time Lord can make one piece of area terrain (forest, building, an object of cover etc) hazardous.

Loyalty: Alliance

Race Command: Quicken Pace

Command

Castellan

Castellans are high ranking Time Lord who oversees the Gallifreyan Guard. They are powerful Leaders and skilled with the art of war.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	2	4	8	3

Race: Time Lord **Type:** Individual
Cost: 10pts **Size:** 1 Castellan

Rules: Command (Rank 2), Foresight, Warriors of Time.

Options:

Must take one of the following:

- 10 Chancellery Guard at 13pts

or

- 1 to 10 Time Lord Warriors at 7pts each.

The Castellan and any squad he is attached to may take a TARDIS transport at 10pts

Chancellery Captain

Captains are in charge of a standard detachment of Gallifreyan guard. Well trained Gallifreyans ready to fight the enemy's of there Time Lord masters.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	2	4	6	1

Race: Time Lord **Type:** Individual
Cost: 5pts **Size:** 1 Chancellery Captain

Rules: Command (Rank 1), Foresight

Options:

May take 10 Chancellery guard at 13pts

Veteran

Gallifreyan Elite

Better equipped and often with bionic upgrades, these veteran troops can take and hold areas the guard cannot.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	5	4	3	4	6	3

Race: Time Lord **Type:** Squad
Cost: 15pts **Size:** 10 Gallifreyan Elite

Rules: Time Lord army: This unit may only be taken by detachments led by a Time Lord

Options:

Up to two Guard may take support weapons from the following:

- One may take a Flamethrower at 1pt
- One may take a Grenade launcher at 1pt
- One may take a Sniper Rifle at 1pt
- One may take a Missile Launcher at 3pt

Time Lord Warriors

These are the elite of the time lords, skilled with hundreds of years of experience and knowledge as well as skills picked up with each regeneration.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	3	4	7	3

Race: Time Lord **Type:** Squad
Cost: 21pts **Size:** 3 Time Lord Warriors

Rules: Monster Hunter

Options: May take up to 7 Time Lord Warriors at 7pts each.

- May take a TARDIS transport at 10pts

Basic

Gallifreyan Guard

The Gallifreyan Guard, sometimes known as Chancellery Guard are the organisation responsible for security and law enforcement on Gallifrey. They report to the Castellan and were normally equipped with Staser Weapons.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	5	4	2	4	6	2

Race: Gallifreyan **Type:** Squad
Cost: 13pts **Size:** 10 Chancellery Guard

Rules: None

Options:

- One Gallifreyan Guard may take a Flamethrower at 1pt

Support

Sisterhood of Karn

The Sisterhood is dedicated to protecting the Sacred Flame that produces the Elixir of Life. They entered into the Pact of Rassilon for protection under Gallifrey, a neighbouring planet in the same system. They also fought against Morbius after he turned renegade and he attempted to invade Karn.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	3	4	4	1	3	7	1

Race: Time Lord **Type:** Squad
Cost: 6pts **Size:** 10 Sisters

Rules:

High Priestess: If a High Priestess is taken the squad has the ability to teleport.

Options:

- May take a High Priestess at 4pts
- May take up to 10 more sisters at 1pt each.

Outsiders

The Outsiders were Gallifreyans who lived in the wild lands outside the Capitol. They lived a primitive lifestyle, wore animal skins and used weapons like bows, arrows and spears to hunt for food. However in times of grate need, they are rounded up and used as auxiliary troops.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	3	4	4	1	2	6	1

Race: Time Lord **Type:** Squad
Cost: 6 Pts **Size:** 10 Outsiders

Rules: All-Terrain

Options:

- May take 10 more Outsiders for 5pts

Galactic Federation

The federation united a vast area of smaller empires in order to deal with threats such as the Dalek and Cyber empires and in order to help trade.

Federation Special Rules

Sonic Weapons: No Ice Warriors can fire at extreme range. At Long Range the squad counts as having a Grenade Launcher. At Medium Range they count as having a LMG and at Short Range they count as having a HMG.

Strategic Force: The Federation are a much more battle-experienced and organised force than the Time Lords. A Federation Supreme Commander with this rule allows the player to re-roll for the army's strategy points. Having Federation Commanders as detachment Leader in the army adds +1 to the total scenario points for each additional Federation Commander with this rule.

Grit and Determination: All Federation Squads in the detachment always count as having a squad size of five when taking a NRV tests even if the squad is below 5 men or it's an individual.

Loyalty: Alliance.

Race Command: Take Aim.

Command

Federation Leader

Leaders of the Federation are usually either human or Draconians. Some are raised up from the lower ranks. Usually brave and battle-scarred from years of war. But some however, given this position by birth. The latter usually don't Survive very long.

Captain

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	6	6	4	3	4	8	2

Lieutenant

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	6	5	4	3	4	7	1

Race: Federation **Type:** Individual

Cost: 5pts **Size:** 1 Lieutenant

Rules: Command Lieutenant (Rank 1), Captain (Rank 2), Strategic Force, Grit and Determination, Smite, Monster Hunter

Options:

- Lieutenant can be upgraded to Captain for +5pts
- May be accompanied by a retinue of 4-10 of one of the following:
 - Marines at 1pt each
 - UNIT soldiers at 2pts each
 - Draconian Warriors at 2pts each.
 - Ogrons at 2pts each.

Up to two of the retinue may have a Support Weapon:

- One may take a Flamethrower at 1pt
- One may take a Grenade Launcher at 1pt
- One may take a Sniper Rifle at 1pt
- One may take a LMG at 2pts
- One may take a Missile Launcher at 3pts

The squad may take an LPC at 4pts or it may take an APC at 8pts

Ice Warrior Commander

Ice Warrior Commanders are often in command of shock troop detachments of the Federation and are often found in the toughest of war zones.

Ice Lord

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	7	3	6	7	2

Marshal

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	6	3	7	7	1

Race: Federation **Type:** Individual

Cost: 4pts **Size:** 1 Marshal

Rules: Command Marshal (Rank 1), Ice Lord (Rank 2), All-Terrain, Strategic Force, Sonic Weapons

Cold War: Ice Warriors count as basic in an detachment led by a Marshal or Ice Lord.

Options:

- Marshal may be upgraded to an Ice Lord at +4pts.
- May be accompanied by 4 Ice Warriors at 10pts or 10 Ice Warriors at 25pts
- The squad may take an APC at 8pts

Veteran

Ice Warriors

Ice Warriors are often the shock troops of the Federation. Well trained, armoured and equipped with highly effective short range weaponry.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	4	6	3	7	7	2

Race: Federation **Type:** Squad

Cost: 10pts **Size:** 5 Ice Warriors

Rules: All-Terrain, Sonic Weapons

Options:

- May take 5 more Ice Warriors for +15pts.
- The Squad may be upgraded to an Ice Warrior Assault Squad for +2pts and gain the Scout and Spotter rules.
- The squad may may take an APC at 8pts

Marine Veteran Squad

Veterans often go against standard doctrine and command at Alpha Centauri often turn a blind eye. Armed with special Armour Piercing Bullets, Glitter-Guns, Shotguns with gold dust shells, State of the art rifles with under-slung grenade launches, stolen cyber weapons, missile launchers, LMGs, and so on: they hunt the Federation's greatest foes.

Many veteran regiments stand out, particularly the 196th (Legion 4) of earth who forged their legacy in the early days of the Cyberwars and are often deployed against cyber forces. Another famous formation from earth is the Grand Order of Oberon, Religious law enforcers of the earth colonies days who fought against the Daleks during the 1st and 2nd Dalek war.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	3	5	6	2

Race: Federation **Type:** Squad

Cost: 14pts **Size:** 10 men with a squad Leader.

Rules: Scout, Monster Hunters

Options:

Up to four Marines may take Grenade Launchers at 1pt each.

Two Marines may have one of the following Support Weapon:

- One Marine may take a Flamethrower at 1pt
- One Marine may take another Grenade Launcher at 2Pts
- One Marine may take a Sniper Rifle at 1pt
- One Marine may take a LMG at 2pts
- One Marine may take a Missile Launcher at 3pt
- The squad may take a LPC at 4Pts or it may take a APC at 8pts

UNIT Squad

With the mandate to investigate, monitor and combat Alien threats, UNIT were always the front line in defence of Earth and the Federation.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	6	6	4	3	4	7	3

Race: Federation **Type:** squad

Cost: 7pts **Size:** 5 UNIT Troopers

Rules: Spotter

Options:

- May take 5 more UNIT troopers at 8pts OR take the scout ability for 1pt

• Up to two UNIT Troopers may have a Support Weapon:

- One Trooper may take a Flamethrower at 1pt
 - One Trooper may take a Grenade Launcher at 1pt
 - One Trooper may take a Sniper Rifle at 1pt
 - One Trooper may take a LMG at 2pts
 - One Trooper may take a Missile Launcher at 3pts
- Instead of Support Weapons, the Squad can upgrade two UNIT Troopers to one of the following:
- A Weapon Team with a HMG at 4pts
 - A Weapon Team with a Mortar at 5pts

The squad may take a LPC at 4pts or it may take a APC at 10pts

Draconian Warriors

Draconian veterans often go into battle in traditional dress and with ornate long swords and fight aggressively, hoping to reach melee. They value honour above the lives of individuals.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	3	5	6	2

Race: Federation **Type:** Squad
Cost: 12pts **Size:** 10 men with a squad Leader.
Rules: Smite, Monster Hunters
Options: May take a LPC at 4pts

Basic

Marine Squad

Marines are the main force of any Federation army. Their armour is a heavy flack, durable but light enough to keep the troops moving. Their main laser rifle is actually a copy of a cyber-rifle, although the technology has not made it to the cyber standard. Often the Marines are mounted in trucks, Humvees or APCs some troops stay with the transports allowing them to redeploy on the battlefield rapidly. Usually a detachment or platoon of marines is from one race (usually Human or Draconian), but due to casualties a mix of race is not uncommon in a Federation detachment or even in a single squad.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	3	5	6	2

Race: Federation **Type:** Squad
Cost: 12pts **Size:** 10 men
Rules: None
Options:
 Up to two Marines may have a Support Weapon from the following:

- One Marine may take a Flamethrower at 1pt
- Up to Two Marines may take a Grenade Launcher at 1pt each
- One Marine may take a Sniper Rifle at 1pt
- One Marine may take a LMG at 2pts
- One Marine may take a Missile Launcher at 3pt

If no support weapons have been taken the Squad can upgrade two Marines to one of the following:

- A Weapon Team with a HMG at 4pt
- A Weapon Team with a Mortar at 5pts
- The squad may take a LPC at 4pts or it may take a APC at 8pts

Transport

LPC

Often Marines will go into battle in Light Personal Carrier transports in order to out-manoeuvre the enemy. These are light, fast and cheap, allowing whole detachments to be mechanised. These are usually trucks, jeeps or humvees. But any reasonably sized vehicles can be used for this role.

AGL	FIR	MEL	CST	WST	END	NRV	TV
10	5	3	6	3	4	7	0

Race: Federation **Type:** Vehicle
Cost: See Relevant Squad Options **Size:** 1 LPC
Rules: Transport (12)

Options: Already has an LMG as standard
 Can replace its LMG with one of the following but halves Troop Capacity:

- A HMG at 4pts
- A Mortar at 5pts

APC

Some troops take an APC for transport, losing some speed but gaining better armour and weaponry instead. These light tanks will be able to carry troops into battle, giving defensive fire towards the enemy. Then give supporting fire while it's troops deploy on the battle field.

AGL	FIR	MEL	CST	WST	END	NRV	TV
9	5	3	6	6	6	7	0

Race: Federation **Type:** Vehicle
Cost: See Relevant Squad Options **Size:** 1 LPC
Rules: Transport (10), Spotter

Options: Already has an HMG as standard
 Can take one of the following:

- An additional HMG at 3pts
- A Missile Launcher at 2pts
- A LMG at 2pts
- A Flamer at 1pt

Support

Weapon Specialists

Some marines form small squads of Weapons Specialists. Well-armed but still light enough to keep up with the rest of the force.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	3	5	6	2

Race: Federation **Type:** Squad
Cost: 6pts **Size:** 5 men
Rules: None

Options:

The squad MUST take one of the following:

- 5 Flamethrowers at 5pts
- 5 Grenade Launchers at 5pts
- 5 Sniper Rifles at 5pts
- 5 LMG at 10pts
- 5 Missile Launchers at 15pts

The squad may take a LPC at 4pts or it may take an APC at 8pts

Heavy Weapons Specialists

Marine Platoons sometimes have a line of support attached to them. These contain heavy weapons, unable to move with the rest of platoon but can give ranged fire support.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	3	5	6	2

Race: Federation

Type: Squad

Cost: 6Pts

Size: 3 Weapons Teams

Rules: None

Options:

May take up to 2 more Weapon Teams at 2pts each.

Each Weapon Team must take one of the following:

- HMGs at 3pts
- Mortars at 4pts
- The squad may take a LPC at 4Pts or it may take a APC at 8pts

UNIT Heavy Weapon Squad

UNIT will sometimes dispatch heavy weapons to support UNIT and it allies against aliens.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	6	6	4	3	4	7	3

Race: Federation

Type: Squad

Cost: 40pts

Size: 5 Heavy Weapons Teams

Rules: None

Options:

The Squad must all take HMG or Mortars for free.

- The squad may take an LPC at 4pts

Federation Ogrons

Being Mercenaries most races uses Ogrons as cheap front line troops. However the Federation battle tactics are more pin point than this, brute force manoeuvre and so Ogrons are used as auxiliary troops. Used as a last resort to plug gaps in line are move into areas were federation troops are bogged down in combat. Something Ogrons excel at.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	4	5	6	2	6	4	1

Race: Federation

Type: Squad

Cost: 9pts

Size: 10 Ogrons

Rules:

Loyal To The End: Ogrons are stubborn and very loyal (or Stupid). When taking Nerve Tests, Ogrons count their squad size as the size it was at the start of the game turn.

Options:

- One Ogron may take a Flamethrower at 1pt
 - One Ogron may take a Grenade Launcher at 1pt
 - One Ogron may be a Squad Leader at 1pt
- The squad may take a LPC at 4Pts.

Conscripts

Most marines start of a conscripts. Given the same equipment as the rest of the force but almost totally untrained and placed into a battle as the Federation have had no option but to. The Conscript squad will then do one of two things, survive the baptism of fire or perish.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	4	4	3	3	5	5	1

Race: Federation

Size: 10 men

Type: Squad

Cost: 5pts

Rules: None

Options:

Up to two Conscripts may have Support Weapons from the following:

- One may take a Flamethrower at 1pt
- One may take a Grenade Launcher at 1pt each.
- The squad may take a LPC 4Pts

Federation Tank

Marine and UNIT forces are often supported by armour vehicles. These behemoths are very tough to take out by the enemy. However, if a tank is left without infantry support it can find itself surrounded and in trouble.

Heavy Tank

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	9	3	7	9	9	7	3

Light Tank

AGL	FIR	MEL	CST	WST	END	NRV	TV
9	9	3	7	8	7	7	3

Race: Federation

Type: Vehicle

Cost: 7pts

Size: 1 Light Tank

Rules: Spotter

Options:

Can upgrade to Heavy Tank for +4pts

Can take one of the following:

- A HMG for 1pt
 - A Mortar for 1pt
- May also take one of the following:
- A LMG at 1pt
 - A Missile Launcher at 2pts
 - A Flamer at 1pt

Heavy tanks may take an additional HMG at 2pts.

Planet of Gold

Vogans society had a history and strong alliance with the time lords for many years and were a rich and powerful due to the abundance of gold on there planets.

The Vogans, living on a planet of gold, were harassed during the war against the Cybermen in the 26th century. Unfortunately the Time Lords policy of non-interference left the Vogans almost defenceless. Their gold was used to create glitterguns which could kill Cybermen. To stop this, the Cybermen tried to destroy Voga. Voga was blasted into space, forcing the Vogans to live hidden underground for hundreds of years.

Vogan Special Rules

Vogan Force: If a Leader of the Guardians is taken the Guardian Guerillas may be taken as Basic for the Detachment. If a Chief Councillor is taken as your Alliance command then Vogan Militia may be taken as Basic for the detachment.

Hit and Run: If the detachment is led by a Vogan command, any Vogans may be use a special action called Hit and Run. This takes up two actions, but you may fire at a enemy target and then 'run' (see rules for running) directly away from that enemy squad.

Also if they win a round of combat they may chose to move out of combat up to their AGL in any direction.

Old Enemies: if The detachment is led by a Vogan Supreme Commander, all Vogans have Bane against Cybermen.

Loyalty: Vogans are loyal to the Alliance

Race Command: Take Cover

Command

Vogan Command

The Vogans are led by a High Council, which is in turn led by a Chief Councillor. Although more like politicians than generals, the councillors had their own Militia. The Leader of the Guardians were the generals of the Vogan army. Although the Councillors are technically in authority.

Leader of the Guardians

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	5	4	2	4	7	2

Chief Councillors

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	4	4	4	2	3	7	1

Race: Vogan

Type: Individual

Cost: 1pt

Size: 1 Chief Councillor

Rules: Command, Leader of Guardians (Rank 2), Chief Councillor (Rank 1), Hit and Run, Old Enemies, Spotter

Options:

Can upgrade the Councillor to a Leader of the Guardians for +5pts

May Take one of the following options:

- May take 12 Vogan Guardians for 10pts, up to two may take a Grenade Launcher at 1pt each.
- May take 12 Vogan Militia for 8pts up to two Militia may take a Flamer at 1pt each.

Veterans

Vogan Guardian Guerillas

Vogans do lack the punch of most forces. So the most Elite of the Vogans are equipped with the best weaponry Voga can find.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	4	4	2	3	7	1

Race: Vogan

Type: Squad

Cost: 12pts

Size: 12 Vogans

Rules: All Terrain, Monster Hunters, Scout, Spotter

Options:

Up to two Vogans may take a Grenade Launcher at 1pt each

Up to two more Vogans may take support weapons from the following:

- Up to Two Vogans may take a Flamethrower at 1pt each
- Up to two Vogans may take a Sniper Rifle at 1pt
- One Vogan may take a LMG at 2pts
- One Vogan may take a Missile Launcher at 3pt

Basic

Vogan Guardians

The Vogan Guilds are represented by the Guardians, who protect the mining galleries and the surface of the planet. They have become the foot soldiers of the Vogan army.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	4	4	2	3	7	1

Race: Vogan

Type: Squad

Cost: 10pts

Size: 12 men

Rules: All Terrain, Spotter

Options:

Up to two Vogans may take support weapons from the following:

- One Vogan may take a Flamethrower at 1pt
- Up to Two Vogans may take a Grenade Launcher at 1pt each
- One Vogan may take a Sniper Rifle at 1pt
- One Vogan may take a Missile Launcher at 3pt

Support

Vogan Militia

The Council had their own militia, which defended the centre of the planet of Voga and the Vogan standing army often used the Militia as support.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	4	3	4	2	2	6	1

Race: Vogan

Type: Squad

Cost: 6 Pts

Size: 12 men

Rules: All Terrain

Options:

- Up to Two Militia may take a Grenade Launcher at 1pt each or flamer at 1pt each.
- The squad may take 3 more Militia for 2pts or 8 more Militia 3pts.

Vogan Support Team

Vogan armies often use hit and run tactics.

Sometimes a small squad heavily armed is used to bolster this tactic or a squad with mortars will bring the much needed support for Vogan Squads as they slip away.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	4	4	2	3	7	1

Race: Vogan

Type: Squad

Cost: 10 Pts

Size: 10 men

Rules: None

The squad must take one of the options below:

- 5 Missile Launchers at 10pts
 - 5 LMGs at 6pts
 - 5 Grenade launchers at 4pts
 - 5 Flamethrowers at 3Pts
 - 5 Sniper Rifles at 2Pts
- Squad becomes 5 weapons teams with mortars at 15pts
- Squad may take the *Infiltrate* rule at 1pt

Armies of The Empire

Although not strictly one empire in its entirety, the Daleks have become such a feared and almost unstoppable force that any rival would have to think twice about getting in their way. This is a collection of Empire builders, or hostile forces that don't entirely see eye to eye, but are united by common foes: The Armies of the Alliance, and particularly, *the Time Lords*.

The Dalek Empire

Day of the Daleks

The Last Great Time War was known as "the final battle" between the Time Lords and the Dalek Empire. The most violent war the Daleks would fight since the Movellan War. The stronger casings used by the Daleks towards the end of the Second Dalek War eventually came back into use and became standard for all Daleks.

Dalek Special Rules

OBEY! Daleks will be obeyed, or those who don't obey will be exterminated. Should a Squad of Slave Troopers or Ogrons fail a Nerve test within the Standard Range Band of a Squad of Daleks, remove Squad members as casualties equal to the amount the test was failed by. The remaining Squad members (if there are any) are considered to have passed the Nerve test, rather than failed it.

Megalomaniacs: As far as Daleks are concerned, they are the ultimate being, and everything else is to be conquered or exterminated. A Dalek Commander with this rule counts all Slave Troopers and Ogrons in their detachment as Expendable.

Loyalty: Dalek forces are loyal to the Empire.

Race Commands:

Dalek: Defensive Fire

Ogrons: Quicken Pace

Mercenaries: Defensive Fire

Command

Dalek Commander

Invasion Leaders are usually black and command a detachment of Daleks and it's enslaved troops. A Dalek Supreme or Supreme Dalek is the rank above this. Usually gold the Supreme Dalek answers only to the Emperor.

Invasion Leader

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	4	8	5	8	5	2

Supreme Dalek

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	4	8	5	8	6	3

Race: Dalek

Type: Individual

Cost: 5pts

Size: 1 Invasion Leader

Rules: Command Invasion Leader (Rank 1), Supreme Dalek (Rank 2), OBEY!, Megalomaniacs, Unceasing, Xenophobic

Options:

- The Invasion Leader may be upgraded to a Supreme Dalek at +5pts
- May be accompanied by one of the following:
- 4-10 Daleks at 4pts each.
 - One Dalek may take a Dalek Special Weapon at 6pts.
 - 4-10 Slave troopers at 1pt each
 - One Slave trooper may take a LMG at 2pts
 - One Slave trooper may take a Flamethrower at 1pt
 - Or 4-10 Ogrons at 1pt each.
 - One Ogron may take a grenade launcher at +1pt.

Ogron Mercenary Leader

Ogrons are strong, ape-like humanoids of limited intelligence. What they lack in mind, they make up for in immense strength and an affinity with violence and obedience. This makes them a popular choice for security, grunts, and mercenaries. Being obedient and loyal, they are especially popular with Daleks.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	4	7	6	2	6	6	2

Race: Ogron **Type:** Individual
Cost: 5pts **Size:** 1 Ogron Leader

Rules: Command (Rank 1), Smite, Monster Hunter
Mercenary Army: If a detachment has only Ogrons in it, it may be taken alongside Empire or Allied detachments.

Options:

- May be upgraded to Rank 2 for 3pts
- May take a retinue of up to 10 Ogrons at 1pt each.
- One Ogron may take Grenade Launcher or Flamethrower at 1pt
- Another Ogron may take a Grenade Launcher at 1pt, an LMG at 2Pts or Missile Launcher at 3Pts.

Trooper Commander

Mercenary commanders are usually battle-hardened thieves or pirates. Ieding their men for anyone who wishes to pay them for their experience in war.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	2	5	6	1

Race: Mercenary **Type:** Individual
Cost: 5pts **Size:** 1 Mercenary Commander

Rules: Command (Rank 1)
Mercenary Army: If a detachment has *only* Mercenaries in it, it may fight alongside empire or allied detachments.

- Options:** May be upgraded to Rank 2 at +3pts
May be joined by 4-10 Slave troopers at 1pt each
- One Slave trooper may take a LMG at 2pts
 - One Slave trooper may take a Flamethrower at 1pt

Veteran

Ogron Assault Squad

These Ogrons are used to quickly grab and hold out on important objectives ahead of the rest of the force. Armed with flails, axes, maces, blades and all sorts of crude weapons in order to smash a hole in the opponent's line.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	4	5	6	2	6	4	1

Race: Ogron **Type:** Squad
Cost: 10pts **Size:** 10 Ogrons

Rules: Smite
Loyal To The End: Ogrons are stubborn and very loyal (or Stupid). When taking Nerve Tests, Ogrons count their squad size as the size it was at the start of the game turn.

Options:

- One Ogron may take a Flamethrower at 1pt
- One Ogron may take a Grenade Launcher at 1pt

Basic

Dalek Patrol

Dalek Patrol's are usually used to support and command the soldiers under the Daleks' control. Even a handful of Daleks is a serious threat.

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	3	7	5	8	5	3

Race: Dalek **Type:** Squad
Cost: 20pts **Size:** 5 Daleks
Rules: OBEY!, Unceasing, Xenophobic

Slave Trooper Squad

These troopers usually have decent equipment and training. However, the vast amount of troops, and the unreliable, and often oppressed sources of troops can take its toll on their quality. Abilities and experience varies within Squads but some are often experienced in warfare. Some may be Mercenaries, others perhaps brainwashed Robomen.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	4	4	2	5	5	1

Race: Mercenary **Type:** Squad
Cost: 10pts **Size:** 10 Slave Troopers

- Rules:** None
Options:
- One Slave trooper may take a LMG at 2pts
 - One Slave trooper may take a Flamethrower at 1pt

Ogrons

Ogrons are much like guard dogs. They obey simple commands, are loyal, and good at guarding territory. Their brute strength also gives them an advantage in combat. However this is the limit to their skills. The fact that most cannot grasp complicated tactics or strategy makes them good for only one thing, pouring into an enemy in the hope of doing as much damage as possible.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	4	5	6	2	5	4	1

Race: Ogron **Type:** Squad
Cost: 9pts **Size:** 10 Ogrons

Rules:
Loyal To The End: Ogrons are stubborn and very loyal (or Stupid). When taking Nerve Tests, Ogrons count their squad size as the size it was at the start of the game turn.

- Options:**
- One Ogron may take a Flamethrower at 1pt
 - One Ogron may take a Grenade Launcher at 1pt

Support

Dalek Support Squads

Dalek Support Squads are the ideological core of the Dalek Force, as they contain Daleks, the all important superior race. They will turn up in large numbers, especially when they know they can win, but will otherwise use various coerced and bought chaff to bulk out their numbers. These large groups of Daleks will usually arrive to destroy whatever enemy their grunts have softened up.

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	3	7	5	8	5	3

Race: Dalek **Type:** Squad
Cost: 20pts **Size:** 5 Daleks
Rules: OBEY!, Unceasing, Xenophobic
Options: May take up to 5 more Daleks at 4pts each.
 • One Dalek may be a Special Weapon Dalek at 4pts

Dalek Special Weapons Squad

Unlike a conventional Dalek, the Special Weapons Daleks have no manipulator arm or eye-stalk. Instead, it had an enormous energy cannon mounted on the front. It's fire-power was so great that one shot could completely vaporise Daleks close enough to the blast. These Daleks were originally designed by Davros to aid his side in the Dalek Civil War. They were designed specifically to kill Daleks, making them a potent weapon against anything else.

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	1	1	5	8	5	3

Race: Dalek **Type:** Squad
Cost: 20pts **Size:** 5 Daleks
Rules: OBEY!, Unceasing, Xenophobic, if Leader is taken they also gain the Spotter rule
Options:
 • All Daleks except a Dalek Leaders must take Dalek Special Weapons for 3Pts Each.

Spider Dalek

Giant versions of the Dalek, Spider Daleks, also known as Striders, act as a weapon platforms and heavy armoured support for the Dalek Empire. They are one of the Dalek Empire's best solutions to hard-going terrain.

AGL	FIR	MEL	CST	WST	END	NRV	TV
7	5	3	7	5	10	5	3

Race: Dalek **Type:** Vehicle
Cost: 20pts **Size:** 1 Spider Dalek.
Rules: All Terrain
Options: Already has a Dalek Special Weapon as standard.
 • May take an HMG or an additional Dalek Special Weapon at 4pts
 • May take up to two Missile Launcher at 3pts each.

Slave Trooper Support Squad

Support squads often move alongside other troops. The attached squad will specialise in different roles such as suppressive fire-power, bunker and terrain clearance, tank hunting and such.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	4	4	2	5	5	1

Race: Mercenary **Type:** Squad
Cost: 5pts **Size:** 5 Slave Troopers
Rules: None

Options: Squad must take one of the following options:

- 5 Flamethrowers at 5pts
- 5 Sniper Rifles at 5pts
- 5 LMG at 10pts
- 5 Missile Launchers at 15pts

Ogron Support Squads

Ogrons are usually used as shock troops. However, when Slave troopers are not available or in pure Ogron detachments and armies Ogrons may be give support weapons. The strength of an Ogron even allows them to carry HMGs without help.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	4	5	6	2	5	4	1

Race: Ogron **Type:** Squad
Cost: 5Pts **Size:** 5 Ogrons
Options:

The Squad can take one of the following options:

- 5 Flamethrowers at 3pts
- 5 LMG at 6pts
- 5 Missile Launchers at 10pts
- 5 HMGs at 12pts.

The Cybermen

Cybermen Special Rules

The Silver Nemesis: If the detachment is led by a Cyber-commander, Cyber-patrols count as basic.

Sentinels: If the detachment is led by a Controller, any Cybermen in the detachment may re-roll a roll of 1 on a Nerve test.

Loyalty: Cybermen are loyal to the Empire.

Race Command: Stand Fast.

Command

Cyber-Commander

A Cyber-Controller has more brain power than other Cybermen and directed Cyber-armies or a Cyber Hive. Some Cyber-Leaders commanded a squad of Cybermen, however some would be placed in charge of an Cyber Detachment and sometimes a whole Cyber army.

Controller

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	7	4	8	4	9	9	3

Leader

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	7	4	8	4	9	8	2

Race: Cyber

Type: Individual

Cost: 7pts

Size: 1 Leader

Rules: Command, Controller (Rank2), Leader (Rank1), Unceasing, Xenophobic, Sentinels (Controller only)

Options: May upgrade to a Controller for 8pts.

• May be accompanied by 5 Cybermen for 20pts. May take up to 5 more Cybermen at 5pts each.

Veteran

Cyber-patrol

Cybermen are some of the best soldiers in the universe. Well-trained, armoured and equipped. With a lack of emotions and the ability to never give up. Usually a squad is led by a Cyber-Lieutenant, however some squads are led by a Cyber-Leader. Some squads are also joined by a cyber-scout designed to spot an enemy before the rest of the squad engages them.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	7	4	8	4	8	8	3

Race: Cyber

Type: Squad

Cost: 20pts

Size: 5 Cybermen

Rules: Unceasing, Xenophobic

Cyberscout: If a Cyberscout is taken, the squad also receives the Spotter rule.

Options:

- May take up to 5 Cybermen at 5pts each.
- One Cyberman may be a Cyberscout at 1pt

Basic

Slave Trooper

These troopers could be mercenaries working for the Cybermen but often Robotic Drones, cheap scouts and sometimes diploid by the cyberrace when disposable troops are needed. Sometimes they are brain washed humanoids usually of failed cyber conversions.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	4	4	2	5	5	1

Race: Mercenary

Type: Individual

Cost: 10pts

Size: 10 Slave Troopers

Rules: None

Support

Cyber-mat Swarms

Cyber-mats are usually sent out ahead of a Cyber Army. Swarms of them cover vast areas and ambush the enemy and inject poison into a unsuspecting opponent.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	0	5	7	0	7	8	1

Race: Cyber

Type: Swarm

Cost: 10pts

Size: 1 Cyber-mat Swarm

Rules: All Terrain, Scout, Swarm

Hidden Assault: When making a Firing Action with a Cyber-mat, don't attack in the usual way. One Target Troop Type within 8" of the Cyber-mat Swarm are affected by the Hazardous rule.

Bred For War

Sontarans

The Sontarans were not "allowed" to fight in the Last Great Time War. Although a few battles make mention of the Sontarans' presence. This may be due to Sontarans acting as either Mercenaries or ignoring this rule completely. The Sontarans could not have viewed the Time Wars as anything other than a perfect opportunity for glory.

Sontaran Special Rules

Sontaran Force: If a Detachment is led by a Sontaran Officer, Sontaran Battle Squads may be taken as basic.

Command Squad: As retinues are often viewed to be more like a bodyguard, Sontarans look down upon such an idea. No Sontaran Major would desire to appear weak. As with all individuals a Sontaran Major may join any other squad in his detachment. The Major will receive equipment depending on what squad he joins. He must begin the game attached to that Squad (unless he is remaining as an individual) but may leave it during. He will keep the rules.

- Individual - Spotter
- Battle squad - Smite
- Recon squad - Scout
- Heavy squad - Monster hunter
- Assault squad - All-Terrain and Unceasing

Sontaran Medic: A Sontaran medic is the lowest of all Sontarans, branded for a past shame in battle. After each attack, As long as the Medic is unharmed, any models removed in that attack are placed back into the squad on a D6 roll of a 5 or 6. However, when taking nerve tests do not count the medic for squad size.

Bred for War: If a Sontaran Major is taken the Detachment will have learned different skills and

tactics, as well as Quicken pace, all squad leaders in the detachment gain one extra order to give out. Roll once for the entire detachment:

D3 - Order

- 1: Defensive Fire
- 2: Stand Fast
- 3: Take Aim

Structured Hierarchy: A Sontaran Army is well ordered and concerned with merit. All Sontaran Squads in a detachment led by a Sontaran Officer with this rule gain a Squad Leader for free.

Loyalty: Neutral.

Race Command: Quicken Pace

Command

Sontaran Officer

Sontaran Majors and Commanders have proven themselves in many wars. No Sontaran is given rank by birth. All status is attained by merit.

Major

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	6	7	3	7	8	2

Commander

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	6	7	3	7	8	1

Race: Sontaran

Type: Individual

Cost: 4pts

Size: 1 Commander

Rules: Command, Major (Rank 2), Commander (Rank 1), Fatigue, Structured Hierarchy, Bred For War (Major only)

Options: May be upgraded to a major at +6pts.

Veteran

Sontaran Battle Squad

The standard troops in a Sontaran army. These are literally bred for war. If a Sontaran is not fighting, they are training for the next one.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	2

Race: Sontarans

Type: Squad

Cost: 14 pts

Size: 5 Sontarans

Rules: Fatigue

Options: One Sontaran may be a Medic at 2pts

May take up to 5 more Sontarans at 3pts each.

Up to Two Sontarans may take support weapons:

- One may have a Sniper Rifle at 1pt
- One may have a Grenade Launcher at 1pt
- One may have an LMG at 2pts
- One may have a Missile Launcher at 3pts

If no support weapons or medic have been taken then one Sontaran may be upgraded to:

- A HMG Weapon team at 4pts
- A Mortar Weapon team at 5pts

Sontaran Recon Squad

The most Veteran of Sontarans are sometimes given better equipment and allowed to move ahead of the main battle line and get stuck into the fight before the rest of the Sontaran force can steal the glory.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	3

Race: Sontarans

Type: Squad

Cost: 16pts

Size: 5 Sontarans

Rules: Fatigue, Scouts

Options: May take up to five more Sontarans at 3pts each.

One Sontaran may take a Missile Launcher at 3pts

Two Sontarans may take support weapons. They may both take the same type of weapon:

- Flamethrower at 1pt
- Sniper Rifle at 1pt
- Grenade Launcher at 1pt
- LMG at 2Pts

The Squad may have Teleport for 5pts.

Sontaran Assault Squad

These Sontarans are crazy. They strap jump packs on their backs in order to get into battle quicker.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	2

Race: Sontarans

Type: Squad

Cost: 19pts

Size: 5 Sontarans

Rules: All-Terrain, Fatigue, Scout, Unceasing

Options: May take up to five more Sontarans at 4pts each.

Basic

Sontaran Combat Squad

Sontaran squads are sometimes broken into smaller units in order to patrol areas and guard them from enemies.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	2

Race: Sontarans

Type: Squad

Cost: 14 pts

Size: 5 Sontarans

Rules: Fatigue

Support

Sontaran Scout

Some brave Sontarans move forwards on their own in order to get eyes on the enemy and call in support fire. It is a quick way of working through the ranks, but it is also a very quick way of being killed.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	2

Race: Sontarans

Type: Individual

Cost: 5 pts

Size: 1 Scout

Rules: Expendable, Fatigue, Infiltrate, Spotter

Sontaran Heavy Weapons Squads

Some Sontarans who caused shame by failing a objective or fleeing a battle may become a Medic, some lucky ones instead become heavy weapon squads.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	5	7	3	7	7	2

Race: Sontarans **Type:** Squad
Cost: 20pts **Size:** 3 Sontaran Weapon Teams
Rules: Fatigue
Options: May take up to 2 more Weapon Teams at 5 pts each
 The Squad must take one of the following options:
 • A HMG at 4pts per Weapon Team
 • A Mortar at 5pts per Weapon Team

Sontaran Tank

Sontarans sometimes have tank support, the drivers, not disgraced but often to old now to fight on foot now.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	3	6	6	10	7	3

Race: Sontaran **Type:** Vehicle
Cost: 20pts **Size:** 1 Sontaran Tank
Rules: All-Terrain, Spotter
Options: Already has an HMG as standard
 Can take one of the following turret options:
 • An additional HMG at 4pts
 • A Missile Launcher at 3pts
 May Also take up to one of the following hull options:
 • An LMG at 2pts
 • A Missile Launcher at 4pts
 • A flamer at 1pts
 It may take up to one of the following hatch options:
 • A Grenade Launcher at 2pts
 • A Sniper Rifle at 2pts
 • An LMG at 3pts

Sontaran APC

Sontarnes like to get to the think of battle as soon as possible and are sometimes deployed using APCs.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	3	6	6	10	7	3

Race: Sontaran **Type:** Vehicle
Cost: 20pts **Size:** 1 Sontaran APC
Rules: Transport (8), Spotter
Options: Can take one of the following turret options:
 • An HMG at 4pts
 • A Missile Launcher at 3pts
 It may take up to one of the following hatch options:
 • A Grenade Launcher at 2pts
 • A Sniper Rifle at 2pts
 • A LMG at 3pts

Monument

The Whoniverse is vast, and during the Time Wars that vastness also covered many other major conflicts. There have been many struggles, much suffering, many heroes and just as many martyrs.

Forgotten souls whose names, at best, are carved into a monument, or are otherwise lost. Some however stand out, the true warriors, the great leaders and the power-mad lunatics.

Below are but a few of them...

The Heroes of the Alliance

These characters may be used in an alliance army as a command choice instead of another command for that Detachment. They may only be used with the opponent's consent.

The Doctor

"The Doctor" was the primary alias of a renegade Time Lord from Gallifrey who travelled through time and space with various companions in his obsolete and "borrowed" Type 40 TARDIS. He was the universe's "greatest defender", having saved the cosmos thousands of times throughout his long life, becoming a great legend across the whole universe.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	2	4	10	4

Race: Time Lord **Type:** Individual
Cost: 15pts **Size:** 1 Doctor
Rules: Command (Rank 2), Bane (Daleks)
Tactical Genius: All Troop Types in The Doctor's detachment gain +1 NRV
Always Running: If The Doctor is not the Supreme Commander he becomes expendable.
Options: May take up to 10 Time Lord Warriors at 7Pts each.

The Doctor and any squad a he is attached to may take a TARDIS transport at 10pts

The Doctors personality changes as well does his tactics During Regeneration, You may remove the "Tactical Genius" rule and gain one of the following rules:

Wise: The Doctor is less rash, the army he is part of automatically goes second, however on his first turn all Squad Leaders in The Doctor's Detachment gain access to all the Orders in the rulebook.

Loki: A master Trickster, the Doctor Confuses his enemy and may redeploy D3 enemy squads but they must be within there deployment. Infiltrates may be redeployed and but must be placed within the enemy's deployment.

Combat Master: The Doctor in this regen gets himself stuck into the battle. He refers a +2 Melee OR +1 Firing skill to his squad. Decide before the start of the game.

Lord President of Gallifrey

The Lord (or Lady) President, President of the Supreme Council of Gallifrey and all of the Dominions, Holder of the Wisdom of Rassilon, Preserver of the Matrix, Guardian of the Legacy of Omega and Governor of the Time Lord High Council. This Position made them the holder of the most powerful office on Gallifrey and possibly the universe. Until it all ended, or not, or will again.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	2	4	9	5

Race: Time Lord **Type:** Individual
Cost: 15pts **Size:** 1 Lord President
Rules: Command (Rank 2), Foresight
Options:

May take a TARDIS transport at 10pts.
 Must take one of the following:

- 10 Chancellery guard at 13pts

Or

- 4 to 10 Time Lord warriors at 7Pts each

The Lord President and any squad they are attached to may take a TARDIS transport at 10pts

The Lord President may be a named special character and gain the following special rules.

Romana at +2pts, Morbius at +5pts, Borussa at +7pts or Rassilon at +10pts

Lady President Romana

Romana was president during the start of the Time Wars and once repelled a Dalek invasion.

Rules: Leela: Romana always has Leela as a body guard. As long as Leela is alive the squad always ignore the first wound of any attack each turn.

Replace a Time Lord Warrior or Chancellery Guard with Leela's model however the stats remain the same.

Lord President Morbius

His legacy was being the first in millennia to dramatically alter Gallifrey's relations with the wider universe. He attempted to overturn Gallifrey's non-interference policy in favour of military conquest.

Rules: Combat Master: Morbius and any Squad he is with has the Smite Special Rule.

The Sword of Morbius: Before fighting in melee any enemy squad in combat with Morbius automatically lose D3 Models. Morbius's user may chose the casualties but cannot pick Spacial Characters or Individuals. Then combat is played out as normal. This damage does count for determining who won the Melee.

Lord President Borusa

Borusa held the degree of a jurist and was a tutor to The Doctor at the Academy. But eventually, greedy for power, he attempted to gain immortality and rule Gallifrey forever.

Rules: The Crown of Rasalon: Instead of making orders Borusa may try and turn the nearest enemy Troop Type within his Command Range to his will. Both Borusa and the target Troop Type roll a D6 and

add it to their NRV. If Borusa's score is equal to or less, nothing happens. If the score is higher, take the amount he exceeds the NRV by and consult the table below. This is cumulative, so Borusa winning by 5 would gain the effects of 1, 2-3 and 4-5.

Result	Effect
1	The squad cannot charge Borusa and any Squad he is with.
2-3	The squad cannot receive orders.
4-5	The squad loses one action.
6-7	The squad loses both actions
8+	The squad becomes part of Borusa's Detachment and gains the Expendable rule. Their TV is taken as a loss for the opposing side unless they were already expendable.

All effects of the Crown of Rassilon last for one game turn (apart from 8+).

Lord President Rassilon

Rassilon was the founder of Time Lord civilisation and perhaps the single greatest figure of Gallifreyan history. Most of Time Lord society hailed him as a hero. However, some contended that Rassilon was a corrupt megalomaniac. During the Last Great Time War, he returned to lead the Time Lords.

Rules: Original and Greatest: Rassilon and his squad has a NRV of 10.

Gauntlet of Rassilon: Rassilon and his squad gains the Smite and Bane special rules.

Grand President: Time Lord Warriors can be taken as Basic. Time Lord Warriors taken as Basic are 5pts each instead of 7pts. Time Lord Warriors taken as Veteran gain the infiltrate special rule.

Vorus

Vorus, Leader of the Guardians longed to make his people a great power in the universe and free them from the fear of the Cybermen, who wanted to destroy Voga. In order to achieve this, Vorus oversaw the creation of a rocket and contacted other races for help. Going against the Vogan code and revealing the Vogan location to the outside universe.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	5	5	4	1	4	8	2

Race: Vogan **Type:** Special Character
Cost: 10pts **Size:** 1 Vorus

Rules: Command (Rank 2), Hit and Run, Old Enemies, Scout, Spotter, Vogan Force

By MY Will: Any Vogan Nerve test in the Army may be re-rolled and always passes on a 6.

Options: May take a retinue of 12 Vogan Guardians for 10pts

Up to two Vogans may take a Grenade Launcher at 1pt each

Lieutenant Scott

Lieutenant Scott is the commander of 196th regiment. A special regiment designed to hunt and destroy the toughest enemies of The Alliance. Scott is a fantastic leader: a Veteran of the Cyberwars and the Time Wars. He and his Regiment the 196th of the 4th Legion was almost always placed by earth command against the Cyber Forces.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	6	5	4	3	4	7	2

Race: Federation **Type:** Individual
Cost: 10pts **Size:** 1 Lieutenant Scott

Rules: Bane (Cybermen), Command (Rank 2), Strategic Force, Grit and Determination, Scout, Spotter, Monster Hunters

196th: In Scott's detachment, Marine Veterans may be taken as Basic but lose the 'Scout' Rule.

Options: May be accompanied by a retinue of 4-10 Marines at 1pt each

Up to four Marines may take Grenade Launchers a 1pt each.

Two Marines may have one of the following Support Weapon:

- One Marine may take a Flamethrower at 1pt
- One Marine may take another Grenade Launcher at 2pts

- One Marine may take a Sniper Rifle at 1pt

- One Marine may take an LMG at 2pts

- One Marine may take a Missile Launcher at 3pt

The squad may take an LPC at 4pts or an APC at 8pts

Alistair Gordon Lethbridge-Stewart

Alistair was promoted to the rank of Brigadier and put in charge of the British contingent of UNIT. He fought to protect Earth from many dangers, and didn't always end up complaining about his soldiers' bullets being useless.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	6	6	4	3	4	8	4

Race: Federation **Type:** Individual
Cost: 15pts **Size:** 1 Brigadier

Rules: Command (Rank 2), Strategic Force, Grit and Determination, Monster Hunters

The Brigadier: The Brigadier's detachment may take UNIT squads as Basic.

Weapons Master: Brigadier's Squad gains +1FIR.

Options: May take a retinue of 5 UNIT Troopers for 5pts or 9-10 UNIT Troopers for 15pts

May take a LPC at 4pts

Up to two UNIT troopers may have a Support Weapon:

- One Trooper may take a Flamethrower at 1pt
 - One Trooper may take a Grenade Launcher at 1pt
 - One Trooper may take a Sniper Rifle at 1pt
 - One Trooper may take an LMG at 2pts
 - One Trooper may take a Missile Launcher at 3pts
- Instead of a Support Weapon, the Squad can

upgrade one UNIT Trooper to one of the following: • A

Weapon Team with a HMG at 4pts

• A Weapon Team with a Mortar at 5pts

Azaxyr

Azaxyr is an Ice Lord of Mars and Leader of the Galactic Federation troops.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	7	3	6	7	2

Race: Federation **Type:** Individual

Cost: 12pts **Size:** 1 Azaxyr

Rules: All-Terrain, Bane, Cold War, Command (Rank 2), Sonic Weapon, Xenophobic

Hard Taskmaster: Azaxyr and his Squad has the Unceasing rule.

Options: Must be accompanied by a retinue of 4 Ice warriors at 10pts or 10 at 25pts

• The squad may take an APC at 8pts

The Dalek Lords of Skaro

These characters may be used in an Empire army as a command choice instead of another command for that Detachment. They may only be used with the opponent's consent.

Davros

The creator of the Daleks, the Mad scientist Davros has endured the Xenophobic temperament of his own creations numerous times, being killed, resurrected, rescued, to being locked in a Civil War. At every turn he has made himself essential to the survivor race that he created. By the Time Wars he was a commander of the Daleks, only to supposedly die during the first year of the conflict at the Gates of Elysium, when his command ship flew into the jaws of the Nightmare Child.

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	0	3	0	6	9	5	3

Race: Dalek **Type:** Individual

Cost: 20pts **Size:** 1 Davros

Rules: Command (Rank 2), Megalomaniacs, OBEY!, Unceasing, Xenophobic

Dalek Master: Dalek Support Squads may be taken as Basic in Davros' Detachment.

Distrustful: Davros will only have Mercenaries, Ogrons and Daleks in his Detachment.

Options: May be accompanied by any of the following as a retinue:

4-10 Daleks at 4pts each or 4-10 Slave troopers at 1pt each.

- Up to two Daleks may take a Dalek Special weapon at 4pts each.

- One Slave trooper may take a LMG at 2pts

- One Slave trooper may take a Flamethrower at 1pt

Emperor Dalek

The Dalek Emperor was the supreme ruler of the Dalek Empire, commanding the Dalek race and the planet Skaro. One of the first Daleks, the Dalek who exterminated Davros and proclaimed the Daleks' future victory over the universe assumed the role of Dalek Prime (later Dalek Emperor) and would continue to act as the Emperor throughout Dalek history.

AGL	FIR	MEL	CST	WST	END	NRV	TV
3	5	4	8	5	8	7	5

Race: Dalek

Type: Individual

Cost: 20pts

Size: 1 Emperor

Rules: Command (Rank 2), OBEY!, Unceasing, Megalomaniacs, Xenophobic

Dalek Lord: Dalek Patrols in the Emperor's army may become squads of 10 at +20pts per squad.

Options: May be accompanied by a retinue of 4-10 Daleks at 4pts each

• One Dalek may take a Dalek Special Weapon at 6pts

Warmongers

These characters and their retinue may be used in an Empire or Allied army as a command choice instead of another command for that Detachment. They may only be used with the opponent's consent.

The Renegade Morbius

Morbius was a notorious and malevolent renegade Time Lord. His career was the first in millennia to dramatically alter Gallifrey's relations with the wider universe. He attempted to overturn Gallifrey's non-interference policy in favour of military conquest, but was exiled and eventually executed, only to survive, saved by his following, The Cult of Morbius.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	6	6	4	2	4	9	5

Race: Time Lord

Type: Individual

Cost: 20pts

Size: 1 Morbius

Rules: Command (Rank 2), Foresight, Strategic Force

Combat Master: Morbius and any Squad he is with has the Smite Special Rule.

The Sword of Morbius: Before fighting in melee, any enemy squad in combat with Morbius automatically lose D3 Models. Morbius's user may chose the casualties but cannot pick Spacial Characters or Individuals. Then combat is played out as normal. This damage does count for determining who won the melee.

Options: Must take a retinue of either 4 to 10 Time Lord Warriors at 7pts each or 10 Gallifreyan Guard at 12pts.

Morbius and any squad a he is attached to May take a TARDIS transport at 10pts

Morbius's Monster

After having his body teleported throughout the galaxy his brain was taken by a mad scientist and a body made by parts of other aliens, but the brain was damaged and Morbius turned insane whilst trapped inside the monster.

AGL	FIR	MEL	CST	WST	END	NRV	TV
6	0	9	8	-	9	9	3

Race: Creature

Type: Individual

Cost: 20pts

Size: 1 Morbius Monster

Rules: Bane, Hazardous, Large, Smite, Unceasing

Frenzied: At the start of each turn the owning player must roll a D6. On a roll of a 1 Morbius's Monster must move towards the nearest Troop Type, whether they be friend or foe, charging into combat if possible, and attacking. This effect lasts until the start of the owning player's next turn.

Abomination: Morbius' Monster cannot and will not join Squads.

Command Gustave Lytton

Lytton was born on the satellite Riften 5, orbiting the planet Vita 15, Lytton's people were mercenaries, rarely doing anything if there wasn't sufficient money attached. Lytton was no different. He berated his men and threatened potential mutineers with death, but was nevertheless a capable and cunning leader.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	5	5	4	2	5	7	2

Race: Mercenary

Type: Individual

Cost: 10pts

Size: 1 Commander Lytton

Rules: Command (Rank 2), Scout, Strategic Force

Weapons Specialist: The squad receives +1 Fir

Underhanded: Lytton is a master of tricking his enemy and ambushing the foe. Before each game, the owning player can either re-deploy any enemy Troop Type by up to 2D6" of its original position, or give one friendly Mercenary Troop Type the Subterfuge Special Rule. This rule is lost the first time that the Troop Type attacks an enemy.

Options: May be accompanied by a retinue of 4-10 Slave troopers at 1pt each

• One Slave trooper may take a LMG at 2pts.

• One Slave trooper may take a Flamethrower at 1pt.

The Master

During the Time Wars The Master was resurrected in order to be the ultimate warrior for the Time Lord army.

AGL	FIR	MEL	CST	WST	END	NRV	TV
8	7	7	4	3	4	8	3

Race: Time Lord

Type: Individual

Cost: 15pts

Size: 1 Master

Rules: Command (Rank 1), Foresight

Martial Cunning: The Mastee confers +2 Melee and +1 Firing skill to his Squad.

Seldom Trusted: If The Master is not the Supreme Commander, they become expendable.

Options: The Master may be accompanied by a retinue of up to 10 Time lord Warriors at 7pts each. The Master and any squad he is attached to may take a TARDIS transport at 10pts

Barashak

Barashak is most likely the greatest Ogron of all time. He caused a rebellion against the Dalek repression. He sent his own troops to support the forces against Morbius and is known for getting involved in the most vicious fighting in the Time Wars.

AGL	FIR	MEL	CST	WST	END	NRV	TV
4	5	8	6	2	6	7	2

Race: Ogron **Type:** Individual

Cost: 23 pts **Size:** 1 Barashak and 10 Ogrons

Rules: Command (Rank 2), Monster Hunter, Large, Smite

Mercenary Army: Barashaks detachment must consist purely of Ogron Troop Types.

Clad in Iron: Any Ogron Squad in Barashak's detachment may increase their END by 1 for +1pt. Barashak and his retinue gains this bonus for free.

Equipped For War: Barashak's Detachment can take Assault Ogrons as Support. If taken as support they gain the Monster Hunter rule.

Options:

- May take another 9 Ogrons for 10Pts
- Up to half number of Ogrons in the squad may be armed with support weapons from the following:
Flamethrower at 1pt each
Grenade Launcher at 1pt each
Up to two with LMGs at 2Pts each
Up to one with a missile Launchet at 2Pts or a HMG at 4Pts.

General Staal

Staal possessed a personality that was typical for a Sontaran. He loved warfare and was unafraid of death. Officially he did not fight in the Time War, but rumours suggest otherwise.

AGL	FIR	MEL	CST	WST	END	NRV	TV
5	7	6	7	3	7	9	3

Race: Sontaran **Type:** Individual

Cost: 15pts **Size:** 1 Staal

Rules: Command (Rank 2), Bred For War, Fatigue, Monster Hunter, Sontaran Force, Structured Hierarchy, Smite

That's All Folks...

This is it, the whole system (you're probably relieved after reading all that. All that remains is to post a few thank you remarks and credits to those who helped us with this surprisingly large "little" project:

- Thanks to the help and advice about Sculpting from Phil Lewis.
- Thanks Jake Langford for the front cover art.
- Thanks for advice, ideas and from Stuart Mackaness and Ashley Pollard.
- Unit officer Simon Eringson who completely looked at it from the outside and used brutal honesty to make sure we made the rules what they are today.
- Thanks Cyber Leader Tom Cheshire who tried to see if he could find any loop hole to bust the army list mechanism.
- Thanks Dalek Supreme Paul Clarke for exterminating my troops repeatedly and for always being there to help us both so much.
- Thanks to Marshal Robert Lightowler for his knolage of many rule sets. The ability to shout "Sontar Ha!" Even when his Somtarens are getting ripped to peaces and for constantly testing, not his army's strengths but certainly trying to find his opponents weakness.
- Finally thanks to Ice Lord Andy Neil who came in to the game late on with fresh eyes.

Thanks to everyone who reads this, and enjoys playing it. It was a crazy ride, and no doubt will continue to be one, in its own small and ridiculous ways!

All the best,

Ant & Joel.

A man in a red robe stands in a dark, ruined environment. In the foreground, a large, dark, spherical object is out of focus. The background shows a pile of rubble and a bright fire. The scene is lit with warm, orange light.

LEGAL DISCLAIMER

THIS IS A FAN RULESET BASED ON THE DOCTOR WHO FRANCHISE. DOCTOR WHO IS A COPYRIGHT OF THE BRITISH BROADCASTING CORPORATION. ALL THE NAMES OF CHARACTERS, ITEMS AND EVENTS ARE THEIR PROPERTY. THE AUTHORS CLAIM NO OWNERSHIP OVER ANY OF THE MATERIAL ABOVE. THE RULES CONTAINED WITHIN HOWEVER ARE PROPERTY OF RAY LOUGHLIN AND JOEL LANGFORD. ALTHOUGH PERMISSION IS GIVEN TO PRINT OFF THESE RULES FOR PERSONAL USE. OBVIOUSLY WE AREN'T LAWYERS, BUT THE INTENT OF THIS RULESET IS TO ALLOW FANS TO PLAY A WARGAME BASED ON A POPULAR TV FRANCHISE. WE MADE OUR OWN MODELS FOR THIS GAME, BUT THEY ARE FOR OBVIOUS REASONS NOT FOR SALE. WE ENCOURAGE PLAYERS TO TRY THIS GAME THROUGH WHATEVER MEANS THEY HAVE AT THEIR DISPOSAL. WE RETAIN OUR RIGHTS OVER THE CREATION OF THESE RULES. PARTICULARLY SHOULD WE USE A VARIATION OF THESE RULES FOR MATERIAL ENTIRELY OF OUR OWN INTELLECTUAL PROPERTY.