

Dr. Who CCG card list

Spacetime Cards

ST. Alternate Earth (2007), Postmodern Era [1] /10D/

-Base. Dimensional. If you have a Cyberman and a Goal that has been Reached or Opposed here, you may [V] Ghost Shift.

-Goals: Capture, Experiments, Invasion, Profit

"It's parallel, right? Am I right? Like a parallel Earth where they've got zeppelins, am I right?"

ST. Alternate Earth (2010), Postmodern Era [1] /RU/

-Dimensional. When your opponent moves Characters away from this Spacetime card at the end of a turn, he or she must destroy a random card from hand.

-Goals: Apocalypse, Experiments, Invasion, Profit, Quest, Resurrection

"Every time you jump from one reality to another, you rip a hole in the universe. This planet is starting to boil."

ST. Alternate Earth (2011), Postmodern Era [2] /IS/

-Dimensional. If you have Characters here at the start of your turn, you may require all players to reveal the top card of their draw deck.

-Goals: Apocalypse, Experiments, Quest

"You've been in a parallel world, that world's running ahead of this universe..."

ST. Alzarius, E-Space [2] /TL/110

-Dimensional. If a Goal that has not been Reached or Opposed is here, Characters destroyed by a Danger card here are kidnapped by that Danger card's owner instead. For every kidnapped Character here, all Native Creatures are +1 Brawn (maximum: +3).

-Goals: Capture, Experiments, Quest

"It is fitting that the citizens believe the mists are dangerous."

ST. Ancient Vaults, Gallifrey [2] /DoG/

-Base. You may place up to 2 Artifacts whose User is "Any Timelord" (with or without a required Trait or keyword) under this card during Set-Up. When their User here, place them into play here. At the end of any of your turns, one of your Characters here may move to Inside the Matrix.

-Goals: Apocalypse, Capture, Quest, Resurrection

"Vaults and foundations dating from the Old Time."

ST. Androzani Major (2784), Imperial Era [1] /7Dr/

-At the end of their player's turn, Characters Native to the Imperial Era may move from this Spacetime card to Androzani Minor (2784).

-Goals: Historical, Invasion, Profit

"Patriotism is the only viewpoint."

ST. Androzani Minor (2784), Imperial Era [2] /7Dr/

-When a player Reaches a Profit Goal here with 2 Bureaucrat more than are required of that Goal, that player scores +1 points.

-Goals: Apocalypse, Capture, Experiments, Profit, Quest

"...your conglomerate owns that planet, it is perhaps no more than might be expected."

ST. Argolis (2290), Colonial Era [2] /AW/

-Holiday. When a Danger card is destroyed here, choose a player. That player must select one of his or her Characters here to be destroyed. Once per game, you may [V] any Argolin Character.

-Goals: Experiments, Invasion, Profit, Resurrection

"A dead world in a radioactive atmosphere..."

ST. Asteroid 7574B (3966), Twilight Era [1] /S10/

-"God"-related Artifacts play here at -1 Cost. Cards that refer to Great Old Ones play here at -1 Cost.

-Goals: Apocalypse, Profit, Quest, Resurrection

"...things that predate our reality. Relics from the Dark Times."

ST. Asteroid Belt (5000), Twilight Era [1] /IS/

-Native Characters with Medicine are played here at -1 Cost.
-Goals: Apocalypse, Capture, Experiments, Invasion
"The Bi-Al Foundation, asteroid K4067."

ST. Atrios (1979), Present [1] /AF/

-Non-Native Characters here are -1 Brawn. If Contaminated Area here, Native Characters are -1 to all Qualities.
-Goals: Apocalypse, Capture, Historical, Invasion, Quest
"Radiation levels you wouldn't believe!" "Good heavens! You could fry eggs in the street!"

ST. Birostris Prime (4007), Twilight Era [0] /10D/

-Holiday. Human Characters with Aware here are +1 to all Qualities.
-Goals: Capture, Experiments, Quest
"He took me away from home in his magical machine. He showed me the whole of time and space. I thought it would never end..."

ST. Boukan (3963), Twilight Era [2] /TL/A1

-At the start of each of your turns, if no opponent has a Character here, you may draw a card.
-Goals: Apocalypse, Capture, Profit, Quest
"Oil rigs." "They still need oil in the future?"

ST. Calufrax (1978), Present [1] /KTT/

-Key.
-Goals: Apocalypse, Profit, Quest
"How paralytically dull, boring and tedious! ...Mean little planet."

ST. Capitol, Gallifrey [1] /KTT/

-Base. Unless a player has a Timelord Enemy here, that player's Characters may not attempt to Reach a Goal here. Natives with Bureaucrat are played at -1 Cost here.
-Goals: Capture, Experiments, Historical, Meddling
"At the moment I'm more concerned for the High Council, for Gallifrey."

ST. Castrovalva (1981), Present [2] /PD/

-Once per turn, you may destroy one Condition played on a Character here by destroying ? cards from hand (?+1 if you do not own that Character), where ? = that Condition's Cost.
-Goals: Capture, Experiments, Meddling, Quest
"Classic Plainness as exemplified by regions like Dwellings of Simplicity."

ST. Continent of Wild Endeavour, Gallifrey [2] /LoT/

-If you use only Timelords to meet a Purpose card's requirements here, score +1 points from that Purpose card (once per game per Purpose card).
-Goals: Apocalypse, Experiments, Historical
"There stood the Citadel of the Time Lords."

ST. Convict Ship, Hyperspace [3] /KTT/

-Dimensional. Does not play during Set-Up. Plays on any non-Gallifrey Spacetime card. Any player may move Characters between that Spacetime card and this one by destroying a card from hand. Native to this Spacetime card: Any Hyperspace Natives and up to 3 of your Enemies each game.
-Goals: Capture, Experiments, Quest, Resurrection
"They say it's a theoretical absurdity, and that's something I've always wanted to be lost in."

ST. Dark Tower of Rassilon, Gallifrey [2] /KTT/

-Characters may not be played here. Unless a player has a Timelord Enemy here, that player's Characters may not attempt to Reach a Goal here. Puzzle cards are played at -1 Cost here.
-Goals: Capture, Quest, Resurrection
"This is the Tomb of Rassilon, where Rassilon lies in eternal sleep."

ST. Death Zone, Gallifrey [1] /KTT/

-If your Timelord is at another Gallifrey Spacetime card, Timescoop may be used to move Characters here.

-Goals: Apocalypse, Capture, Invasion

"The black secret at the heart of your Timelord paradise..."

ST. Deep Darkness, Outside Time [1] /PD/

-Base. Dimensional. Carrionites may play here regardless of Nativity.

-Goals: Capture, Quest, Resurrection

"The Eternals found the right word to banish us into deep darkness."

("The undiscovered country, from whose bourn no traveller returns.")

ST. Desperus (4000), Twilight Era [2] /KTT/

-At the end of any of your turns, you may move any Character you kidnapped in this era to this Spacetime card. When a Character is freed here, its owner must destroy 2 cards from hand.

-Goals: Capture, Experiments, Resurrection

"The only craft which stop there are prison ships bringing other criminals."

ST. Diagmar Cluster (5044), Twilight Era [2] /TM/

-If your Enemies move to another Spacetime card from here using a Time Portal, they may move any Goal here with them if that Goal is playable there.

-Goals: Capture, Meddling, Quest, Resurrection

"51st century. Diagmar Cluster, you're a long way from home, Mickey! Two and a half galaxies!"

ST. Dido (2494), Expansion Era [1] /AW/

-Opposing Characters here cannot have their Qualities increased by Conditions played on table.

-Goals: Capture, Experiments, Quest

"I don't care if nobody ever comes."

ST. Doctorless Earth (2009), Postmodern Era [1] /RU/

-Dimensional. The Doctor may not move here. Goals are -2 points when Reached here, +1 points when Opposed.

-Goals: Apocalypse, Invasion, Meddling

"We have the whole of Southern England flooded with radiation. Seven million people in need of relocation..."

ST. Earth (4,600,000,000 B.C.), Prehistory [1] /AF/

-Create Planet may play here (it does not act as a Spacetime card). When you Reach Create Planet with 4 Characters of the same species here, you may [V] a unique Character of that species.

-Goals: Meddling, Quest

"Welcome to the creation of the Earth."

ST. Earth (400,000,000 B.C.), Prehistory [2] /TM/

-When any player Reaches a Goal here, all other players' Humans play at +1 Cost.

-Goals: Apocalypse, Meddling

"This will be the middle of the Atlantic Ocean." "We're standing on land." "He's out of his depth."

ST. Earth (200,000,000 B.C.), Prehistory [1] /MoW/

-Base. Underwater. Your Sea Devils and Silurians may play here regardless of Nativity. [V] Deep Hibernation.

-Goals: Apocalypse, Experiments, Historical

"This is the world as it was before the great continental drift."

ST. Earth (140,000,000 B.C.), Prehistory [1] /TL/121

-At the end of your turn, your Master here may move your non-Temporal Vehicle from another Spacetime card to this one.

-Goals: Capture, Experiments, Meddling, Quest

"...might bump into the odd brontosaurus."

ST. Earth (2650 B.C.), Antiquity [2] /KTT/

-The first Artifact you play here is played at -1 Cost. Each turn, players may play one Mummy here (at -1 Cost) without a Goal card or a "God" in play.

-Goals: Capture, Historical, Meddling, Quest, Resurrection

"The pyramids are the seventh wonder of this ancient world, I should say the word impressive is rather an understatement."

ST. Earth (64), Antiquity [2] /AiH/

-Holiday. Characters at another Earth Antiquity Spacetime card may move to this one at the end of their controlling player's turn.

-Goals: Capture, Historical, Meddling, Profit

"When I say we go to Rome, then we go to Rome!"

ST. Earth (79), Antiquity [1] /TL/193

-Holiday. Apocalypse Goals and Lava Flow play here at -1 Cost.

-Goals: Apocalypse, Historical, Meddling, Resurrection

"It's 79 A.D. 23rd of August, which makes Volcano day tomorrow."

ST. Earth (1066), Middle Ages [2] /AiH/

-Players attempting to Reach an Invasion Goal here may replace that Goal's species requirements with Native Humans.

-Goals: Capture, Historical, Invasion, Meddling

"If Harold is King, and Edward was laid to rest at the beginning of the year, then it must be 1066!"

ST. Earth (1192), Middle Ages [1]

-When a player's TARDIS card moves here, that player's opponents may [V] a Historical Goal.

-Goals: Capture, Historical, Meddling, Quest

"So we're in the Holy Land?"

ST. Earth (1275), Middle Ages [1] /PD/

-Opposing female Characters here are -1 to all Qualities.

-Goals: Capture, Experiments, Historical, Invasion, Meddling, Profit

"You're still living in the Middle Ages!"

ST. Earth (1289), Middle Ages [1] /AiH/

-At the start of any of your turns, if your TARDIS card here and you have more points than all of your opponents, you may [V] a Native of this Spacetime card's exact date.

-Goals: Capture, Historical, Meddling, Profit

"China? I do not know this place... Shang Tu is in Cathay!"

ST. Earth (1450), Middle Ages [1]

-Natives with Engineering are played at -1 Cost.

-Goals: Apocalypse, Capture, Historical, Quest

"Look at that extraordinary city." "The Aztecs. They knew how to build."

ST. Earth (1505), Renaissance [1] /TM/

-At the start of any of your turns, you may [V] Mona Lisa.

-Goals: Apocalypse, Capture, Historical, Meddling, Profit

"Florence, 16th century, that's where... we met him."

ST. Earth (1599), Renaissance [1] /TL182/

-Holiday. For each Character with Charisma you have here, you may play one Character with Aware at -1 Cost each turn.

-Goals: Apocalypse, Historical, Invasion, Meddling

"The Globe Theatre... Brand new, just opened."

ST. Earth (1666), Renaissance [1] /Inv/

-When Opposing your Goal here, TARDIS Characters without History are -1 Brains.

-Goals: Apocalypse, Historical, Invasion, Meddling

"Is that supposed to be Heathrow?" "It is!" "Well they certainly let the grass grow since I was last there."

ST. Earth (1721-1764), Renaissance [1] /TM/

-At the start of each of your turns, select a date between 1721 and 1764. This Spacetime card has that date until the start of your next turn. Characters Native to this Spacetime card (exact location and date) here are +1 Bravery.

-Goals: Capture, Historical, Meddling, Quest

"Kindly remember that this is Versailles. This is the Royal Court. And we are French."

ST. Earth (1746), Renaissance [2] /TL/44

-Any player that has Jamie McCrimmon here may spend 1 more point in Cost. Any player's TARDIS card is -2 Capacity if their Jamie McCrimmon here.

-Goals: Capture, Historical

"It's my home! It's Scotland!"

ST. Earth (1813), Renaissance [1] /LoT/

-When Meeting of Minds is played here, it may also [V] Characters with both Engineering and 7 or more Brains.

-Goals: Capture, Experiments, Historical, Meddling, Profit

"Isn't coal just fossilized plant life?"

ST. Earth (December 1851), Victorian Era [1] /DoG/

-When you Oppose a Goal or score points from a Purpose card here, the opponent on your right must show you his or her hand.

-Goals: Capture, Experiments, Invasion, Profit, Quest, Resurrection

"Seeing Christmas from above."

ST. Earth (1866), Victorian Era [1] /TM/

-At the end of any of your turns, you may move one Artifact here to any other Spacetime card.

Goals: Capture, Experiments, Meddling, Profit

"Everything I possess is in that house. Everything."

ST. Earth (1869), Victorian Era [0] /9D/

-Machines may not play here. If played during Set-Up, you may [V] Earth (September 2006) directly into play (for free).

-Goals: Apocalypse, Capture, Historical, Invasion, Meddling, Resurrection

"Here we go. History."

ST. Earth (1879), Victorian Era [1] /10D/

-If you have at least 8 cards in hand, your Monster cards play for free here.

-Goals: Apocalypse, Capture, Historical, Meddling, Resurrection

"...there is a full moon tonight."

ST. Earth (1883), Victorian Era [2] /TM/

-At the start of each of your opponents' turns, if he or she has more than 2 Characters here, that opponent must destroy a card from hand.

-Goals: Apocalypse, Capture, Experiments, Meddling

"Those things are pretty sick. I can't stand dead things. Must be Victorian."

ST. Earth (1885), Victorian Era [1] /AiH/

-Holiday. Once per game, when a Danger card is played here, immediately select a random Ally here to be destroyed.

-Goals: Historical, Profit, Quest

"The year of the Great Monsoon. The River Jumna rose up and broke its banks."

ST. Earth (1889), Victorian Era [1]

-Each time a female Character is destroyed here, that Character's owner may draw a card.

-Goals: Capture, Experiments, Historical, Quest

"This is a big village! What's the name of the tribe here?" "Cockneys."

ST. Earth (1902), Victorian Era [1] /Inv/

-At the start of each of your turns, any player with more than 5 Characters here must destroy one of his or her Victims here (if possible).

-Goals: Apocalypse, Experiments, Invasion, Meddling
"Does this look like Brighton? ...Could be Worthing." "The machine has failed again?"

ST. Earth (1911), Victorian Era [1]

-Characters with History played here are -1 Cost. When The Doctor moves here, his owner may draw a card.

-Goals: Apocalypse, Capture, Invasion, Quest
"An excellent year! One of my favourites."

ST. Earth (1913), Victorian Era [1] /10D/

-At the end of any of your turns, your Characters with Bureaucrat and even total printed Qualities here may move to any Earth Modern Era Spacetime card.

-Goals: Apocalypse, Capture, Meddling, Resurrection
"Just think though. In a few years time boys like that will be running the country." "1913... They might not."

ST. Earth (1914), Modern Era [2] /10D/

-Native Characters with Troop may be played here at -1 Cost.

-Goals: Apocalypse, Historical, Meddling
"In June 1914, an archduke of Austria was shot by a Serbian. And this then led, through nations having treaties with nations, like a line of dominoes falling, to some boys from England walking together in France on a terrible day."

ST. Earth (1920), Modern Era [1] /TM/

-Goals may not play here. Acts as if any type of Goal may play here for purposes of playing Purpose cards.

"To take one breath in 2007 and the next in 1920 is a strange way to start a new life, but a new life is exactly what I've always wanted."

ST. Earth (1925), Modern Era [2] /AiH/

-Holiday. When a TARDIS card moves here, its player may immediately Roll the Dice. If he or she rolls 8 or more, he or she may [V] a Character Native to this Spacetime card.

-Goals: Capture, Experiments, Historical, Quest
"What's the matter, old girl? Why this compulsion for planet Earth?"

ST. Earth (1926), Modern Era [1] /7Dr/

-When a player successfully Reaches or Opposes a Goal here, all opposing Characters here are taken back into their owners' hands.

-Goals: Capture, Historical, Meddling, Quest
"We've slipped back about 40 years in time, and we're on a little cargo boat in the middle of the Indian Ocean."

ST. Earth (December 1926), Modern Era [2] /S10/

-Puzzle cards faced by opposing Characters here require more than 20 Brains (or +5 Brains if they already require Brains).

-Goals: Capture, Historical, Profit, Quest
"It's the day Agatha Christie disappeared."

ST. Earth (1930), Modern Era [1] /AiH/

-Minions are played here at -1 Cost (maximum: 1 per turn per player).

-Goals: Capture, Experiments, Invasion, Resurrection
"Give me your tired, your poor, your huddled masses yearning to break free..."

ST. Earth (1935), Modern Era [2] /Inv/

-When an opposing Doctor moves here, you may [V] a Danger card, Enemy or Monster card.

-Goals: Apocalypse, Capture, Invasion, Quest, Resurrection
"Every time I visit Detsen, the monastery seems to be in some sort of trouble or another."

ST. Earth (1941), Modern Era [1] /9D/

-When your TARDIS or Timeship moves to this Spacetime card, each opponent must freeze 2 of their Characters here for an entire turn.

-Goals: Apocalypse, Historical, Invasion, Profit, Quest

"It's 1941. Height of the London Blitz."

ST. Earth (1943), Modern Era [1] /7Dr/

-If 3 Characters with the subtitle "Wolf of Fenric" are here, you may [V] Fenric.
-Goals: Apocalypse, Experiments, Invasion, Quest, Resurrection
"They say evil was once buried here."

ST. Earth (1953), Modern Era [2] /S10/

-Holiday. Your Purpose cards here are -5 to any required Quality.
-Goals: Capture, Historical, Resurrection
"Oh but this is a brilliant year! Classic! Technicolour, Everest climbed, everything off the ration. The Nation throwing off the shadows of war and looking forward to a happier, brighter future!"

ST. Earth (October 1963), Present [0] /LoT/

-Only plays during Set-Up. If in play, your TARDIS card is +2 Capacity (even during Set-Up) and you must move it here at the start of the game. If your opponent moves a TARDIS card here, he or she must destroy a card from hand.
-Goals: Quest
"There's a big wall on one side, houses on the other, and nothing in the middle. And this 'nothing in the middle' is No. 76 Totters Lane!"

ST. Earth (November 1963), Present [1]

-? different Goals may be played here, by ? different players, where ? = the number of copies of this Spacetime card in play + 1.
-Goals: Apocalypse, Capture, Experiments, Invasion, Meddling, Quest
"I've been here before."

ST. Earth (August 1966), Present [2] /Inv/

-Your opponent's Allies are played at +1 Cost here.
-Goals: Apocalypse, Invasion, Quest, Resurrection
"It is quiet... Middle of London, there should be some noise."

ST. Earth (March 1969), Present [1] /AF/

-Once per turn, you may play one Computers-related Condition at -1 Cost here.
-Goals: Apocalypse, Capture, Experiments, Invasion, Profit
"International Electromatics company, state your business."

ST. Earth (May 1969), Present [1]

-Invasion Goals played here are -1 Cost. When a player plays a Goal here, the player to his or her right may [V] one UNIT Character.
-Goals: Apocalypse, Capture, Experiments, Invasion, Quest
"Why is Earth any more likely to be attacked now, than during the last 50,000 years?"

ST. Earth (June 1969), Present [2] /MoW/

-Base. Allies and TARDIS Characters cannot start a fight here unless they have at least 3 Tracking here.
-Goals: Apocalypse, Capture, Experiments, Invasion, Profit, Resurrection
"We could visit the caves... that part of the country's famous for them."

ST. Earth (November 1970), Present [3] /Inv/

-Does not play during Set-Up. When you Reach a Goal here, your opponents may not draw cards until the start of your next turn.
-Goals: Apocalypse, Capture, Experiments, Invasion
"Britain's entire power supply is menaced."

ST. Earth (September 1971), Present [2] /MoW/

-Base. Underwater. Your Sea Devils play at -1 Cost here.
-Goals: Apocalypse, Capture, Invasion, Resurrection
"There's another of their colonies right here beneath us."

ST. Earth (February 1972), Present [1]

-Once per game, each player may play a Monster card here for free.

-Goals: Apocalypse, Experiments, Profit
"South Wales... Llanfairfach!"

ST. Earth (1977), Present [1] /DoG/

-Once per game, you may take a TARDIS Character from hand and shuffle it back into your draw deck to [V] an Ally version of that Character and immediately play it here for free. [V]
Earth (1983)

-Goals: Capture, Meddling, Quest, Resurrection
"The capsule originally left the ship six years ago." "1977."

ST. Earth (1978), Present [1] /KTT/

-Characters with History are +1 Brains here.
-Goals: Apocalypse, Capture, Meddling, Quest
"Earth... you'll like it. It's pretty civilized on the whole."

ST. Earth (May 1979), Present [2] /TM/

-Holiday. At the start of any of your turns, you may look at the top card of your draw deck. If it is an Artifact, you may place it into hand.

-Goals: Apocalypse, Capture, Experiments, Meddling, Profit
"Paris... Like a good wine... It's 1979 actually, more of a table wine... Shall we sip it and see?"

ST. Earth (February 1981), Present [1] /PD/

-If a TARDIS card moves here at full Capacity, its owner must destroy a card from hand. You may play Invited on this Spacetime card during Set-Up.

-Goals: Apocalypse, Capture, Experiments, Quest
"It's the 1980s... no knights errant."

ST. Earth (1982), Present [1] /LoT/

-Holiday. Characters with Troop play here at +1 Cost.

-Goals: Apocalypse, Capture, Experiments, Resurrection
"The Dutch are a very civilized race. They don't put people in prison for losing a passport."

ST. Earth (1983), Present [1] /DoG/

-Transmat Capsule plays here for free. [V] Earth (1977)

-Goals: Capture, Meddling, Quest, Resurrection
"If these readings are correct, it's 1983 on Earth."

ST. Earth (May 1984), Present [1]

-Enemies here are +1 to all Qualities if there are less than 4 Allies here.

-Goals: Apocalypse, Capture, Experiments, Invasion, Quest
"Such neglect. 100 years ago, this place would have been bustling with activity."

ST. Earth (August 1985), Present [2]

-Holiday. If you have 3 or more TARDIS Characters here at the start of your turn, you may spend 1 more point in Cost on that turn.

-Goals: Apocalypse, Experiments, Invasion
"This region of the planet is called Andalucia. We are 4 kilometres from the city of Seville."

ST. Earth (1987), Present [2] /TM/

-Dimensional. Once per game, at the start of any of your turns, if your TARDIS card and TARDIS Character are here, you may "lock up" this Spacetime card: No player may move here or play Characters here until either points are scored here, or you "unlock" Spacetime card at the start of any of your turns.

-Goals: Apocalypse, Meddling
"The past is another country. 1987's just the Isle of Wight."

ST. Earth (1989), Present [1] /LoT/

-When you play a Goal here, your opponents must destroy a card from hand.

-Goals: Capture, Invasion, Quest
"You bring me back to the boredom capital of the universe, you pick the one day of the week you can't even get a decent television programme."

ST. Earth (April 1996), Postmodern Era [1] /RU/

-Opposing Doctors may not use Artifacts here except to meet requirements that specifically refer to Artifacts (both specific and in general). Cracks is played here at -1 Cost.

-Goals: Apocalypse, Capture, Meddling, Resurrection

"I had to move to England. It's rubbish!"

ST. Earth (September 1996), Postmodern Era [1] /RU/

-Underwater. When a player moves Characters here from a Dimensional Spacetime card at the end of his or her turn, he or she may draw an extra card at the end of this turn for every Character just moved (maximum: 3).

-Goals: Apocalypse, Invasion, Quest, Resurrection

"This we make the meeting place. The point between two worlds, two universes, two realities!"

ST. Earth (May 1997), Postmodern Era [1] /RD1/

-Holiday. You may exclude from fights one of your TARDIS Characters here (except The Doctor).

-Goals: Apocalypse, Capture, Invasion, Quest

"One night without monsters, one night without evils from the dawn of time... Tonight... I've come to party!"

(from *The Rapture*)

ST. Earth (December 1999), Postmodern Era [2] /AF/

-At the start of any of your turns, you may replace this Spacetime card with another Postmodern Era Spacetime card from hand with the same location, but a later date. If a Goal or Purpose card here cannot legally play on this new Spacetime card, it is destroyed.

-Goals: Apocalypse, Capture, Meddling, Resurrection

"In three minutes, the world will enter a new millenium..."

ST. Earth (March 2005), Postmodern Era [1] /9D/

-Your opponent's non-Aware Allies are played at +1 Cost here.

-Goals: Apocalypse, Capture, Invasion, Resurrection

"How come those plastic things keep coming after me?" "Oh, like the whole world revolves around you!"

ST. Earth (March 2006), Postmodern Era [2] /9D/

-? different Goals may be played here, by ? different players, where ? = the number of copies of this Spacetime card in play + 1. If a Goal has been Reached or Opposed here, non-Humans are played at -1 Cost here.

-Goals: Apocalypse, Capture, Experiments, Invasion, Meddling, Profit

"Maybe this is it... The day mankind officially comes into contact with an alien race."

ST. Earth (September 2006), Postmodern Era [2] /9D/

-Holiday. Once per game, at the start of your turn, you may [V] Time Rift here (paying its Cost). Any non-Human, non-Robot Enemy that is the only member of its species here is +1 to all Qualities.

-Goals: Apocalypse, Experiments, Profit, Quest

"It's Cardiff... Trust me. Safest place in the universe."

ST. Earth (December 2006), Postmodern Era [2] /Inv/

-Holiday. When played (even during Set-Up), choose an opponent to show you the card on top of his or her draw deck. If it is an Artifact, you may shuffle that Artifact into your draw deck.

-Goals: Capture, Invasion, Quest

"Merry Christmas!"

ST. Earth (January 2007), Postmodern Era [2] /PD/

-When played, name a Trait (except Creature, "God", Laser, Machine or Vampire). While here, your non-unique Characters gain that Trait.

-Goals: Capture, Experiments, Invasion, Quest

"Good morning, class. Are we sitting comfortably? So... physics. Physics, eh? Physics. Physics. Physics. Physics. Physics. Physics. Physics. Physics."

ST. Earth (October 2007), Postmodern Era [1] /TM/

-At the start of your turn, if there is a card in your discard pile with the words "Paradox" or "Paradoxical" in its title, you may place that card on top of your draw deck.
-Goals: Apocalypse, Capture, Invasion, Meddling
"It was raining when we met." "It's the same rain."

ST. Earth (December 2007), Postmodern Era [2] /AF/

-Each time you play a Condition here, you may look at the top 5 cards of your draw deck and replace them on top of your draw deck in any order.
-Goals: Apocalypse, Capture, Experiments, Resurrection
"The human race. Making sense out of chaos. Marking it out with weddings and Christmas and calendars."

ST. Earth (October 2008), Postmodern Era [1] /LoT/

-You can play a second copy of this card if your Martha Jones is in play at the start of your turn. When played (even during Set-Up), name a Goal type. Goals of that type play here at -1 Cost.
-Goals: Apocalypse, Capture, Experiments, Invasion, Meddling, Resurrection
"In fact, the morning after we left, so you've only been gone about 12 hours."

ST. Earth (October 2009), Postmodern Era [2] /MoW/

-Your non-Temporal Vehicles are played here at -1 Cost. If your Sontaran or Luke Rattigan here, you may [V] ATMOS.
-Goals: Apocalypse, Capture, Experiments, Invasion
"Do you know how many cars there are on planet Earth? 800 million."

ST. Earth (December 2010), Postmodern Era [1] /DoG/

-If no Goal here, Humans here are +1 to all Qualities. If a Goal here, Humans here are -1 to all Qualities.
-Goals: Apocalypse, Capture, Experiments, Invasion, Resurrection
"To the west of the north of that world, the Human Race did gather, in celebration of a pagan rite, to banish the cold and the dark."

ST. Earth (April 2012), Postmodern Era [0] /9D/

-Alien Museum may play here during Set-Up.
-Goals: Experiments, Profit, Quest, Resurrection
"Earth. Utah. North America. About half a mile underground."

ST. Earth (July 2012), Postmodern Era [1] /10D/

-Holiday. Once per game, when all players have at least one Character here, immediately compare each player's total Qualities here. The player with the highest total Qualities may [V] any one card.
-Goals: Capture, Historical, Invasion, Meddling
"30th Olympia... Only seems like yesterday a few naked Greek blokes were tossing a discus about... wrestling each other in the sand..."

ST. Earth (2015), Postmodern Era [1] /RU/

-Dimensional. Unless a player has a "God" here, that player must destroy a card from hand each time he or she plays a Condition here.
-Goals: Invasion, Meddling, Quest
"There, in the village that time forgot."

ST. Earth (2084), Near Future [1] /MoW/

-Underwater. Apocalypse Goals are played here at -1 Cost.
-Goals: Apocalypse, Historical, Invasion, Meddling
"There are still two power blocs, fingers poised to annihilate each other."

ST. Earth (2090), Near Future [0]

-All players may [V] a Near Future Native that can play here at the start of the game. If they do, it must be played here during their first turn.
-Goals: Apocalypse, Capture, Invasion, Quest
"...just hanging in space."

ST. Earth (2167), Near Future [1] /Inv/

-If Daleks Reach a Goal here, becomes a Base.
-Goals: Apocalypse, Capture, Invasion, Quest
"What's happened to London, dear boy?"

ST. Earth (2526), Expansion Era [0]

-All players may [V] an Expansion Era Native that can play here at the start of the game. If they do, it must be played here during their first turn.
-Goals: Apocalypse, Capture, Invasion, Meddling, Quest
"Earth's on red alert. Some interstellar conference."

ST. Earth (4000), Twilight Era [1] /KTT/

-Allies here are +2 to all Qualities when Opposing a Goal.
-Goals: Apocalypse, Capture, Experiments, Invasion, Quest
"Earth must be warned about the Daleks..."

ST. Earth (4978), Twilight Era [1] /TW2-T18/

-If your Jack Harkness is at a different Spacetime card, he is +1 to all Qualities.
-Goals: Capture, Invasion
"Boeshane Peninsula... We lived under the threat of invasion."

ST. Earth (5000), Twilight Era [1]

-Power Struggle may be played here.
-Goals: Apocalypse, Capture, Experiments, Profit
"It was in the Ice Age..."

ST. Earth (12,005), Far Future [2] /9D/

-When a TARDIS card moves here at the end of a turn, its owner has +1 points in Cost at the start of his or her next turn. Natives of Earth Antiquity may be played here, changing their Nativity to Earth Far Future for the rest of the game.
-Goals: Apocalypse, Historical, Invasion, Quest
"Ten thousand years in the future... The New Roman Empire."

ST. Earth (16,000), Far Future [1] /AF/

-If no Enemies here, this card is a Holiday. If Earth Orbit (16,000) in play, you may [V] T Mat.
-Goals: Capture, Experiments, Invasion, Quest
"Glorious day. Beautiful unspoiled countryside. No one's set foot here for thousands of years."

ST. Earth (200,100), Far Future [1] /9D/

-Human Allies Native to this era may play here. Humans here are -1 Brains, -1 Brawn and -2 Bravery.
-Goals: Apocalypse, Experiments, Invasion, Meddling
"It's always been like that. See there? The Great Atlantic Smog Storm. It's been going 20 years. We get newflashes telling us when it's safe to breathe outside."

ST. Earth (500,000), Dark Night Era [3] /7Dr/

-At the start of your turn, you may destroy a card from hand and place it under this card. Choose an opponent to do the same. When there are 6 cards under this card, select one to be placed out of play and place the other 5 in their owner's discard pile.
-Goals: Apocalypse, Capture, Resurrection
"The Earth lay dying, the surface just a chemical slime... Half a million years of industrial progress."

ST. Earth (5,000,000,000), Dark Night Era [2] /9D/

-At the start of your turn, you may take one Artifact or Character from one of your Museum cards here and play it on this card (paying its Cost) regardless of User or Nativity.
-Goals: Apocalypse, Profit, Quest, Resurrection
"The planet's now the property of the National Trust, they've been keeping it preserved... That's the Classic Earth."

ST. Earth Orbit (1977), Present [1] /DoG/

-Holiday. May act as if its date were 1983. If there are no Goals, Characters or TARDISEs here and you have 5 or more points, you may destroy this Spacetime card at the start of any

of your turns to spend 1 more point in Cost.

-Goals: Experiments, Resurrection

"This ship's been in orbit 3000 years."

ST. Earth Orbit (October 2008), Postmodern Era [2] /MoW/

-At the end of any of your turns, you may move any Character you kidnapped at an Earth Spacetime card in this era to this Spacetime card. When a Character is freed here, all players must destroy a card from hand.

-Goals: Capture, Experiments, Quest

"Maybe if everybody could see the Earth from up here, they might appreciate it more."

ST. Earth Orbit (December 2008), Postmodern Era [1] /IS/

-Holiday. Human Characters may not play here. T Mat may play here.

-Goals: Apocalypse, Profit

"Attention all passengers. The Titanic is now in orbit above Sol 3, also known as Earth.

Population: Human."

ST. Earth Orbit (16,000), Far Future [2] /7Dr/

-Players who have T Mat in play may move Characters to and from here as if a T Mat were played here. If you play Sleepers here, you may place one additional Character under it (raising total Cost of Characters under Sleepers to 12).

-Goals: Apocalypse, Capture, Invasion, Resurrection

"Space station Nerva... You will return to an Earth purified by flame."

ST. Earth Orbit (200, 000), Far Future [1] /IS/

-If there are opposing Humans here, you may [V] Media Centre.

-Goals: Capture, Experiments, Meddling, Profit

"Satellite Five contains every piece of information within the Fourth Great and Bountiful Human Empire."

ST. Earth Orbit (200,100), Far Future [2] /9D/

-Characters may move from Earth (200,100) to this Spacetime card at the end of any turn. If there are opposing Humans here, you may [V] Under Surveillance.

-Goals: Apocalypse, Capture, Experiments, Invasion, Meddling, Profit

"There's a hundred different games... 10 floors of Big Brother... it's non-stop."

ST. Earth Orbit (5,000,000,000), Dark Night Era [1] /9D/

-Apocalypse Goals are played at -1 Cost here. Your Humans here are +1 Bravery. Opposing Humans here are -1 Bravery.

-Goals: Apocalypse, Capture, Profit

"You lot, you spend all your time thinking about dying. Like you're gonna get killed by eggs, or beef, or global warming, or asteroids. But you never take time to imagine the impossible. That maybe you survive. This is the year 5.5/apple/26... Welcome to the end of the world."

ST. Edge of Solar System (200,100), Far Future [2] /9D/

-Base. Opposing Characters cannot move to this Spacetime card without a TARDIS. At the end of your turn, you may move your Daleks to or from any Spacetime card dated 200,100 where you have a Goal.

-Goals: Experiments, Resurrection

"Something's sitting right on top of Planet Earth, but completely invisible... Daleks."

ST. Eutermes Zone, Divergent Universe [2] /RD4/

-Dimensional. Your opponents' Conditions play here at +1 Cost.

-Goals: Apocalypse, Capture, Experiments, Invasion

"They put a curse upon the land."

(From The Creed of the Kromon)

ST. Event One, Outside Time [3] /TM/

-Dimensional. Does not play during Set-Up. Goals may not be played here. A TARDIS may only be moved here by its owner's opponent. If a TARDIS is here at the start of its owner's turn, it is destroyed unless its owner destroys ? cards from his hand, where ? is the cost of the TARDIS.

"We're at... the very beginning, the new start of a solar system."

ST. Eye of Orion (1983), Present [3] /KTT/

-Holiday. Does not play during Set-Up. Goals may not be played here. Fights may not be started here. Purpose cards that do not allow Enemies to play here without a Goal may play here as if all Goals were playable here.

"It's marvellous here. I feel so calm and relaxed." "It's the high bombardment of positive ions."

ST. Fantasy Factory, The Matrix [2] /DoG/

-Dimensional. This card's era is the same as Gallifrey's. Characters may only move to this Spacetime card from a Gallifrey Spacetime card. Once in play, counts as Inside the Matrix for purposes of other cards. Danger and Puzzle cards play here at -1 Cost.

-Goals: Apocalypse, Capture, Meddling

"Into the Matrix, where the only logic is that there is no logic."

ST. Frontios (10,000,000), Dark Night Era [2] /TL/131

-Characters destroyed here are placed under this Spacetime card instead of discard pile. Each time points are scored here, all Characters under this card are placed in their owner's discard pile.

-Goals: Apocalypse, Capture, Invasion, Quest

"Frontios buries its own dead."

ST. Griffoth (2005), Postmodern Era [1] /10D/

-Base. When your Graske kidnaps a Character, you may immediately move that Character here.

-Goals: Capture, Experiments, Quest

"The legendary planet of the Graske."

ST. Holding Cells, Gallifrey [2] /DoG/

-At the end of any of your turns, you may move any Character you kidnapped at a Gallifrey Spacetime card to this Spacetime card. When a Character is freed here, its owner must destroy 2 cards from hand. Once per turn, when you move a kidnapped Character here, you may [V] a Prisoner card.

-Goals: Capture, Experiments

"Vaporisation without representation is against the constitution!"

ST. Iceworld (2,000,000) Dark Night Era [3] /AW/

-When you freeze an opponent's Character here, that opponent must destroy a card from hand.

-Goals: Capture, Profit, Quest

"What are you doing here?" "That's a very difficult question. Why is everyone around here so preoccupied with metaphysics?"

ST. Inside Mini-Scope (3073), Twilight Era [0] /7Dr/

-Only plays during Set-Up. At the start of any of your turns, you may take one Spacetime card of any era prior to Twilight Era from under your Mini-Scope and place it on this Spacetime card (paying its Cost). Only one Spacetime card may be played here at a time. All cards here are at both Spacetime cards simultaneously. When a Goal is Reached or Opposed here, place that Spacetime card out of play.

"It's like walking around inside a wristwatch."

ST. Inside the Matrix, The Matrix [2] /DoG/

-Dimensional. This card's era is the same as Gallifrey's. Characters may only move to this Spacetime card from a Gallifrey Spacetime card. Once per turn, you may place a Timelord that is under The Matrix out of play to [V] a Danger or Puzzle card and place it here directly (for free).

-Goals: Capture, Meddling

"I deny this reality. The reality is a computation matrix."

ST. Inter Minor (3073), Twilight Era [1] /7Dr/

-If this Spacetime card is the only Twilight Era Spacetime card in play, you may play your Natives here at -1 Cost.

-Goals: Experiments, Historical, Invasion, Profit
"Our world has stood alone, and been the stronger for it."

ST. Jaconda (2310), Colonial Era [2] /DoG/

-Base. If any of your opponents has a Character here, that opponent has 1 less point in Cost to spend each turn.

-Goals: Apocalypse, Capture, Experiments, Invasion, Meddling

"Jaconda the beautiful!" "You call this beautiful? Doctor, it's absolutely ghastly."

ST. Justicia (2501), Expansion Era [2] /9D/

-Raxacoricofallapatorians may play here regardless of Nativity. At the end of any of your turns, you may move any Character you kidnapped in this era to this Spacetime card.

-Goals: Apocalypse, Capture, Experiments, Profit

"...it's all very well, going to Platform One and Justicia... I'm prepared for anything."

ST. Karfel (802,701), Dark Night Era [2] /PD/

-Bang! cards without a keyword may not be played here.

-Goals: Capture, Experiments, Historical, Invasion

"It lacks sparkle. No reflection. It's all so matte and lifeless."

ST. Karn (4723), Twilight Era [1] /LoT/

-For every Vehicle at a Spacetime card in this era, your Characters with "Karn" in their titles or subtitles here are +1 Brains.

-Goals: Apocalypse, Capture, Experiments, Quest, Resurrection

"No ship can approach Karn without detection."

ST. Kembel (4000), Twilight Era [2] /KTT/

-The first Puzzle you play here is played at -2 Cost. At the start of your turn, if you have no Base cards in play, you may [V] Alien Base directly here, paying its Cost.

-Goals: Capture, Experiments, Quest

"It so happens that kind of jungle is apt to lead you back to the same place more than once."

ST. Krop Tor (4202), Twilight Era [2] /AW/

-Once per turn, if your "God" or 2 Science here, you may destroy ? cards from hand to draw ? cards. If you do not have a "God" here, ? cannot exceed the number of Science you have here.

-Goals: Apocalypse, Quest, Resurrection

"Here we are. Beyond the laws of physics."

ST. Land of Fiction, Outside Time [1] /AW/

-Dimensional. Any Natives of this Spacetime card destroyed here are shuffled back into their owner's decks. Enemies Native to this Spacetime card cannot move away from it.

-Goals: Capture, Quest

"A forest of words!" "This must be a world of words."

ST. Landing Bay, Gallifrey [2] /LoT/

-When you swap your TARDIS card for another here, that other TARDIS card is -3 Cost.

-Goals: Invasion, Quest

"Temporal scan indicates unidentified time capsule approaching."

ST. Light City, Divergent Universe [2] /RD5/

-Dimensional. Your TARDIS Characters here may act as Enemies (if you have no Goal here).

-Goals: Capture, Experiments, Meddling

"This is the Voice of Light City. Welcome to your new work day. Today is High Productivity Day... Your state loves you. Happiness through acceptance."

(from The Natural History of Fear)

ST. Limbo, Outside Time [2] /SJA-SJ5/

-Dimensional. When any of your Characters is placed out of play, you may place it here instead. It is frozen until the next time you score points here.

-Goals: Capture, Quest, Resurrection

"I don't think we're anywhere at all."

ST. Logopolis (1981), Present [2] /PD/

- When you score points here, you may destroy a card under Block Transfer Computation.
 - Goals: Apocalypse, Capture, Experiments, Quest
- "Logopolis is a cold place, a cold high place overlooking the universe."

ST. Magla (1978), Present [1] /MoW/

- Your Characters with Medicine or Science are +1 to all Qualities when attempting to score points from Purpose cards here. Counts as a Monster card with "Giant" in its title for Atavistic Mutations.
 - Goals: Experiments, Quest
- "He obviously doesn't realize the planet Magla is an 8,000-mile-wide amoeba that's grown a crusty shell."

ST. Malcassairo (100,000,000,000,000), Dark Night Era [2] /10D/

- If you score your 9th point here, you may immediately score 1 point unless either Utopia (100,000,000,000,001) or Entropy is in play.
 - Goals: Apocalypse, Capture, Invasion, Quest
- "We're at the end of the universe. We're at the edge of knowledge itself."

ST. Marinus (1964), Present [1] /RU/

- Environment cards play here for free.
 - Goals: Experiments, Invasion, Quest, Resurrection
- "Marinus was unique in the Universe. Robbery, fear, hate, violence were unknown among us."

ST. Mars (2090), Near Future [1]

- Base. Your Native Ice Warriors may play here without a Goal.
 - Goals: Experiments, Resurrection
- "Mars is a dying planet, I imagine they're trying to find a new home".

ST. Matrix Chamber, Gallifrey [1] /DoG/

- At the end of any of your turns, one of your Characters here may move to Inside the Matrix. [V] Inside the Matrix or The Matrix.
 - Goals: Quest
- "Trillions of electro-chemical cells in a continuous matrix."

ST. Medusa Cascade (2009), Postmodern Era [1] /IS/

- Non-Temporal Vehicles may move from this Spacetime card to any Dimensional Spacetime card regardless of its location and era.
 - Goals: Apocalypse, Capture, Experiments, Quest, Resurrection
- "It was the centre of a rift in time and space."

ST. Messaline (6012), Twilight Era [1] /S10/

- Any Force-Grown Clone may act as User for Cloning Chamber here. [V] Cloning Chamber
 - Goals: Experiments, Historical, Invasion, Quest, Resurrection
- "Our ancestors dreamt of a new beginning, a colony where human and Hath could work and live together."

ST. Metebelis 3 (1972), Present [1]

- While in play, owner's Monster cards are -1 Cost. Whenever this Spacetime card is your TARDIS' intended destination, the opponent on your left may [V] Misjump and immediately play it.
 - Goals: Profit, Quest
- "It must be a fascinating place. Imagine it - a blue sun!"

ST. Miasimia Goria (2913), Imperial Era [2] /LoT/

- The Rani may play here regardless of Nativity. While here, your non-unique Characters gain Minion (The Rani) and are +2 Brawn and -2 Brains.
 - Goals: Apocalypse, Experiments
- "Chaos. Complete mayhem." "...In the process of heightening the awareness of my aliens, I lowered their ability to sleep."

ST. Mondas (1985), Present [2] /MoW/

-Base. Your Cyberman-related Artifacts play here at -1 Cost. At the end of any of your turns, your Cybermen may move from this Spacetime card to another Spacetime card in the same era (or vice-versa), except Earth.

-Goals: Apocalypse, Experiments, Meddling, Quest

"Mondas had a propulson unit. A tribute to cyber-engineering."

ST. Mondas (1986), Present [2] /TL/28

-Base. At the end of any of your turns, your Cybermen may move from this Spacetime card to another Spacetime card in the same era (or vice-versa).

-Goals: Apocalypse, Experiments, Quest, Resurrection

"Aeons ago our planets were twins then we drifted away from you on a journey to the edge of space. Now we have returned."

ST. Mountains of Solace and Solitude, Gallifrey [2] /LoT/

-If the only Character here at the end of your turn is your Timelord, you may replenish your hand to 9 cards.

-Goals: Apocalypse, Quest

"Perfect to look at, maybe. And it was, it was beautiful."

ST. Myarr (3963), Twilight Era [1] /S10/

-When a fight starts here, all players involved may [V] a Weapon and place it directly into play here. After the fight, those Weapons are shuffled back into their owner's draw decks (unless not in play).

-Goals: Apocalypse, Invasion, Profit, Quest

"The towers are built from dung, not rock."

ST. Necros (4615), Twilight Era [2] /AW/

-When your Character is destroyed in this era, you may place it underneath this Spacetime card. Once per turn, you may pay 1 point in Cost to take a Character from underneath this Spacetime card and place it in your hand.

-Goals: Capture, Experiments, Invasion, Profit, Quest, Resurrection

"Usually this place is as quiet as a grave."

ST. New Earth (5,000,000,023), Dark Night Era [2] /AW/

-When your Character is destroyed in this era, relocate it to this Spacetime card instead. That Character is frozen until 2 Natives of this Spacetime card with Medicine are here at the start of your turn.

-Goals: Capture, Experiments, Quest, Resurrection

"Soon as the Earth burns up... they get all nostalgic, big revival movement, then they find this place..."

ST. New Earth (5,000,000,053), Dark Night Era [2] /10D/

-If any player has less than 3 Characters here, all of that player's Characters here are frozen.

-Goals: Apocalypse, Capture, Experiments, Profit, Quest

"Second hope of mankind! Fifty thousand light years from your old world, and we're slap bang in the middle of New New York."

ST. New Sarum Sector (2135), Near Future [1] /IS/

-Characters with 5 or less Brawn here are -2 to Brains and Bravery.

-Goals: Apocalypse, Capture, Profit, Quest

"A government space beacon marking the approaches to the planet New Sarum..."

ST. Omega's World, Anti-Matter Universe [2] /KTT/

-Dimensional. This card's era is the same as Gallifrey's. At the start of your turn, you may freeze your 2 Minions (Omega) here to kidnap one random opposing Character here.

-Goals: Capture, Resurrection

"The only natural law here is the law of Omega's will."

ST. One-Second Limbo, Outside Time [2] /S10/

-Dimensional. If +1 Second played here, each player with Characters here must choose one of their Characters at the start of their turn; that Character cannot work with other Characters

until the start of their next turn. [V] +1 Second
-Goals: Capture, Meddling, Quest
"We're caught... in this one second."

ST. Ood-Sphere (4126), Twilight Era [1] /S10/
-The first Ood you play here each turn is Cost -1.
-Goals: Capture, Experiments, Invasion, Profit
"Welcome to the Ood-Sphere and isn't it bracing?"

ST. Ood-Sphere (4226), Twilight Era [1] /DoG/
-Your Ood here are +1 to all Qualities.
-Goals: Capture, Quest
"That is... splendid! You've achieved all this?! In how long?"

ST. Outer Gallifrey, Gallifrey [2] /LoT/
-Your Natives with "Outsider" in their subtitle are -1 Cost when played here. Opposing Timelords without "Outsider" in their subtitle are -1 to all Qualities here.
-Goals: Capture, Quest
"That barbarian garden..."

ST. Panopticon, Gallifrey [1] /TL/87
-Any player's Timelord with "Castellan", "Chancellor" or "President" in its title or subtitle is played at -1 Cost here. If you have 4 Timelords here, you may destroy your Purpose card in play to [V] a Purpose card.
-Goals: Historical
"Through the millenia, the Timelords of Gallifrey led a life of peace and ordered calm, protected against all threats from lesser civilizations by their great power."

ST. Paradox Earth (2009), Postmodern Era [2] /LoT/
-Base. Dimensional. Your opponents may not move their Enemies to this Spacetime card.
-Goals: Apocalypse, Capture, Invasion, Meddling, Resurrection
"Space lane traffic is advised to stay away from Sol 3, also known as Earth. Pilots are warned that Sol 3 is now entering terminal extinction. Planet Earth is closed."

ST. Parallel Earth (July 1969), Present [2] /AW/
-Dimensional. If an Apocalypse Goal is Reached here, this Spacetime card is destroyed at the start of your next turn (score +1 points if you Reached it).
-Goals: Apocalypse, Capture, Experiments
"...some of the technicians have nicknamed this place 'the Inferno'."

ST. Peladon (3885), Twilight Era [2] /TL/60
-Characters play here at -1 Cost if no Character with the same species is here.
-Goals: Apocalypse, Capture, Historical, Invasion, Profit
"I have great hopes that your planet will be acceptable as candidate for the Galactic Federation."

ST. Perseus Arm (2986), Imperial Era [1] /IS/
-Holiday. Each player may play one Impostor or Whodunit? here for free.
-Goals: Capture, Experiments, Invasion, Profit, Resurrection
"Hyperion III... an intergalactic liner that ferries between Mogar and Earth."

ST. Pheros (3963), Twilight Era [1] /S10/
-You may place Caw and Squawk here during Set-Up. Caw remains frozen until a Goal here.
-Goals: Capture, Invasion, Quest
"It's Caw's home."

ST. Planet of the Cheetah People (1989), Present [2] /LoT
-Base. Whenever a fight is started here, all participating players must destroy ? cards from hand, where ? = the Cost of the Attack card just destroyed to start that fight.
-Goals: Apocalypse, Capture, Quest, Resurrection
"It is an old planet. A bit frayed at the edges."

ST. Presidential Office, Gallifrey [2] /RD3/

-If your Timelord with "President" in its title or subtitle here, you may destroy a card from hand once per turn to [V] a Goal or Purpose card.

-Goals: Historical, Meddling

"Dark and mysterious... Gallifrey at its most typical. What do the Time Lords have against pastels?"

ST. Prison Station (4590), Twilight Era [2]

-If played during Set-Up, owner may [V] Davros here at the start of the game. Davros is frozen until a Goal is Reached here. At the start of their turn, each player with a Character here may destroy a card from hand to [V] a Prisoner card.

-Goals: Capture, Experiments, Resurrection

"If you wanted everything spick and span, you shouldn't have asked for a transfer to a prison."

ST. Pyrovillia (19,300 B.C.), Prehistory [2] /AiH/

-Pyrovile Characters and Conditions with the word "Pyrovile" in their title are played here at -2 Cost. [V] +1 Second.

-Goals: Apocalypse, Capture, Resurrection

"The heaven of Pyrovillia is gone."

ST. Quinnis, Fourth Universe [1] /TM/

-Dimensional. Your opponents' TARDIS cards are -2 Capacity when moving to this Spacetime card (not cumulative).

-Goals: Capture, Quest

"That's where we nearly lost the TARDIS, four or five journeys back."

ST. Raxacoricofallapatorius (2006), Postmodern Era [2] /AF/

-Base. Your Raxacoricofallapatorians may play here without a Goal. You may destroy any opposing Slitheen here at the start of any of your turns.

-Goals: Capture, Profit

"They have the death penalty."

ST. Ribos (3773), Twilight Era [1] /KTT/

-Your Characters here are +1 Brawn while you have 0-5 points, +1 Bravery while you have 6-10 points.

-Goals: Apocalypse, Historical, Profit, Quest

"Its climate is one of extremes. For the natives, the seasons are called Icetime and Suntime."

ST. San Helios (2009), Postmodern Era [2] /S10/

-When any player scores points from a Profit Goal here, he or she scores +1 points.

-Goals: Apocalypse, Invasion, Profit

"Population of one hundred billion..."

ST. San Helios (2010), Postmodern Era [1] /S10/

-Danger, Monster and Puzzle cards play here at -1 Cost. Artifacts and Museum cards do not play here.

-Goals: Apocalypse, Resurrection

"The city, the oceans, the mountains, the wildlife. And a hundred billion people. Turned to sand."

ST. Scorpion Nebula (2010), Postmodern Era [1] /IS/

-Your opponent cannot play Conditions on your Characters here.

-Goals: Quest

"We're on the other side of the universe. Just what you wanted... So far away."

ST. Sector 7, Gallifrey [2] /DoG/

-When an opposing Character moves here, you may immediately move any or all of your Troop Characters at other Gallifrey Spacetime cards to this Spacetime card.

-Goals: Capture, Invasion

"Right outside the Capitol itself! I'm in trouble now."

ST. Sector 16 (2526), Expansion Era [1]

-At any time, you may [V] Escape Pod to use it here.

-Goals: Capture, Profit, Quest

"The freighter may be nothing more than a relay point." "And the crew entirely innocent of what's going on."

ST. Security Compound, Gallifrey [2] /LoT/

-To move Characters from this Spacetime card, your opponent must destroy ? cards from hand, where ? = the number of Characters moved (maximum: 3), unless one of those Characters is Andred, Capitol Guard, Chancellery Guard, Maxil or any Timelord with "Castellan" in its title or subtitle.

-Goals: Capture, Quest

"Only I shall have access..."

ST. Sevateem Planet (20,000), Far Future [2]

-Once per turn, you may play one Artifact at -1 Cost here.

-Goals: Experiments, Historical, Meddling

"...interplanetary survey teams... That's where your tribe got its name from. Sevateem, survey team."

ST. Shadow Proclamation (2009), Postmodern Era [2] /IS/

-Your Judoon are played at -1 Cost here. Your opponents may not start fights here.

-Goals: Capture, Quest

"Posh name for 'police'. Outer space police."

ST. Shan Shen (4706), Twilight Era [1] /RU/

-At the start of any of your turns, you may destroy your Artifact here to [V] another Artifact that Costs the same or less.

-Goals: Capture, Profit, Quest

"You want to buy Shukina?"

ST. Silurian Earth (1993), Postmodern Era [1] /RD5/

-Base. Dimensional. Your Sea Devils and Silurians may play here regardless of Nativity. Your UNIT Characters may play here regardless of Nativity at +1 Cost, gaining the Unbound keyword while here.

-Goals: Apocalypse, Capture, Experiments, Meddling

"They want the world as it was; we're incidental."

(from Blood Heat)

ST. Skaro (4000 B.C.), Antiquity [1] /AiH/

-Base. The first time a Dalek is played here during this game, its player may draw up to 3 cards.

-Goals: Apocalypse, Experiments, Historical, Meddling

"1000-year war... civilization's on the point of collapse."

ST. Skaro (2263), Colonial Era [2] /AF/

-Base. The first Danger, Puzzle or Monster card you play here during Set-Up does not count as one of your 3 Set-Up cards.

-Goals: Apocalypse, Capture, Experiments, Quest

"Whatever it was destroyed the vegetation here certainly hasn't damaged the city. But there's no sign of life..."

ST. Skaro (2966), Imperial Era [2] /TM/

-Base. Imperial Daleks may play here regardless of Nativity. At any time, you may [V] Emperor Dalek.

-Goals: Apocalypse, Capture, Experiments, Historical

"Far, far away."

ST. Skaro (4500), Twilight Era [1] /MoW/

-If played during Set-Up, owner may [V] Davros directly into play here at the start of the game. Davros is frozen until a Dalek here at the start of your turn.

-Goals: Capture, Experiments, Invasion, Quest, Resurrection

"Oh look, rocks!"

ST. Skaro (4660), Twilight Era [1]

-Base. Your Native Daleks can be played here without a Goal.

-Goals: Resurrection

"The planet Skaro... their ancestral seat."

ST. Skaro (17,000), Far Future [2] /AF/

-At the start of each of your turns, if you have kidnapped a Character here, you may destroy a card from hand to [V] a Prisoner card. Return the destroyed card to hand if that kidnapped Character is a Timelord.

-Goals: Apocalypse, Capture, Meddling, Quest

"It was on the planet Skaro that my old enemy the Master was finally put on trial."

ST. Sontar (16,000), [1] /AF/

-Base. Your Native Sontarans may play here without a Goal. If your Goal here, you may play non-Native Sontarans here. Opponents may play Invasion Goals here.

-Goals: Apocalypse, Experiments

"Him and thousands just like him."

ST. Space Station Chimera (1985), Present [1] /7Dr/

-Rocketship may play here and be moved by any Pilot. Characters with Science are played at -1 Cost here .

-Goals: Capture, Experiments, Invasion

"Just a wee laboratory, eh?"

ST. Starless Earth (1996), Postmodern Era [2] /RU/

-Dimensional. Characters Native to Earth Postmodern Era may play here. Enemies not Native to this Spacetime card or Earth Postmodern Era may not play here.

-Goals: Experiments, Meddling, Quest, Resurrection

"You know this is all just a story, don't you? You know there's no such thing as stars."

ST. Starship UK (3295), Twilight Era [1] /TL/207

-Non-unique Human Characters Native to Earth may play here regardless of Nativity if their Native era is before Twilight era and no other Character Native to that era is here.

-Goals: Apocalypse, Capture, Experiments, Quest

"Whole nations migrating to the stars!"

ST. Station W3 (2120), Near Future [2] /AW/

-At the start of your turn, select one of your Natives here. It gains one Trait of your choice until the end of this turn.

-Goals: Apocalypse, Capture, Invasion

"It has varied functions, but mainly it's a radio/visual relay for Earth, a half-way house for deep space ships, a space research station, stellar early warning station for all types of space phenomena..."

ST. Storm Mine 4 (2865), Imperial Era [2]

-Robots are played at -1 Cost here. When a TARDIS card moves here, all players may [V] one Puzzle or Danger card.

-Goals: Capture, Experiments, Profit, Quest

"As soon as you two arrive, three of our people are killed."

ST. Ta (2135), Near Future [2] /IS/

-Base. Whenever a player scores points from a Profit Goal here, you may draw up to ? cards, where ? = that Goal's Cost.

-Goals: Capture, Invasion, Profit, Quest

"That's the headquarters of the Issigri Mining Corporation. The most productive planet in the entire galaxy."

ST. Tara (2378), Colonial Era [2] /AW/

-Holiday. Any player with Engineering here may play one non-unique Robot here per turn regardless of Nativity.

-Goals: Capture, Historical, Quest

"I think it's rather beautiful, don't you? Very good for... Yes, I think it would be."

ST. Telos (2486), Expansion Era [1]

-Base. You may place up to 3 Native Cybermen here during Set-Up. They remain frozen until points are scored here.

-Goals: Quest, Resurrection

"Frozen forever... all their evil locked away with them."

ST *Telos (2530), Expansion Era [2] /MoW/

-Base. Your Cybermen play here at -1 Cost. Opposing Cybermen play here at +1 Cost (not cumulative).

-Goals: Apocalypse, Capture, Experiments, Meddling, Quest, Resurrection

"Telos is the Cybermen's home planet." "*Adopted* planet."

ST. Temporal Control, Gallifrey [2] /KTT/

-No Goals may be played here. At the start of your turn, you may freeze your Timelord Bureaucrat here and destroy the top card of your deck to [V] a Temporal card.

"Is the Doctor holding out?" "We are giving his TARDIS all the energy we can spare."

ST. The Doctor's Brain, ? [3] /IS/

-Does not play during Set-Up. Plays on any Doctor. That Doctor may not move here. Players with Characters in this era (? = the era this Doctor is in) may move them here at the start of their turns by destroying a card from hand. This Doctor's owner may immediately choose to freeze him until points are scored here to add ? to each of a Goal's Quality requirements here, where ? = this Doctor's Brains.

-Goals: Any Goal playable at the Spacetime card where you have this Doctor.

"I've never been inside anybody's head before."

ST. The Howling, Outside Time [2] /RU/

-Dimensional. Enemy cards play here without a Goal. Temporal Vehicles may play here without a User. Unbound Cybermen and Users of Temporal Vehicles here may play here regardless of Nativity. TARDIS cards may not move or be moved here.

"The Void is the space in-between. Containing absolutely nothing. Imagine that - nothing. No light, no dark, no up, no down. No life. No time. Without end. My people called it the Void, the Eternals call it the Howling. But some people call it Hell."

ST. The Moon (1969), Present [2] /AF/

-Base. When played, name a non-Human, non-Robot species. If you have no other Base in play, you may play Native Enemies of that species here without a Goal card.

"That's the dark side of the moon."

ST. The Moon (2008), Postmodern Era [1] /10D/

-Humans here are +1 to all Qualities. If a Goal has been Reached or Opposed here, Humans are -2 to all Qualities instead.

-Goals: Apocalypse, Capture, Quest

"How many people want to go to the moon? And here we are!" "Standing in the earthlight."

ST. The Moon (2070), Near Future [2] /7Dr/

-While no Goal has been Reached here, Danger cards may not be played on any Earth Near Future Spacetime cards. Any player who Reaches a Goal here may immediately [V] a Danger card.

-Goals: Capture, Invasion, Resurrection

"The gravitron controls the tides, the tides control the weather."

ST. The Moon (2090), Near Future [2]

-At the end of a player's turn, unfrozen Characters may move from here to any Earth Near Future Spacetime card.

-Goals: Capture, Invasion, Meddling

"Just a stepping stone."

ST. The Shadow's Domain, Present (1979) [2] /AF/

-Base. At the end of their player's turn, Characters may move between Atrios, Zeos and this

Spacetime card.

-Goals: Quest

"You are in the Valley of the Shadow!"

ST. Thirteen Worlds, Outside Time [2] /RU/

-Base. Dimensional. At the end of any of their players' turns, Characters Native to this Spacetime card may move to or from any Earth Spacetime card.

-Goals: Apocalypse, Capture, Historical, Invasion, Quest

"I summon thee, from beyond the confines of this Universe!!"

ST. Time Striations, Outside Time [1] /RU/

-Dimensional. When your Characters move here, they may immediately move (with the same cards they moved with) to any other Spacetime card (regardless of its location, era or keywords).

-Goals: Invasion, Quest, Resurrection

"Must be crossing the striations of the timelines."

ST. Time War, Gallifrey [3] /DoG/

-Until a Goal is Opposed here, Invasion Goals may be played at all non-Gallifrey, non-Dimensional Spacetime cards in play and Daleks may play here regardless of Nativity.

-Goals: Apocalypse, Experiments, Historical, Invasion, Quest

"This is only the furthest edge of the Time War."

ST. Timelord Hospital, Gallifrey [3] /RD5/

-At the start of any of your turns, before you play cards, you may move your Timelord at a Gallifrey Spacetime card, place it here, [V] Regeneration and destroy that Timelord. If you have a Timelord with Medicine here when you play Regeneration, you may take Regeneration from your discard pile and shuffle it back into your draw deck.

-Goals: Experiments, Resurrection

"Your appearance has changed before, it will change again." "Get ready to receive the Doctor."

(from Devious)

ST. Timelord Space Station, Gallifrey [2] /DoG/

-Timelords with the word "Judge" in their title or subtitle play here at -1 Cost. At the end of any of your turns, any player may destroy ? cards from hand to move ? of his or her Characters here to Inside the Matrix. [V] Recall Circuit

-Goals: Capture, Historical, Meddling

"What the Valeyard wants and what the Court decides are two entirely different things."

ST. Titan (5000), Twilight Era (5000) [2] /IS/

-Your Rocketship plays here at -1 Cost. If Enemies Reach a Goal here, this Spacetime card becomes a Base.

-Goals: Capture, Experiments, Invasion, Resurrection

"The Great Breakout... When your ancestors went leap-frogging across the solar system on their way to the stars."

ST. Toymaker's World, Outside Time [3] /7Dr/

-Dimensional. Does not have an era. If your Goal is Opposed here, you may destroy this Spacetime card and all opposing cards here (TARDIS card and Characters aboard may move before this happens), shuffling all your cards here into your deck. Once per game, you may redirect a moving TARDIS card here.

-Goals: Capture, Experiments

"Here we are, here's the next game..."

ST. Torajji System (4108), Twilight Era [2] /IS/

-Allies and Enemies with Thief here are -1 to all Qualities. If this Spacetime card is destroyed, the player responsible for its destruction must destroy 3 cards from hand.

-Goals: Apocalypse, Capture, Experiments, Profit, Quest

"That sun is alive! A living organism!"

ST. Traken (1981), Present [2] /AW/

-Fights may not be started here. Goals requiring a Character to be destroyed or kidnapped may not be played here.
-Goals: Apocalypse, Capture, Invasion, Quest, Resurrection
"Traken Union, famous for its harmony. A whole empire held together... by people just being terribly nice to each other."

ST. Trickster's Earth (2009), Postmodern Era [1] /SJA2-SJ11/

-Dimensional. At the end of any turn, any player may move their Characters to or from this Spacetime card to or from any Earth Modern Era Spacetime card.
-Goals: Apocalypse, Capture
"You gave this planet to the Trickster!"

ST. Trion (1983), Present [1] /EoT/

-At the start of any of your turns, you may take one Character from this Spacetime card and place it at another Present Spacetime card; that Character is immediately frozen.
-Goals: Capture, Historical, Invasion
"The Trions have agents on every civilised planet."

ST. Untempered Schism, Gallifrey [0] /LoT/

-When played during Set-Up, you may also place up to 3 Vortex cards under this Spacetime card. At the start of any of your turns, if you have a Timelord here, you may destroy a card from hand to take a random card from under this Spacetime card into your hand.
-Goals: Experiments, Meddling, Quest
"It's a gap in the fabric of reality through which could be seen the whole of the vortex."

ST. Urbankan Ship (1981), Present [2] /IS/

-Base. Your Androids and Urbankans in this era may move to or from this Spacetime card at the end of any of your turns, unless a Goal has been Opposed here.
-Goals: Capture, Experiments, Invasion, Quest
"Here we are four days from Earth on a spaceship with three billion and three frogs."

ST. Utopia (100,000,000,000,001), Dark Night Era [1] /LoT/

-Once per turn, you may destroy your Human here to [V] a Toclafane and immediately play it here (for free).
-Goals: Apocalypse, Experiments, Meddling, Quest, Resurrection
"Furnaces, burning. The last of humanity screaming at the dark."

ST. V-Ship (2135), Near Future [2] /IS/

-Your Allies in this era may move to or from this Spacetime card at the end of any of your turns, unless a Goal has been Reached here.
-Goals: Capture, Profit, Quest
"V-ships require a complicated landing technique... they're so large."

ST. Vampire Planet, E-Space [2] /DoG/

-Dimensional. Characters with Vampire may treat this Spacetime card as a Base.
-Goals: Apocalypse, Capture, Quest, Resurrection
"The Lords rule in the Tower, the peasants toil in the fields. Nothing has changed for a thousand years."

ST. Varos (2284), Colonial Era [2]

-Prisoner and Puzzle cards are played at -1 Cost here.
-Goals: Apocalypse, Capture, Experiments, Invasion, Profit, Quest
"Varos is what it always was: a prison planet. A colony for the criminally insane. The descendents of the original officers still rule by fear. With a spectacle of death our only entertainment."

ST. Volag-Noc (3963), Twilight Era [2] /S10/

-At the end of any of your turns, you may move any Enemy you kidnapped in this era to this Spacetime card. When a Character is freed here, its owner must destroy 2 cards from hand. [V] Safe
-Goals: Capture, Experiments, Quest, Resurrection
"In this era, the most likely prison-planet for him... Coldest place in the galaxy."

ST. War Council, Gallifrey [2] /DoG/

-Your Timelords at any Gallifrey Spacetime card are +2 Brawn. Your Timelords may move between this Spacetime card and Time War at the end of any of your turns.

-Goals: Apocalypse, Experiments, Meddling, Resurrection

"But then they went to war, an endless war, and it changed them. Right to the core."

ST. War Zone Planet (309,906), Dark Night Era [3] /AiH/

-Does not play during Set-Up. Vehicles at Earth Spacetime cards from Antiquity to Modern Era may move to and from this Spacetime card and any other Earth Spacetime cards from Antiquity to Modern Era in play as if moving within the same location and era.

-Goals: Capture, Experiments, Meddling

"The specimens developed the ability to pass through the Time Zone Barriers."

ST. Woman Wept (2963), Imperial Era [1] /9D/

-Holiday. An opponent's Characters cannot attempt to Oppose a Goal here unless you have an Enemy here, or you have more points than that opponent.

-Goals: Apocalypse, Profit, Quest, Resurrection

"Midnight, and we walked underneath these waves, a hundred feet tall, made of ice."

ST. Xeriphas (1982), Present [1] /EoT/

-Your Xeraphin play here at -1 Cost regardless of Nativity. Plasmaton may play here regardless of Nativity.

-Goals: Apocalypse, Historical, Invasion

"It was devastated by crossfire in the Vardon-Kosnax war."

ST. Yegros-alpha (5889), Twilight Era [1] /AW/

-Holiday. Your Characters are +1 Brawn here. While you have Science here, your Monster cards with the word "Giant" in their title are -1 Cost when played in the Twilight Era.

-Goals: Experiments, Profit

"Yegros-alpha: Atavistic therapy on primitive asteroid."

ST. Zanak (1978), Present [5] /KTT/

-Native Enemies may play here without a Goal. Unless played during Set-Up, if you have 2 Engineering and 2 Pilot here at the end of your turn, Zanak (and all cards on it) may be placed on top of another Present era Spacetime card with a Cost of 1 or less. That Spacetime card and all cards on it are destroyed at the start of your next turn. Each player may only have one Spacetime card destroyed this way each game.

-Goals: Capture

"...an entire hollow planet... around its chosen prey."

ST. Zeen-4 (2971), Imperial Era [1] /AW/

-Holiday. Historical Goals play here at -1 Cost. When your Ally or TARDIS Character is destroyed here, you may shuffle it back into your deck instead.

-Goals: Historical

"Zeen-4: Historical re-enactments."

ST. Zeos (1979), Present [0] /AF/

-If played during Set-Up, does not count as one of your 3 Spacetime cards.

-Goals: Apocalypse, Invasion, Meddling

"It's fully automated. There are no Zeons on Zeos."

ST. Zero Coordinates, Outside Time [1] /TL/112

-Dimensional. Any TARDIS card or Temporal Vehicle at a Dimensional Spacetime card other than this one must move to this Spacetime card before moving to any non-Dimensional Spacetime card.

"We are in the theoretical medium between the striations of the continuum."

ST. Zeta Minor (37,166), Anti-Matter Universe/Far Future [1] /TL/80

-All players must place destroyed Unbound cards under this Spacetime card instead of discard pile. You may [V] from under this Spacetime card instead of draw deck.

-Goals: Apocalypse, Experiments, Profit, Quest

"You're tampering with the balance of nature on this planet in ways that you don't understand!"

Goals

G. *Absorb!, Capture [3] /10D/

-Reach: If you have an Abzorbaloff with at least 3 Characters placed under it here, score points and that Abzorbaloff loses its special ability for the rest of this game.

-Oppose: Opponent must have The Doctor, 2 Aware, and more Bravery than you here (with a minimum of 3 Characters). If successful, opponent scores points and any Abzorbaloff here loses its special ability for the rest of this game.

"They taste so sweet. Just think about the Doctor... oooh, how will he taste? All that experience - all that knowledge - and if I've got to absorb Jackie Tyler to get to him, then so be it."

G. *Alien Hoax, Capture/Meddling [4] /9D/

-Reach: If you have Medicine, Science and Thief, and kidnap or destroy either 1 Character with UNIT or 2 Characters with Science here, score points and all your other Goals played on the same location but a later date are -10 to any required Quality.

-Oppose: Opponent must have Medicine, 3 Science, either 3 Aware or UNIT, and more Brains than you here. If successful, opponent scores points.

"If aliens fake an alien crash, and an alien pilot, what do they get? Us. They get us. It's not a diversion, it's a trap!"

G. *Alien Invasion, Invasion [3]

-Reach: If you have 4 non-Human, non-native Enemies here, destroy one card from hand per turn for 2 turns, then destroy 2 of those Characters to score points.

-Oppose: Opponent must have more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

alt: "Funny way to invade, putting the world on red alert." (9D)

G. *All Your Base Are Belong to Us, Invasion [5] /KTT/

alt: **G. *Conquer Universe**, Invasion [5] /RD1/

-Reach: If you have 4 species (including Dalek), 3 Engineering, 35 Brains and no Minions here, score points and you may [V] Alien Base and/or a Base Spacetime card.

-Oppose: Opponent must have more Brains than you (with a minimum of 5 Characters), 3 Engineering and either 3 Pilot or 3 Running here. If successful, opponent scores points.

"They've allied themselves with the rulers of the outer galaxies to take over the universe!"

G. *Art Theft, Capture/Profit [3] /TL/104

-Reach: If you have either 3 Thief and more than 30 Brains here, or Science, Thief and more than 35 Brains here, score points. If Historical Goals may play here, score +1 points.

-Oppose: Opponent must have 3 Aware, 2 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"You mean she was trying to steal it?" "It is a very pretty painting."

G. *Assemble Key, Quest [5] /AF/

-Reach: If you have Black Guardian, 2 Minions attached to Black Guardian and 3 Key cards, destroy those Key cards to score points, and from now on, all Enemies in play are +1 to all Qualities.

-Oppose: Opponent must have more Brains than you here (with a minimum of 4 Characters) and either The Doctor and a Key card or The Doctor, Aware, 2 Engineering, History, Science and Tracking. If successful, opponent scores points.

"It is not power that we seek, but destruction that we glory in."

G. *Atavistic Mutations, Experiments [3]

-Reach: If you have Domination, Madman, Science and 20 Brains here, destroy your Victim or a Character you kidnapped here, then score points and you may [V] any Monster card with the word "Giant" in its title.

-Oppose: Opponent must have more Bravery than you and destroy one Monster card here. If successful, opponent scores points.

"Just an experiment. He had to gauge the strength of the psionic amplification field... The rats were handy."

G. *Attain Material Form, Resurrection [4] /Inv/

-Reach: If you have a Great Old One and 4 of its Minions here, destroy one card from hand per turn for 3 turns, then score points. If there are more cards in your discard pile than your draw deck when you Reach this Goal, you may swap them (shuffling both).

-Oppose: Opponent must have Domination, more Bravery than you (with a minimum of 4 Characters), and either destroy or kidnap one of your Minions here. If successful, opponent scores points.

"Now it demands the whole mountain."

G. *Auton Invasion, Invasion [4]

-Reach: If your 3 Autons and 1 Nestene kidnap one opposing Character here, score points and you may [V] Replaced by Aliens.

-Oppose: Opponent must have more Brains than you, and must destroy your Nestene or 2 Autons here. If successful, opponent scores points and all Autons and their attached Minions here return to bottom of owner's draw deck.

"By tomorrow, they will have taken over the key positions in the entire country!"

alt: "...shop window dummies, what's that about? Is someone trying to take over Britain's shops?" "They want to overthrow the human race. And destroy you." (9D)

G. *Battleground, Invasion [4] /Inv/

-Does not play during Set-Up. All players can play Native Enemies here, move Enemies here, and attempt to Reach this Goal.

-Reach: If you have 5 Enemies of the same species and either a Weapon or a Vehicle here, and you have more Enemies here than any other player, destroy a random card from opponent's hand each turn for 3 turns to score points (if that card's Cost was more than 2, destroy one of your Enemies here), and you may play Laid Waste here as if this were an Apocalypse Goal.

"By the time they've finished with it, this planet'll be like a cinder hanging in space."

G *Behind the Scenes, Meddling [3] /9D/

-Reach: If you have an Ally Minion and either 3 Bureaucrat or 2 Domination or The Jagrafess here, look at the card from the top of an opponent's draw deck each turn for 2 turns to score points. You may place the card you looked at anywhere in its owner's deck.

-Oppose: Opponent must have 2 Aware, 2 Computers and more Brains than you here. If successful, opponent scores points.

"...watching and shaping the Earth... they have always been there, guiding humanity..."

G. *Break Godcode, Experiments [4] /PD/

-Reach: If you have 3 Allies, 4 Computers and more than 40 Brains here, score points, your unique Enemies add "God" while here, and you may [V] Skasis Paradigm or Block Transfer Computation.

-Oppose: Opponent must have Demolitions, 3 Aware, 3 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Today we shall become... gods."

G. *Break Stalemate, Quest [4] /MoW/

-Reach: If you have 5 Machine and one non-Machine Character (or Davros) with Computers, either win a fight here or destroy one card per turn for 3 turns to score points, and from now on, your Machine Characters are +1 Brains.

-Oppose: Opponent's total Brains here must be within 5 of your total Brains here. If successful, opponent scores 3 points.

"Two vast computers, so evenly matched, they can't out-think one another."

G. *Breeding Ground, Invasion [4] /7Dr/

-Reach: If your 4 Creatures of the same species or 3 Wirrn destroy or kidnap 3 Characters here, score points and you may [V] up to 2 Creatures of the same species as a Creature here.

-Oppose: Opponent must have 2 Science and more Brains than you, and must destroy your Wirrn or 2 Creatures here. If successful, opponent scores points and all Creatures here return to bottom of owner's draw deck.

"Complete physical absorption... They'll literally eat us alive."

G. *Bride of the Monster, Experiments [4] /PD/

-Reach: If you have Madman, Science, more than 20 Brains and a unique Creature here, kidnap a female TARDIS Character here, then score points.

-Oppose: Opponent must have more Charisma and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"He certainly has an unusual way of proposing."

G. *Buy Planet, Profit [4]

-Reach: If you have 2 Bureaucrat, Engineering, 2 Thief, and more than 30 Brawn here, score points and choose one species here. Characters of that species are -1 Cost when played at this Spacetime card.

-Oppose: Opponent must have 3 Aware (or 2 Aware and 2 Bureaucrat) and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"To sell them our planet, our home... would that not be the ultimate defeat?"

G. *Call to Arms, Experiments [5] /DoG/

-Plays only on a Gallifrey Spacetime card.

-Reach: If you have 4 Timelords, 2 Artifacts (either Weapons or Artifacts with "Rassilon" in their titles) and more than 30 Brawn here, score points and this Spacetime card may act as Time War.

-Oppose: Opponent must have The Doctor, 3 History, more Bravery than you (with a minimum of 4 Characters), and either another Timelord or a unique Character with a Cost of 4 or more here. If successful, opponent scores points.

"For this is the hour that either Gallifrey falls... or Gallifrey rises!"

G. *Capture Base, Capture [3] /7Dr/

-May also play on any opponent's Base.

-Reach: If you have either 3 Troop and more than 35 Brawn here, or Poison, Thief and more than 30 Brains here, score points and your opponents' Characters are +1 Cost when played here.

-Oppose: Opponent must have Aware, Computers, Engineering, Science and either more Brains or more Brawn than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"You'll never get inside this base!"

G. *Change Cyber History, Meddling [4] /MoW/

-May only play on Earth, Mondas, Telos or The Moon.

-Reach: If you have 3 unique Cybermen, 3 History and 35 Brains here, destroy one card from hand per turn for 2 turns to score points and if one of your Goals was Opposed at an Earth, Mondas, Telos or The Moon Spacetime card, you may play another Goal at one of those Spacetime cards.

-Oppose: Opponent must have more Brains than you have Brawn here (with a minimum of 4 Characters). If successful, opponent scores points.

"They intend to prevent Mondas from being destroyed!"

G. *Companion's Choice, Meddling [3] /RU/

-Reach: If you have a Character with Domination, Gloating and "God" and an opposing non-Doctor TARDIS Character and no other TARDIS Character here, destroy one card from hand per turn for 2 turns to score points and all opposing Doctors in play are -1 to all Qualities for the rest of this game.

-Oppose: Opponent must have a non-Doctor TARDIS Character and no other TARDIS Character here, and once per turn, reveal the top card of his or her deck. If that card has a Cost of more than 2 or specifically refers to that TARDIS Character, opponent scores points.

"Which one of these men would you really choose?"

G. *Control Substance, Profit [5] /7Dr/

-Reach: If you have 2 Bureaucrat, 3 Marksman, either Poison or Medicine, and more than 35 Brawn here, score points and from now on, all your Human Enemies are +1 Brawn.

-Oppose: This Goal may be Opposed by another player's Enemies. Opponent must have 2 Bureaucrat, 3 Marksman, either Poison or Medicine, and more than 35 Brawn here. If successful, opponent scores points and from now on (unless that opponent's TARDIS Character here), all his or her Human Enemies are +1 Brawn.

"The greatest boon ever bestowed on humanity. Offering us at least twice normal life span."

G. *Core Values, Quest [4] /Inv/

-Reach: If you have 3 Demolitions, 2 Engineering and 3 Minions here, score points and, at the end of any of your turns, you may move your Enemies here to and from any other Spacetime card in the same era where you have a Goal.

-Oppose: Opponent must have more Brains than you (with a minimum of 5 Characters), and either 2 Demolitions or 3 Engineering here. If successful, opponent scores points.

"Once removed, we can replace it with a power system that will enable us to pilot the planet anywhere in the universe."

G. *Coup, Historical [3] /7Dr/

-Reach: If you have 2 Native Bureaucrat Characters and either Poison or 3 Troop here, destroy one of those Bureaucrat Characters to score points.

-Oppose: Opponent must have 2 Aware, either Medicine or 3 Marksman, and more Bravery than you (with a minimum of 4 Characters). If successful, opponent scores points.

"Your Excellency's safety is my sole concern."

alt: "I'm taking control, Uncle Sam." (RD3)

G. *Court Intrigue, Historical [3] /AiH/

-Reach: If you have Madman, Poison and 2 Native Characters with Bureaucrat, kill one of those Characters with Bureaucrat to score points.

-Oppose: Opponent must have 3 Aware, 3 Charisma, History and more Brains than you (with a minimum of 4 Characters). If successful, opponent scores points.

"My dear, it was an accepted thing in this age to hire an assassin."

G. *Cover-Up, Historical [3] /DoG/

-Reach: If you have 3 Bureaucrat (at least one of them with Thief) and more than 25 Brains here, score points and you may take one of your Conditions here or on table back into hand.

-Oppose: Opponent must have 4 Aware, either Bureaucrat or 2 Computers, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"That sanctimonious band of hypocrites were covering their tracks."

G. *Create Dalek Race, Experiments [4] /AiH/

-Reach: Once per turn, if you have Davros, 2 Engineering and 4 Science here, but no Daleks except Dalek Prototype (or Daleks with Prototype played on them), place a card from hand under this Goal. When there are 4 cards under this Goal, destroy them to score points. You may destroy any Prototype Condition here and [V] up to 4 non-unique Daleks.

-Oppose: Opponent must have The Doctor (or any Timelord Character with "CIA" in its title or subtitle), 2 Demolitions, and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Creatures without conscience... No sense of right or wrong."

G. *Create Planet, Meddling [1] /AF/

-Plays on table. Acts as a Prehistory era Spacetime card with the same location as another Spacetime card in play.

-Reach: If you have 4 non-unique Characters of the same species (except Human) here, destroy one card from hand per turn for 2 turns, then score point and [V] a Resurrection Goal directly to a Spacetime card with the same location for free. At the start of your next turn, you may move your Characters here to that Spacetime card.

-Oppose: Opponent must have 2 History, Science and a TARDIS card here (with a minimum of 3 Characters). If successful, opponent scores point.

"They became the centre of the Earth. The first rock."

G. *Create Slave Race, Experiments/Profit [3] /IS/

-Reach: If you have Madman, 30 Brains, either Medicine or 2 Computers, and either "God" or 3 Engineering or 3 Science here, score points and you may [V] up to 3 copies of a non-unique Creature or Machine.

-Oppose: Opponent must have 2 Aware, 3 Science, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Vervoids will run the factories and farms at practically no cost. All they need is sunlight and water."

G. *Cyber Empire Rising, Invasion/Resurrection [4] /DoG/

-Reach: If you have 4 Cybermen, 3 Engineering, 2 Minion and either 45 Brawn or Cyber-King here, score points and this Spacetime card becomes a Base.

-Oppose: Opponent must have 2 Engineering, Marksman, 2 Thief, 3 Tracking, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points and may move your Cybermen here to any Outside Time Spacetime card.

"And I will walk! I will stride across this tiny little world!"

G. *Cyber Invasion, Invasion [4] /Inv/

-Reach: If your 4 non-unique Cybermen and 1 unique Cyberman have 10 different Traits here (you may not use more Cybermen to calculate this total), score points.

-Oppose: Opponent must have more Brawn than you, and must destroy your unique Cyberman or Cyber Ship in a fight here. If successful, opponent scores points and all Cybermen and their attached Minions here are destroyed.

"They're from another world - inhuman killers."

alt: "Cybermen now occupy every land mass on this planet. But you need not fear. Cybermen will remove fear." (10D)

G. *Cybermen Reborn, Resurrection [4]

-Reach: If your 3 Computers and 2 Enemies (each with more than 8 Brains) overcome one Puzzle card, score points. Your Cybermen may play here at -1 Cost and may move from here to any other Spacetime card in the same era.

-Oppose: Opponent must have more Bravery than you and 3 Computers, and must overcome two Puzzle cards here. If successful, opponent scores points and Cybermen may no longer play at this Spacetime card.

"We need power, power to put our ability in motion. The Cybermen have this power."

G. *Dalek Invasion, Invasion [4] /Inv/

-Reach: If your 4 non-unique Daleks and 1 unique Dalek have 10 different Traits here (you may not use more Daleks to calculate this total), score points.

-Oppose: Opponent must have more Brawn than you, and must destroy your unique Dalek or Dalek Saucer in a fight here. If successful, opponent scores points and all Daleks and their attached Minions here are destroyed.

"We are the masters of Earth!"

G. *Dangerous Drilling, Experiments [4] /AW/

-Reach: If you have 3 Engineering, 3 Science and either Madman or 2 Bureaucrat, destroy one card from hand per turn for 2 turns, then score points and you may [V] any Apocalypse Goal and destroy it to also get its reward (except points).

-Oppose: Opponent must either have 2 Computers, 2 Engineering, 2 Science and more Brawn than you, or have Reached an Apocalypse Goal at another Spacetime card. If successful, opponent scores points.

"You're liable of waking Old Nick going that deep."

G. *Dawn of a New Age, Experiments/Resurrection [3]

-Reach: If you have Gloating, Engineering, 2 Science, Troop, and more than 30 Bravery here, score points (+1 if your Pangol here) and choose a species here. Characters of that species are +1 Brawn.

-Oppose: Opponent must have Charisma, Thief, more Brains than you (with a minimum of 4 Characters), and either 2 Engineering or 2 Science here. If successful, opponent scores points.

"...we equip ourselves for the rebirth of this great planet."

G. *Destroy Unity, Apocalypse [4]

-Reach: If you have Cyber Leader, 3 other Cybermen, and 1 Minion, score points and all Characters in play are -2 Brawn against Cybermen from now on.

-Oppose: Opponent must destroy one of his or her TARDIS Characters here, and have more Brawn left than you (minimum: 20). If successful, opponent scores points.

"Destroy the conference and you destroy the unity." "It will be a great psychological victory."

G. *Devour Planet, Apocalypse/Profit [5] /KTT/

-Reach: If your Zanak was just placed on this Spacetime card, and if on Zanak, you have 3 Engineering, Bureaucrat and no Domination, draw a card. When this Spacetime card is destroyed at the start of your next turn, score points and draw up to 3 more cards.
-Oppose: If Zanak here, opponents may move Characters from this Spacetime card to Zanak. On Zanak, opponent must have Domination, Engineering, Thief, and more Brawn than you. If successful, opponent scores points and Zanak may no longer be moved.
"It's one huge mining machine... leaves the rubble behind."

G. *Disinformation, Meddling [3] /IS/

-Reach: If you have 5 Computers or 3 Domination or both The Editor and The Jagrass here, show a card from hand each turn for 2 turns to score points; any opponent with Characters here may force you to immediately destroy that card when it is shown. If this Goal has been Reached and until an opponent scores points, each time an opponent looks at a card in his or her draw deck, you may force that opponent to shuffle his or her deck.
-Oppose: Opponent must have 2 Aware, more Bravery than you, and either 3 Computers or 3 Tracking here. If successful, opponent scores points.
"We have absolute proof that the facts are being manipulated. *You* are lying to the people."

G. *Doctorless, Meddling [4] /RU/

-Reach: At the start of your turn, if you have Trickster or both Minion (Trickster) and Time Beetle here, you may reveal the top card of your draw deck. If it is a TARDIS Character, destroy that Character to score points and the Doctor may no longer move here (if already here, he is returned to his owner's hand).
-Oppose: Opponent must have 2 Engineering, 2 History and 3 Science (with a minimum of 5 Characters, or 3 if Torchwood here). If successful, opponent scores points.
"The Doctor is dead. Must have happened too fast for him to regenerate."

G. *Drain Regenerations, Capture [3] /DoG/

-Reach: If you have either Regenerator, Zero Cabinet or Zero Room here, and either a Timelord Enemy or 3 Kastrons here, you may destroy your kidnapped Timelord (and all Kastrons here) here to score ? points, where ? = 13 - its generation number, divided by 2 (round down; minimum: 2, maximum: 5) and you may [V] Stolen Lives.
-Oppose: Opponent must have 3 Science and more Brains than you here (with a minimum of 4 Characters) and destroy from hand either a Temporal card or a Character with the same title as a Character he or she has here. If successful, opponent scores points.
"They want your remaining regenerations?"

G. *Empire of the Wolf, Resurrection [3] /10D/

-Reach: If you have either 5 Characters with "Wolf" in their title or subtitle or 3 Werewolf Monster cards (two of which are on a Character) here, score points and you may take up to 2 Werewolf Monster cards here back into hand (destroy any Characters they were played on).
-Oppose: Opponent must have a 3 History, more Brains than you (with a minimum of 4 Characters), and either Laser or 2 Medicine. If successful, opponent scores points.
"With one bite, I would pass into her blood. And then it begins. The Empire of the Wolf!"

G. *End of Days, Apocalypse [3] /PD/

-Temporal. While points have not been scored here, this Spacetime card loses its era and date.
-Reach: If you have a Temporal Artifact and an Enemy with "God" here, destroy one card from hand per turn for 3 turns, then score points.
-Oppose: Opponent must have a Timelord or a Jack Harkness with Torchwood and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.
"Abaddon the Great Devourer, will lead the world into shadow..."

G. *End of the World, Apocalypse [3]

-Reach: If you have a Madman (or a Character with both Gloating and more than 8 Brains) and 3 Science or 3 Engineering here, destroy one card from hand per turn for 2 turns, then score points and you may destroy up to 2 random opposing Allies here at the end of opponent's next turn.
-Oppose: Opponent must have more Running than you have Characters here (with a minimum of 4 Characters). If successful, opponent scores points.

"A volcano is a strange thing... sleeping... still... lifeless... Then boom!"

alt: "You think it's going to last forever, people and cars and concrete. But it won't. One day, it's gone. Even the sky." (RD1)

G. *Eocene Invasion, Invasion [3] /MoW/

-Reach: If you have 4 native Sea Devil or Silurian Enemies here, destroy one card from hand per turn for 2 turns, then destroy 2 of those Characters to score points (+1 if this is an Underwater Spacetime card).

-Oppose: Opponent must have more Brawn than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Those reptiles... were once the rulers of this Earth... They can be so again!"

G. *Eradicate Atmosphere, Apocalypse [3]

-Reach: If you have 3 Science, Computers and twice the Brawn of every opponent here, score points (+1 if your Ice Warrior helped Reach the Goal) and you may [V] an Invasion Goal.

-Oppose: Opponent must have 2 Computers, Engineering and 2 Science and more Brains than you here. If successful, opponent scores points.

"It would make the Earth's atmosphere uninhabitable to the human race, but exactly like the atmosphere of Mars."

G. *Escape Justice, Quest [3] /10D/

-Reach: If you have 4 Allies or Enemies with Troop here and move a unique Enemy with Thief from this Spacetime card, score points.

-Oppose: Opponent must have 2 Aware, 2 Tracking and if an opposing Thief here, at least 3 of that Character's Traits (with a minimum of 4 Characters). If successful, opponent scores points and may kidnap one opposing Thief here.

"So, those rhinos, they're looking for you?"

G. *Escape World, Apocalypse/Quest [5] /AF/

-Reach: Once per game, at the start of your turn, [V] a unique Enemy not Native to this Spacetime card's location directly here at 0 Cost. That Enemy cannot be moved until this Goal has been Reached or Opposed. If you have Engineering, Pilot, Science and more than 30 Brains here, score 3 points. When you move that unique Enemy to another Spacetime card, you may destroy all opposing Allies here.

-Oppose: Opponent must have 2 Aware, 2 Engineering, 2 Science, Tracking and more Brains than you (with a minimum of 4 Characters). If successful, opponent scores 4 points.

"You'd blow up a planet? Just to get a lift?"

G. *Evolution, Experiments [3] /TM/

-Reach: If you have Domination, Madman, Science and 20 Brains here, destroy a Character you kidnapped here, then score points and you may [V] Husk or any Enemy with Creature.

-Oppose: Opponent must have more Brains than you and destroy one Monster card or Enemy with Creature here. If successful, opponent scores points.

"Man has been the same, sir, since he stood in the Garden of Eden, and he was never ever a chattering, gibbering ape."

G. *Evolve!, Experiments [4] /AiH/

-Reach: If you have 4 Enemies of the same species, Medicine and either 4 Science or Cult of Skaro, destroy one of those Enemies here to score points and you may [V] a dual-species Enemy of that species or an Enemy of that species with a higher Cost than the destroyed Enemy.

-Oppose: Opponent must have Medicine, 4 Science, 2 Thief and more Bravery than you have Brains (with a minimum of 4 Characters). If successful, opponent scores points.

"A life outside the shell. The children of Skaro will walk again!"

G. *Family Secrets, Historical [3] /AiH/

-Reach: If you have a unique Madman and 3 Allies with Thief Native to the same Spacetime card as that Madman, destroy one card from hand per turn for 3 turns to score points.

-Oppose: Opponent must have 3 Aware, 2 Tracking and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"I was able to keep George hidden in the house."

G. *Financial Domination, Profit [4]

-Reach: If you play cards to at least 2 other Earth Present Spacetime cards while The BOSS and 3 Computers here, score points and from now on, your Conditions are -1 Cost.

-Oppose: Opponent must have more Brains than you and destroy 2 Monster cards here. If successful, opponent scores points.

"What's best for Global Chemicals is best for the world!"

G. *Find Missing Man, Quest [3] /AF/

-Reach: If you have 3 Enemies of the same species with Tracking, and more than 20 Brains here, score points and you may [V] a unique Character of that species.

-Oppose: Opponent must have Troop, 4 Tracking and more Characters with Aware than you here. If successful, opponent scores points.

"As yet, there is no sign of the missing Field Major."

G. *Find Replacement, Quest [4] /AW/

-If you have a "God" here, opposing Allies and TARDIS Characters here at the start of their turn must either attempt to Oppose this Goal.

-Reach: If you have a "God" here, place Puzzles overcome here under this Goal instead of discard pile. If there are 3 Puzzles under Goal at the start of your turn, score points, and kidnap the opposing Character with the highest Brains here (your choice if tie).

-Oppose: Opponent must have 3 Computers, more Bravery than you and either Domination or 3 History. If successful, opponent scores points.

"They need man - a man - of boundless imagination..."

G. *Find the Source, Quest [4] /S10/

-Reach: If your 4 Enemies overcome 3 Puzzle cards here, score points and you may [V] The Source (it may be played here without a User).

-Oppose: Opponent's 4 Characters must overcome 3 Puzzle cards here. If successful, opponent scores 3 points. Immediately [V] The Source and place it here (for free); that opponent immediately takes control of that Artifact. If you cannot, opponent scores +1 points.

"Whoever holds the Source controls the destiny of the planet."

G. *Fire Sale, Apocalypse/Profit [5] /9D/

-Reach: If you have 4 Bureaucrat (or 3 Slitheen), 2 Computers, Demolitions, and more than 30 Brains here, score points and you may move your Enemies here to another location in the same era. If your other Enemy is at that Spacetime card, you may place any 2 cards in your discard pile back into hand.

-Oppose: Opponent must have 2 Computers, Science, Thief and more Bravery than you (with a minimum of 4 Characters). If successful, opponent scores 3 points.

"We reduce the Earth to molten slag, then sell it. Piece by piece. There's a recession out there..."

G. *Fix Election, Meddling [4] /LoT/

-Reach: If you have a 3 Charisma, 30 Brains, and an Enemy with Bureaucrat (2) here, Roll the Dice each turn and place that Dice card under this Goal. When those Dice cards total 12 or more, score 3 points and any Allies with Troop here become Enemies under your control.

-Oppose: Opponent must have 5 Aware, Bureaucrat, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Let the work of government begin."

G. *For My Amusement, Capture [2]

-Reach: If you have a "God" here and you have kidnapped 2 Characters (who are still frozen) during this game, destroy 2 cards from hand to score points and you may [V] any Prisoner card. (Goal is +1 points if The Doctor was one of the Characters you kidnapped.)

-Oppose: Opponent must have more Bravery than you and overcome one Puzzle card here. If successful, opponent scores points.

"It will be fun having you here, and your friends will make charming dolls."

G. *Fractured Selves, Meddling [3] /TM/

-While in play, Scaroth may play without a Goal card.

-Reach: If you have ? different versions of Scaroth at ? different Spacetime cards (including this one; minimum: 3), destroy one card from hand per turn for 2 turns, then score ? points

(maximum: 5) and you may [V] Linked Events.

-Oppose: Opponent must have ? History and more Brawn than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"The centuries that divide me shall be undone!"

G. *Frame Scapegoat, Capture [2] /RU/

-Reach: If you have Bureaucrat and Thief here and you have kidnapped a Character (who is still frozen here), destroy 2 cards from hand to score points and you may [V] any Prisoner card. (Goal is +1 points if the kidnapped Character is an opposing TARDIS Character.)

-Oppose: Opponent must have History, more Brains than you, and overcome one Puzzle card here. If successful, opponent scores points.

"The burden of defence is entirely yours. You must prove without any shadow of doubt that you are innocent."

G. *Frozen Food, Profit [4] /AW/

-Reach: If you have 2 Bureaucrat, Medicine and Science here, place one Character in your discard pile out of play per turn for 2 turns to score points and from now on, your Cost 1 Characters are +1 Brawn.

-Oppose: Opponent must have 2 Aware, Science and Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"But did you bother to tell anyone they might be eating their own relatives?" "Certainly not. That would have created what I believe is termed 'consumer resistance'."

G. *Fund Empire, Profit [4] /KTT/

-Reach: If you have Bureaucrat, 3 Troop, and Artifacts totaling 5 Cost here, destroy those Artifacts to score points and you may [V] up to 3 Troop Characters.

-Oppose: Opponent must have 2 Thief and more Brains and Brawn than you (with a minimum of 4 Characters) and destroy one of his or her Conditions in play. If successful, opponent scores points and opponent must, if possible, destroy one of his or her Bureaucrats here.

"If we can find this jethrik. If we mine it and sell it. We could hire an army and a hundred battle cruisers."

G. *Galactic Contamination, Capture/Invasion [3] /IS/

-Reach: If you have a Virus here and either 3 Characters you control but do not own or 4 Minions attached to that Virus here, score points and take control of a random opposing Ally here.

-Oppose: Opponent must have more Medicine than you have Minions attached to a Virus here (with a minimum of 4 Characters). If successful, opponent scores points and all the Characters you control but do not own here return to their owners' control (destroy any of your cards played on them).

"You intend to dominate both worlds... the micro and the macrocosm."

G. *Harness Gestalt, Capture [4] /TM/

-Reach: Once per turn, if your unique Enemy with Domination and any player's non-unique "God" or Xeraphin here, place that non-unique Character under this Goal. When you have three Characters under this Goal, score 5 points and you may [V] any Temporal Artifact.

-Oppose: Opponent must have 3 Aware, 2 Science, 2 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"He wants this at the centre of his TARDIS... Must've exhausted his own dynamorphic generator."

G. *Harness Time Sensitive, Capture [3] /RU/

-Reach: If you have Tracking, a Vehicle and either Medicine or 2 Science here, destroy one card from hand per turn for 2 turns, then score points and you may place an opposing Character with Aware (2) here under your control and/or [V] Time Sensitive.

-Oppose: Opponent must have Engineering, History, Medicine, and more Running than you have Tracking (with a minimum of 4 Characters or a minimum of 2 Characters with Rebel in their titles or subtitles). If successful, opponent scores points.

"We're gonna have to start reviving some of our precious cargo."

G. *Harvest Brain Fluids, Experiments [4] /LoT/

-Reach: If you have either The Rani and more than 30 Brawn here, or 2 Medicine, 4 Science

and 2 Troop here, place Human Allies or TARDIS Characters kidnapped here under this Goal instead of discard pile. If there are 2 Characters under this Goal at the start of your turn, score points.

-Oppose: Opponent must have 2 Aware, 2 Medicine, 2 Science, 2 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"I need the chemical. The only source is the human brain."

G. *Harvest Organs, Capture [4] /TM/

-Reach: If you have either 2 Madman and more than 30 Brawn here, or Engineering, 2 Medicine and 3 Troop here, place Allies and TARDIS Characters kidnapped or destroyed here under this Goal instead of discard pile. If there are 2 Characters under Goal at the start of your turn, score points (+1 if one of those Characters is Reinette).

-Oppose: Opponent must have 3 Running, more Brains and Brawn than you and either 2 Marksman or 3 Engineering. If successful, opponent scores points.

"That's a heart, Mickey... That's a human heart."

G. *Hatch, My Children, Resurrection [4] /AF/

-Reach: If you have a Racnoss, Poison, 3 Science and Thief here, destroy a unique Human Character from hand or that you have kidnapped here per turn for 2 turns to score points, and you may continue to play Racnoss here as if the Spacetime card were a Base.

-Oppose: Opponent must have Demolitions, History, 3 Science and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"The secret heart unlocks. And they will waken from their sleep of Ages."

G. *Hijack Convoy, Capture [3] /TL/52

-Reach: If you have Pilot, 3 Marksman, 3 Troop and more than 30 Brawn here, score points and you may steal an Artifact from an opposing Character here. If you have a User for that Artifact in play, move that Artifact to that User. If not, destroy that Artifact and draw ? cards, where ? = the Cost of that Artifact.

-Oppose: Opponent must have Aware, Marksman, Pilot, Troop and more Brawn than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Yes they were very well organised. We lost the capsule..."

G. *Hijack Ship, Capture [4]

-Only plays in Colonial Era or later.

-Reach: If you have 4 Computers (or 2 Computers and more than 30 Brawn) here, destroy one card from hand per turn for 3 turns, then score points and you may [V] an Invasion or Apocalypse Goal.

-Oppose: Opponent must have more Brawn than you and either 2 Pilot or 4 Computers. If successful, opponent scores points and this Spacetime card's era changes to Prehistory (65 000 000 B.C.).

"The control of your ship is now totally automatic."

G. *Human Hunt, Capture [2] /10D/

-Plays for free if all your opponents have at least 5 points more than you do.

-Reach: If you have 3 Running, 3 Tracking and no Human Enemies here, score points and you may destroy an opposing Human Ally here.

-Oppose: Opponent must have more Running than you have Tracking here (with a minimum of 4 Characters). If successful, opponent scores points.

"Huuuuu-maaaaannnn!"

G. *Illegal Time Experiments, Experiments [4] /7Dr/

-Reach: If you have Medicine, Engineering, Science and 25 Brains here, destroy a Timelord from hand or one you kidnapped here, then score points and you may [V] any Temporal card.

-Oppose: Opponent must have more Brains than you and either 2 Timelords or both a Weapon and Engineering here (with a minimum of 4 Characters). If successful, opponent scores points.

"The balance of the space-time continuum could be destroyed by your ham-fisted numbskulls!"

G. *In a Blaze of Glory, Apocalypse [3] /10D/

-Reach: If you have Gloating, either 2 Engineering or 2 Demolitions, and at least 4 Enemies

here, destroy all your Enemies here to score points, and each of your opponents must, if possible, destroy the same number of Characters here (except TARDIS Characters).
-Oppose: Opponent must have 2 Engineering, Science and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.
"Enjoy your victory, Judoon, because you're going to burn with me. Burn in hell!"

G. *Infiltrate Memories, Meddling [4] /RU/

-Reach: If you have a Character with Domination (2) here and another player owns a Character here (even if kidnapped or under your control), place the top card of that player's discard pile out of play each turn for 3 turns to score points.
-Oppose: Opponent must have 4 Aware and either Domination or 3 Science here (with a minimum of 4 Characters). If successful, opponent scores 3 points.
"Memory is a very delicate thing. Feeding myself in wiped other memories out."

G. *Invade TARDIS, Invasion [4] /AF/

-Plays on an opposing TARDIS if an Invasion Goal is playable there. If you have an Enemy here, this TARDIS cannot move.
-Reach: If you have a Timelord Enemy with Thief here, destroy 2 cards from hand per turn for 3 turns to score points and you may choose one: Reveal the top 3 cards from this TARDIS' owner's deck and draw them, or move your Enemies with this TARDIS at the end of this turn (as if unfrozen) and then place it on top of its owner's draw deck.
-Oppose: Opponent must have more Brains than you here (with a minimum of 3 Characters). If successful, opponent scores points.
"This was all mine until he stole it from me."

G. *Invasion of Gallifrey, Invasion [4] /LoT/

-Plays only on a Gallifrey Spacetime card. Your Enemies Native to Twilight Era or later may play here regardless of Nativity.
-Reach: If you have Domination and 3 Enemies of the same species (except Human or Timelord) here, and at least one Enemy of that species at another Gallifrey Spacetime card, destroy one card from hand per turn for 2 turns, then destroy 2 of those Characters to score points.
-Oppose: Opponent must have 3 Computers, Marksman, Thief and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.
"No one would dare!"

G. *Isolate Human Factor, Experiments [3] /TM/

-Reach: If you have a Dalek and 4 Science here, destroy one Prisoner card from hand per turn for 2 turns while you have a kidnapped Human Character here to score 5 points, and for the rest of the game, your Daleks are +2 to all Qualities in fights involving opposing Human Characters.
-Oppose: Opponent must have 4 Science and more Brains than you here (with a minimum of 4 Characters) and destroy 4 cards from hand. If successful, opponent scores points, and your non-unique Daleks here become Allies under that opponent's control.
"...select the major feelings to make up this 'human factor'."

G. *Kangaroo Court, Capture [3] /DoG/

-Reach: If you have The Valeyard or 4 Enemies with Bureaucrat here, destroy one unique Ally or TARDIS Character you kidnapped here to score points.
-Oppose: Opponent must have higher total Qualities than you here (with a minimum of 5 Characters; any of that player's kidnapped Characters here count toward totals). If successful, opponent scores points.
"It's a farce! A farrago of trumped-up charges!"

G. *Key to World Domination, Quest [4] /RU/

-Reach: If you have an Enemy with Domination, 3 Minions attached to that Enemy, and 3 Key cards, destroy those Key cards to score points, and all Native opposing Allies here are under your control.
-Oppose: Opponent must have more Brains than you here (with a minimum of 4 Characters) and either a Key card or 3 Computers, Engineering and 25 Bravery. If successful, opponent scores points.
"...the final key is inserted and my power is absolute!"

G *Last of its Kind, Resurrection [5] /9D/

-Reach: Once per game, at the start of your turn, [V] a non-Human Enemy directly here regardless of Nativity at 0 Cost if no other Character in play has its species. That Enemy cannot be moved until this Goal has been Reached or Opposed. If that Enemy is your only Character of its species here and helps destroy 3 opposing Characters here, score points.

-Oppose: Opponent must destroy any Enemy you [V] here with this card. If successful, opponent scores 3 points.

"Where shall I get my orders now?"

G. *Mad Enterprise, Experiments/Invasion [3] /IS

-Reach: If you have Charisma, Engineering, History, Machine, Madman, Minion, Poison and Science, score points.

-Oppose: Opponent must have Charisma, Engineering, History, more Brains than you and either 2 Medicine or Poison (with a minimum of 4 Characters). If successful, opponent scores points.

"He wants to rob Earth of its minerals in order to go faster than the speed of light."

G. *Magmaform Planet, Apocalypse/Invasion/Meddling [4] /AiH/

-Just before a player scores points from this Goal, he or she may [V] Volcano Day and play it here immediately for free (and spend -5 points in Cost on his or her next turn).

-Reach: If you have either a "God", Engineering and 4 Laser, or Pyrovillian and 3 Monster cards with "Pyrovile" in their title here, destroy one card from hand per turn for 3 turns to score points.

-Oppose: Opponent must have Computers, 2 History, Science and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Water can boil and everything will burn, Doctor!"

G. *Manufacture Plague, Apocalypse/Invasion [4] /Inv/

-Reach: If you have Medicine, Poison, Science, Thief and 25 Brains here, destroy your Minion here to score points and opposing Natives can no longer be played here unless their owner has 2 Medicine here.

-Oppose: Opponent must have Medicine, more Brains and Brawn than you and either 2 History or 2 Engineering here (with a minimum of 4 Characters). If successful, opponent scores points.

"Our rats will make sure there are no survivors. A final visitation."

G. *Mayhem, Meddling [3] /LoT/

-Reach: If your 4 non-unique Minions and 1 unique Enemy those Minions are attached to have 13 different Traits here (you may not use more than those 5 Characters to calculate this total), score points.

-Oppose: Opponent must have 10 different Traits and more Brawn and Brains than you (with a minimum of 4 Characters). If successful, opponent scores points.

"I have a greater concept, one that will encompass the whole human race."

G. *Military Agenda, Historical [3] /AF/

-Reach: If you have 4 Native Troop here, destroy your Native Bureaucrat without Marksman here (even if an Ally) to score points.

-Oppose: Opponent must have 2 Charisma and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Beautiful mushrooms will blossom and burst..."

G. *Military Invasion, Invasion [3] /MoW/

-Reach: If you have 5 Troop and a Weapon here, destroy one card from hand per turn for 2 turns, then destroy 2 of those Characters to score points.

-Oppose: Opponent must have more Bravery than you have Brawn here (with a minimum of 4 Characters). If successful, opponent scores points.

"Ready and eager for battle, sir. We've been watching for long enough, it'll be good to taste blood."

G. *Mind Over Bodies, Capture [2] /RU/

-Reach: If you have an Enemy with Domination and 3 or less Brawn here, destroy one card

from hand per turn for 3 turns to score points and take control of a random opposing Character here.

-Oppose: Opponent must have 3 Aware and both more Brains and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.
"We need the help of the human body to feed us and to carry out our orders."

G. *Mining Rights, Profit [3]

-Reach: If you have 2 Bureaucrat here and an opponent has at least 4 Allies in his or her discard pile (or you have kidnapped 2 characters that have Prisoner Conditions on them), score points and you may [V] an Invasion Goal.

-Oppose: Opponent must have more Brains than you and either overcome 3 Puzzle cards or have a Character here survive The Vote 3 times. If successful, opponent scores points.
"You and your company have been duping Varos these many generations."

G. *Moon Rush, Apocalypse [5] /SJA-SJ6/

-Reach: If you have an Enemy Mr. Smith, 4 Science, more than 35 Brains, and an Impostor here, destroy one card from hand per turn for 2 turns to score points and you may [V] Laid Waste. If this Goal played on an Earth Spacetime card, Laid Waste also reshuffles The Moon Spacetime cards as if they were Earth Spacetime cards.

-Oppose: Opponent must have 3 Aware, 5 Computers, Science, and more Brawn than you (with a minimum of 4 Characters). If successful, opponent scores points.
"We'll be dead long before it hits us."

G. *More Bang For Your Buck, Capture/Profit [4] /9D/

-Reach: If your Enemy with Demolitions kidnaps a Bureaucrat here, and there are 2 other Allies with Bureaucrat here, destroy one Bang! card from your hand and destroy both those Allies to score points, and you may place that Enemy with Demolitions back into your hand.

-Oppose: Opponent must have 2 Computers and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points and may destroy one of your Enemies with Demolitions here (your choice).
"I've got shares in your rival companies. They'll triple in price as soon as you're gone."

G. *Murder High Council, Historical [3] /DoG/

-Reach: If your Master or Timelord Bureaucrat helps destroy a (different) Timelord Bureaucrat here, score points.

-Oppose: Opponent must have 3 Aware, either 3 Computers or 3 Troop, and more Brains than you (with a minimum of 4 Characters, or 3 Characters if 2 or more are Timelords). If successful, opponent scores points.
"A hit list!"

G. *Mysterious Murder, Historical [2] /S10/

-You may play this Goal multiple times, even on the same Spacetime card (limit: 1 from which no points have been scored per Spacetime card). You may not score more than 5 points in total with Mysterious Murder cards.

-Reach: If you have Thief and either Marksman, Poison or a Weapon here, destroy one card from hand per turn for 2 turns to destroy one of your Native Allies here and score ? points, where ? = that Ally's Cost.

-Oppose: Opponent must have 3 Aware, Medicine and more Brains than you (with a minimum of 4 Characters). If successful, opponent scores points.
"I say, what are you doing with that lead piping?"

G. *Never Be Alone, Capture [3] /S10/

-Reach: If you have Domination, Madman and 3 Characters you kidnapped here, destroy 2 cards from hand to score points. (Goal is +1 points if all kidnapped Characters were your opponents'.)

-Oppose: Opponent must have 3 Aware, 3 Science, 2 Thief and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points and may free any kidnapped Characters here.
"We'll have all of them. And then we'll never feel alone. Ever again."

G. *New Timelord Empire, Resurrection [4] /LoT/

-Reach: If you have a unique Enemy Timelord, 2 Bureaucrat, 2 Science, 4 Troop and more

than 30 Brawn here, score points. When this Goal has been Reached, this Spacetime card becomes a Base, and may act as a Gallifrey Spacetime card.

-Oppose: Opponent must have 4 Charisma, 2 Running, 2 Thief, either "God" or Torchwood, and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"And I looked down upon my new dominion as master of all and I thought it... good."

G. *Off With Her Head, Meddling [3] /TL/155

-Reach: While you have Madman, Tracking and 2 Marksman here, if you destroy one Character with Bureaucrat (2) here, score points (-1 if that Character is yours; +1 if that Character is Queen Victoria).

-Oppose: Opponent must have 2 Aware, History, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"I'm hunting the rarest creature in the world... the crowned Saxe-Coburg!"

G. *Omega's Return, Resurrection [5] /LoT/

-Reach: If Omega and 3 Minions (Omega) here, destroy a Doctor you kidnapped here to score points, and your Omega may play or move to any Spacetime card for the rest of the game.

-Oppose: Opponent must have 2 Computers, Marksman, 3 Tracking and more Brains with you (with a minimum of 4 Characters). If successful, opponent scores points and your Omega here is placed on the bottom of your draw deck.

"Must transfer... Cease to be anti-matter!"

G. *Ood Market, Profit [4] /S10/

-Reach: If you have 2 Bureaucrat and control at least one Ood Ally here, destroy one Ood controlled by any player here per turn for 3 turns to score points.

-Oppose: Opponent must have either 2 Charisma, Medicine, 2 Science, 2 Thief, and more Brains than you (with a minimum of 4 Characters), or 2 TARDIS Characters and control at least 2 Ood Enemies here. If successful, opponent scores points.

"I want those Ood flying out of here."

G. *Orphan Labour, Capture/Profit [3] /DoG/

-Plays at -1 Cost on any Spacetime card with "December" in its title.

-Reach: If you have Bureaucrat, Domination, Gloating and more than 25 Brawn here, destroy one card from hand per turn for 2 turns to score points and you may [V] any Artifact or Condition with a Cost of 3 or less.

-Oppose: Opponent must have 2 Aware, Thief, 2 Tracking and more Brawn than you (with a minimum of 4 Characters). If successful, opponent scores points.

"...abductions. Children, stolen away in silence."

G. *Our Last Battlefield, Invasion [4] /RU/

-Reach: If you have 5 Enemies of the same species and either a Weapon or a Vehicle here, and you have more Enemies than any other player has Allies here, destroy a random card from an opponent's hand (your choice) each turn for 3 turns to score points (if that card's Cost was more than 2, destroy one of your Enemies here).

-Oppose: If opponent has 2 TARDIS Characters and 4 Allies (or no TARDIS Characters and 6 Allies) here, he or she may force you to destroy a random card from hand each turn for 3 turns to score points (if that card's Cost was more than 2, he or she must destroy one of his or her Allies here).

"...a war that doesn't even belong to this dimension."

G. *Planetary Infection, Apocalypse/Invasion [4] /Inv/

-Reach: If you have 4 Axons and 1 Axon-related Artifact here, destroy one card from hand per turn for 2 turns, then randomly place 2 of your cards here under your draw deck to score points and you may draw up to 2 cards.

-Oppose: Opponent must have more Brains than you (with a minimum of 4 Characters), 3 Science and either no Bureaucrat or 2 Timelords here. If successful, opponent scores points.

"Slowly we will consume every particle of energy, every last cell of living matter. Earth will be sucked dry."

G. *Poison Sky, Apocalypse [4] /MoW/

-Reach: If you have 2 unique Sontarans, Engineering, Poison (or ATMOS), 2 Science and either a Minion with more than 8 Brains or an Impostor here, destroy one card from hand per turn for 2 turns, then score points, this Spacetime card becomes a Base, and you may play your Sontarans here regardless of Nativity.

-Oppose: Opponent must have Demolitions, 2 Engineering, 3 Science, and more Brains than you have Brawn here (with a minimum of 4 Characters). If successful, opponent scores points.

"Amniotic fluid for Sontarans. That's why they're not invading, they're converting the atmosphere."

G. *Possession, Capture/Invasion [3] /9D/

-Reach: If you have a Character you own with Tracking and either 3 Characters you control but do not own or 4 Gasmask here, score points and take control of a random opposing Ally here.

-Oppose: Opponent must have more Running than you have Characters here (with a minimum of 4 Characters) and destroy either an Artifact or a Moves card from hand or play. If successful, opponent scores points and all the Characters you control but do not own here return to their owners' control (destroy any of your cards played on them).

"The whole human race is gonna be torn down and rebuilt."

G. *Power Move, Historical [4]

-Reach: If your Native male Bureaucrat kidnaps an opposing female with Charisma here, score points and that female's owner must show you his or her hand.

-Oppose: Opponent must have History, 2 Charisma, more Brains than you, and win a fight here. If successful, opponent scores points.

"Alliance with Joanna would give me title to much land... power over far-off lands... a glittering empire."

G. *Power Struggle, Historical [3]

-Reach: If your 2 Native Enemies win a fight here or your 2 Native Allies are destroyed here (while you have a Native Enemy here), score points.

-Oppose: Opponent must have 2 History, more Bravery than you, and win a fight here. If successful, opponent scores points.

"You want me to play them off each other?"

G. *Prison Escape, Resurrection [3] /DoG/

-Reach: If you have more than 25 Brains and a Character with Thief (2) here, destroy one Escape or Prisoner card from hand per turn for 2 turns, then score points.

-Oppose: Opponent must have 3 Aware, 3 Tracking and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Prisoner Zero has escaped."

G. *Provoke War, Historical [3] /PD/

-Reach: If you have 2 Bureaucrat, 4 Troops and more than 25 Brains here, score points and you may [V] an Attack card and immediately destroy it to start a fight here (all Characters here are unfrozen during that fight).

-Oppose: Opponent must have twice as much Charisma as you have Bureaucrat here (with a minimum of 4 Characters). If successful, opponent scores points.

"You have deliberately provoked an attack."

G. *Purification, Apocalypse [5] /9D/

-Reach: If you have 6 Daleks with Laser here, destroy one card from hand per turn for 2 turns to score points. When this Goal has been Reached, this Spacetime card becomes a Base, and no opposing Characters may play here.

-Oppose: Opponent must have 3 Troop, 3 Victim and more Brawn than you here. If successful, opponent scores points.

"Purify the Earth with fire. The planet will become my temple and we shall rise."

G. *Quest for the Hand, Quest [5]

-Reach: If you have The Hand of Omega, 2 Minions (Dalek) and either 3 Imperial Daleks or 3 Renegade Daleks here, score points and from now on, your Daleks may move to any Spacetime card as if aboard a TARDIS card.

-Oppose: Opponent must have more Brains than you here, and The Doctor must have participated in a fight that destroyed a Dalek. If successful, opponent scores points and Daleks may no longer be played or move to any Spacetime card dated 4660 or later. Any already there are destroyed.

"...with it, I will transform Skaro's sun into a source of unimaginable power!"

G. *Quest for the Infinite, Quest [3] /S10/

-Reach: If you have Gloating, 4 Tracking and 3 Data Chips, destroy those Data Chips to score points, and you may [V] The Infinite (it may be played here without a User).

-Oppose: Opponent must have 4 Aware, 3 Tracking and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"If anyone found the Infinite, they'd receive their heart's desire."

G. *Ragnarok, Apocalypse [4] /7Dr/

-Reach: If you have 2 "God" Characters (1 "God" if Fenric), Poison, 3 Vampire and 40 Brawn here, score points and if this is an Earth Spacetime card you may [V] Earth (500,000).

-Oppose: Opponent must have more Brains and Bravery than you and have played 2 Puzzle cards here. If successful, opponent scores points and your Fenric is destroyed (but not the Character on which it was played).

"This is it. The last battle between the gods and the beasts."

G. *Ragnarok and Roll, Apocalypse [3] /TL/153

-Opponent's Puzzle cards play at -1 Cost here.

-Reach: If you have 2 Characters with "God" here and there are 4 Characters with Charisma here, score points and until you score points again, all your Characters in play are +1 to all Qualities.

-Oppose: Opponent must have The Doctor (or any Character with a Moves card played on it), 2 Charisma, Demolitions, and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"There's no point in going on, dear. We're all bored. Something has to happen soon."

G. *Ransom Universe, Apocalypse [3] /PD/

-Reach: If you have 4 Computers, Domination, 2 Gloating and more than 30 Brains here, score points and you may Roll the Dice; you may require any player to destroy ? cards from hand, where ? = half the number you rolled (rounded up).

-Oppose: Opponent must have 4 Charisma, 4 Computers and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"People of the universe, please attend..."

G. *Reality Bomb, Apocalypse [5] /IS/

-Reach: If you have 5 or more Spacetime cards in this era in play, and both Demolitions and The Crucible here, destroy one of those Spacetime cards each turn for 5 turns to score points. If this Goal is Opposed before then, score 1 point for every Spacetime card destroyed.

-Oppose: Opponent must have 3 Computers, 4 Science, and more Bravery than you (with a minimum of 5 Characters). If successful, opponent scores ? points, where ? = the number of Spacetime cards you have in play.

"People and planets and stars will become dust. And the dust will become atoms and the atoms will become... nothing."

G. *Rebuild Dalek Race, Experiments/Resurrection [4] /9D/

-Reach: If you have a unique Dalek with Science (or Davros) here, at the start of your turn, take one non-Dalek Character from an opponent's discard pile and place it under this Goal. When there are 4 Characters under this Goal, place them out of play and score points. You may [V] up to 4 non-unique Daleks.

-Oppose: Opponent must have The Doctor and more Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Everything human has been purged. I cultivated pure and blessed Daleks."

G. *Reclaim Planet, Invasion/Resurrection [4] /MoW/

-Reach: If you have 4 Native Sea Devil or Silurian Enemies, and either Poison and 3 Science, or 2 Charisma and more than 30 Bravery here, score points and this Spacetime card becomes a Base.

-Oppose: Opponent must have more Brawn than you and either 2 Demolitions and 4 Marksman, or 4 Charisma and more than 30 Bravery here (with a minimum of 4 Characters). If successful, opponent scores points.

"Soon we shall revive our civilisation, and reclaim the earth for ourselves."

G. *Recover Time Machine, Quest [3]

-Reach: If you have any Temporal Artifact, Engineering, Science and 3 Thief here, score points and unfreeze any of your frozen Characters.

-Oppose: Opponent must have more Brawn than you (with a minimum of 4 Characters), and either 2 History or 3 Aware here. If successful, opponent scores points.

"This is the place... The time cabinet is in there!"

G. *Recruit Soldiers, Capture [4] /MoW/

-Reach: If you have 2 Aware, 3 Tracking and 20 Brains, and kidnap 2 Characters here, score points and, if non-unique, those kidnapped Characters are now Enemies under your control and those that do not have Troop, gain Troop.

-Oppose: Opponent must have 4 Aware, 2 Tracking and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores 3 points.

"I smell warrior blood. Mistress will be pleased."

G. *Recursive Trap, Capture [3] /PD/

-Plays only on a Spacetime card played after Set-Up.

-Reach: If you have 3 Computers (or "God", or Block Transfer Tapestry), Domination, and a Minion with Charisma (even an Ally) here, score points and you may kidnap The Doctor here (opponent may immediately free The Doctor by destroying his or her entire hand).

-Oppose: Opponent must have 3 Aware, Computers, Science, Tracking, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"I had installed a trap behind that trap that would've been a joy to spring!"

G. *Release Dalek Army, Resurrection [4] /RU/

-Reach: If you have 3 Cult of Skaro Daleks and Genesis Ark here, destroy any Character in a fight here to score points and you may place all Daleks under Genesis Ark here.

-Oppose: Opponent must have 2 History, 2 Marksman, 2 Science and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"The Genesis Ark will open."

G. *Remove Adversary From Timeline, Meddling [4] /S10/

-Reach: If your Great Old One kidnaps a TARDIS Character, Adventurer or unique Character with Torchwood here, destroy ? cards from hand (where ? = that Character's Cost) to score points and place that kidnapped Character out of play.

-Oppose: Opponent must have 3 Aware and more Bravery than you (with a minimum of 2 TARDIS Characters, Adventurers or Characters with Torchwood). If successful, opponent scores 3 points and may free any Characters kidnapped here.

"Marital bliss, but she forgets all about this."

G. *Replace Population, Capture/Invasion [2] /10D/

-Reach: If you have a Graske here, kidnap one non-unique Character at another Spacetime card where you have a Graske each turn for 3 turns (without winning a fight there), then score points and you may take control of those Characters (they become Enemies and their species is changed to Graske).

-Oppose: Opponent must have 2 Computers, Tracking, and more Brains than you here (with a minimum of 3 Characters). If successful, opponent scores points and all Characters kidnapped by this card are freed and placed on a Spacetime card to which they are Native.

"Soon every man, woman and child will be stolen by the Graske."

G. *Rescue Davros, Resurrection [4]

-Reach: Your Davros is frozen until you have 3 Minions here. If you have 3 Minions attached to Daleks or Davros and either Engineering or Medicine here, discard one card from top of draw deck per turn for 3 turns, then score points and you may [V] Davros; he may play here for 0 Cost and your Daleks are immune to Movellan Virus.

-Oppose: Opponent must have more Characters than you (minimum 5) and either Demolitions or 2 Computers here. If successful, opponent scores points, and may kidnap a random

opposing Character (Davros if here) and [V] Cryogenic Prison.
"Without Davros, we have no future."

G. *Resurrect Tyrant, Experiments/Resurrection [3] /LoT/

-Reach: If you have 2 Engineering, Madman, Minion, and either 4 Medicine or an Enemy with Medicine (2), score points and you may [V] a unique Enemy (from draw deck or discard pile) to which your Minion here is attached. If that Enemy is Morbius, score +1 points.

-Oppose: Opponent must have History, Medicine (or Poison), Thief, and either Domination or more Bravery than you (with a minimum of 4 Characters). If successful, opponent scores points.

"Prepare me for the operation."

G. *Retirement Revenge, Apocalypse/Profit [4] /S10/

-Reach: If you have 2 Bureaucrat, 2 Pilot, more than 30 Bravery and either Madman or 2 Victim here, destroy your 2 Victims to score points.

-Oppose: Opponent must have 2 Engineering, History, Pilot and more Bravery than you here (with a minimum of 3 non-Victim Characters). If successful, opponent scores points.

"It destroys an entire planet. Outrage back home. Scandal!"

G. *Return to Heaven, Quest [3] /RD2/

-Reach: If you have a Vehicle, 2 Engineering, 2 Science and either "God" or Madman here, destroy one card from hand per turn for 3 turns to score points and you may [V] a Dimensional Spacetime card.

-Oppose: Opponent must have a Timelord, 2 Aware, 3 Science and unless he or she has 2 Timelords here, more than 28 Brains here. If successful, opponent scores points.

"I want to go home, Doctor."

G. *Revenge Served Hot, Apocalypse/Quest [4] /IS/

-Reach: If your 4 Laser destroy either a unique Character or 2 non-unique Characters in a fight here, score points.

-Oppose: Opponent must have more Bravery than you, and must overcome 2 Puzzle cards here. If successful, opponent scores points.

"They scooped out its heart, used it for fuel, and now it's screaming!"

G. *Rewrite History... Every Line, Meddling [4] /AiH/

-Reach: If you have a Timelord with History and 4 Native Enemies here, destroy one card from hand per turn for 3 turns to score points and from now on, Characters played at Spacetime cards with the same location, but a later era, do so at +1 Cost.

-Oppose: Opponent must have more Brains than you and either 4 History or a Timelord with History (with a minimum of 4 Characters). If successful, opponent scores points.

"They'll just write and print the new version."

G. *Robot Revolution, Experiments [3]

-Reach: If you have a Madman and 4 Robot Enemies here, score points and all Robots here become Enemies under your control.

-Oppose: Opponent must have at least 3 Allies, more Brains than you, and must destroy an opposing Robot (or Taren Capel) here. If successful, opponent scores points and all Robot Enemies here are destroyed.

"How could a mere human destroy a robot? They are unarmed, weak creatures of flesh and blood... Destroy them... Kill all the humans!"

G. *Royal Ambitions, Historical [4] /AW/

-Reach: If your Bureaucrat with Charisma and more than 7 Brains kidnaps or takes control of any Ally Bureaucrat here, score points and you may draw ? cards, where ? = that Ally Bureaucrat's lowest Quality.

-Oppose: Opponent must have 2 Charisma, 2 Engineering, Medicine, Thief and more Brains than you here. If successful, opponent scores points.

"He'll kill me if he needs to. After all, you can't crown a dead prince."

G. *Scorched Earth, Apocalypse/Invasion [4] /LoT/

-Reach: If you have 4 Laser, 4 Troop and 35 Brawn here, destroy one card from hand per turn for 3 turns to score points.

-Oppose: Opponent must have The Doctor, 3 Computers, 3 Engineering and more Brawn than you here (with a minimum of 4 Characters). If successful, opponent scores points.
"Basically, um, end of the world."

G. *Scout Mission, Invasion [2] /Inv/

-Reach: If you have Aware, Engineering, Medicine, Thief and no Enemies Native to this Spacetime card's location here, look at a random card from any opponent's hand each turn for 2 turns to score points, and you may [V] an Invasion Goal directly to a Spacetime card of the same location as this one (for free).

-Oppose: Opponent must have more Aware than you have Characters here (with a minimum of 4 Characters). If successful, opponent scores points.

"It keeps out of sight while it spies out the land... hoping to mount a successful attack."

G. *Seek Immortality, Quest [4] /KTT/

-Reach: If your Timelord Enemy and 3 non-Timelord Enemies overcome 3 Puzzle cards here, destroy that Timelord to score points (+1 points if Reached at a Gallifrey Spacetime card).

-Oppose: Opponent must have more Brains than you and overcome 3 Puzzle cards here. If successful, opponent scores points.

"Live forever? Never die?" "That is what the word means."

G. *Slavers, Capture/Invasion [4] /Inv/

-Reach: If you have Domination, Gloating and more than 35 Bravery here, destroy one card from hand per turn for 2 turns, then score points and you may kidnap any or all Characters here Native to this Spacetime card's location and/or [V] Slave Labour.

-Oppose: Opponent must have Engineering, Medicine, Science and more Bravery than you (with a minimum of 4 Characters). If successful, opponent scores points.

"People - that could be 'cattle' - you belong to us."

G. *Smuggling Run, Profit [2]

-Reach: If you have Pilot and Thief here, destroy 2 Artifacts here to score points.

-Oppose: Opponent must have Allies with Pilot and Thief and destroy 2 Artifacts here. If successful, opponent scores points.

"There are so many offenses these days."

G. *Some of That Old Time Religion, Meddling [3] /KTT/

-Reach: If your "God", 3 History and either 2 Minions or one Character with the word "Priest" in its title or subtitle destroy 2 Victims here, score points and from now on, your Minions attached to any "God" in play are -1 Cost when played here.

-Oppose: Opponent must have more Bravery than you and destroy one Monster card here. If successful, opponent scores points.

"...impersonating a religious personage, to wit, a Celtic goddess."

G. *Simple Games, Experiments [2] /TL/23

-Reach: If you have a "God" and 2 Minions attached to that "God" here, shuffle your deck and guess the card type of the card on top of your draw deck. If successful, score points. (You may attempt this only once per turn.)

-Oppose: Opponent must have more Brains than you, then guess the card type of the card on top of your draw deck (shuffle your deck before opponent's guess). If successful, opponent scores points. (Opponent may attempt this only once per turn.)

"You'll serve my purpose admirably. You're very good at games."

G. *Space Piracy, Capture/Profit [3]

-Plays only on a Near Future or later Spacetime card.

-Reach: If you have Bureaucrat, 2 Demolitions, Pilot and 3 Thief here, score points.

-Oppose: Opponent must have 2 Aware, Demolitions, Pilot, 2 Tracking and more Brains than you (with a minimum of 4 Characters). If successful, opponent scores points.

"Over the last two years, I have lost five floaters, carrying Argonite ore back to home planet. They were hijacked."

G. *Steal Blue Box, Capture [4] /TM/

-Reach: If you have a Quantum Angel or a "God" here, and your opponent has a TARDIS card but no Doctor here, destroy one card from hand per turn for 2 turns, then destroy that TARDIS

card to score points (its owner may immediately [V] a TARDIS card, even from his or her discard pile) and draw ? cards, where ? = the Cost of that TARDIS card.

-Oppose: Opponent must have 4 Allies here and destroy one card from hand per turn for 2 turns. If successful, opponent scores 3 points.

"The blue box, it's my time machine. There is a world of time energy in there they could feast on forever."

G. *Steal Planets, Capture [4] /IS/

-Spacetime cards with your +1 Second played on them are under your control.

-Reach: If you have The Crucible and 3 unique Enemies here, you may [V] +1 Second once per turn, and score points when you have played +1 Second on one Spacetime card per turn for 3 turns.

-Oppose: Opponent must have Aware, History, 3 Science, and more Brains than you (with a minimum of 4 Characters). If successful, opponent scores points and from now on, may destroy one +1 Second at any Spacetime card each turn by moving a TARDIS card there.

"The whole universe is in outrage, Doctor. Twenty-four worlds have been taken from the sky."

G. *Stop Evolution, Apocalypse [4] /TM/

-Reach: If you have 3 Science, 30 Brains and either "God" or 2 Madman here, destroy one Character from hand per turn for 2 turns (each full turn you do so, your opponents cannot replenish their hands on that full turn), then score points and from now on, only Characters of a species here can play here.

-Oppose: Opponent must have more Characters with Qualities higher or lower than their printed Qualities here than you (with a minimum of 4 Characters). If successful, opponent scores points.

"If we don't want things to change, we make sure that they cannot."

G. *Strengthen Race, Experiments [4] /AF/

-Reach: If you have either 3 Science or 2 Demolitions, and 3 Enemies of the same species with Creature or Machine, destroy one card from hand per turn for 3 turns to score points and you may ignore any of the special abilities of your Enemies here for an entire turn.

-Oppose: Opponent must have 2 Science, 3 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points and may [V] Cause for Celebration.

"We do not have to adapt to the environment. We will change the environment to suit us."

G. *Survival of the Fittest, Capture [3] /LoT/

-Reach: If you have higher total Qualities than your opponent here (with a minimum of 4 Enemies), destroy one Character you kidnapped here to score points. When this Goal has been Reached, if this Spacetime card is a Base, choose another Spacetime card in play; it becomes a Base.

-Oppose: Opponent must have higher total Qualities than you (with a minimum of 4 Characters). If successful, opponent scores points.

"Get rid of the deadwood, let the wasters go to the wall, and the strong will inherit the earth."

G. *Sutekh's Return, Apocalypse [5]

-Reach: If Sutekh and 3 Minions overcome 3 Puzzle cards here (they remain to be faced by opponent, unless no longer Puzzles), score points and you may [V] Laid Waste.

-Oppose: Opponent must have more Brains than you and overcome 3 Puzzle cards here (they remain for you to face, unless no longer Puzzles). If successful, opponent scores points and your Sutekh is placed under your draw deck.

"When the Temple is cleansed of all unbelievers, the High One himself will come among us. This is how it was written!"

G. *Temporal Displacement, Capture/Meddling [3] /TM/

-Reach: If you have a Quantum Angel (or an Enemy and a Temporal Artifact for which that Enemy is the User) here, move one Victim per turn for 3 turns from this Spacetime card to another Spacetime card with the same location but a different era (if that Victim is yours, destroy a card from hand; if your opponent's, draw a card). Then, score points.

-Oppose: Opponent must have 2 Aware, 2 Thief and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"No mess, no fuss, they just zap you into the past and let you live to death. The rest of your

life used up and blown away in the blink of an eye."

G. *Test Species, Experiments [4] /AF/

-Reach: If you have Aware, Medicine, Science and more than 30 Brawn, destroy a Character you kidnapped here with a species different from any you have here, then score points and from now on, your Enemies are +1 Brawn in fights involving opposing Characters with that species.

-Oppose: Opponent must have 3 species and more Bravery than you (with a minimum of 4 Characters) here. If successful, opponent scores points.

"The results of my experiments indicate that they are puny beings, with little resistance to physical stress."

G. *The Age of Steel, Experiments [4] /10D/

-Reach: If you have John Lumic (or 3 Engineering), 2 Cybermen and a Character you kidnapped here, score points and you may [V] Cyber Conversion directly on each of the Characters you kidnapped here (for free).

-Oppose: Opponent must have 2 Aware, 2 Computers, 2 Engineering and more Bravery than you here. If successful, opponent scores points.

"Skin of metal... and a body that will never age... or die."

G. *The Arising, Resurrection [4] /DoG/

-Only plays on a Dimensional Spacetime card.

-Reach: If you have 4 Vampire and 3 Characters with Victim here, destroy those 3 Characters with Victim to score points and from now on, your Characters with Vampire may, at the end of any of your turns, move to or from this Spacetime card to or from any other Spacetime card.

-Oppose: Opponent must have 2 History, more Brains than you, and either 4 Marksman or 2 Pilot here (with a minimum of 5 Characters). If successful, opponent scores points.

"At the time of Arising, we servants will swarm."

G. *The Dead Shall Walk, Invasion/Meddling [4] /9D/

-Reach: If your total number of Corpses and Characters with Gelth Possession played on them is 4 or more, score points and your Gelth may play here regardless of their Nativity.

-Oppose: Opponent must have 2 Aware, 2 Running, Science, more Bravery than you (with a minimum of 4 Characters) and either Demolitions or Gwyneth here. If successful, opponent scores points.

"We need bodies. All of you, dead. The human race, dead, fit only to become our vessels."

G. *The Final Sanction, Apocalypse/Resurrection [5] /DoG/

-Reach: If you have 4 Timelord Enemies here and scoring points from this Goal would make you win the game, destroy those Timelord Enemies at the start of one of your turns to score points.

-Oppose: Opponent must have The Doctor, either Laser or Marksman, and more total Brains and Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"The End of Time will come. At my hand! The rupture will continue, until it rips the Time Vortex apart."

G. *The Master Race, Experiments [4] /DoG/

-Reach: If you have The Master, Immortality Gate, 2 Madman and 4 Computers here, score points and The Master is non-unique here (any number of copies may co-exist here).

-Oppose: Opponent must have more total Brains and Bravery than you here and either "God" or 3 Science (with a minimum of 4 Characters). If successful, opponent scores points.

"They're not gonna think like me. They're gonna become me!"

G. *The Master's Plan, Apocalypse/Resurrection [3] /DoG/

-May only play on a Gallifrey Spacetime card.

-Reach: If you have The Master, 2 Computers, 3 Minions and an Artifact with "Rassilon" in its title here, destroy that Artifact to score points and you may [V] The Master with a higher generation number than that of your Master here. Then, destroy this Spacetime card (all TARDIS cards and Vehicles may move before you do so).

-Oppose: Opponent must have 2 Computers, 3 History, more Brains than you and either a Timelord Ally or 3 Thief here (with a minimum of 4 Characters). If successful, opponent scores

points.

"He'd have destroyed Gallifrey, the Time Lords, everything..."

G. *Time for Revenge, Capture [3] /KTT/

-Reach: If you have a Timelord Enemy here who has just kidnapped a Timelord, destroy ? cards from hand to score ? points, where ? = Cost of the kidnapped Timelord. From now on, your opponents may not use their Gallifrey Spacetime cards' game text (except their list of Goals).

-Oppose: Opponent must have 2 Engineering, 2 History, 2 Science, and more Bravery than you (minimum: 25). If successful, opponent score points.

"You really think you can defeat the Timelords? All of them?"

G. *Time of Manifestation, Resurrection [3] /S10/

-Reach: If you have Charisma, Engineering and an Enemy with printed Brawn 0 here, destroy one card from hand per turn for 2 turns to score points and that Enemy is +7 Brawn for the rest of the game.

-Oppose: Opponent must have Aware, Engineering and more Bravery than you have Brains here (with a minimum of 4 Characters). If successful, opponent scores points.

"And when I have feasted, I shall regain the corporeal body..."

G. *Timelord Hunt, Capture [5] /10D/

-At the end of your turn, if no Timelord here, you may move this Goal and all your Family of Blood Characters to another Spacetime card with an era.

-Reach: If you have 3 Family of Blood Characters and either kidnap an opposing Timelord or steal a Timelord Fobwatch here, score points and from now on, your Family of Blood Characters are no longer destroyed if no other Family of Blood at the same Spacetime card.

-Oppose: Opponent must have a TARDIS card and TARDIS Character here (with a minimum of 4 Characters), and destroy one card from hand per turn for 3 turns to score 3 points.

"They can track me down across the whole of time and space."

G. *Timenap, Capture/Meddling [3] /PD/

-Reach: If you have a Temporal Artifact or a Timelord Enemy here, kidnap one of your Allies with Science at another Spacetime card with another era with a date within 1000 years of this one each turn for 2 turns (without winning a fight there or having an Enemy there) and move it here, then score points.

-Oppose: Opponent must have 3 Thief, either Demolitions or Poison, and more Brains than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Scientists, learned men... they're being taken..."

G. *Transmit Signal, Resurrection [4] /9D/

-Reach: If you have Nestene Intelligence here, at the end of your turn, you may place one of your Autons here under this Goal. When you have 3 Autons under this Goal at the start of your turn, place them back into play here, score points, and you may [V] an Invasion Goal.

-Oppose: At the start of an opponent's turn, if that opponent has The Doctor and a Sonic Screwdriver here, he or she may place one of your Autons under this Goal back into play here. Opponent must have 2 Aware, 2 Charisma, and more Brawn than you here. If successful, opponent scores points.

"All over the world. Every artificial thing waiting to come alive."

G. *Trigger World War, Apocalypse/Meddling [4] /MoW/

-Reach: If you have Bureaucrat, Domination, 2 Minion and either 2 History or 4 Computers here, score points.

-Oppose: Opponent must have 2 Charisma, 3 History and more Brains than you, and either 4 Computers or 2 Bureaucrat here (with a minimum of 4 Characters). If successful, opponent scores points.

"We will harm no one. These ape primitives will destroy themselves."

G. *Under Siege, Invasion [3] /TL/37

-Reach: If you have 4 non-unique Enemies with Creature or Machine here, destroy one of your Attack cards on table (doing so does not start a fight) each turn for 2 turns to score points.

-Oppose: Opponent must have more Brawn than you here (with a minimum of 4 Characters).

If successful, opponent scores points.
"We are besieged. The Yeti have turned upon us."

G. *Unethical Collection, Capture/Meddling [3] /7Dr/

-Reach: If you have a Mini-Scope or Museum card in play, and have kidnapped 2 Characters (that are still frozen) either here or under your Mini-Scope, destroy 2 cards from hand to score points and you may place those Characters under your Mini-Scope or Museum card.

-Oppose: Opponent must have more Brains than you (minimum: 20) and either destroy one Monster card or overcome 2 Puzzle cards here. If successful, opponent scores points.
"Just like goldfish in a bowl, aren't they? Round and round forever."

G. *Unethical Medicine, Experiments [4] /S10/

-Reach: If you have 4 Medicine, 2 Science and 2 Victim, scores points and you may destroy any Medicine or Poison-related Condition here.

-Oppose: Opponent must have 2 Medicine, 2 Science, 2 Thief and more Brains than you here (with a minimum of 4 Characters), and destroy either an Escape card or 3 random cards from hand. If successful, opponent scores points and may destroy any Medicine or Poison-related Condition here.

"They've built the ultimate research laboratory. A Human farm."

G. *Wake the Devil, Resurrection [4] /AW/

-Reach: If you have 2 History, an Enemy with "God" and 3 Minions attached to that Enemy here, destroy one card from hand per turn for 3 turns to score points, and you may move your Enemy with "God" here to another Spacetime card in the same era.

-Oppose: Opponent must have 2 History, Running, Science and more Bravery than you here (with a minimum of 5 Characters). If successful, opponent scores points.
"The pit is open, and I am free."

G. *Web of Fear, Apocalypse [3] /Inv/

-At the start of each of their turns, your opponents must select one of their Characters here to be frozen.

-Reach: If your 3 Yeti and 1 non-Yeti Minion attached to The Great Intelligence destroy or kidnap 2 Characters here, score points and you may play Attain Material Form here.

-Oppose: Opponent must have The Doctor, 3 Marksman, Thief, Troop and more Bravery than you here. If successful, opponent scores 4 points.
"But where is the spider?"

G. *Witching Hour, Apocalypse/Resurrection [4] /PD/

-Reach: If you have 3 Carrionites and 1 Minion (Carrionites) here, Roll the Dice each turn and place that Dice card under this Goal. When those Dice cards total 14 or more, score points and your Carrionites may move from Deep Darkness to this Spacetime card at the end of any of your turns.

-Oppose: Opponent must have 3 Charisma, 2 History and either William Shakespeare or both more Brains and Bravery than you here (with a minimum of 4 Characters). If successful, opponent scores points.

"Soon at the hour of woven words we shall rise again..."

("'Tis now the very witching time of night.")

G. *World Domination, Invasion [3] /AF/

-Reach: If you have 4 Enemies here Native to both this Spacetime card's era and location, destroy one card from hand per turn for 2 turns, then destroy 2 of those Characters to score points.

-Oppose: Opponent must either have more Brains than you (with a minimum of 4 Characters) or 4 UNIT here. If successful, opponent scores points.

"My organisation will now take over. The Cyberman army must stay under my control."

Tardis Cards

T. *Iris' Bus - Number 22, TARDIS [4] /RD2/

-Cannot move unless Iris Wildthyme aboard. If its destination is a Spacetime card of the same location and era as this one, this card's Capacity is doubled.

"It's smaller on the inside."

-Capacity: 7 / 10

(from Verdigris)

T. *Jade Pagoda - TARDIS Launch, TARDIS [3] /RD3/

-Does not play during Set-Up. Plays to any Spacetime card where you have a TARDIS card. When your other TARDIS card moves from here, you may move this TARDIS card like an Artifact (empty). Moves at the start of any of your turns (before cards are played) instead of at the end.

"There's only one thing we can do. Abandon ship."

-Capacity: 9

(from Sanctuary)

T. *TARDIS - Abandoned Husk, TARDIS [2] /TL/200

-Unbound. The Doctor may not play here during Set-Up. May move to any Spacetime card at the start of the game. At the end of any of your turns, if you do not have a Timelord here, you may move your TARDIS Characters here to any other Spacetime card. When your TARDIS Characters score points where you do not have The Doctor, you may [V] The Doctor directly into play here (for free).

"I think it's dying. Still trying to help."

-Capacity: 5 / 8

T. *TARDIS - At the End of the Lane, TARDIS [4] /TL/1

-If played during Set-Up, immediately place on a Spacetime card. On your first turn after playing this card, you may [V] up to 2 TARDIS Characters Native to this Spacetime card's exact location and date. Your Doctor (1) and Susan (1) gain Thief here.

"It's a police box! What on earth's it doing here? These things are usually on the street!"

-Capacity: 8 / 12

T. *TARDIS - Bad Wolf Messenger, TARDIS [4] /RU/

-Once per turn, you may [V] any one card with the words "bad wolf" written anywhere on it. This card may be moved to any Spacetime card with an Apocalypse Goal on it at the start of your turn if it didn't move at the end of the previous turn.

"Doctor, what is it? What's Bad Wolf?" "It's the end of the Universe."

-Capacity: 9 / 12

T. *TARDIS - Companion's Refuge, TARDIS [3] /10D/

-Your non-Timelord TARDIS Characters here are +1 to all Qualities. At the start of your turn, if The Doctor is not here, you may freeze your TARDIS Character here to prevent it from being randomly selected to be destroyed or kidnapped. At any time, you may destroy a card from hand to [V] Doctor's Orders.

"The TARDIS will take care of everything."

-Capacity: 8 / 10

T. *TARDIS - Conscious Spaceship, TARDIS [4] /TM/

-When facing a Puzzle card here, your Characters with Aware are +2 to any required Quality. At the start of any of your turns, you may [V] any Artifact for which this TARDIS is a User.

"A machine that can think for itself?"

-Capacity: 8 / 12

T. *TARDIS - Dog House, TARDIS [3] /MoW/

-Does not play during Set-Up or as your TARDIS card during play. May only be swapped in for opponent's TARDIS card. Until destroyed, it is under that opponent's control. When destroyed, place out of play. TARDIS Characters with Machine controlled by the same player as this TARDIS here may not use their Traits, Qualities or special abilities.

"Got to do something with K9."

-Capacity: 12

T. *TARDIS - Entropic Space, TARDIS [3] /PD/

-When this TARDIS card moves, you may destroy the top card of your draw deck. This TARDIS card is +? Capacity until the start of your next turn, where ? = the Cost of the destroyed card. At any time, you may destroy a card from hand to [V] Cloister Bell.

"I sometimes think I should be running a tighter ship... The second law of thermodynamics is taking its toll on the old thing."

-Capacity: 7 / 12

T. *TARDIS - Frankly Magnificent Timeship, TARDIS [4] /9D/

-Once per game, if your Doctor (9) is here, you may [V] a Condition that plays on your TARDIS. Once per game, if your Rose Tyler is here, you may [V] a Spacetime card that is either earlier or later than all Spacetime cards in play.

"You think you're so impressive."

-Capacity: 8 / 13

T. *TARDIS - Home Away From Home, TARDIS [4]

-? = 1 for every Goal you have successfully Opposed. If the Doctor (2) is here, you may [V] Sonic Screwdriver.

"It's my home! At least it has been for a considerable number of years."

-Capacity: 9 / 11+?

T. *TARDIS - Last of Her Kind, TARDIS [3] /AW/

-Cannot move to Gallifrey. Your Doctor (10) may play here regardless of Nativity. If no Doctor here, you may move this TARDIS to The Doctor (10)'s location. Once per game, you may [V] Towed or Drain Supernova here.

"The stuff of legend."

-Capacity: 8 / 11

T. *TARDIS - Mad Invention, TARDIS [4] /RD1/

-Unbound. -2 Capacity unless The Doctor - Doctor Who is here (even during Set-Up). This TARDIS may move without a Timelord aboard.

"Would you like to see it? I'll show you, I'll show you!"

-Capacity: 9 / 10

(from Doctor Who and the Daleks)

T. *TARDIS - Madman's Box, TARDIS [3] /DoG/

-Your Doctor (11) may play here regardless of Nativity. If your Doctor (11) here, you may [V] Desktop Options.

"Ok, what have you got for me this time?"

-Capacity: 8 / 12

T. *TARDIS - Magic Caravan, TARDIS [3] /AiH/

-When moving this TARDIS card from this Spacetime card to a Spacetime card of the same location and era, it does not count as a TARDIS card moving for the purpose of other cards' game text and it is +3 Capacity.

"Where are the wheels?" "It doesn't have any." "Then how does it move?"

-Capacity: 8 / 12

T. *TARDIS - Means to an End, TARDIS [4] /7Dr/

-The Doctor (7) played here is -1 Cost (even during Set-Up). Only 2 TARDIS Characters may play here during Set-Up. When this TARDIS is moving to your Spacetime card where your opponent has played a Goal, that movement may not be prevented. If this TARDIS is present when your Doctor (7) Opposes an opponent's Goal played on your Spacetime card, that Goal is +1 points.

"You just created your own future!"

-Capacity: 8 / 11

T. *TARDIS - Mobile Laboratory, TARDIS [3] /Inv/

-May only move to Earth Present Spacetime cards (even when redirected by an opponent). Your Doctor here gains Science.

"You may as well try to fly a second-hand gas stove!"

-Capacity: 8 / 15

T. *TARDIS - Number 2 Control Room, TARDIS [3] /IS/

-You may swap this TARDIS card in or out for free. [V] Desktop Options

"Closed for renovations. I don't like the colour. That's the trouble with computers... no imagination."

-Capacity: 8 / 10

T. *TARDIS - Proper Chameleon, TARDIS [5] /TL/136

-If your Doctor (6) here when attempting to Oppose a Historical or Meddling Goal here, any Quality required to overcome a Puzzle card is -5. Any opponent playing a Condition on this TARDIS must first destroy ? cards from hand, where ? = the Cost of that Condition.
"The TARDIS, when working properly, is capable of many amazing things. Not unlike myself."
-Capacity: 8 / 10

T. *TARDIS - Secondary Control Room, TARDIS [4]

-One Artifact whose User is The Doctor and that Costs less than 3 may play here during Set-Up (or [V] that Artifact when swapping this TARDIS into play). +1 Capacity if The Doctor (4) is here (even during Set-Up).
"Insides and outsides are not in the same dimension... That's transdimensional engineering, a key Timelord discovery."
-Capacity: 8 / 10

T. *TARDIS - Shortcut Through Time, TARDIS [3] /S10/

-When played here and while aboard, The Doctor (10) is -1 Cost (even during Set-Up). Your Spacetime cards play at -1 Cost.
"You're just a boy racer, aren't you?"
-Capacity: 8 / 12

T, *TARDIS - Spacious Cathedral, TARDIS [4] /AF/

-Your Doctor (8) may play here regardless of Nativity. If your Doctor (8) here, you may [V] Eye of Harmony. If Eye of Harmony here, this TARDIS is +2 Capacity. Your Second Chances played here may allow you to take a TARDIS Character from your discard pile instead of an Ally.
"The Eye of Harmony... Everything gets its power from here."
-Capacity: 8 / 12

T. *TARDIS - The Old Girl, TARDIS [4] /KTT/

-Once per turn, if The Doctor (5) aboard, you may destroy a card from hand to destroy a card affecting this TARDIS' movement.
"The TARDIS is more than a machine... It's like a person. It needs coaxing, persuading, encouraging."
-Capacity: 9 / 12

T. *TARDIS - Type 40 Time Machine, TARDIS [3]

-When played here and while aboard, The Doctor is -1 Cost (even during Set-Up).
"... travel through time and space... in a police box?"
alt: "Did I mention? It also travels in time." (9D)
-Capacity: 8 / 12

T. *TARDIS - Virtual Labyrinth, TARDIS [4] /LoT/

-Your opponent's Characters cannot attempt to Reach a Goal here unless they first freeze a non-Timelord Enemy of that opponent's choice until the start of his or her next turn.
"It's down there on the left, up three stages, down one stage. Turn left, turn left, turn left, turn left again."
-Capacity: 9 / 12

Tardis Characters

T. *Ace - Dangerous Maiden of the Lake, Human [4] /RU/

-Native: Earth Present (1987)
-Charisma, Demolitions, Running, Science, Screamer, Thief
-Counts as User of Blade. Once per game, when an Artifact is destroyed by your Demolitions-related card here, score 1 point.
"We'd better go outside... He gets upset when I talk about explosives."
-Brains: 7, Brawn: 6, Bravery: 7

T. *Ace - Not Born Yet, Human [4]

-Native: Earth Present (1987)
-Charisma, Demolitions (2), Marksman, Running, [V] Nitro 9

-Freeze to [V] any Attack card that specifically destroys Daleks.
"Who else is gonna guard your back?"
-Brains: 6, Brawn: 6, Bravery: 8

T. *Ace - Possessed with Fury, Human/Feline [3] /LoT/

-Native: Earth Present (1989)
-Aware (2), Charisma, Pilot, Running, Screamer, Tracking
-If another Feline here, this Character is +1 Brawn and Bravery and gains Running.
"Felt like I could run forever... like I could smell the wind and feel the grass under my feet."
-Brains: 6, Brawn: 6, Bravery: 7

T. *Ace - Starship Commander, Human [3] /RD3/

-Native: Earth Present (1987)
-Bureaucrat, Charisma, Computers, Demolitions, Marksman, Pilot
-Unbound. May act as a Native of any Spacetime card between Colonial Era and Far Future.
Your Characters with Troop here are +1 Brawn.
"If anyone needs me, I'm in my cabin."
-Brains: 7, Brawn: 6, Bravery: 7
(from Season 27 - Earth Aid)

T. *Ace - Wicked Pupil, Human [4] /TM/

-Native: Earth Present (1987)
-Aware, Charisma, Demolitions, History, Running, Thief
-Score +1 points from your Purpose cards here if opposing Enemies here.
"So I burnt the house down." "Any regrets?" "Yes. I wish I'd blown it up instead!"
-Brains: 7, Brawn: 6, Bravery: 6

T. *Ace - Wolf of Fenric, Human [3] /7Dr/

-Native: Earth Present (1987) or Iceworld Dark Night Era (2,000,000)
-Aware, Charisma, Computers, Demolitions, Running
-If you have more points than your opponents, all your Characters here are +2 Bravery.
"And the half-time score: Perivale, 600 million; rest of the universe, nil."
-Brains: 7, Brawn: 6, Bravery: 7

T. *Adam Mitchell - Unworthy Companion, Human [2] /IS/

-Native: Earth Postmodern Era (2012)
-Aware, Computers, Engineering, Machine, Screamer, Thief, [V] Spike!
-+3 Bravery if a Profit Goal is playable here.
"I just wanted to help." "You were helping yourself."
-Brains: 7, Brawn: 4, Bravery: 4

T. *Adric - Along on the Voyage, Alzarian [3] /PD/

-Native: Alzarius (E-Space)
-Aware, Computers, Running, Science, Thief
-If this Character moved with a TARDIS at the end of your last turn, you may spend 1 more point in Cost on this turn.
"I've never chosen my own company... Adric... a stowaway."
-Brains: 7, Brawn: 4, Bravery: 6

T. *Adric - Chosen One, Alzarian [3] /DoG/

-Native: Alzarius (E-Space)
-Charisma, Computers, Marksman, Thief
-This Character may not be destroyed in a fight involving opposing Enemies, or by an Enemy's special ability.
"There's no sense in two of us getting the chop."
-Brains: 7, Brawn: 5, Bravery: 8

T. *Adric - Doomed Companion, Alzarian [3]

-Native: Alzarius (E-Space)
-Aware, Computers, Science, Victim, [V] Ultimate Sacrifice
-If you successfully Oppose a Goal at a Spacetime card where he was destroyed, that Goal is +1 points.

"Now I'll never know if I was right."
-Brains: 6, Brawn: 4, Bravery: 7

T. *Adric - Hungry Guest, Alzarian [2] /AiH/

-Native: Alzarius (E-Space)
-Charisma, Computers, Running, [V] Moves: Adric
-You may exclude this Character from any random selection.
"I'd much rather eat."
-Brains: 6, Brawn: 4, Bravery: 5

T. *Adric - TARDIS Pilot, Alzarian [2] /Inv/

-Native: Alzarius (E-Space)
-Computers (2), Running, Thief, Tracking, [V] Quick Recovery
-Once per game, may move your TARDIS card as if a Timelord.
"Poor old Adric. Always in trouble." "And I try so hard."
-Brains: 6, Brawn: 5, Bravery: 7

T. *Adric - Teenage Chauvinist, Alzarian [2] /IS/

-Native: Alzarius (E-Space)
-Computers, Marksman, Science, Thief, [V] Companion Versus Companion
-Opposing female TARDIS Characters here are -2 to all Qualities. Your unique Enemies here are +1 to all Qualities.
"That's the trouble with women. Mindless, impatient and bossy."
-Brains: 6, Brawn: 4, Bravery: 6

T. *Amy Pond - Back-Up of the Universe, Human [3] /RU/

-Native: Earth Postmodern Era (2010)
-Aware, Charisma, History, Running, [V] Cracks
-If Cracks here at the start of your turn, you may take one of your Artifacts or Characters placed out of play during this game and return it to your hand.
"The universe pouring into your head..."
-Brains: 6, Brawn: 4, Bravery: 8

T. *Amy Pond - Patient Kissogram, Human [2] /DoG/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma (2), Running, Screamer
-Impostor. For every Ally you have here, your Doctor here is +1 Brains.
"Amy Pond... The girl who waited. You've waited long enough."
-Brains: 6, Brawn: 5, Bravery: 7

T. *Barbara Wright - Barbara Who, Human [3] /MS/

-Native: Earth Present (1963)
-Aware, Charisma, Running, Science, Screamer (2), Thief
-Unbound. If a Danger card here, your TARDIS Characters here are +1 Brains.
"This place is dangerous, I can feel it."
-Brains: 5, Brawn: 4, Bravery: 5

T. *Barbara Wright - Briton Handmaiden, Human [3] /AiH/

-Native: Earth Present (1963)
-Charisma, History, Running, Sreamer, Thief, Tracking
-May act as a Native of Earth Antiquity (64). At the start of an opponent's turn, you may freeze one of his or her Characters with Bureaucrat here until the start of your next turn.
"...from Londinium. When in Rome...!"
-Brains: 5, Brawn: 4, Bravery: 6

T. *Barbara Wright - Clear Thinker, Human [2] /TM/

-Native: Earth Present (1963)
-Charisma, History, Medicine, Screamer
-Danger and Puzzle cards requiring Brains here are -5 to any required Quality.
"Well, you read a story into those things and were determined to hold on to it. We all owe you our lives."
-Brains: 7, Brawn: 4, Bravery: 4

T. *Barbara Wright - Closet Hedonist, Human [3] /RU/

-Native: Earth Present (1963)
-Aware, Charisma, History, Running, Screamer, Thief, Tracking
-When a Condition is destroyed here, you may draw a card.
"Oh, now don't spoil it all for me!"
-Brains: 6, Brawn: 5, Bravery: 5

T. *Barbara Wright - Dalek Opposer, Human [3] /Inv/

-Native: Earth Present (1963)
-Aware, History, Medicine, Pilot, Running, Thief, [V] Bluff
-+1 to all Qualities when an opposing Dalek here.
"...the second wave, Hannibal's forces, will of course come in from the Southern Alps..."
-Brains: 7, Brawn: 4, Bravery: 7

T. *Barbara Wright - History Teacher, Human [2] /LoT/

-Native: Earth Present (1963)
-Aware, Charisma, History, Thief, Tracking
-Danger, Monster and Puzzle cards requiring History here are -5 to any required Quality.
"I'm lending her a book on the French Revolution."
-Brains: 6, Brawn: 4, Bravery: 4

T. Barbara Wright - Spirit of Yetaxa, Human [2]

-Native: Earth Present (1963)
-Charisma, History (2), [V] Mexican Standoff
-Once per turn, destroy a card from hand to add "God" until the end of that turn. May act as a Native of Earth Middle Ages (1450).
"They think I'm a reincarnation of that priest in the tomb."
-Brains: 8, Brawn: 4, Bravery: 8

T. *Barbara Wright - The Doctor's Conscience, Human [2] /CS1/

-Native: Earth Present (1963)
-Charisma, History, Running, Screamer
-May be played to any Spacetime card where you have The Doctor (1). If The Doctor (1) here, all your TARDIS Characters here are +1 Bravery.
"Fear makes companions of us all."
-Brains: 7, Brawn: 4, Bravery: 4

T. *Barbara Wright - Unwilling Adventurer, Human [2] /AF/

-Native: Earth Present (1963)
-Aware, Charisma, History, Running, Screamer, [V] Ventilation Shaft
-Each time you play an Escape card, you may draw a card.
"I counted so much on just going back... to things I recognise and trust."
-Brains: 7, Brawn: 4, Bravery: 4

T. *Ben - Old-Fashioned Hipster, Human [2] /7Dr/

-Native: Earth Present (1966)
-Computers, Marksman, Pilot, Running, Thief
-At the start of your turn, you may freeze one female TARDIS Character here to make this Character +1 to all Qualities.
"Not you, Polly. This is men's work."
-Brains: 5, Brawn: 6, Bravery: 7

T. *Benton - Tag-Along, Human [2] /KTT/

-Native: Earth Present (1971)
-Aware, Marksman, Running, UNIT
-While aboard your TARDIS card, it is +2 Capacity (except during Set-Up).
"Aren't you gonna say it's bigger on the inside than it is on the outside? Everybody else does."
"It's pretty obvious, isn't it?"
-Brains: 6, Brawn: 6, Bravery: 7

T. *Bernice Summerfield - The Professor, Human [4] /RD2/

-Native: Expansion Era (2570)
-Aware, Charisma, History (2), Marksman, Running, Science, Thief
-If History is required to Oppose a Goal here, that Goal is -5 to any required Quality.
"You're more interested in the cup than in the ale." "Now that neatly sums up my whole nature.
Which is odd, because I am interested in the ale."
-Brains: 8, Brawn: 6, Bravery: 7
(from *Love and War*)

T. *C'rizz - Rebel Monk, Eutermesan [2] /RD4/
-Native: Eutermes Zone (Divergent Universe)
-Charisma, Marksman, Running, Thief, Tracking
-At the start of your turn, you may add to this Character one keyword from any Character here until the start of your next turn.
"Can you not vary your skin tones?"
-Brains: 5, Brawn: 6, Bravery: 5
(From *The Creed of the Kromon*)

T. *Chang Lee - Troubled Youth, Human [3] /AF/
-Native: Earth Postmodern Era (1999)
-Marksman, Minion (The Master), Pilot, Running, Thief, Victim, [V] Any TARDIS-related Condition
-If your Timelord here, that Timelord may act as The Doctor (any generation) for the game text of any TARDIS card here.
"The TARDIS likes you."
-Brains: 5, Brawn: 6, Bravery: 7

T. *Charley Pollard - Edwardian Adventuress, Human [2] /RD2/
-Native: Earth Modern Era (1930)
-Charisma, History, Medicine, Running, Thief, [V] Cheat Death
-When this Character is about to be destroyed in her Native era, you may move her to your TARDIS card, instead where she is frozen until the start of your next turn.
"She's cheated history, broken strands in the web of time..."
-Brains: 5, Brawn: 4, Bravery: 7
(from *Storm Warning*)

T. *Chris Cwej - Rookie Adjudicator, Human [4] /EoT/
-Native: Imperial Era (2975)
-Aware, Charisma, History, Marksman, Pilot (2), Running, Tracking, [V] Time Ring
-If your Time Ring here, becomes an Enemy and counts as User of Time Ring. Your Roz Forrester here is +1 to all Qualities.
"I'm just trying to steel myself against the inevitable."
-Brains: 5, Brawn: 7, Bravery: 7
(from *Sleepy*)

T. *Compassion - Living TARDIS, Remote [5] /RD4/
-Native: Expansion Era (2594)
-Aware, Computers (2), Creature, History, Machine, Thief (2), [V] Randomiser
-If you have no other TARDIS card in play, counts as a TARDIS card with a Capacity of 8/10 that may move without a Timelord aboard at -5 Capacity.
"I must remember she's a person as well as a TARDIS."
-Brains: 10, Brawn: 10, Bravery: 8
(From *The Fall of Yquatine*)

T. *Compassion - Nancy Sinatra, Remote [4] /RD2/
-Native: Expansion Era (2594)
-Aware, Computers (2), Marksman, Pilot, Thief
-When Opposing a Goal requiring Computers here, that Goal is -5 to any required Quality and -1 to any minimum number of Characters.
"I don't have friends."
-Brains: 10, Brawn: 8, Bravery: 9
(from *Frontier Worlds*)

T. *Doctor Blue - Dangerous Double, Timelord/Human [4] /IS/
-Native: Alternate Earth Postmodern Era (2011)
-Aware, Charisma, Computers, Engineering, Marksman, Running, Science, [V] Dalek Killer
-Does not play during Set-Up. May act as The Doctor. May play where you have The Doctor's Hand regardless of Nativity (then, destroy that Artifact).
"He destroyed the Daleks. He committed genocide. He's too dangerous to be left on his own."
-Brains: 11, Brawn: 6, Bravery: 8

T. *Dodo - Straight Arrow, Human [2] /7Dr/
-Native: Earth Present (1966)
-Aware, Running, Screamer
-Suspends all modifications made by opponents to Qualities or requirements here.
"We must play fair."
-Brains: 4, Brawn: 4, Bravery: 3

T. *Donna Noble - Daughter of London, Human [2] /AiH/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Running, [V] Emotional Plea
-Gains History while your Doctor here. May act as a Native of Antiquity (79).
"I'm here... in Rome. Donna Noble in Rome."
-Brains: 6, Brawn: 4, Bravery: 8

T. *Donna Noble - Plucky Young Girl, Human [2] /S10/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Running, Screamer
-When you overcome a Puzzle card here, you may draw ?-1 cards, where ? = that Puzzle card's Cost.
"What do you think? Flapper or slapper?"
-Brains: 6, Brawn: 4, Bravery: 6

T. *Donna Noble - Runaway Bride, Human [2] /AF/
-Native: Earth Postmodern Era (2007)
-Computers, Running, Screamer, [V] Take Me Back
-At the start of your turn, you may move this Character to any Spacetime card where there is a TARDIS card. Any opposing Doctor here is -2 Brains.
"Best day of your life, walking down the aisle... your body's a battleground! There's a chemical war inside!"
-Brains: 4, Brawn: 5, Bravery: 5

T. *Donna Noble - Super Temp, Human [2] /MoW/
-Native: Earth Postmodern Era (2009)
-Aware, Bureaucrat, Charisma, Thief
-This Character is +1 Brains for every opposing Bureaucrat here (maximum: +3).
"I spent years working as a temp, I can find my way around an office blindfolded, and the first thing I noticed..."
-Brains: 6, Brawn: 5, Bravery: 6

T. *Donna Noble - The Doctor Donna, Human/Timelord [4] /IS/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Computers (2), Engineering (2), History, Science (2)
-Does not play during Set-Up. May act as The Doctor. Once per turn, you may [V] a Doctor-related Condition. At the end of your next turn, destroy this Character.
"Did I ever tell you... Best temp in Chiswick?"
-Brains: 13, Brawn: 5, Bravery: 9

T. *Donna Noble - The Doctor's Partner in Crime, Human [2] /10D/
-Native: Earth Postmodern Era (2009)
-Aware, Pilot, Running, Screamer, Thief
-May be played to any Spacetime card where you have The Doctor (10). When you attempt to Oppose a Goal or score points from a Purpose card, you may double one of your Doctor (10)'s Traits here.
"You're not mating with me, sunshine!"

-Brains: 6, Brawn: 5, Bravery: 6

T. *Emma - The Doctor's Fiancée, Human [2] /RD4/

-Native: Earth Postmodern Era (1999)

-Aware, Charisma, Running

-Unbound. May be played to any Spacetime card where you have an Unbound Doctor with a generation number of (9) or more. If such a Doctor is destroyed here, you may [V] Regeneration.

"A girl more exciting than an escape up a ventilation shaft!"

-Brains: 5, Brawn: 4, Bravery: 7

(From The Curse of the Fatal Death)

T. *Erimem - Daughter of Light, Human [2] /RD2/

-Native: Earth Antiquity (1400 B.C.)

-Aware, Bureaucrat, Charisma, History, Running

-Your Allies and other TARDIS Characters Native to Earth Antiquity here are +1 Brawn.

"I have always been sure that I would never be Pharaoh. Perhaps I do have a destiny... a different one..."

-Brains: 5, Brawn: 7, Bravery: 7

(from The Eye of the Scorpion)

T. *Evelyn Smythe - Tudor Expert, Human [2] /RD1/

-Native: Earth Postmodern Era (1999)

-Charisma, History (2), Running, [V] Adventures in History

-Your Doctor (6) here is +2 to all Qualities when attempting to overcome a Puzzle card.

"I find that cake is an excellent solution to many of life's problems."

-Brains: 7, Brawn: 2, Bravery: 7

(from The Marion Conspiracy)

T. *Fitz - Remembered by the TARDIS, Remote [2] /RD3/

-Native: Any Spacetime where you have a TARDIS card.

-Charisma, History, Running, Thief

-At the start of each of your turns, if your TARDIS card here, this Character gains one Trait of your choice until the end of that turn.

"Fitz was dead. Long live the Fitz-copy."

-Brains: 5, Brawn: 6, Bravery: 6

(from EarthWorld)

T. *Frobisher - Private Eye, Whifferdill [3] /RD3/

-Native: Twilight Era (8185)

-Aware, Charisma, Creature, Marksman, Thief, Tracking

-When facing a Danger card, gains one Trait of your choice.

"You're busy. Cats to find, clients to shoot."

-Brains: 6, Brawn: 4, Bravery: 6

(from The Maltese Penguin)

T. *Grace Holloway - Amazing Grace, Human [3] /AF/

-Native: Earth Postmodern Era (1999)

-Medicine (2), Pilot, Running, Science, Victim

-Danger and Puzzle cards requiring Medicine here are -5 to any required Quality.

"I finally meet the right guy and he's from another planet."

-Brains: 8, Brawn: 5, Bravery: 7

T. *Grace Holloway - The Doctor's Doctor, Human [2] /CS2/

-Native: Earth Postmodern Era (1999)

-Charisma, Medicine (2), Running, Science

-May be played to any Spacetime card where you have The Doctor (8). The Qualities of your Doctor (8) here cannot be lowered below their printed values.

"You dreamt you could hold back death..."

-Brains: 8, Brawn: 5, Bravery: 7

T. *Harry Sullivan - Good Man, Human [3] /AF/

-Native: Earth Present (1973)
-Medicine, Science, Thief, Tracking, UNIT
-If your Doctor here, gains Engineering and may act as The Doctor.
"Harry... This is what I want you to do."
-Brains: 6, Brawn: 6, Bravery: 7

T. *Harry Sullivan - Royal Navy Physician, Human [2] /7Dr/

-Native: Earth Present (1973)
-Marksman, Medicine, Tracking, UNIT
-Your other male Characters here are +1 Brawn.
"Harry here is only qualified to work on sailors."
-Brains: 5, Brawn: 6, Bravery: 6

T. *Harry Sullivan - UNIT Physician, Human [2] /TL/74

-Native: Earth Present (1973)
-Medicine, Pilot, Running, UNIT
-While your Sarah Jane Smith here, gains Thief. While your Doctor here, gains Science.
"I am the doctor." "You may be a doctor, but I am *the* Doctor. The definite article, one might say."
-Brains: 5, Brawn: 6, Bravery: 6

T. *Harry Sullivan - Unlucky Companion, Human [2] /AiH/

-Native: Earth Present (1973)
-Demolitions, Marksman, Medicine, Running, UNIT
-When your other Character here has been randomly selected to be frozen or kidnapped here, you may select this Character instead.
"Why is it always me that puts a foot in it?"
-Brains: 6, Brawn: 6, Bravery: 7

T. *Hex - Staff Nurse, Human [3] /RD5/

-Native: Earth Near Future (2021)
-Aware, Charisma, Computers, Medicine, Pilot, Thief
-+1 to all Qualities if Ace here. Any Character with a special ability that allows it to destroy another Character here may not use that ability.
"Oh my God."
-Brains: 6, Brawn: 5, Bravery: 5
(from *The Harvest*)

T. Ian Chesterton - Aztec Warrior, Human [3]

-Native: Earth Present (1963)
-Aware, Running, Science, [V] Gone Native
-+1 Brawn in any fight involving a Human Enemy. May act as a Native of Earth Middle Ages (1450).
"A warrior favoured of the gods... He won the victory with his thumb!"
-Brains: 7, Brawn: 7, Bravery: 8

T. *Ian Chesterton - Barbara's Boyfriend, Human [2] /MS/

-Native: Earth Present (1963)
-Charisma, Running, Thief, [V] Faux-Dalek
-Unbound. +3 Bravery when attempting to Oppose a Goal. Once per turn, you may destroy your Artifact here or your Condition in play.
"...another soft centre."
-Brains: 4, Brawn: 6, Bravery: 4

T. *Ian Chesterton - Gladiator, Human [2] /AiH/

-Native: Earth Present (1963)
-Charisma, History, Thief, Tracking
-May act as a Native of Earth Antiquity (64). At the start of a fight involving opposing Human Enemies here, you may draw an extra Tactic card from Battle Plans.
"I was just thinking what a splendid looking Roman you make."
-Brains: 6, Brawn: 6, Bravery: 7

T. *Ian Chesterton - Protective Schoolmaster, Human [3] /RU/

-Native: Earth Present (1963)

-Aware, Engineering, Running, Science, Tracking, [V] Protective of Her

-If you have 2 or more female TARDIS Characters here, this Character is +1 Brawn and you may use this Character's [V] Protective of Her twice this game.

"I do wish Ian wouldn't treat us like Dresden China."

-Brains: 7, Brawn: 6, Bravery: 7

T. *Ian Chesterton - Reliable Friend, Human [2] /AF/

-Native: Earth Present (1963)

-Charisma, Demolitions, Running, Science

-While facing a Danger or Monster card, your Barbara Wright here gains one of this Character's Traits (your choice).

"Here there's nothing to rely on, nothing." "There's me."

-Brains: 7, Brawn: 6, Bravery: 7

T. *Ian Chesterton - Saboteur, Human [3] /Inv/

-Native: Earth Present (1963)

-Charisma, Engineering, Running, Science, Thief, [V] Spanner in the Works

-Daleks here are -1 to all Qualities for every Artifact they are using.

"...if we find out what the Daleks are up to, we can beat them."

-Brains: 6, Brawn: 6, Bravery: 7

T. *Ian Chesterton - Science Teacher, Human [2] /LoT/

-Native: Earth Present (1963)

-Aware, Charisma, Pilot, Science, Thief

-If Science is required to Oppose a Goal here, that Goal is -5 to any required Quality.

"Show me some proof! Give me some concrete evidence!"

-Brains: 6, Brawn: 5, Bravery: 7

T. *Ian Chesterton - Sir Knight, Human [2]

-Native: Earth Present (1963)

-Running, Science, Tracking

-While any of your TARDIS Characters are kidnapped, he is +1 to all Qualities.

"As for the other, Sir Ian, he begged that he be allowed to search for the Lady Barbara. The brave deserve their favours."

-Brains: 6, Brawn: 6, Bravery: 8

T. *Iris Wildthyme (5) - Doctor's Old Friend, Timelord [4] /RD2/

-Native: Gallifrey

-Aware, Charisma, History, Marksman, Pilot, Thief, [V] Changing the Plot

-This Character may act as The Doctor.

"I've been very good to the Doctor in the past. And future, as it happens."

-Brains: 9, Brawn: 4, Bravery: 6

(from Verdigris)

T. *Jack Harkness - A Bit Cheesy, Human [3] /AF/

-Native: Earth Twilight Era (5005)

-Charisma, Engineering, Pilot, Running, Science, Tracking, [V] Nice Plan

-If no Ally here has Brains higher than 5, your other TARDIS Characters here are +1 Brains.

"What are you captain of? The innuendo squad?"

-Brains: 7, Brawn: 7, Bravery: 8

T. *Jack Harkness - Frequently Killed, Human [3] /LoT/

-Native: Earth or Paradox Earth Postmodern Era (2009)

-Aware, Charisma, Computers, Marksman, Running, Thief, Torchwood

-When about to be destroyed, Roll the Dice: Frozen instead if you rolled 1-5, returned to hand instead if you rolled 6-9, and kidnapped instead if you rolled a 10 or more.

"Here we go again."

-Brains: 7, Brawn: 7, Bravery: 9

T. *Jack Harkness - No Coward, Human [4] /9D/

-Native: Earth Twilight Era (5005)
-Charisma (2), Computers, Engineering, Marksman, Running, Thief, Victim, [V] Any Weapon
-At the start of your turn, you may destroy an Artifact from hand to spend 1 more point in Cost on that turn.

"Ladies, your ratings just went up."

-Brains: 7, Brawn: 7, Bravery: 8

T. *Jack Harkness - The Best, Human [3] /IS/

-Native: Earth Postmodern Era (2009)

-Charisma, Computers, Demolitions, Marksman, Thief, Torchwood

-+2 Brawn in fights involving opposing Daleks. If Six Pilots here, your TARDIS card is +1 Capacity.

"That's really good, Jack. I think you're the best."

-Brains: 7, Brawn: 7, Bravery: 8

T. *Jack Harkness - The Doctor's Soldier, Human [3] /CS1/

-Native: Earth Twilight Era (5005)

-Charisma, Marksman, Running, Thief

-May be played to any Spacetime card where you have The Doctor (9). You may exclude your Doctor (9) from fights here.

"Never doubted him, never will."

-Brains: 6, Brawn: 7, Bravery: 8

T. *Jack Harkness - Unassailable Fact, Human [4] /10D/

-Native: Earth Postmodern Era (2008)

-Charisma (2), Engineering, History, Marksman, Running, Torchwood, [V] Moves: Jack Harkness

-Timelords here are -2 Bravery. Your opponents may not play Conditions or Bang! cards on this Character.

"You're a fixed point in time and space. You're a fact."

-Brains: 7, Brawn: 7, Bravery: 9

T. *Jackie Tyler - Motherly Back-Up, Human [1] /IS/

-Native: Alternate Earth Postmodern Era (2011)

-Charisma, Marksman, Thief

-Does not count as a TARDIS Character for Six Pilots. When this Character is freed, you may free up to 2 of your other Characters kidnapped here.

"If they've got the Doctor, then they've got Rose... And us."

-Brains: 5, Brawn: 5, Bravery: 7

T. *Jackie Tyler - Rubbish Companion, Human [2] /RU/

-Native: Earth Postmodern Era (2007)

-Charisma, Running, Screamer, Thief

-May play to any Alternate Earth Spacetime card if another Character with "Tyler" in its title there.

"She's not the best I've ever had. Bit too blonde. Not too steady on her pins."

-Brains: 4, Brawn: 4, Bravery: 5

T. *Jamie McCrimmon - Adaptable Youth, Human [2]

-Native: Earth Renaissance (1746)

-Charisma, Running, Thief

-At the start of each of your turns, gains one Trait on another TARDIS Character here for the rest of that turn.

"You're not leaving me behind, and that's final."

-Brains: 5, Brawn: 7, Bravery: 8

T. *Jamie McCrimmon - Beast Trapper, Human [2] /Inv/

-Native: Earth Renaissance (1746)

-Charisma, Engineering, Running, Tracking

-Once per game, at the start of your turn, you may kidnap one opposing Enemy with less than 3 Brains here.

"I think this is one of those instances where discretion is the better part of valor: Jamie has an

idea."

-Brains: 6, Brawn: 7, Bravery: 8

T. *Jamie McCrimmon - Fresh-Faced Lad, Human [2] /AW/

-Native: Earth Renaissance (1746)

-Charisma, Running, Thief, Tracking

-When randomly selected, you may ignore that result and make that random selection again.

"Is that really Jamie?" "Well... yes."

-Brains: 5, Brawn: 7, Bravery: 8

T. *Jamie McCrimmon - Needs Answers, Human [2] /IS/

-Native: Earth Renaissance (1746)

-Marksman, Running, Thief

-At the start of any of your turns, if an opponent's Ally here, you may force that opponent to show you his or her Plot side-hand (once per game per player).

"Patience, Jamie, patience!"

-Brains: 4, Brawn: 7, Bravery: 8

T. *Jamie McCrimmon - Observant Lad, Human [2] /TM/

-Native: Earth Renaissance (1746)

-Aware, Charisma, Running, Thief, [V] Moves: Jamie

-Puzzle cards that can play during Set-Up here are -3 to any required Quality.

"Hey Doctor, there's a keyhole!"

-Brains: 6, Brawn: 7, Bravery: 8

T. *Jamie McCrimmon - The Boy, Human [2] /AF/

-Native: Earth Renaissance (1746)

-Aware, Running, Thief

-While your Doctor gains a Trait here, this Character gains the same Trait. Any bonus to any of your Doctor's Qualities here also applies to this Character.

"We shouldn't be doing anything without the Doctor!"

-Brains: 5, Brawn: 7, Bravery: 7

T. *Jamie McCrimmon - Timelord Agent, Human [3] /7Dr/

-Native: Earth Renaissance (1746)

-Charisma, History, Running, Thief, [V] Blade

-Return to hand at any time to prevent your Doctor from being destroyed.

"And keep an eye on the old gentleman, will you?"

-Brains: 6, Brawn: 7, Bravery: 8

T. *Jo Grant - Lateral Thinker, Human [3] /7Dr/

-Native: Earth Present (1972)

-Aware, Charisma, Running, Screamer, Thief, UNIT, [V] Skeleton Key

-May use Lateral Thinking as if she were The Doctor.

"Here we go again."

-Brains: 6, Brawn: 5, Bravery: 8

T. *Jo Grant - Stealth Expert, Human [3] /MoW/

-Native: Earth Present (1971)

-Aware, Charisma, Pilot, Running, Thief (2), UNIT, [V] Any Escape card

-At the start of your turn, choose one opposing Character here to lose both Aware and Tracking until the start of your next turn.

"Doctor, let's get out of here, please?"

-Brains: 6, Brawn: 6, Bravery: 6

T. *Jo Grant - The Doctor's Assistant, Human [2] /CS1/

-Native: Earth Present (1971)

-Charisma, Running, Screamer, Thief, UNIT

-May be played to any Spacetime card where you have The Doctor (3). Your Doctor (3) here is +1 Brains for every Artifact he is the User of here (maximum +3)

"What you need... is someone to pass you your test tubes and tell you how brilliant you are.

Miss Grant will fulfill that function admirably."

-Brains: 5, Brawn: 5, Bravery: 7

T. *Jo Grant - Troublesome Girl, Human [2] /Inv/

-Native: Earth Present (1970)

-Aware, Charisma, Running, Screamer, Thief, UNIT

-All players' Danger cards are played here at -1 Cost.

"I'm looking for Jo Grant, where is he?" "*She's* right in front of you."

-Brains: 5, Brawn: 5, Bravery: 6

T. *Jo Grant - UNIT Agent, Human [3]

-Native: Earth Present (1972)

-Charisma, Engineering, Medicine, Running, Screamer, Tracking, UNIT, [V] Serendipity

-If Clifford Jones here, gains Bureaucrat and Science.

"A girl's gotta do what a girl's gotta do."

-Brains: 6, Brawn: 5, Bravery: 8

T. *K9 Mark I - Man's Best Friend, Robot [4] /TL/92

-Native: Asteroid Belt Twilight Era (5000)

-Aware, Computers, Laser, Machine, Medicine, Minion, Science

-At the start of every turn, you may select a unique Ally or TARDIS Character here to attach to the Minion Trait. The Character K9 is attached to is +1 to all Qualities while K9 here.

"K9, memorize: Friend."

-Brains: 9, Brawn: 10, Bravery: 9

T. *K9 Mark I - President's Proxy, Robot [3] /LoT/

-Native: Asteroid Belt Twilight Era (5000) or Gallifrey

-Computers (2), Engineering, Laser, Machine, [V] Time Loop

-May act as a Timelord.

"I've plugged K9 into the Matrix instead of me."

-Brains: 9, Brawn: 10, Bravery: 9

T. *K9 Mark II - Faithful Servant, Robot [4] /KTT/

-Native: Gallifrey

-Aware, Computers, Laser, Machine, Tracking (2), [V] Stunning

-May be played to any Spacetime card where you have The Doctor.

"Master?"

-Brains: 10, Brawn: 10, Bravery: 8

T. *K9 Mark II - Metal Ambassador, Robot [4] /AF/

-Native: Gallifrey

-Aware, Charisma, Computers, Laser, Machine, Tracking

-If your opponent has an Enemy with both Computers and Machine here, he or she may not start a fight here.

"It is stimulating for once to communicate with something other than a limited and unpredictable organic intelligence."

-Brains: 10, Brawn: 10, Bravery: 8

T. *K9 Mark II - Old Sea-Dog, Robot [4] /AW/

-Native: Gallifrey

-Aware (2), Computers, History, Laser, Machine, Tracking, [V] Back Door

-Once per turn, you may destroy ? cards from hand to [V] any Moves card, where ? = that card's Cost.

"Master, I have been programmed with all the championship games since 1866."

-Brains: 10, Brawn: 10, Bravery: 8

T. *K9 Mark II - Troop Leader, Robot [4] /DoG/

-Native: Gallifrey

-Aware (2), Computers, History, Laser, Machine

-Your Troop Allies here are +1 to all Qualities.

"Reconfigured in aggression mode, master."

-Brains: 10, Brawn: 10, Bravery: 8

T. *K9 Mark II - Worse Than Useless, Robot [1] /RU/

-Native: Gallifrey

-Aware, Computers, Machine, Science, Tracking

-This Character can only use one of its Traits each turn.

"The accuracy of this unit has deteriorated below zero utility."

-Brains: 7, Brawn: 4, Bravery: 7

T. *Kamelion - Shape-Shifting Puppet, Robot [4] /TL/127

-Native: Xeriphas Present (1982)

-Aware, Computers, Machine

-Gains 3 Traits of your choice from one Character in play that is Native to this Spacetime card (choose at start of each turn). Unless your Doctor here, is under the control of the player with the most Domination here (yours if tie).

"...capable of infinite form or personality."

-Brains: 9, Brawn: 5, Bravery: 5

T. *Katarina - Awed Trojan, Human [2] /KTT/

-Native: Earth Antiquity (1193 B.C.)

-Aware, Charisma, Running, Screamer, Victim

-At the start of your turn, destroy one card from hand to add "God" to your Doctor here for the rest of that turn.

"I shall always remember her as one of the Daughters of the Gods."

-Brains: 4, Brawn: 3, Bravery: 8

T. *Kate Tollinger - Cat Burglar, Human [3] /RD3/

-Native: Earth Present (1990)

-Aware, Charisma, History, Running, Thief (2)

-Unbound. At the start of your turn, you may take one random card from under an opponent's Museum card here into your hand (once per game per Museum card).

"What took you so long?"

-Brains: 7, Brawn: 5, Bravery: 7

(from Season 27 - Crime of the Century)

T. *Leela - Dangerous Outsider, Human [3] /LoT/

-Native: Sevateem Planet Far Future (20,000) or Gallifrey

-Aware, Charisma, Marksman, Running, Thief, Tracking, [V] Blade

-Doubles Blade's bonus to Characters Native to Gallifrey with "Outsider" in their subtitle here.

"She's a huntress, a creature of instinct."

-Brains: 5, Brawn: 7, Bravery: 9

T. *Leela - Eliza Doolittle, Human [4]

-Native: Sevateem Planet Far Future (20,000)

-Aware, Charisma, Poison, Running, Thief, Tracking, [V] Janis Thorn

-+1 to all Qualities if Gone Native is in play.

"Savage... Found floating down the Amazon in a hat-box."

-Brains: 6, Brawn: 7, Bravery: 8

T. *Leela - Leaden Mind, Human [3] /IS/

-Native: Sevateem Planet Far Future (20,000)

-Aware (2), Charisma, Marksman, Screamer, Thief, Tracking, [V] Intuition

-Opponents may not take control of this Character.

"It could be her way of looking at things... the predator's instinct."

-Brains: 4, Brawn: 7, Bravery: 8

T. *Leela - No Lady, Human [4] /Inv/

-Native: Sevateem Planet Far Future (20,000)

-Aware (2), Charisma, Gloating, Marksman, Running, Thief, Tracking, [V] Intuition

-Once per turn, may freeze one Screamer here for an entire turn.

"I too used to believe in magic, but the Doctor has taught me about science. It is better to believe in science."

-Brains: 6, Brawn: 7, Bravery: 9

T. *Leela - Savage Companion, Human [4]

-Native: Sevateem Planet Far Future (20,000)
-Aware, Charisma, Marksman, Medicine, Running, Thief, Tracking
-Your Allies here are +2 Bravery.
"My tribe has a saying: If you're bleeding, look for a man with scars."
-Brains: 6, Brawn: 7, Bravery: 8

T. *Leela - Savage Outsider, Human [4] /TL/96

-Native: Sevateem Planet Far Future (20,000) or Gallifrey
-Aware, Charisma, Running (2), Thief, Tracking, [V] New Start
-Your Allies here are +1 Brawn (+2 if they are Natives of Gallifrey). Brawn-related Danger cards here are -5 to any required Quality.
"Discussion is for the wise or the helpless and I am neither."
-Brains: 5, Brawn: 7, Bravery: 9

T. *Liz Shaw - Emancipated Assistant, Human [3] /MoW/

-Native: Earth Present (1969)
-Aware, Charisma, Medicine, Science, Screamer, UNIT
-At the start of each of your turns, your Doctor here gains Aware, Charisma or Medicine (your choice) until the start of your next turn.
"I am a scientist, not an office boy!"
-Brains: 8, Brawn: 4, Bravery: 7

T. *Liz Shaw - Too Competent, Human [3] /AW/

-Native: Earth Present (1969)
-Aware, Charisma, Computers, Engineering, Medicine, Science, UNIT
-When you Oppose a Goal here, its owner must destroy any Goals he or she has in hand.
"There's nothing like a happy ending, is there?"
-Brains: 9, Brawn: 4, Bravery: 7

T. *Liz Shaw - UNIT Scientist, Human [4]

-Native: Earth Present (1969)
-Charisma, Engineering, Medicine, Science, UNIT
-Each turn, one of opponent's non-Human Enemies is +1 Cost (maximum 6).
"I deal in facts, not science-fiction ideas."
-Brains: 9, Brawn: 4, Bravery: 7

T. *Louise - Doctor Who's Niece, Human [2] /MS/

-Native: Earth Present (1964)
-Charisma, Medicine, Science, Thief
-Unbound. If your Purpose card here, gains Aware, Marksman and Tracking.
"Come on Louise, let's investigate."
-Brains: 6, Brawn: 4, Bravery: 6

T. *Lucie Miller - Protected Witness, Human [2] /EoT/

-Native: Earth Postmodern Era (2006)
-Aware, Bureaucrat, Charisma, Computers, Running, Thief
-May play directly to your TARDIS card. When this Character placed out of play, return it to hand instead.
"I'm not here by choice, you know."
-Brains: 5, Brawn: 4, Bravery: 6
(from *Blood of the Daleks*)

T. *Martha Jones - Amazed Veteran, Human [2] /10D/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Medicine, Running, [V] Mouth to Mouth
-When you play a Doctor-related Condition or Bang! card here, your TARDIS Characters here are +1 to all Qualities until the end of your next turn.
"All this time and you're still full of surprises."
-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - Drawn to Helping, Human [2] /S10/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Medicine, Tracking
-+1 to all Qualities if an opposing Ally here. May act as The Doctor for purposes of Help Me.
"Slinky, yeah!"
-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - Earth's Saviour, Human [4] /LoT/
-Native: Earth or Paradox Earth Postmodern Era (2009)
-Aware, Charisma (2), Medicine, Pilot, Running, Thief, Tracking, [V] Perception Filter
-Other Natives of Earth here are +2 to any Quality required to Oppose a Goal here.
"The legend says you've travelled the world to find a way of killing the Master."
-Brains: 7, Brawn: 6, Bravery: 8

T. *Martha Jones - Far From Home, Human [2] /IS/
-Native: Earth Postmodern Era (2008)
-Charisma, Medicine, Running, Screamer, [V] Mobile Phone
-For every other Character you have with the word "Jones" in its title at a different Spacetime card, this Character is +1 Bravery (maximum: +3).
"Oh god! They'll never know! I... I'll just have disappeared. And they'll always be waiting."
-Brains: 6, Brawn: 5, Bravery: 6

T. *Martha Jones - Helpful in a Crisis, Human [3] /AiH/
-Native: Earth Postmodern Era (2008)
-Aware, Charisma, History, Medicine, Running, Screamer
-Counts as User of Psychic Paper. Your Allies here are +1 Brains.
"Do what you do best. People are hurt. You can help them."
-Brains: 7, Brawn: 5, Bravery: 7

T. *Martha Jones - Housemaid, Human [2] /10D/
-Native: Earth Postmodern Era (2008) or where you have John Smith
-Aware, History, Medicine, Running, Screamer
-Your [fob] icon Characters here may not be randomly selected to be destroyed or kidnapped.
"What exactly do you do for him?"
-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - Medical Student, Human [2] /TL181/
-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Medicine, Running
-When your Doctor here is about to be destroyed by a Attack card here (except a Laser-related Attack card), you may destroy 2 cards from hand to prevent it.
"I'm the Doctor." "Me too if I can pass my exams."
-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - No Nonsense Companion, Human [3] /10D/
-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Medicine, Screamer, [V] Sit Down
-When facing a Monster card, this Character and up to two others may be excluded from random selections. The Doctor here is +1 Bravery.
"Sometimes I think he likes me, but sometimes I just think he needs someone with him."
-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - One Last Trip, Human [1] /S10/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Medicine (2), Science, Screamer, Tracking, UNIT
-Does not play during Set-Up. When you score points, place this Character out of play (no card may prevent this).
"I'm Doctor Martha Jones. Who the hell are you?"
-Brains: 7, Brawn: 6, Bravery: 8

T. *Martha Jones - Prioritiser, Human [2] /TM/
-Native: Earth Postmodern Era (2008)
-Charisma, Medicine, Running, [V] Any Artifact for which The Doctor is the User

-Your TARDIS Characters here are +2 Brawn in fights involving opposing Creatures or when facing Monster cards.

"We don't have time for this. Migration's started... Doctor! Twenty minutes to red hatching!"

-Brains: 6, Brawn: 5, Bravery: 7

T. *Martha Jones - Queen of Afric, Human [2] /PD/

-Native: Earth Postmodern Era (2008)

-Aware, Charisma, History, Medicine, Running

+1 to all Qualities if at an Earth Spacetime card of Modern Era or earlier. Your Purpose cards requiring History are +1 points here (maximum: 2).

"Martha's from a far-off land. Freedonia."

-Brains: 6, Brawn: 5, Bravery: 7

("O, she doth teach the torches to burn bright!")

T. *Martha Jones - UNIT's Last Hope, Human [3] /IS/

-Native: Earth Postmodern Era (2009)

-Charisma, Computers, Demolitions, Medicine, Thief, UNIT, [V] Any Artifact whose User requires UNIT

-Each time a Character with UNIT is destroyed here, you may draw up to ? cards, where ? = the Cost of that Character.

"You are our only hope of finding the Doctor."

-Brains: 7, Brawn: 6, Bravery: 8

T. *Mel - Energetic Companion, Human [3] /IS/

-Native: Earth Present (1989)

-Aware, Charisma, Computers, Medicine, Screamer (2), Thief

-When meeting requirements for Puzzle or Purpose card here, you may meet any of its Quality requirements with any other Quality.

"Let's exercise the grey cells for once, rather than the muscles."

-Brains: 6, Brawn: 4, Bravery: 7

T. *Mel - The Doctor's Personal Trainer, Human [2] /CS1/

-Native: Earth Present (1989)

-Computers, Medicine, Running, Screamer

-May be played to any Spacetime card where you have The Doctor (7). Except in fights, your Doctor (7) here is +2 Brawn.

"I've met your companion Mel." "Don't hold that against me."

-Brains: 5, Brawn: 4, Bravery: 6

T. *Mel - Truthful, Honest and Boring, Human [3] /DoG/

-Native: Earth Present (1989)

-Charisma, Computers, Running, Screamer, Tracking, [V] Eidetic Memory

-Your opponents may not play Conditions on this Character.

"There's nothing wrong with my voice!"

-Brains: 6, Brawn: 4, Bravery: 7

T. *Mickey Smith - Coming Into His Own, Human [3] /10D/

-Native: Earth Postmodern Era (2007)

-Computers (2), Pilot, Running, Screamer, Thief, Tracking

-When facing a Goal, Danger, Monster or Puzzle card that requires any of this Character's Traits here, this Character is +1 to all Qualities.

"I'm not an idiot! You got that!?"

-Brains: 6, Brawn: 6, Bravery: 7

T. *Mickey Smith - First-Time Traveler, Human [2] /TM/

-Native: Earth Postmodern Era (2007)

-Aware, Marksman, Running

-The first time this Character moves to a Spacetime card to which he is not Native, you may [V] one Artifact, one Condition or one Bang! card of your choice.

"It's a spaceship! Brilliant, I got a spaceship on my first go!"

-Brains: 5, Brawn: 5, Bravery: 6

T. *Mickey Smith - The Doctor's Tech Support, Human [2] /CS2/

-Native: Earth Postmodern Era (2007)

-Aware, Computers, Pilot, Tracking

-May be played to any Spacetime card where you have The Doctor (10). At the start of your turn, if your Doctor (10) here, you may make Mickey -2 Bravery to make all other TARDIS Characters here +1 Brains until the start of your next turn.

"Oh my God. I'm the tin dog!"

-Brains: 6, Brawn: 5, Bravery: 5

T. *Mickey Smith - Weighing Options, Human [2] /IS/

-Native: Alternate Earth Postmodern Era (2011)

-Computers, Marksman, Thief, [V] Dimension Jump

-If Torchwood Hub in play, gains Torchwood. If The Valiant in play, gains UNIT. If an Adventurer Sarah Jane Smith here, gains Adventurer.

"What will you do?" "Anything! Brand new life. Just you watch."

-Brains: 6, Brawn: 7, Bravery: 7

T. *Nyssa - Advocate for Justice, Human [4] /LoT/

-Native: Traken Present (1981)

-Aware, Charisma, Engineering, Marksman, Medicine, Running, Science, Screamer

-Once per turn, you may freeze this Character where one of your Characters is kidnapped to Roll the Dice. If you rolled more than that Character's Brawn, it is freed.

"Time Lords, I beg of you, think what you're doing!"

-Brains: 8, Brawn: 5, Bravery: 8

T. *Nyssa - Almost Prescient, Human [4] /TM/

-Native: Traken Present (1981)

-Aware (2), Charisma, Running, Science, Screamer, Tracking, [V] Intuition

-Danger, Monster and Puzzle cards requiring Aware here are -5 to any required Quality.

"I keep getting this intuition."

-Brains: 8, Brawn: 4, Bravery: 7

T. *Nyssa - Brilliant Orphan, Human [3] /IS/

-Native: Traken Present (1981)

-Aware, Computers, Engineering, Medicine, Science

-Opposing Enemies with Bureaucrat here are -2 to all Qualities. Tainted Atmosphere may not be played here.

"I can never forget that my father was killed by a tyrant."

-Brains: 8, Brawn: 4, Bravery: 5

T. *Nyssa - Intuitive Engineer, Human [4] /Inv/

-Native: Traken Present (1981)

-Aware, Charisma, Engineering, Running, Science, [V] Tool Kit

-Opposing Machines here are -1 to all Qualities. Puzzle cards requiring Engineering here are -5 to any required Quality.

"You're more than capable."

-Brains: 8, Brawn: 4, Bravery: 7

T. *Nyssa - Naive Veteran, Human [2] /DoG/

-Native: Traken Present (1981)

-Charisma, Medicine, Running, Science

-TARDIS Characters and Allies here may not act as Enemies, suspending any game text to that effect.

"Thought he was rather nice."

-Brains: 7, Brawn: 4, Bravery: 6

T. *Nyssa - Orphaned Princess, Human [3] /PD/

-Native: Traken Present (1981)

-Computers, Engineering, Medicine, Running, Science, [V] Zero Cabinet

-May act as User of one Artifact whose User is The Doctor here. If The Master (14) here, this Character is -1 Brains and -2 Bravery.

"I was forgetting Nyssa, bioelectronics is your strong point."

-Brains: 8, Brawn: 4, Bravery: 7

T. *Nyssa - Social Butterfly, Human [3] /AiH/

-Native: Traken Present (1981)

-Aware, Charisma, Science, Screamer, [V] Mistaken Identity, [V] Moves: Nyssa

-Opposing Characters here are -1 Brains. When swapping this Character for another, that Character plays for free.

"You look exactly like my fiancée, it's quite uncanny."

-Brains: 7, Brawn: 4, Bravery: 5

T. *Nyssa - TARDIS Babysitter, Human [3]

-Native: Traken Present (1981)

-Charisma, Engineering, Marksman, Science

-Destroy a card from hand to exclude her from any fight.

"I'm as concerned as you, but my instinct is to wait."

-Brains: 8, Brawn: 4, Bravery: 7

T. *Nyssa - The Doctor's Aide, Human [3] /CS1/

-Native: Traken Present (1981)

-Charisma, Computers, Medicine, Science

-May be played to any Spacetime card where you have The Doctor (5). Once per game, if this Character and your Doctor (5) both use a Trait to satisfy the same Goal's Trait requirements, that Goal is +1 points.

"I'm synthesising an enzyme. I seem to need the practice."

-Brains: 8, Brawn: 4, Bravery: 7

T. *Peri - Astride Two Regenerations, Human [2] /MoW/

-Native: Earth Present (1985)

-Aware, Charisma, Running, Screamer, Thief

-Once per turn, may use the special ability of one female TARDIS Character (or Jamie McCrimmon) in your discard pile.

"I'm confused."

-Brains: 6, Brawn: 4, Bravery: 5

T. *Peri - American Doll, Human [2]

-Native: Earth Present (1984)

-Charisma (2), Running, Science, Screamer

-Once per turn, may unfreeze The Doctor (6).

"You are Peri... Perpugilliam Brown..."

-Brains: 5, Brawn: 4, Bravery: 5

T. *Peri - Damsel in Distress, Human [2] /7Dr/

-Native: Earth Present (1984)

-Charisma (2), Science, Screamer

-When Peri is about to be destroyed, you may [V] a Defense card. When she is kidnapped, you may [V] an Escape card.

"So very beautiful... So beautiful..."

-Brains: 6, Brawn: 4, Bravery: 5

T. *Peri - Object of Everyone's Affection, Human [3] /AW/

-Native: Earth Present (1984)

-Aware, Charisma (2), Running, Science

-If your Doctor here, gains Computers and Demolitions. Freeze this Character at the start of your turn to freeze up to 2 Human male Characters of your choice here until the start of your next turn.

"Is that your real accent?" "Well, I hope so."

-Brains: 6, Brawn: 4, Bravery: 6

T. *Peri - The Doctor's Antagonist, Human [2] /CS2/

-Native: Earth Present (1984)

-Charisma, Running, Science, Screamer

-May be played to any Spacetime card where you have The Doctor (6). When the Qualities of

your Doctor (6) here are raised above their printed values, Peri's Qualities are raised by the same amount.

"Watch it, porky!"

-Brains: 6, Brawn: 4, Bravery: 5

T. *Peri - Whining Traveller, Human [2] /7Dr/

-Native: Earth Present (1984)

-Charisma, History, Running, Science

-At the start of any of your turns, you may take your Purpose card in play back into your hand to [V] a Purpose card.

"We're not going fishing again, are we?"

-Brains: 6, Brawn: 4, Bravery: 6

T. *Peri - Young Botanist, Human [3] /LoT/

-Native: Earth Present (1984)

-Aware, Charisma (2), Running, Science, Screamer, [V] Herbal Remedy

-If at an Earth Spacetime card, gains History and Tracking.

"Use some of that famous American initiative."

-Brains: 7, Brawn: 4, Bravery: 4

T. *Polly - Lunar Secretary, Human [3] /7Dr/

-Native: Earth Present (1966)

-Charisma, Medicine, Science, Screamer, [V] Polly Cocktail or Serendipity

-Your other Humans here are +1 Brains (and +1 Brawn if on The Moon).

"Ah, coffee! Splendid. Thank you Polly, er, I think we could all do with a cup."

-Brains: 5, Brawn: 4, Bravery: 5

T. *Polly - Not-So-Stupid Peasant, Human [2] /TL/30

-Native: Earth Present (1966)

-Aware, Charisma, Running, Screamer, Thief

-When this Character is about to be kidnapped by an opponent, you may kidnap that opponent's male Character here instead.

"So, I bet the Colonel would be highly interested to hear how his Lieutenant F-finch was captured by two girls."

-Brains: 5, Brawn: 4, Bravery: 7

T. *Romana (1) - Experienced Recruit, Timelord [4] /AF/

-Native: Gallifrey

-Aware, Charisma, Computers, Running, Science, Tracking

-+1 to all Qualities while you have 5-10 points. Puzzle cards requiring Aware here are -5 to any required Quality.

"Where's your joy in life? Where's your optimism?" "It opted out."

-Brains: 9, Brawn: 5, Bravery: 8

T. *Romana (1) - Glamorous Recruit, Timelord [3] /KTT/

-Native: Gallifrey

-Charisma, Engineering, Medicine, Science (2)

-+1 to all Qualities while you have 0-4 points.

"I do wish you'd stop treating me like a child, Doctor. I'm nearly 140." "Really? You're in wonderful condition."

-Brains: 9, Brawn: 4, Bravery: 6

T. *Romana (1) - Ringer for the Princess, Timelord [4] /AW/

-Native: Gallifrey

-Aware, Charisma, Medicine, Pilot, Science, Thief, Tracking

-Opposing Characters here are -1 Brains. When swapping this Character for another, that Character plays for free.

"The resemblance is extraordinary!"

-Brains: 8, Brawn: 4, Bravery: 7

T. *Romana (1) - The Doctor's Apprentice, Timelord [3] /CS2/

-Native: Gallifrey

-Charisma, Computers, Engineering, Science
-May be played to any Spacetime card where you have The Doctor (4). Once per game, if this Character and your Doctor (4) both use a Trait to satisfy the same Purpose card's Trait requirements, that Purpose is +1 points.
"Rule 1: Do exactly as I say. Rule 2: Stick close to me. And Rule 3: Let me do all the talking."
-Brains: 9, Brawn: 4, Bravery: 7

T. *Romana (2) - A Match for the Doctor, Timelord [5] /7Dr/

-Native: Gallifrey
-Aware, Charisma, Engineering, Running, Science (2), Thief, [V] Any Holiday Spacetime card
-Your Doctor (4) here is +1 to all Qualities.
"I just mouthed the words like everyone else."
-Brains: 11, Brawn: 5, Bravery: 8

T. *Romana (2) - Competitive Scientist, Timelord [5]

-Native: Gallifrey
-Aware, Charisma, History, Running, Science (2), Thief, [V] Research Team
-Danger, Monster and Puzzle cards requiring Science here are -5 to any required Quality.
"Why can't we do something constructive?"
-Brains: 11, Brawn: 4, Bravery: 8

T. *Romana (2) - Flighty Tourist, Timelord [3] /TM/

-Native: Gallifrey
-Aware, Charisma, Engineering, Running, Science, Thief
-If at a Holiday Spacetime card, your Characters here may use Bravery to meet any Quality requirements.
"What's Scarlioni's angle?" "...I was never very good at geometry."
-Brains: 11, Brawn: 4, Bravery: 9

T. *Romana (2) - Fresh Regeneration, Timelord [4] /MoW/

-Native: Gallifrey
-Aware, Charisma, Running, Science, Thief, [V] Feign Death
-Any Moves card that can play on a Doctor may play on this Character. No more than one Moves card may be on this Character at any time.
"I never realized you had such a sense of style!"
-Brains: 10, Brawn: 6, Bravery: 7

T. *Romana (2) - Not Unlike the Doctor, Timelord [5] /TL/107

-Native: Gallifrey
-Aware, Charisma, Engineering (2), Marksman, Running, Science, [V] Sonic Screwdriver
-This Character may act as The Doctor for any Artifact.
"...always sticking her nose into things that don't concern her."
-Brains: 11, Brawn: 5, Bravery: 8

T. *Romana (2) - Sensitive Rebel, Timelord [4] /RU/

-Native: Gallifrey
-Aware (2), Charisma, Engineering, Pilot, Science, Screamer, Thief, [V] Time Sensitive
-Each time you score points, you may Roll the Dice. If you roll 1 or 2, you may [V] a Spacetime or Environment card.
"You were the noblest Romana of them all."
-Brains: 11, Brawn: 4, Bravery: 8

T. *Romana (2) - Simply Wonderful, Timelord [4] /DoG/

-Native: Gallifrey
-Aware, Charisma, Computers, History, Running, Thief, [V] Simply the Best
-Danger, Monster and Puzzle cards requiring History here are -5 to any required Quality.
"Me? Wonderful? Suppose I am. Never really thought about it."
-Brains: 11, Brawn: 4, Bravery: 7

T. *Rose Tyler - Bad Wolf, Human [4] /9D/

-Native: Earth Postmodern Era (2006)
-Aware (2), Charisma, "God", History (2)

-Does not play during Set-up. May use TARDIS card as if a Timelord. Once per turn, you may [V] a Vortex card. At the end of your next turn, destroy this Character.

"I am the Bad Wolf. I create myself."

-Brains: 12, Brawn: 8, Bravery: 8

T. *Rose Tyler - Bereft Companion, Human [2] /Inv/

-Native: Earth Postmodern Era (2006)

-Aware, Charisma, Running, Screamer, [V] Bluff

-If you have no Doctor here, or if all your Doctors here are frozen, you may destroy a card from hand to allow this Character to act as The Doctor until the end of your turn.

"Someone's got to be the Doctor."

-Brains: 5, Brawn: 5, Bravery: 7

T. *Rose Tyler - Dimensional Warrior, Human [3] /IS/

-Native: Alternate Earth Postmodern Era (2011)

-Aware, Charisma, Marksman, Thief, Torchwood, [V] Big Gun

-If you have a Weapon here, opposing Characters here are -1 Bravery (and -2 Brawn if Daleks).

"Do you like my gun?"

-Brains: 7, Brawn: 7, Bravery: 8

T. *Rose Tyler - Fantastic Companion, Human [3] /9D/

-Native: Earth Postmodern Era (2006)

-Aware, Charisma (2), History, Running, [V] Simply the Best

-Your other TARDIS Characters here are +1 Bravery in any fight.

"You don't just give up. You don't just let things happen. You make a stand. You say no. You have the guts to do the right thing when everyone else runs away."

-Brains: 6, Brawn: 5, Bravery: 8

T. *Rose Tyler - Jealous Companion, Human [2] /PD/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma, Running, Thief, [V] Comparing Notes

-Opposing TARDIS Characters (except The Doctor) here are -1 to all Qualities.

"You can tell you're getting older... your assistants are getting younger."

-Brains: 6, Brawn: 5, Bravery: 7

T. *Rose Tyler - Meddlesome Girl, Human [2] /TM/

-Native: Earth Postmodern Era (2005)

-Charisma, History, Running, Screamer, [V] What Once Went Wrong

-+1 to all Qualities if a Meddling Goal here (+2 if Pete Tyler also here).

"Now, Rose... you're not gonna bring about the end of the world, are you?"

-Brains: 5, Brawn: 5, Bravery: 6

T. *Rose Tyler - Missing in Action, Human [4] /RU/

-Native: Earth Postmodern Era (2007) or Alternate Earth Postmodern Era (2010)

-Aware, Charisma, Gloating, History, Running, Thief, Torchwood, Tracking

-You may exclude this Character from any random selection.

"You're on a list of the dead."

-Brains: 6, Brawn: 5, Bravery: 8

T. *Rose Tyler - Orphan of Two Worlds, Human [2] /10D/

-Native: Earth Postmodern Era (2007)

-Charisma, Computers, Running, Thief

-At any time, you may destroy a Character with the word "Tyler" in its title here to also destroy a Danger, Monster or Puzzle card here.

"Rose, she's not your mother." "I know."

-Brains: 5, Brawn: 5, Bravery: 7

T. *Rose Tyler - Promising Companion, Human [3] /9D/

-Native: Earth Postmodern Era (2005)

-Aware, Charisma, Computers, Running, [V] Against All Odds

-Once per game, you may freeze this Character to prevent your Doctor here from being

destroyed.

"You were useless in there, you'd be dead if it wasn't for me."

-Brains: 5, Brawn: 5, Bravery: 6

T. *Rose Tyler - Space-Time Veteran, Human [2] /AF/

-Native: Earth Postmodern Era (2006)

-Charisma, Running, Tracking, [V] Places to Go

-When this Character moves to a Spacetime card, it is +1 to all Qualities for one full turn.

"Y'see, I'm prepared for anything."

-Brains: 5, Brawn: 4, Bravery: 7

T. *Rose Tyler - Taking Charge, Human [3] /AW/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma, Marksman, Running, [V] Watch Out for the Companion

-Your Allies here are +2 Brains.

"Everyone leaves home in the end."

-Brains: 6, Brawn: 5, Bravery: 8

T. *Rose Tyler - Timorous Beastie, Human [2] /10D/

-Native: Earth Postmodern Era (2007)

-History, Running, Thief, [V] Historical Wager

-Opposing Characters Native to Spacetime cards between Antiquity and Modern Era here are -1 to all Qualities.

"There is something of the Wolf about you!"

-Brains: 5, Brawn: 5, Bravery: 7

T. *Rose Tyler - Youthful Detective, Human [3] /S10/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma, Running, Thief, Tracking, [V] Break Down Door

-Danger, Monster and Puzzle cards requiring Thief here are -5 to any required Quality.

"Training. New recruit. It was either that or hairdressing, so..."

-Brains: 7, Brawn: 6, Bravery: 7

T. *Roz Forrester - Adjudicator, Human [3] /EoT/

-Native: Imperial Era (2975)

-Aware, History, Marksman, Pilot, Running, Tracking, Victim

-Enemies with either Bureaucrat or Thief are -1 to all Qualities here.

"Justice by your side. Fairness be your friend."

-Brains: 6, Brawn: 6, Bravery: 7

(from Original Sin)

T. *Sam Jones - All Grown Up, Human [2] /RD4/

-Native: Earth Postmodern Era (1996)

-Charisma, Computers, Running, Thief

-When this Character leaves play, you may place it under this Spacetime card instead. On a later turn, you may destroy a card from hand to place this Character back into play at this Spacetime card.

"You humans change so quickly."

-Brains: 5, Brawn: 4, Bravery: 7

(From Seeing I)

T. *Sara Kingdom - Hardened Soldier, Human [4] /KTT/

-Native: Twilight Era (4000)

-Computers, Marksman, Pilot, Running, Tracking, Victim

-Does not play during Set-Up. When this Character helps Oppose a Goal at a Spacetime card where there are opposing Daleks, score +1 points from that Goal.

"Remind me to teach you a few tricks sometime."

-Brains: 6, Brawn: 7, Bravery: 8

T. *Sarah Jane Smith - Blind Girl, Human [0] /LoT/

-Native: Earth Present (1975)

-Aware, Charisma, Running, Screamer, Thief, Tracking, [V] Unloved Monster

-Does not play during Set-Up. Does not contribute to your total Qualities. At the start of your next turn, destroy this Character.

"I could always sell flowers, couldn't I? You know, 'lovely fresh violets...'"

-Brains: 6, Brawn: 4, Bravery: 7

T. *Sarah Jane Smith - Female of the Species, Human [3] /AF/

-Native: Earth Present (1973)

-Aware, Charisma, Running, Screamer

-At the start of your turn, draw 1 card for each opponent who has non-Human Enemies of the same species at two different Spacetime cards.

"Would appear to have no military justification. Offensive value therefore nil."

-Brains: 5, Brawn: 4, Bravery: 6

T. *Sarah Jane Smith - Liberated Woman, Human [3] /TL/69

-Native: Earth Present (1973)

-Aware, Charisma, Running, Thief, [V] Any Escape card

-Opposing male Human Characters here are -1 to all Qualities.

"If you think I'm going to spend my time making cups of coffee for you..."

-Brains: 6, Brawn: 5, Bravery: 6

T. *Sarah Jane Smith - Old Acquaintance, Human [3] /IS/

-Native: Earth Postmodern Era (2009)

-Aware, Charisma, Computers, History, Pilot, Thief, [V] Warp Star

-Adventurer. Opposing non-Human Enemies not Native to Postmodern Era here are -1 to all Qualities.

"Oh, this is meant to be. The Circle of Time is closing. You were there on Skaro at the very beginning of my creation."

-Brains: 7, Brawn: 4, Bravery: 7

T. *Sarah Jane Smith - Plucky Young Girl, Human [3]

-Native: Earth Present (1980)

-Charisma, History, Marksman, Running, Screamer

-Your Allies here are +1 Bravery.

"We travel in time... I'm really from 1980."

-Brains: 6, Brawn: 4, Bravery: 5

T. *Sarah Jane Smith - Raid Leader, Human [3] /PD/

-Native: Earth Present (1973)

-Aware, Charisma, Poison, Running, Thief, [V] Gone Native

-When you destroy an Attack card to start a fight here, you may [V] a Defense or Escape card.

"If I had an army of girls such as you I might hold this castle forever."

-Brains: 6, Brawn: 5, Bravery: 7

T. *Sarah Jane Smith - Rebel Captive, Human [2] /AiH/

-Native: Earth Present (1973)

-Charisma, Running, Screamer, Thief

-Your Escape cards play here at -1 Cost. When you play an Escape Bang! card here, you may draw a card.

"A newly-arrived girl prisoner who led an attempted breakout."

-Brains: 6, Brawn: 4, Bravery: 7

T. *Sarah Jane Smith - Retired, Human [2] /KTT/

-Native: Earth Present (1983)

-Charisma, Running, Screamer, [V] K9 Mark III (if at an Earth Present Spacetime card)

-If The Doctor here, freeze her to exclude her from any fight.

"...drag you through time and space without so much as a by-your-leave, then leave you out when things get interesting."

-Brains: 5, Brawn: 4, Bravery: 4

T. *Sarah Jane Smith - Unwilling Sleeper, Human [2] /7Dr/

-Native: Earth Present (1973)

-Aware, Charisma, Screamer, Thief

-When you play Characters from under Sleepers, you may [V] this Character directly to that Spacetime card for 0 Cost. While facing a Puzzle or Danger card, is +2 Bravery and gains either Engineering or Medicine.

"Well, she's among the Chosen now, isn't she?"

-Brains: 6, Brawn: 4, Bravery: 5

T. *Steven Taylor - Impatient Pilot, Human [3] /KTT/

-Native: Expansion Era (2665)

-Charisma, Engineering, Marksman, Pilot, Running, Thief

-Once per game, you may unfreeze all your TARDIS Characters here.

"Come on, Doctor, we haven't got time for butts!"

-Brains: 6, Brawn: 6, Bravery: 8

T. *Steven Taylor - Not a Pawn, Human [2] /7Dr/

-Native: Expansion Era (2665)

-Computers, Pilot, Running, Thief

-Opposing Characters with Gloating here are -2 to all Qualities.

"I'm gonna see if there's an invisible barrier around his backside!"

-Brains: 5, Brawn: 6, Bravery: 8

T. *Steven Taylor - Suspicious Soul, Human [2] /AiH/

-Native: Expansion Era (2665)

-Aware, Charisma, Thief, Tracking

-Once per turn, you may destroy a Bang! card from hand to destroy a just-played Temporal Bang! card.

"Well, I'm not convinced."

-Brains: 5, Brawn: 6, Bravery: 7

T. *Susan - An Ethereal Child, Human [3] /RD4/

-Native: Twilight Era (4863)

-Aware, Charisma, History, Science

-Unbound. If a Trait you have here is required to overcome a Puzzle card here, Susan gains that Trait (limit: 1) while you attempt to overcome that Puzzle card.

"I was born in the 49th century."

-Brains: 11, Brawn: 3, Bravery: 7

(From the Pilot)

T. *Susan - Little Suzie Who, Human [4] /RD1/

-Native: Earth Present (1963)

-Aware, Charisma, Running, Science, Screamer, Thief, [V] Any Ally with a Cost of 3 or less

-Unbound. Once per game, you may destroy one Condition or Bang card allowing an opponent to look at cards in your hand.

"Anyone can understand science, if they really put their minds to it."

-Brains: 7, Brawn: 1, Bravery: 6

(from Doctor Who and the Daleks)

T. *Susan - Suzie Who, Human [2] /MS/

-Native: Earth Present (1964)

-Aware, Charisma, Computers, Running

-Unbound. Your Allies here are +1 Bravery.

"We're arriving, Grandfather."

-Brains: 6, Brawn: 2, Bravery: 7

T. *Susan (1) - An Unearthly Child, Timelord [2] /LoT/

-Native: Earth Present (1963) or Gallifrey

-Charisma, History, Science, Screamer

-If a Trait you have here is required to Oppose a Goal here, Susan gains that Trait (limit: 1) while you attempt to Oppose that Goal.

"I was born in another time. Another world."

-Brains: 8, Brawn: 4, Bravery: 6

T. *Susan (1) - Becoming a Woman, Timelord [2] /Inv/

-Native: Earth Near Future (2167)
-Charisma, Running, Screamer, Thief, [V] New Start
-Automatically selected to be affected by Weak Ankle or Sparks Fly played here.
"I never felt there was a time or place that I belonged to. I've never had any real identity."
-Brains: 7, Brawn: 4, Bravery: 5

T. *Susan (1) - "British" "Schoolgirl", Timelord [3] /KTT/

-Native: Gallifrey
-Aware, Charisma, History, Running, Science, Screamer
--1 Brains for each Earth Present Human Native here (down to a minimum of 7).
"She lets her knowledge out a bit at a time, so as not to embarrass me."
-Brains: 11, Brawn: 4, Bravery: 7

T. *Susan (1) - Compassionate Girl, Timelord [3] /AF/

-Native: Gallifrey
-Aware, Charisma, Computers, Running, Screamer
-If you have 4 Native Allies here when you successfully Oppose a Goal here, that Goal is +1 points.
"We must try and find a way of helping the Thals."
-Brains: 7, Brawn: 4, Bravery: 6

T. *Susan (1) - Creepy Clairvoyant, Timelord [3] /TM/

-Native: Gallifrey
-Aware (2), Madman, Medicine, Screamer, Thief, [V] Emergency Medical Kit
-Counts as User of Blade. If your TARDIS card here, opponents' Puzzle cards play at +1 Cost.
"I've never noticed the shadows before. It's so silent in the ship."
-Brains: 6, Brawn: 4, Bravery: 4

T. *Susan (1) - Retired, Timelord [3] /KTT/

-Native: Gallifrey or Earth Near Future (2199)
-Aware, History, Running, Science
-If there is more than one Doctor here, she is +1 to all Qualities for every Doctor beyond the first.
"I'm finding this quite exhilarating."
-Brains: 7, Brawn: 4, Bravery: 7

T. *Susan (1) - Still Learning, Timelord [2] /RU/

-Native: Gallifrey
-Charisma, Engineering, Screamer, Thief, Tracking
-At the start of each of your turns, gains one Trait found on a Human TARDIS Character or The Doctor here until the start of your next turn.
"As for the child, she must be trained rapidly."
-Brains: 6, Brawn: 4, Bravery: 6

T. *Tegan Jovanka - Brave Heart, Human [3]

-Native: Earth Present (1981)
-Aware, Charisma, Running, [V] Independent Spirit
-If your Ally was destroyed here during your last turn, double any one of her Traits for this turn.
"My aunt Vanessa said, when I became an air stewardess, if you stop enjoying it, give it up."
-Brains: 6, Brawn: 4, Bravery: 7

T. *Tegan Jovanka - Cyberman Hunter, Human [2]

-Native: Earth Present (1981)
-Charisma, Marksman, Tracking
-+2 Brawn in any fight involving a Cyberman.
"I know. I'm just a mouth on legs."
-Brains: 5, Brawn: 5, Bravery: 6

T. *Tegan Jovanka - Flight Coordinator, Human [3] /PD/

-Native: Earth Present (1981)
-Aware, Computers, History, Pilot, Running, Thief
-Your other TARDIS Characters (except The Doctor) here are +1 Brains and +1 Bravery.

"You Tegan, you have it in you to be a fine coordinator, keeping us all together during the healing time."

-Brains: 6, Brawn: 4, Bravery: 7

T. *Tegan Jovanka - Good Dancer, Human [2] /AiH/

-Native: Earth Present (1981)

-Charisma, History, Running, [V] Moves: Tegan

-Once per turn, you may freeze this Character until the start of your next turn to freeze an opposing random male Human here until the start of your next turn.

"I haven't been born yet!"

-Brains: 5, Brawn: 4, Bravery: 6

T. *Tegan Jovanka - Headstrong Aussie, Human [2] /DoG/

-Native: Earth Present (1981)

-Aware, Charisma, History, Running

-For every Danger, Monster and Puzzle card here, this Character is +1 Bravery (maximum: +3).

"I'm prepared to take the risk."

-Brains: 6, Brawn: 4, Bravery: 7

T. *Tegan Jovanka - In a Hurry, Human [2] /IS/

-Native: Earth Present (1981)

-Aware, Charisma, History, [V] Blind Jump

-If this Character is frozen when you start your turn, you may unfreeze it.

"There's time enough to get to Terminal 3 and beat the armada too."

-Brains: 6, Brawn: 5, Bravery: 5

T. *Tegan Jovanka - Noble Heart, Human [2] /MoW/

-Native: Earth Present (1984)

-Charisma, Running, Thief

-If your Doctor (5) here, gains Medicine. Once per turn, when you attempt to meet requirements here and fail, you may draw a card.

"What is it about Earth people that makes them think a futile gesture is a noble one?"

-Brains: 5, Brawn: 5, Bravery: 5

T. *Tegan Jovanka - Time Stewardess, Human [2] /TM/

-Native: Earth Present (1981)

-Charisma, History, Running

-Your TARDIS card here is +1 Capacity. You may move one more Character than is allowed with your Temporal cards here.

"Ladies and gentlemen, we do apologise for the delay."

-Brains: 5, Brawn: 4, Bravery: 7

T *Tegan Jovanka - Tool of the Enemy, Human [2] /Inv/

-Native: Earth Present (1981)

-Charisma, Running, Thief

-If your Enemy with Domination here, becomes an Enemy and gains Minion (attached to that Enemy). Any opposing Doctor here is -2 to all Qualities.

"I know I haven't always been the best of companions..."

-Brains: 5, Brawn: 4, Bravery: 7

T. *The Brigadier - Expatriate Veteran, Human [4] /RD1/

-Native: Earth Postmodern Era (1997)

-Bureaucrat, Charisma, Demolitions, History, Marksman, UNIT

-Unbound. Your other UNIT Characters here are +1 to all Qualities. Opposing UNIT Characters here are -1 to all Qualities.

"You are a serving officer in UNIT. Open your eyes. This is what your job is all about."

-Brains: 6, Brawn: 6, Bravery: 7

(from Sympathy for the Devil)

T. *The Brigadier - Retired, Human [2] /KTT/

-Native: Earth Present (1983)

-Bureaucrat, Running, UNIT
-Your Doctor here is all Qualities +1 (+2 if The Doctor (2)).
"Age has not mellowed you, has it Brigadier?"
-Brains: 5, Brawn: 5, Bravery: 6

T. *The Doctor - Angry Grandfather, Human [4] /RD4/

-Native: Twilight Era (4863)
-Aware, Engineering, Gloating, History, Pilot, Science, Thief
-Unbound. Moves: The 1st Doctor may play on this Doctor. Opposing TARDIS Characters are -1 to all Qualities here. If aboard your TARDIS, it may move with a Timelord aboard.
"I blame you for this, Susan! You would insist on going to that ridiculous school!"
-Brains: 12, Brawn: 4, Bravery: 9
(*From the Pilot*)

T. *The Doctor - Doctor Who, Human [4] /RD1/

-Native: Earth Present (1963)
-Charisma, Computers, Engineering (2), Science (2), Thief
-Unbound. Your Allies here are +1 Brawn (+2 in fights involving opposing Daleks).
"Most exciting!"
-Brains: 10, Brawn: 3, Bravery: 8
(*from Doctor Who and the Daleks*)

T. *The Doctor - Rebel Leader, Human [4] /MS/

-Native: Earth Present (1964)
-Charisma, Computers, Engineering, Running, Science, Thief, Tracking, [V] Uprising
-Unbound. TARDIS - Mad Invention is +2 Capacity here (+1 during Set-Up). Opposing Daleks here are -2 Brains.
"Attack the Daleks!"
-Brains: 10, Brawn: 3, Bravery: 8

T. *The Doctor (1) - Academy Student, Gallifreyan [3] /RD1/

-Native: Gallifrey
-Aware, Charisma, Computers, Engineering, Science
-Opposing Timelords here (except TARDIS Characters) are -1 to all Qualities.
"If we don't prove to those dormice who call themselves Timelords that there's a universe out there which needs to be explored... we might as well die now."
-Brains: 10, Brawn: 5, Bravery: 9
(*from Divided Loyalties*)

T. *The Doctor (1) - Advocate for the Defence, Timelord [4] /RU/

-Native: Gallifrey
-Aware, Bureaucrat, Charisma, Engineering, History, Science, Tracking, [V] Council for the Defence
-When you score points here, you may free one of your Characters kidnapped by an opponent here.
"I need a man to defend me." "I am that man!"
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (1) - Battling Monk, Timelord [4] /AiH/

-Native: Gallifrey
-Aware, Charisma, History (2), Thief, Tracking, [V] Escape Artist, [V] Fake Gun Scare
-For every Condition that gives a bonus to any of this Character's Qualities here, this Character is +1 to that Quality.
"Oh, a man of violence! I'm surprised at you..."
-Brains: 12, Brawn: 5, Bravery: 9

T. The Doctor (1) - Court Adviser, Timelord [5]

-Native: Gallifrey
-Bureaucrat, Charisma, History (2), Medicine, Running, Thief
-Once per turn, you may draw a card from the top of your discard pile instead of your draw deck.
"There is something new in you yet something older than the sky itself."

-Brains: 12, Brawn: 3, Bravery: 8

T. *The Doctor (1) - Cruel Accuser, Timelord [4] /TM/

-Native: Gallifrey

-Computers, Engineering, Madman, Poison, Science, Thief

-At the start of any of your turns, you may destroy one of your TARDIS Characters here to destroy up to two Danger, Monster or Puzzle cards here.

"Your old grandfather is going a tiny little bit around the bend."

-Brains: 11, Brawn: 3, Bravery: 8

T. *The Doctor (1) - Distrustful Grandfather, Timelord [4] /LoT/

-Native: Earth Present (1963) or Gallifrey

-Aware, Engineering, Gloating, History, Science, Thief

-Who Are You? may play on this Doctor. Opposing Humans are -1 to all Qualities here. Susan is +1 to all Qualities here.

"I tolerate this century, but I don't enjoy it."

-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (1) - Matchmaker, Timelord [4] /Inv/

-Native: Gallifrey

-Aware, Computers, History, Science (2), Thief

-When you successfully Oppose a Goal here, place your female TARDIS Character here out of play to score +1 points.

"One day I shall come back...Just go forward in all your beliefs, and prove to me that I am not mistaken in mine."

-Brains: 12, Brawn: 3, Bravery: 8

T. *The Doctor (1) - Maximus Pettulian, Timelord [4] /TL/12

-Native: Gallifrey

-Aware, Charisma (2), Engineering, History, Thief

-Once per turn, may prevent one Character from using its special ability to destroy a card here.

"I've always wanted to put on a good show; to give a great performance."

-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (1) - Old-Fashioned Timelord, Timelord [4] /KTT/

-Native: Gallifrey

-Aware, Computers, History, Running, Science

-Once per turn, freeze one of your female TARDIS Characters here to [V] any Defense card.

"The original, you might say."

-Brains: 13, Brawn: 3, Bravery: 9

T. The Doctor (1) - Old Rogue, Timelord [3]

-Native: Gallifrey

-Charisma, Engineering, History, Poison, Science, Thief

-+1 to all Qualities when Opposing a Meddling Goal. May destroy Married..? played here.

"For our sakes, don't interfere!"

-Brains: 12, Brawn: 3, Bravery: 8

T. *The Doctor (1) - Pioneer After All, Timelord [3] /AF/

-Native: Gallifrey

-Aware, Computers, Engineering, Gloating, Science, Thief, [V] Fluid Link

-When this Character moves to a Spacetime card where an opponent has played a Puzzle card, you may [V] a Purpose card.

"I'm afraid I'm much too old to be a pioneer - although I was once, amongst my own people."

-Brains: 11, Brawn: 3, Bravery: 9

T. *The Doctor (1) - Redoubtable Opponent, Timelord [4] /7Dr/

-Native: Gallifrey

-Aware, Computers (2), History, Science, Thief, [V] Outwitted

-While attempting to overcome a Puzzle card, gains one Trait of your choice and is +1 to all Qualities.

"I haven't made a mistake yet."
-Brains: 13, Brawn: 3, Bravery: 9

T. *The Doctor (2) - Dalek Destroyer, Timelord [5] /TM/

-Native: Gallifrey
-Aware (2), Computers, History, Running, Science, Thief, Tracking, [V] The Final End?
-Your Daleks may use Attack cards to start fights against opposing Daleks here. Opposing Daleks here are -2 to all Qualities.
"I've beaten you and I don't care what you do to me now."
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Determined Survivor, Timelord [5] /IS/

-Native: Gallifrey
-Aware, Computers, Demolitions, Engineering, Running, Science, Thief, [V] Resourceful Pockets
-When a random selection could destroy or kidnap this Character, you may immediately [V] a Defense card or an Escape card.
"When the Doctor gets an idea, nobody can change his mind."
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Disarming Clown, Timelord [5]

-Native: Gallifrey
-Aware, Charisma, Computers (2), Engineering, Running, Science, [V] Quite Insane
-Your other TARDIS Characters here are +2 Bravery.
"Our lives are different to anybody else's. That's the exciting thing. Nobody in the universe can do what we're doing."
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Doktor von Wer, Timelord [4] /AiH/

-Native: Gallifrey
-Aware, Charisma, History (2), Marksman, Medicine, Thief, [V] Master of Disguise
-May act as a Native of Earth Renaissance (1746). This Character may not be destroyed while kidnapped.
"German, from Hanover. Where your good King George comes from. And I speak English a good deal better than he does."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (2) - Honorary Monk, Timelord [5] /Inv/

-Native: Gallifrey
-Aware, Charisma, Domination, Engineering, History, Running, [V] Break Conditioning, [V] Holy Ghanta
-Each time an opponent plays a "God", you may draw up to 2 cards.
"The Doctor is wise. His eyes are not closed in ignorance."
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Keen Intellect, Timelord [5] /AF/

-Native: Gallifrey
-Aware (2), Charisma, Computers, Engineering, Running, Thief, [V] Bench-Thumping
-At the start of your turn, you may look at the top card of any player's draw deck.
"Do you think the Doctor could be wrong this time?" "Well, he's been right up till now."
-Brains: 13, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Music Lover, Timelord [4] /KTT/

-Native: Gallifrey
-Engineering, History, Running, Science, UNIT, [V] Recorder
-If you have another Doctor in play, any Goal either of them helps Oppose is +1 points.
"Don't you see? I'm just a temporal anomaly."
-Brains: 12, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Powerful Mind, Timelord [5] /AW/

-Native: Gallifrey
-Charisma, Computers, Domination, Engineering, History, Running, Science, Tracking, [V]

Outwit and Outlast

-Unless the opponent on your left shows you a card from hand at the start of your turn, your TARDIS Characters here are +1 Bravery until the start of your next turn.

"It's only the unknown that worries me."

-Brains: 13, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Proud Recidivist, Timelord [4] /DoG/

-Native: Gallifrey

-Aware, Charisma, Demolitions, Domination, Engineering, History, Running, Thief, [V] Timelord Message

-Your TARDIS Characters here are +2 Bravery for every Goal you have Opposed.

"All these evils I have fought while you have done nothing but observe."

-Brains: 11, Brawn: 4, Bravery: 9

T. *The Doctor (2) - Self-Proclaimed Genius, Timelord [5]

-Native: Gallifrey

-Charisma, Engineering, History, Pilot, Running (2), Science, [V] You Can't Kill Me

-Opponent's Enemies here are -1 Brawn if a member of their species is in their owner's discard pile.

"We're perfectly harmless."

-Brains: 13, Brawn: 4, Bravery: 8

T. *The Doctor (2) - Timelord Agent, Timelord [5] /7Dr/

-Native: Gallifrey

-Engineering, History, Pilot, Running, Science, Thief, [V] Timelord Mission

-+1 to all Qualities when Opposing a Goal. When destroyed, you may shuffle him back into your deck.

"I'm a pariah, exiled from Timelord society... so they can always deny sending me."

-Brains: 12, Brawn: 4, Bravery: 9

T. *The Doctor (3) - 25 Years Late, Timelord [4] /RD2/

-Native: Gallifrey or Earth Postmodern Era (1997)

-Aware, Charisma, History, Medicine, Science, Tracking, UNIT, [V] Exiled

-Unbound. Danger and Monster cards at other Earth Present Spacetime cards are +10 to any required Quality.

"I haven't been here since the 1960s!" "It shows."

-Brains: 13, Brawn: 6, Bravery: 9

(from Sympathy for the Devil)

T. *The Doctor (3) - Authority's Nightmare, Timelord [5] /MoW/

-Native: Earth Present (1969)

-Aware, Computers, Engineering, History, Pilot, Science, Thief, Tracking, UNIT

-Opposing Characters with Bureaucrat here are -2 to all Qualities.

"I never report myself anywhere. Particularly not forthwith."

-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (3) - Barflying Under the Radar, Timelord [3] /RD1/

-Native: Earth Postmodern Era (2000)

-Charisma, Poison, Science, Thief, [V] Bottled Courage

-Unbound. When played (even during Set-Up), you may [V] Exiled directly into play (for free). May use Bottled Courage as if Human.

"I hate trolleys! They're just Daleks without the interesting bits."

-Brains: 9, Brawn: 5, Bravery: 7

(from Exile)

T. *The Doctor (3) - Cunning Dandy, Timelord [4] /KTT/

-Native: Gallifrey

-Aware, Engineering, History, Pilot, Running, Science, UNIT, [V] Bessie

-If an opposing is Doctor here, that Doctor is -2 to all Qualities.

"As far as I'm concerned, Doctor, one of you is enough."

-Brains: 12, Brawn: 7, Bravery: 9

T. *The Doctor (3) - Magician, Timelord [5] /PD/

-Native: Gallifrey

-Aware, Charisma, Computers, Demolitions, Marksman, Poison, Running, Science, Thief, UNIT, [V] Impenetrable Disguise, [V] The Wizard

"...a long shank rascal with a mighty nose..."

-Brains: 12, Brawn: 7, Bravery: 8

T. *The Doctor (3) - Timelord Errand Boy, Timelord [5] /TL/62

-Native: Earth Present (1970)

-Aware, Charisma, Engineering (2), Marksman, Pilot, Science, Thief, UNIT, [V] Super Drive

-If you have Timelord Mission in play, you may destroy a card from hand to prevent this Character from being destroyed by a Danger or Monster card.

"You were simply obeying orders. That's a common excuse..."

-Brains: 12, Brawn: 7, Bravery: 9

T. *The Doctor (3) - Exiled Traveller, Timelord [4]

-Native: Gallifrey

-Charisma, Demolitions, Engineering, Pilot, Running, Science, Thief (2)

-When he is about to be destroyed, you may freeze him instead. Remains frozen until your 2 Medicine are here.

"What are you doctor of, by the way?" "Practically everything, my dear."

-Brains: 11, Brawn: 5, Bravery: 8

T. *The Doctor (3) - Irreplaceable Adviser, Timelord [5] /AW/

-Native: Earth Present (1969)

-Aware, Charisma, Computers (2), Engineering, Pilot, Running, Science, Thief, UNIT

-Purpose cards requiring any of his Traits here are -5 to any required Quality.

"We're not relying on luck... but on skill."

-Brains: 12, Brawn: 7, Bravery: 9

T. *The Doctor (3) - Peacemonger, Timelord [5] /LoT/

-Native: Earth Present (1971)

-Charisma (2), Demolitions, Engineering, History, Pilot, Running, Thief, UNIT, [V] Peaceful Solution

-Nemesis: The Master (13). Opposing Enemies here may not participate in fights if an Ally of the same species is here.

"Let me try and negotiate that peace for you."

-Brains: 12, Brawn: 7, Bravery: 8

T. *The Doctor (3) - Tied to the Earth, Timelord [4] /Inv/

-Native: Earth Present (1970)

-Aware (2), Computers, Engineering, Marksman, Running, Science, UNIT, [V] Time Loop

-At the start of your turn, if not at an Earth Present Spacetime card, move this Character to one (along with your TARDIS card here).

"It seems I'm some kind of a galactic yo-yo."

-Brains: 13, Brawn: 6, Bravery: 9

T. *The Doctor (3) - Timelord Nuisance, Timelord [5] /7Dr/

-Native: Gallifrey

-Charisma, Computers, Demolitions, Engineering, History, Running, Science, Thief, [V] Sonic Screwdriver

-Each time your opponent takes a card from under Mini-Scope, he or she must destroy one card from hand (once per turn).

-Once per turn, you may destroy 2 cards from hand to force any player to destroy a card from that player's Mini-Scope.

"I had a great deal to do with the banning of these mini-scopes."

-Brains: 12, Brawn: 7, Bravery: 8

T. *The Doctor (3) - UNIT Adviser, Timelord [5]

-Native: Gallifrey

-Aware, Charisma, Engineering, Medicine, Pilot, Running, Science, Thief, UNIT, [V] Venusian Aikido

-Your other UNIT Characters here are +1 Brains.
"Orders? Is nobody capable of acting on their own around here?"
-Brains: 12, Brawn: 7, Bravery: 9

T. *The Doctor (4) - Art Critic, Timelord [4] /TM/

-Native: Gallifrey
-Aware, Charisma, History, Running, Science, Thief, [V] Everyone's a Critic
-Doubles the number of cards you may take from under a Museum card here. Your History-related Artifacts play here at -2 Cost (minimum: 0).
"You sit in Paris and talk of computer pictures?"
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Big Brain, Timelord [5] /IS/

-Native: Gallifrey
-Charisma, Computers, Demolitions, History, Medicine, Science, Thief, [V] Micro-Clones
-Danger, Monster and Puzzle cards requiring Brains faced by an opponent's Characters here are +? to Brains, where ? = this Doctor's Brains.
"Shall we try using our intelligence?" "Well if you think that's a good idea."
-Brains: 12, Brawn: 5, Bravery: 8

T. *The Doctor (4) - CIA Pawn, Timelord [5] /AiH/

-Native: Gallifrey
-Aware, Charisma, Demolitions, History, Medicine, Running, Thief, [V] Undo Evil
-Your Temporal Purpose card here scores +1 points (once per Purpose card).
"The final responsibility is mine, and mine alone."
-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (4) - Destroyer of Destinies, Timelord [5] /MoW/

-Native: Gallifrey
-Aware, Charisma, Computers, Demolitions, Engineering, History, Running, Science, Thief
-When an opponent is about to Reach a Goal here by destroying a card from hand, you may destroy a card from hand to prevent that (once per game per Goal).
"Do you believe your puny efforts can change the course of destiny?"
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Doomed Timelord, Timelord [3] /PD/

-Native: Gallifrey
-Computers, Engineering, Running, Science, Thief, Tracking, Victim, [V] The Watcher
-Nemesis: The Master (14). When this Character is about to be destroyed, you may name a number between 1 and 10 and Roll the Dice. If your roll is equal to that number, this Character is frozen instead.
"Never guess... there's enough uncertainty in the universe as it is."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (4) - Fan of Humanity, Timelord [5] /7Dr/

-Native: Gallifrey
-Aware, Computers, Engineering, History, Science (2), Thief, [V] Resourceful Pockets
-If all your other TARDIS Characters in play are Human, gains Medicine and [V] Homo Sapiens.
"It may be irrational of me, but human beings are quite my favourite species."
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Full of Ideas, Timelord [5] /Inv/

-Native: Gallifrey
-Aware, Charisma, Engineering (2), History, Marksman, Running, Science, [V] Improvised Laser
-Each time your opponent plays an Enemy, Danger, Monster or Puzzle card here, you may draw a card.
"I always find trouble."
-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (4) - Guardian Agent, Timelord [4] /KTT/

-Native: Gallifrey
-Aware, Domination, Engineering, History, Thief, [V] Quest for the Key
-Your Guardian and Key cards are played at -1 Cost.
"I'm sure there must be plenty of Timelords who'd be delighted..." "I have chosen *you*."
-Brains: 12, Brawn: 6, Bravery: 8

T. The Doctor (4) - Holistic Thinker, Timelord [5] /RU/

-Native: Gallifrey
-Aware, Computers, Engineering, History, Pilot, Science, Thief, [V] I Ching
-When attempts to meet a card's requirements, you may Roll the Dice. If you roll a 4 or less, this Character gains a Trait required by that card until the end of this turn.
"According to your theory, we just press any button and hope for the best."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (4) - Holmesian Detective, Timelord [5]

-Native: Gallifrey
-Aware (2), Charisma, Demolitions, Domination, History, Marksman, Science, Tracking
-+1 to all Qualities when facing a Puzzle card.
"The sleuth that never rests, eh?" "He did remark that sleep is for tortoises."
-Brains: 13, Brawn: 7, Bravery: 9

T. *The Doctor (4) - Interfering Timelord, Timelord [5]

-Native: Gallifrey
-Charisma, Demolitions, Engineering, History, Science (2), Thief, [V] Scarf
-Opposing Enemies that have attached Minions here are -2 to all Qualities.
"I'm not a human being. I walk in eternity."
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Lord President, Timelord [5] /LoT/

-Native: Gallifrey
-Bureaucrat (2), Charisma, Computers, Domination, History, Marksman, Running, Science, Thief
-Opposing Characters cannot attempt to Reach a Goal here unless they have at least 4 of this Character's Traits (6 if at a Gallifrey Spacetime card).
"I claim the inheritance of Rassilon."
-Brains: 13, Brawn: 5, Bravery: 9

T. *The Doctor (4) - Off-Kilter, Timelord [5] /TL/79

-Native: Gallifrey
-Aware, Computers, Demolitions, Domination, History, Pilot, Science, Screamer
-If The Brigadier here, gains UNIT and is -1 to all Qualities. Danger and Monster cards here are -5 to any required Quality.
"When I left that psionic beam with you, Brigadier, I said that it was only to be used in an emergency!"
-Brains: 13, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Prydonian Renegade, Timelord [5] /DoG/

-Native: Gallifrey
-Aware, Charisma, Computers, Demolitions, Marksman, Poison, Running, Science, Thief
-+1 to all Qualities if no other TARDIS Character here. If at a Gallifrey Spacetime card, gains Impostor. Danger, Monster and Puzzle cards here are -5 to any required Quality.
"I can feel my hair curling... I'm on to something."
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (4) - Theta Sigma, Timelord [5] /AF/

-Native: Gallifrey
-Charisma, Computers, Engineering, Medicine, Running, Tracking, [V] Randomiser
-Your other Timelords Native to Gallifrey here are +1 to all Qualities and may play here regardless of Nativity.
"Class of '92... If we don't stick together, who will?"
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (4) - Wise Fool, Timelord [4]

-Native: Gallifrey

-Aware, Charisma, Computers, Engineering, Running, Science, Thief

-Once per turn, destroy your Artifact with a Cost of 3 or more or your Robot TARDIS

Character here to [V] any Purpose card and immediately play it for free.

"One must always accept the unexpected."

-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (5) - Annoyed Timelord, Timelord [4] /Inv/

-Native: Gallifrey

-Aware, Charisma, Computers, Demolitions, History, Marksman, Running, Thief

-At the start of any opponent's turn, destroy a card from hand to freeze one of that opponent's TARDIS Characters here (except The Doctor).

"We humanoids try to disguise our... our true feelings."

-Brains: 12, Brawn: 7, Bravery: 8

T. *The Doctor (5) - Black Guardian's Target, Timelord [4] /DoG/

-Native: Gallifrey

-Aware, Charisma, Computers, Domination, Engineering, Running, Science, [V] Turlough

-Nemesis: Black Guardian. Black Guardian gains Nemesis: The Doctor (5). Each player's Guardian cards play at -1 Cost.

"The Doctor's good is my evil!"

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Confused Regeneration, Timelord [4] /PD/

-Native: Gallifrey

-Aware, History, Madman, Medicine, Pilot, Running, Science, Tracking, [V] The Sum of His Parts

-You may swap any of your non-Doctor TARDIS Characters here with another as if they had the same title.

"That's the trouble with regeneration, you never quite know what you're going to get."

-Brains: 11, Brawn: 4, Bravery: 8

T. *The Doctor (5) - Doomed Regeneration, Timelord [4] /7Dr/

-Native: Gallifrey

-Aware, Engineering, Medicine, Pilot, Running, Science, Tracking, Victim, [V] Celery, [V] Regeneration

--2 to all Qualities while you have 6-10 points.

"I'm running out of time."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Excellent Cricketer, Timelord [5] /AiH/

-Native: Gallifrey

-Aware, Charisma, History, Marksman, Running, Thief, Tracking, [V] Moves: The 5th Doctor

-When this Character helps you score points, and you are 4 or more points behind any of your opponents (before scoring), score +1 points.

"First class bat and a demon bowler."

-Brains: 11, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Flawed Hero, Timelord [3]

-Native: Gallifrey

-Demolitions, Engineering, History, Science, Thief

-When a TARDIS Character is destroyed here, your opponent(s) cannot play any Conditions or Bang! cards for two entire turns.

"Emotions have their uses."

-Brains: 11, Brawn: 5, Bravery: 8

T. *The Doctor (5) - Manipulative Bastard, Timelord [5] /RD1/

-Native: Earth Near Future (2066)

-Engineering, Marksman, Science, Thief (2), Tracking, Victim, [V] Just Desserts

-Unbound. Once per turn, if you have a Weapon card here, you may destroy ? cards from hand to destroy an opposing Character where ? = the Cost of that Character.

"If I told you, I'd have to kill you."
-Brains: 11, Brawn: 6, Bravery: 8
(from *Full Fathom Five*)

T. *The Doctor (5) - Procrastinator, Timelord [4] /LoT/

-Native: Gallifrey
-Computers, Engineering, Marksman, Running, Science, Thief, Tracking, [V] End of the Road
-If at a Holiday Spacetime card, you may freeze ? of your Characters here to draw ? cards at the start of your next turn.
"You put things off for a day, and next thing you know, it's a hundred years later."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Renegade President, Timelord [4] /KTT/

-Native: Gallifrey
-Aware, Charisma, Computers, Engineering, History, [V] Recall Button
-While on Gallifrey, gains Bureaucrat and is +1 to all Qualities.
"You mean you're deliberately choosing to go on the run from your own people in a rickety old TARDIS?" "Why not? After all, that's how it all started."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - The Doctor's Inspiration, Timelord [3] /10D/

-Native: Any Spacetime where you have a TARDIS card.
-Charisma, Engineering, Running, Science, [V] Any Moves card that can be played on a Doctor
-May be played even if you have a Doctor in play. At the end of your turn, if you have another Doctor in play, return one of your Doctors in play to hand.
"I got that from you! ...Cuz you know what Doctor? You were *my* Doctor."
-Brains: 11, Brawn: 5, Bravery: 8

T. *The Doctor (5) - Troublesome Tourist, Timelord [4] /IS/

-Native: Gallifrey
-Aware, Charisma, Engineering, History, Poison, Science, Thief
-When an opponent requires you to show a card from hand, that opponent must destroy a card from hand (not cumulative). Tainted Atmosphere may not be played here.
"Such a being prefers mental anarchy. They call it freedom."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Unenlightened, Timelord [5] /TL/126

-Native: Gallifrey
-Aware, Charisma, Engineering, History, Pilot, Running, Thief, [V] Refuse Power
-When you score points here, choose one: Brains +? until any player scores points, or take ? cards from discard pile and place them into hand. ? = the number of points you just scored.
"A lord of time. Are there lords in such a small domain?"
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (5) - Voice in the Wilderness, Timelord [4] /MoW/

-Native: Gallifrey
-Aware, Charisma, Computers, Engineering, Running, Science, Thief
-At the start of your turn, you may destroy a card from hand to suspend all bonuses to opposing Humans' Qualities here until the start of your next turn.
"I sometimes wonder why I like the people of this miserable planet so much."
-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (5) - Well-Connected, Timelord [4] /TM/

-Native: Gallifrey
-Aware, Charisma, Computers, Domination, Engineering, History, Running, Science, UNIT
-When you play a Character with the same title as one of your opponent's Characters, it plays at -2 Cost here.
"It's times like these I wish I'd brought my scarf."
-Brains: 12, Brawn: 5, Bravery: 8

T. *The Doctor (5) - Would-Be Executioner, Timelord [5]

-Native: Gallifrey
-Aware, Charisma, Demolitions, History, Marksman, Poison, Science, [V] Break Conditioning
-+1 Brawn and Bravery in any fight involving a Dalek.
"Once before I held back from destroying the Daleks. It is a mistake I do not intend to repeat."
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (6) - Callous Survivor, Timelord [5]

-Native: Gallifrey
-Aware, Engineering, Marksman, Pilot, Running
-When this Character is about to be destroyed, you may destroy 2 cards from hand to destroy an Enemy here instead (owner's choice).
"I have never said I was perfect!"
-Brains: 11, Brawn: 6, Bravery: 9

T. *The Doctor (6) - Eccentric Genius, Timelord [4] /LoT/

-Native: Gallifrey
-Aware, Charisma, Engineering, History, Running, Science, Thief, Tracking
-Your Characters here may use Brains to meet Bravery requirements.
"How would you like to meet a genius?" "Thought I already had."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (6) - Gallifreyan Buccaneer, Timelord [4] /RD2/

-Native: Gallifrey
-Aware, Charisma, History (2), Medicine, Pilot, Thief, [V] Song and Dance
-At the start of each player's turn, you may add any one Trait to this Character until the end of that player's turn.
"Though sometimes my adventures seem absurdly operational... with ups and downs and twists and turns and incidents piratical."
-Brains: 11, Brawn: 6, Bravery: 9
(from Doctor Who and the Pirates)

T. *The Doctor (6) - Incurable Meddler, Timelord [5] /DoG/

-Native: Gallifrey
-Aware, Charisma, Computers, Engineering, Gloating, History, Running, Screamer
-Nemesis: The Valeyard. When Opposing a Goal, this Character is +1 to all Qualities and gains one Trait of your choice he does not already have.
"You seem to have a great talent for straying from the straight and narrow."
-Brains: 11, Brawn: 5, Bravery: 8

T. *The Doctor (6) - Judas Goat, Timelord [4] /IS/

-Native: Gallifrey
-Aware (2), Charisma, Engineering, Science, Thief, [V] Sleuthing
-When an opponent plays a Condition on your Character here, you may place that Condition under this Doctor. When there are 3 cards under this Doctor, return this Doctor to hand and destroy all cards under him.
"I entered this affair as a Judas goat, I intend to readopt the role."
-Brains: 12, Brawn: 5, Bravery: 9

T. The Doctor (6) - Pessimist, Timelord [4] /PD/

-Native: Gallifrey
-Aware, Computers, Demolitions, Engineering (2), History, Science
-When you Roll the Dice, you may subtract up to 3 from the rolled number.
"Bad? Bad!? ...BAD!?"
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (6) - Sidelined Egotist, Timelord [3] /AW/

-Native: Gallifrey
-Charisma, Domination, History, Marksman, Running, Science
-At the start of your turn, if you have no other Doctor in play, you may place this Character on table until the start of your next turn (then, return it to your TARDIS card). While on table, your Allies are +2 to all Qualities.
"It would take a mountain to crush an ego like yours."

-Brains: 11, Brawn: 7, Bravery: 8

T. *The Doctor (6) - Sixth of the Line, Timelord [5] /7Dr/

-Native: Gallifrey

-Aware, Computers, Domination, Engineering, Medicine, Poison, Running, Thief, [V] Just Desserts

-Your other Doctors in play are +1 to all Qualities.

"He's not the Doctor I know." "I am another aspect of him..."

-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (6) - Unstable Regeneration, Timelord [3] /TL/135

-Native: Gallifrey

-Aware, Computers, Gloating, History, Madman, Medicine

-At any time, start a fight with an opposing TARDIS Character here (except The Doctor). If this Doctor has more Brawn than that Character, it is destroyed. Then, freeze this Doctor until swapped for another Doctor (6).

"...in turmoil... I no longer even have any clothes sense."

-Brains: 8, Brawn: 7, Bravery: 6

T. *The Doctor (6) - Violent Agent, Timelord [5] /MoW/

-Native: Gallifrey

-Aware, Demolitions, Engineering, History, Marksman, Running, Science, Thief, Tracking, [V] Sonic Lance

-At the start of a fight here, you may draw an extra Tactic card from Battle Plans.

"A man of science, temperament, and passion... but not unstable!"

-Brains: 11, Brawn: 7, Bravery: 8

T. *The Doctor (7) - Cat Hunter, Timelord [3] /LoT/

-Native: Gallifrey

-Aware, Pilot, Running, Thief, Tracking, [V] One Finger

-Nemesis: The Master. When facing a Monster card here, this Character gains one Trait that Monster card requires for its destruction.

"I'm going to see a man about a cat."

-Brains: 12, Brawn: 4, Bravery: 9

T. *The Doctor (7) - Cruel Mentor, Timelord [5] /TM/

-Native: Gallifrey

-Aware, Charisma, Computers, Domination, History, Science, Thief, [V] Initiate Test

-Your other TARDIS Characters here are +1 to any two Qualities (your choice at the start of each of your turns), +3 if you have 8 or more points.

"Oh, don't worry. I always leave things 'til the last moment."

-Brains: 13, Brawn: 4, Bravery: 9

T. *The Doctor (7) - Evil's Adversary, Timelord [5] /7Dr/

-Native: Gallifrey

-Aware, Charisma, Computers, History (2), Medicine, Running, Thief, [V] Umbrella

-Enemies with "God" here are -2 to all Qualities.

"You know what's going on... You always know, you just can't be bothered to tell anyone."

-Brains: 13, Brawn: 5, Bravery: 9

T. *The Doctor (7) - Mastermind, Timelord [5]

-Native: Gallifrey

-Aware, Charisma, Computers, Engineering, History, Medicine, Science

-When you must destroy your Spacetime card with The Hand of Omega, you may destroy opponent's Skaro instead.

"...5, 6... 7, 8... It's a Doctor at the gate."

-Brains: 13, Brawn: 5, Bravery: 9

T. *The Doctor (7) - Merlin, Timelord [5] /RU/

-Native: Gallifrey

-Aware, Charisma, Domination, History, Pilot, Running, Science, Thief, UNIT

-At the start of your turn, you may choose any Condition here or on table. Unless it may not

leave play, that Condition's game text is suspended until the start of your next turn. You may not choose the same Condition twice in a row.

"It is not your aspect, but your manner that betrays you."

-Brains: 13, Brawn: 6, Bravery: 8

T. *The Doctor (7) - Time's Champion, Timelord [5] /RD5/

-Native: Gallifrey

-Aware, Charisma, Engineering, History (2), Running, Science, Thief

-Once per turn, you may destroy ? cards from hand to destroy or [V] a non-Vehicle Temporal card, where ? = that card's Cost.

"Couldn't you simply have challenged me to a game of chess? Or ping-pong?"

-Brains: 13, Brawn: 4, Bravery: 9

(from The Dimension Riders)

T. *The Doctor (7) - Well-Travelled, Timelord [4] /TL/158

-Native: Gallifrey

-Charisma, Computers, Engineering, History (2), Medicine, Science, Victim, [V] Deliver Prisoner

--2 Brains while at an Earth Postmodern Era Spacetime card.

"In all my travels through space and time, and nearing the end of my seventh life, I was finally beginning to realise that you could never be too careful."

-Brains: 14, Brawn: 4, Bravery: 9

T. *The Doctor (8) - Amnesiac Saviour, Human/Timelord [5] /AF/

-Native: Gallifrey

-Aware, Charisma, Engineering, History, Pilot, Running, Thief, [V] Finding Yourself

-Nemesis: The Master. When your other TARDIS Character is about to be destroyed here, you may destroy ? cards from hand to return it to your hand instead, where ? = that TARDIS Character's Cost.

"Who am I?"

-Brains: 11, Brawn: 6, Bravery: 9

T. *The Doctor (8) - Amnesiac Wanderer, Timelord [4] /RD4/

-Native: Earth Victorian Era (1899)

-Aware, Charisma (2), Engineering, Running, Science, Thief

-At the end of your turn, you may move this Character from an Earth Spacetime card to the Earth Spacetime card with the next earliest date. If you do so, you may [V] up to 2 Allies Native to that Spacetime card.

"I have no memory of my past. No memory at all."

-Brains: 10, Brawn: 6, Bravery: 8

(From The Burning)

T. *The Doctor (8) - Honorary Tiger, Timelord [5] /RD2/

-Native: Gallifrey

-Aware, Charisma (2), Engineering, Running, Science (2), Tracking, [V] The Wizard

-Once per game, you may play a Danger card here for free; it has no effect on your Characters.

"What is the problem with Homo sapiens that everything has to end like the 1812 overture? Was some ghastly mistake in DNA replication made in your early evolution?"

-Brains: 13, Brawn: 7, Bravery: 9

(from The Year of Intelligent Tigers)

T. *The Doctor (8) - Incurable Name Dropper, Timelord [4] /RD1/

-Native: Gallifrey

-Aware, Charisma, History (2), Running, Science, Tracking, [V] Historical Meeting, [V] People to See

-When you successfully Oppose a Historical Goal here, you may [V] any Native Ally.

"Geronimo, Lenin's pyjamas, tiddlywinks with the czarina...?!"

-Brains: 12, Brawn: 6, Bravery: 9

(from Storm Warning)

T. *The Doctor (8) - Incurable Romantic, Timelord/Human [5]

-Native: Gallifrey
-Charisma (2), Engineering, History, Running, Science, [V] Second Chances
-Once per Spacetime card, may unfreeze himself and all other TARDIS Characters there.
"I love humans. They're always seeing patterns in things that aren't there."
-Brains: 11, Brawn: 6, Bravery: 9

T. *The Doctor (8) - Plane Walker, Timelord [4] /RD5/

-Native: Gallifrey
-Aware, Charisma, Running, Science, Thief, Tracking
-At the end of any of your turns, this Character may move from one Dimensional Spacetime card to another. Your TARDIS Characters here (and one Ally here if moving to or from a Divergent Universe Spacetime card) may move with him.
"...all these different zones sectioned off from one another."
-Brains: 12, Brawn: 5, Bravery: 9
(from *The Twilight Kingdom*)

T. *The Doctor (8) - Zagreus, Timelord [3] /RD3/

-Native: Gallifrey
-Engineering, "God", Madman, Victim, [V] Melted
-If you have a Goal here at the start of your turn, this Character may become an Enemy until the end of your turn. If an Enemy, opposing Unbound Characters destroyed in a fight here are placed out of play instead.
"Zagreus sits inside your head / Zagreus lives among the dead"
-Brains: 10, Brawn: 5, Bravery: 6
(from *Zagreus*)

T. *The Doctor (9) - A Life Less Ordinary, Timelord [4] /TM/

-Native: Gallifrey
-Aware, Charisma (2), History, Running, Science, Victim, [V] TARDIS Key
-At the start of your turn, name another Character here. That Character cannot be destroyed by Danger or Monster cards or in any fight started by your opponent until the start of your next turn.
"Everyone! Behind me! I'm the oldest thing in here."
-Brains: 11, Brawn: 5, Bravery: 9

T. The Doctor (9) - Born in Battle, Timelord [4] /MoW/

-Native: Gallifrey
-Aware, Computers, Engineering, History, Marksman, Running, Tracking, [V] Salvage
-If a Dalek here, counts as User of any Weapon.
"But you survived too." "Not by choice."
-Brains: 11, Brawn: 7, Bravery: 8

T. *The Doctor (9) - Dancing to a Different Tune, Timelord [5] /TL/166

-Native: Gallifrey
-Aware, Charisma, Computers (2), History, Medicine, Running, Science, Thief, [V] Banana, [V] Moves: The 9th Doctor
-During each opponent's turn, you may place one card from hand on the bottom of your draw deck to draw one card.
"Software patch. Gonna email the upgrade."
-Brains: 13, Brawn: 6, Bravery: 8

T. *The Doctor (9) - Dispenser of Justice, Timelord [4] /AF/

-Native: Gallifrey
-Aware (2), Engineering, Running, Science, Tracking, [V] Police Box
-Once per game, when Enemies here destroy one of your Characters in a fight, you may immediately kidnap one random Enemy here.
"Always moving on, cos you dare not look back. Playing with so many lives, you might as well be a god."
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (9) - Grinning Saviour, Timelord [5] /9D/

-Native: Gallifrey

-Aware, Charisma, Computers, Engineering, History, Medicine, Running, Science, Thief, UNIT
-Once per turn, one of your Allies here gains one of this Character's Traits until the start of your next turn (except UNIT).
"Scuse me, d'you mind not farting when I'm saving the world?"
"Would you mind not farting when I'm saving the world?"
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (9) - Modern Hero, Timelord [5] /9D/

-Native: Gallifrey
-Charisma, Demolitions, History, Running, Science, Thief, Tracking, [V] Sonic Screwdriver
-Your other TARDIS Characters here gain Running. +1 to all Qualities if Rose Tyler here.
"I'm the Doctor by the way... run for your life!"
-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (9) - No One, Timelord [4] /IS/

-Native: Gallifrey
-Aware (2), Charisma, Computers, Engineering, History, Thief
-Once per turn, you may destroy a Tracking-related Condition or Bang! card either in play or as it is played.
"How can you walk through the world and not leave a single footprint?"
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (9) - Over-Prepared, Timelord [4] /RD4/

-Native: Gallifrey
-Aware, Charisma, Engineering (2), History, Running, Science, Victim
-Unbound. Once per full turn, you may [V] any Bang! card that can destroy a card just played by an opponent.
"Naturally I anticipated your journey back in time to an even earlier point..."
-Brains: 12, Brawn: 5, Bravery: 9
(From *The Curse of the Fatal Death*)

T. The Doctor (9) - The Oncoming Storm, Timelord [4] /9D/

-Native: Gallifrey
-Aware, Charisma, Computers, Engineering, Running, Science, Thief, Victim, [V] Dalek Killer or I'm Coming!
-Opposing Daleks here are -2 Bravery.
"Doesn't it just burn when you face me?"
-Brains: 13, Brawn: 6, Bravery: 9

T. *The Doctor (9) - Total Stranger, Timelord [5] /RD3/

-Native: Gallifrey
-Aware (2), Computers, Demolitions, Running, Science, Screamer, Thief, [V] Mobile Phone
-Unbound. Counts as User of Mobile Phone. Opposing Characters with Screamer here are -1 to all Qualities.
"So many answers... but no, no interest in giving them."
-Brains: 12, Brawn: 6, Bravery: 9
(from *Scream of the Shalka*)

T. *The Doctor (10) - A New Man, Timelord [2] /9D/

-Native: Gallifrey
-Aware, Charisma, Medicine
-Does not play during Set-up. May be played at any time for free to replace a Doctor with an earlier generation who has just been destroyed. When swapped out for another version of The Doctor, that Doctor is -2 Cost.
"I've got a mole! Love the mole!"
-Brains: 9, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Animated Speaker, Timelord [5] /S10/

-Native: Gallifrey
-Charisma, Computers, Engineering, History, Pilot, Thief, Tracking, [V] Beat Them to It
-At the start of each of your turns, you may choose one of your Enemies here to become an Ally until the start of your next turn.

"As Last Custodian to the secrets of the universe, it's my duty to see it stays that way."
-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Earth's Champion, Timelord [5] /Inv/

-Native: Gallifrey

-Aware, Charisma (2), Engineering, History, Marksman, Medicine, Science, [V] En Garde!
-+1 to all Qualities if at any Earth Spacetime card (+2 if an Invasion Goal has been played here).

"When you tell them of this planet, tell them this: It is defended!"

-Brains: 12, Brawn: 7, Bravery: 9

T. *The Doctor (10) - Elvis Man, Timelord [5] /S10/

-Native: Gallifrey

-Aware, Charisma, Engineering, History, Pilot, Running, Thief, Tracking, [V] Moves: The 10th Doctor

-Once per turn, you may freeze one opposing female Character of your choice here until the start of your next turn (limit: once per Character per game).

"I knew your mother'd be a Cliff fan."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Fated Incarnation, Timelord [5] /DoG/

-Native: Gallifrey

-Aware, Charisma, Domination, Engineering, Marksman, Pilot, Running, Tracking, Victim, [V] Last Goodbyes

-Nemesis: Any Enemy Timelord. Once per game, when this Character is about to be destroyed, you may suspend that destruction for up to 2 full turns.

"I think a Time Lord lives too long."

-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (10) - Heartbroken Timelord, Timelord [4] /RU/

-Native: Gallifrey

-Aware, Charisma, Domination, Engineering, Running, Science (2), Tracking, [V] 3D Glasses
-When another TARDIS Character here is destroyed, kidnapped or has Starcrossed played on it, you may [V] Drain Supernova or Vengeful God, or destroy one random opposing Enemy here.

"They did warn me, Doctor. They said you like to make a mess."

-Brains: 12, Brawn: 5, Bravery: 8

T. *The Doctor (10) - Lonely Soul, Timelord [5] /AF/

-Native: Gallifrey

-Aware, Charisma, Computers, Demolitions, Medicine, Pilot, Running, Science, Thief

-If no other TARDIS Character here, you may unfreeze this Character once per turn.

"I don't need anyone." "Yes, you do. Because sometimes, I think you need someone to stop you."

-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (10) - Mr. Smith, Timelord [4] /10D/

-Native: Gallifrey

-Aware, Charisma, Computers, Engineering (2), Running, Thief, Victim, [V] Playing Dumb
-Non-Human Enemies play here at -1 Cost.

"Cause I was just travelling past, I swear, I was just wandering, I wasn't looking for trouble, honestly, I wasn't..."

-Brains: 12, Brawn: 6, Bravery: 10

T. *The Doctor (10) - Public Menace, Timelord [5] /LoT/

-Native: Gallifrey

-Aware, Computers (2), Engineering, Running, Science, Thief, Tracking

-Your other TARDIS Characters and Allies at Spacetime cards with the same era and location as this one are +2 to all Qualities while attempting to Oppose Goals.

"You and your little band... You're public enemies number one, two and three."

-Brains: 13, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Ready for Anything, Timelord [5] /10D/

-Native: Gallifrey

-Charisma, Computers, Engineering, Marksman, Running, Science, Thief

-At the start of any of your turns, you may [V] any Bang! card that allows you to ignore a requirement on a Goal, Danger, Monster or Puzzle card.

"You're just making this up as you go along!" "Yep. But I do it brilliantly."

-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (10) - Royal Protector, Timelord [4] /10D/

-Native: Gallifrey

-Aware (2), Charisma, Engineering, History, Running, Science, [V] Improvised Laser

-When facing a card with requirements, one other unique Character here gains one of this Doctor's Traits which it does not already have.

"Your Majesty, as a Doctor, I recommend a vigorous jog. Good for the health."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Seeker of Knowledge, Timelord [4] /AW/

-Native: Gallifrey

-Aware, Charisma, Computers, History, Running, Science (2), [V] Leap of Faith

-Each time this Character moves to a Spacetime card, you may look at the top card of any opponent's deck.

"Day I know everything... might as well stop."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Spartacus, Timelord [4] /AiH/

-Native: Gallifrey

-Charisma, Computers, History, Marksman, Running, Thief, Tracking, [V] Timelord's Burden

-When your opponent attempts to look at your entire hand or any card in your draw deck, you may destroy a card from hand to prevent it.

"Your real name is hidden... You are a lord, sir. A lord... of time."

-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (10) - Stowaway, Timelord [3] /IS/

-Native: Gallifrey

-Aware, Charisma, Computers, Domination, Engineering, Running, Thief, [V] TARDIS

-May play at any Spacetime card during Set-Up with a non-Doctor TARDIS Character Native to that Spacetime card. If you do, do not play a TARDIS card during Set-Up.

"Bit of a party, I thought 'Why not?'."

-Brains: 12, Brawn: 5, Bravery: 8

T. *The Doctor (10) - Substitute Teacher, Timelord [4] /PD/

-Native: Gallifrey

-Aware, Charisma, Engineering, History, Running, Science, Thief, [V] Refuse Power

-Once per turn, one of your Allies or TARDIS Characters here gains one of this Character's Traits until the start of your next turn.

"Good morning, class. Are we sitting comfortably?"

-Brains: 12, Brawn: 6, Bravery: 8

T. *The Doctor (10) - The Man in the Brown Suit, Human [5] /S10/

-Native: Gallifrey

-Aware (2), Charisma, History, Medicine, Pilot, Running, Science, Tracking

-Puzzle cards requiring Brains here are -5 to any required Quality. +2 to all Qualities if Agatha Christie here.

"How like a man to have fun while there's disaster all around him."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Unarmed, Always, Timelord [4] /MoW/

-Native: Gallifrey

-Aware, Computers, Demolitions, Engineering, Science (2), UNIT, [V] Crisis of Conscience

-At the start of each of your turns, choose one opposing Weapon here. Its game text is suspended until the start of your next turn.

"If I see one more gun..."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (10) - Worth the Monsters, Timelord [5] /TM/

-Native: Gallifrey

-Aware, Charisma (2), Computers, Domination, Engineering, History, Marksman, Science, [V] Under the Doctor's Protection

-When another player moves an Enemy to this Spacetime card, draw ? cards, where ? = the number of opposing Enemies with Creature, "God", or Madman here (maximum: 3).

"One may tolerate a world of demons for the sake of an angel."

-Brains: 12, Brawn: 6, Bravery: 9

T. *The Doctor (11) - Intergalactic Wag, Timelord [4] /RU/

-Native: Gallifrey

-Aware, Charisma, Engineering, Pilot, Running, Science, Thief

-Unbound. When this Character moves away from your other TARDIS Character, you may destroy that Character to draw ? cards, where ? = its Cost.

"I don't just abandon people when they leave the TARDIS." "You came here by mistake, didn't you?"

-Brains: 12, Brawn: 5, Bravery: 8

T. *The Doctor (11) - The Raggedy Doctor, Timelord [5] /DoG/

-Native: Gallifrey

-Aware (2), Charisma, Computers (2), Pilot, Running, Science, Thief, [V] Powers of Observation

-Your TARDIS Characters at other Spacetime cards are +2 Bravery.

"I am *definitely* a mad man with a box."

-Brains: 12, Brawn: 5, Bravery: 9

T. *The Doctor (13) - Time Lady, Timelord [4] /RD5/

-Native: Gallifrey

-Aware, Charisma (2), Engineering, History, Science, [V] Sonic Screwdriver

-Unbound. At the start of any player's turn, you may destroy a card from hand to freeze one of that player's male Characters here until start of that player's next turn.

"You're just not the man I fell in love with."

-Brains: 11, Brawn: 5, Bravery: 9

(from The Curse of Fatal Death)

T. *The Master (17) - Housed Consciousness, Robot/Timelord [3] /RD5/

-Native: Any Spacetime card where you have a TARDIS card

-Charisma, Computers, Domination, Machine, Science

-Unbound. If you do not have a TARDIS card here, immediately destroy this Character. Your Unbound Doctor (9) here is +1 to all Qualities.

"He offered me a last chance for salvation."

-Brains: 10, Brawn: 6, Bravery: 7

(from Scream of the Shalka)

T. *Tom Campbell - Diehard Cop, Human [2] /MS/

-Native: Earth Present (1964)

-Aware, Pilot, Running, Thief

-Unbound. When this Character is kidnapped, immediately free it and, once per game, up to one other Character here.

"That bloke must've hit me harder than I thought."

-Brains: 5, Brawn: 7, Bravery: 7

T. *Turlough - Duplicitous Mole, Trion [3] /DoG/

-Native: Trion (or Earth) Present (1983)

-Computers, Minion (Black Guardian), Pilot, Running, Science, Thief, Tracking

-When you are about to destroy your Crystal Link here, you may shuffle it into your draw deck instead.

"I'm not that easy to get rid of."

-Brains: 7, Brawn: 5, Bravery: 5

T. *Turlough - Foolish Spy, Trion [3]

-Native: Trion (or Earth) Present (1983)

-Aware, Science, Thief, Tracking

-Once per game, you may ask one opponent to show all Enemies, Prisoner cards and Puzzles in his or her hand.

"He is a companion of the Doctor... He would be better used as bait... Allow the boy to roam freely."

-Brains: 5, Brawn: 4, Bravery: 5

T. *Turlough - Guardian Pawn, Trion [3] /TL/125

-Native: Trion (or Earth) Present (1983)

-Aware, Engineering, Minion (Black Guardian), Thief, Tracking, [V] Crystal Link

-Opposing TARDIS Characters here are -1 Brains. Your Guardian cards are -1 Cost.

"You represent a poor investment of my time and energy."

-Brains: 6, Brawn: 5, Bravery: 5

T. *Turlough - Irresolute Companion, Trion [2] /MoW/

-Native: Trion (or Earth) Present (1983)

-Engineering, Marksman, Running, Thief, [V] Ventilation Shaft

-Once per turn, you may one destroy Prisoner card affecting this Character.

"It seems the boy was telling the truth after all."

-Brains: 6, Brawn: 5, Bravery: 5

T. *Vicki - Girl Squire, Human [2]

-Native: Earth (or Dido) Expansion Era (2494)

-Charisma, Medicine, Thief, [V] Mistaken Identity

-While a Native female Ally is here, Vicki is +1 Brains and +1 Bravery.

"Why have I got to go on pretending to be a boy? Why can't I be a girl again?"

-Brains: 5, Brawn: 3, Bravery: 6

T. *Vicki - Lonely Soul, Human [2] /TL/11

-Native: Dido Expansion Era (2494)

-Aware, Charisma, Computers, Medicine, [V] Friend to the Animals

-Your Conditions are played at -1 Cost until your other TARDIS Character is here.

"You're sorry for me aren't you? I'm perfectly all right, you know..."

-Brains: 5, Brawn: 3, Bravery: 6

T. *Vicki - Starved for Adventure, Human [3] /AiH/

-Native: Earth (or Dido) Expansion Era (2494)

-Aware, Charisma, History, Running, Screamer, Thief

-May act as a Native of Earth Antiquity (64). If there is no Goal here, you may destroy ? cards from hand to [V] a Purpose card, where ? = the Cost of that Purpose card.

"The way you spoke I thought we were going to have adventures and see things."

-Brains: 6, Brawn: 4, Bravery: 7

T. *Victoria Waterfield - Curious Traveller, Human [3] /Inv/

-Native: Earth Victorian Era (1866)

-Aware, Charisma, Running, Screamer

-If any of your TARDIS Characters here are frozen when you start your turn, you may unfreeze them.

"Oh, I'm getting bored. Let's go outside."

-Brains: 5, Brawn: 3, Bravery: 6

T. *Victoria Waterfield - Scream Queen, Human [3]

-Native: Earth Victorian Era (1866)

-Charisma, Marksman, Science, Screamer (2)

-When Scream is played on her, you may freeze one Enemy of your choice here for an entire turn.

"You scream real good, Vic. Thanks a lot."

-Brains: 6, Brawn: 3, Bravery: 4

T. *Wilfred Mott - Heart of Coincidence, Human [2] /DoG/

-Native: Earth Postmodern Era (2010)
-Aware, Charisma, Marksman, [V] Handgun, [V] The Doctor
-Once per turn, when you Roll the Dice, you may destroy a Doctor from hand to [V] the Dice card of your choice from your Dice Pool. That is the number you rolled.
"No, but people have waited hundreds of years to find me. Then you manage it in a couple of hours."
-Brains: 5, Brawn: 2, Bravery: 7

T. *Wolsey - The Doctor's Guardian, Feline [2] /EoT/

-Native: Earth Modern Era (1914)
-Aware, Charisma, Creature, Thief, Tracking
-When your Doctor or Bernice Summerfield here is involved in a fight, this Character is +4 Brawn, gains Marksman and counts as User of Blade.
"He's like me, only inhuman. Dangerous. Loves greatly, but not small-ly."
-Brains: 4, Brawn: 3, Bravery: 7
(from Human Nature)

T. *You - Potential Assistant, Human [2] /RD4/

-Native: Earth Postmodern Era (2005)
-When played, choose 4 Traits that describe You; this Character gains those 4 Traits (until it leaves play). When played, also add a total of 10 points to this Character's Qualities in any way you choose (maximum: +5 points in any Quality). When you successfully Oppose a Goal with this Character, place it out of play.
"Fancy a trip in the TARDIS?"
-Brains: 3, Brawn: 3, Bravery: 3

T. *Zoe - Discouraged Girl, Human [2] /IS/

-Native: Station W3 Near Future (2120)
-Aware, Charisma, Computers, Running, Science
-Opposing TARDIS Characters here are -1 Bravery.
"Zoe, don't be such a pessimist."
-Brains: 9, Brawn: 4, Bravery: 7

T. *Zoe - Know-It-All, Human [4]

-Native: Station W3 Near Future (2120)
-Charisma, Computers, Engineering, Pilot, Running, Science, Screamer, Thief, Tracking
"Zoe has total recall."
-Brains: 9, Brawn: 4, Bravery: 7

T. *Zoe - Prettier Than a Computer, Human [4] /AF/

-Native: Station W3 Near Future (2120)
-Charisma (2), Computers (2), Running, Screamer
-Opposing Machine Characters here are -1 Brains. Once per turn, destroy a card from hand to make your female Ally here a TARDIS Character until the start of your next turn.
"I will not be beaten by this brainless tin box!"
-Brains: 9, Brawn: 4, Bravery: 8

T. *Zoe - The Doctor's Little Computer, Human [3] /CS2/

-Native: Station W3 Near Future (2120)
-Charisma, Computers (2), Engineering, Science
-May be played to any Spacetime card where you have The Doctor (2). If your Doctor (2) here, he and Zoe are +1 Brains (+2 Brains if an opposing Machine Enemy here).
"A little problem in ALGOL... BEGIN REAL X SUM POSITIVE DELETE SQUARE BEGIN SUM 2 SUBSCRIPT J."
-Brains: 8, Brawn: 4, Bravery: 8

T. *Zoe - Wide-Eyed Nymph, Human [2] /AW/

-Native: Station W3 Near Future (2120)
-Charisma, Computers, History, Screamer, Thief, [V] Submission Move
+1 to all Qualities when not at an Earth or Station W3 Spacetime card.
"The volcanic eruption... it's beautiful!"
-Brains: 7, Brawn: 6, Bravery: 5

Allies

A. *Abi Lerner - Ship's Physician**, Human [1] /IS/

-Native: Twilight Era (4108)
-Computers, Medicine, Science, Screamer, Victim
"I'm just trying to make sense of this data."
-Brains: 6, Brawn: 4, Bravery: 4

A. **Ablif - Gallifreyan Outsider**, Gallifreyan [2] /LoT/

-Native: Gallifrey
-Marksman, Running, Thief, Tracking, Troop, Victim
-Counts as User of Blade. Once per turn, you may play a copy of this Character at Outer Gallifrey at -1 Cost.
"Out here, it's different. You have to fend for yourself."
-Brains: 5, Brawn: 7, Bravery: 7

A. *Abslom Daak - Dalek Killer, Human [5] /RD2/

-Native: Expansion Era (2550)
-Demolitions, Gloating, Marksman (2), Pilot, Running, Thief, Tracking
-Counts as User of any Weapon. At the start of any of your turns, you may destroy a card from hand to destroy a non-unique Dalek of your choice here.
"Vaporization doesn't hurt... I'll take Dee-Kay!!"
-Brains: 4, Brawn: 8, Bravery: 10
(from *Abslom Daak - Dalek Killer*)

A. *Ace - Dalek Killer, Human [5] /RD2/

-Native: Expansion Era (2573)
-Charisma, Computers, Demolitions (2), Marksman, Pilot, Running, Thief (2), [V] Any Weapon
-May not play where you have The Doctor. If opposing Daleks here, your Characters with Troop here are +2 Brawn.
"Now in Special Weapons, attached to the First Infantry."
-Brains: 7, Brawn: 7, Bravery: 9
(from *Deceit*)

A. *Adam Mitchell - Computer Genius, Human [3] /9D/

-Native: Earth Postmodern Era (2012)
-Charisma, Computers (2), Engineering, Minion (Henry Van Statten), Running, Thief, [V] Salvage
"Can't help it, I was born clever!"
-Brains: 8, Brawn: 4, Bravery: 5

A. *Adelphi (5) - Legal Expert**, Timelord [2] /DoG/

-Native: Gallifrey
-Bureaucrat, Domination, History, Tracking [V] Recall Circuit
"They like making speeches."
-Brains: 9, Brawn: 3, Bravery: 7

A. *Agatha Christie - Mystery Writer, Human [3] /TL/197

-Native: Earth Modern Era (1926)
-Aware (2), Charisma, Pilot, Running, Tracking, [V] Whodunit
-Puzzle cards faced by opposing Characters here require more than 25 Brains (or +10 Brains if they already require Brains).
"If anyone can solve this, it's you."
-Brains: 9, Brawn: 4, Bravery: 7

A. *Alan Jackson - Hapless Neighbour, Human [2] /MoW/

-Native: Earth Postmodern Era (2008)
-Charisma, Computers, Pilot, Thief
-When a random selection involving this Character has just been made, you may return this Character to hand to ignore its result.
"Everything was fine 'til we moved here!"
-Brains: 6, Brawn: 5, Bravery: 6

A. *Alex Hopkins - Doomed Operative**, Human [1] /AiH/

-Native: Earth Postmodern Era (1999)

-Aware, Madman, Marksman, Torchwood, Victim

"We thought we could control the stuff we found. And what's it brought us? So much death."

-Brains: 6, Brawn: 6, Bravery: 4

A. *Alex Klein - Prime Minister's Aide, Human [2] /Inv/

-Native: Earth Postmodern Era (2006)

-Aware, Bureaucrat, Charisma, Computers

-Your Postmodern Era Character with Bureaucrat (2) here is +2 to all Qualities.

"Alex is my right-hand man. I quite like having a right-hand man."

-Brains: 6, Brawn: 4, Bravery: 6

A. *Alexander Leeson - Elite Student**, Human [2] /MoW/

-Native: Earth Postmodern Era (2009)

-Charisma, Engineering, Running, Science

-When you Roll the Dice for Think Tank, you may add 1 to your roll (cumulative).

"They were more clever then you thought."

-Brains: 8, Brawn: 6, Bravery: 6

A. **Algy - Barracks Buddy**, Human [1] /9D/

-Native: Earth Modern Era (1941)

-Marksman, Screamer, Tracking, Troop

"I've got to go off on some damn silly guard duty."

-Brains: 4, Brawn: 6, Bravery: 5

A. *Alice Guppy - Remorseless Operative, Human [4] /AiH/

-Native: Earth Victorian Era (1899)

-Aware, Charisma, Gloating, Marksman, Thief, Torchwood, Tracking

-When you kidnap an opposing non-unique non-Human Character here, you may destroy it instead.

"Your liberty is at our discretion."

-Brains: 6, Brawn: 6, Bravery: 8

A. *Alonzo Frame - Midshipman**, Stowan [1] /IS/

-Native: Postmodern Era (2008)

-Charisma, Medicine, Pilot, Screamer

-+1 to all Qualities if The Doctor here.

"Allons-y Alonzo!"

-Brains: 5, Brawn: 5, Bravery: 6

A. *Alpha - Friendly Dalek**, Dalek/Human [2] /TM/

-Native: Earth Victorian Era (1866)

-Charisma, Laser, Machine

-May only play to a Spacetime card where you have Science. Opposing Daleks may not start fights involving this Character.

"Train, train, train, train... Diz-zy, diz-zy, dizzy Doctor."

-Brains: 3, Brawn: 9, Bravery: 7

A. *Alpha Centauri - Ambassador, Alpha Centauri [4] /TL/72

-Native: Twilight Era (3935)

-Aware, Bureaucrat, Charisma, Computers, Creature, History, [V] Friendly Greeting

-Your Characters here cannot have their Qualities decreased by opposing Characters' special abilities. This Character is both male and female.

"A touch of grey around the tentacles perhaps, but still the same old Alpha."

-Brains: 7, Brawn: 2, Bravery: 5

A. *Altos - Arbitan's Courier, Human [2] /RU/

-Native: Marinus Present (1964)

-Aware, Charisma, Engineering, Minion (Morpho), Thief, Tracking

-+1 to all Qualities if Sabetha here. Any Sabetha here is +1 to all Qualities.

"The man who loves me cannot betray me." "No, that man that loves you cannot condemn you to death."

-Brains: 6, Brawn: 5, Bravery: 6

A. *Alydon - Thal Defender, Thal [3] /AF/

-Native: Skaro Colonial Era (2263)

-Aware, Charisma, Medicine, Thief, Tracking

-Your other Thals here are +1 Bravery (+2 in fights against Daleks).

"There is no indignity in being afraid to die, but there is a terrible shame in being afraid to live."

-Brains: 6, Brawn: 6, Bravery: 7

A. *Amelia Rumford - Local Expert, Human [2] /KTT/

-Native: Earth Present (1978)

-Charisma, History (2), Running

-If your non-Human TARDIS Character here, gains Engineering and Science, and is +1 Brains.

"Nobody's ever had to question the quality of my research."

-Brains: 8, Brawn: 2, Bravery: 8

A. *Amy Pond - Little Amelia, Human [2] /TL/206

-Native: Earth Postmodern Era (1996)

-Aware, Charisma, History, Running

-Once per turn, you may play a Creature or Monster card here at -1 Cost.

"Like a name in a fairy tale!"

-Brains: 5, Brawn: 2, Bravery: 7

A. *Amy Pond - Pregnant and Lovely, Human [2] /RU/

-Native: Earth Postmodern Era (2015)

-Charisma, Pilot, Running, Screamer, [V] Scream

-Unbound. You may play Scream here even if you fail to meet the requirements for playing it.

"Can we not do the running thing?"

-Brains: 6, Brawn: 4, Bravery: 7

A. *Ancelyn - Knight General, Human [3] /RU/

-Native: Thirteen Worlds

-Aware, Charisma, History, Marksman, Medicine, Running, Thief

-Nemesis: Mordred. Counts as User of Blade. Your Human Allies without Thief are +1 Brawn for every Blade here.

"Do you not know I am the best knight in the world?"

-Brains: 6, Brawn: 7, Bravery: 9

A. *Andred (1) - Guard Commander, Timelord [2] /LoT/

-Native: Gallifrey

-Charisma, Computers, Marksman, Running, Tracking, [V] Staser

-+1 to all Qualities if Leela here.

"I don't know what they teach you at the Academy these days, but if you can't pull off a simple palace revolution..."

-Brains: 5, Brawn: 7, Bravery: 8

A. *Andred (2) - CIA Spy Torvald, Timelord [3] /RD4/

-Native: Gallifrey

-Aware, Engineering, History, Marksman, Thief

-Opposing Timelords here are -2 to all Qualities when attempting to Reach a Goal or score points from a Purpose card.

"A one and only chance to not only infiltrate the plotters, but influence them too."

-Brains: 7, Brawn: 7, Bravery: 8

(From Gallifrey: A Blind Eye)

A. *Andrew Marr - Political Analyst, Human [2] /9D/

-Native: Earth Postmodern Era (2006)

-Aware, Charisma, History, Tracking

-Whenever an opponent uses Bureaucrat to meet the requirements of a Bang!, Conditon or

Goal here, that player must show you one card at random from his or her hand.
"Mystery surrounds the whereabouts of the Prime Minister..."
-Brains: 6, Brawn: 3, Bravery: 5

A. *Anita - Pragmatic Flower, Human [1] /7Dr/

-Native: Earth Present (1985)
-Charisma, History, Thief
-May play for free at a Holiday Spacetime card to which she is Native. Your other Human Allies here are +1 Bravery.
"...painted beauties, sleeping all day and rising at the sunset to whisper through the roseate dusk on gossamer wings..."
-Brains: 6, Brawn: 4, Bravery: 6

A. **Anithon - White Xeraphin, Xeraphin [3] /TM/

-Native: Earth Prehistory (140,000,000 B.C.)
-Aware, Charisma, Creature, Domination, Vampire, [V] Plasmaton Communication
-Nemesis: Zarak.
"Our true destiny is the becoming of ourselves."
-Brains: 8, Brawn: 0, Bravery: 6

A. *Ann Talbot - Ringer for Nyssa, Human [1] /AiH/

-Native: Earth Modern Era (1925)
-Charisma, Running, Thief
-May be swapped in or out for Nyssa. When your Nyssa here is about to be destroyed or kidnapped, you may destroy or kidnap this Character instead.
When your Nyssa here is about to be destroyed, you may destroy this Character instead.
When your Nyssa here is about to be kidnapped, you may have the player who would kidnap Nyssa kidnap this Character instead.
"Two peas in a pod!"
-Brains: 5, Brawn: 3, Bravery: 4

A. *Anna Zhou - Key Holder**, Human [2] /IS/

-Native: Earth Postmodern Era (2009)
-Computers, Demolitions, Troop, UNIT
-Osterhagen Key here may destroy this Spacetime card at the end of any of your turns instead of the start of any of your turns.
"UNIT instructions say once three Osterhagen Stations are online, we..."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Anne Travers - Charming Scientist, Human [3] /Inv/

-Native: Earth Present (1966)
-Aware, Charisma, Demolitions, Engineering, Science, Screamer
-Your Allies with Science here are +1 Brains.
"When I was a little girl, I thought I'd like to be a scientist. So I became a scientist."
-Brains: 7, Brawn: 4, Bravery: 7

A. *Arbitan - Conscience of Marinus, Human [2] /RU/

-Native: Marinus Present (1964)
-Bureaucrat, Computers, Domination, Engineering, Thief, Victim, [V] Quest for the Key
"For the sake of all my people, I hope you succeed."
-Brains: 10, Brawn: 2, Bravery: 7

A. *Archimandrite - Time Keeper, Human [2] /TL/100

-Native: Tara Colonial Era (2378)
-Bureaucrat, History, [V] Appointed Time
-Once per turn, if a card here names a non-unique Character (by title), you may [V] that Character.
"If he doesn't appear at the appointed time, it is my duty under the law to offer the crown to one of the other nobles."
-Brains: 5, Brawn: 2, Bravery: 4

A. **Arthur - White Stallion**, Horse [1] /TM/

-Native: Earth Renaissance (1744)
-Running (2)
-At the end of your turn, you may move this card from this Spacetime card to a Spacetime card of the same location and era with one of your Characters here.
"You're not keeping the horse!" "I let you keep Mickey!"
-Brains: 1, Brawn: 5, Bravery: 3

A. *Arthur Winters - Last U.S. President, Human [2] /LoT/

-Native: Earth Postmodern Era (2008)
-Bureaucrat (2), Charisma, Gloating, UNIT, Victim
-Once per turn, you may destroy a card from hand to freeze an opposing Bureaucrat here for an entire turn.
"My fellow Americans, patriots, people of the world... I stand before you today as ambassador for humanity, a role I will undertake with utmost solemnity."
-Brains: 4, Brawn: 5, Bravery: 7

A. **Arthurian Knight - Noble Warrior**, Human [1] /RU/

-Native: Thirteen Worlds
-History, Marksman, Running, Troop
-Counts as User of Blade.
"What is victory without honor?"
-Brains: 3, Brawn: 7, Bravery: 7

A. *Astrid Peth - Red-Blooded Woman, Stowan [2] /TL/191

-Native: Postmodern Era (2008)
-Charisma, Computers, Pilot, Running, Victim
-For every Danger card here, this Character is +1 Bravery.
"I used to watch the ships heading out to the stars, and always dreamt of... sounds daft." "You dreamt of another sky."
-Brains: 5, Brawn: 5, Bravery: 5

A. **Atillo - Last of Humanity**, Human [2] /10D/

-Native: Dark Night Era (100,000,000,000,000)
-Computers, Marksman, Pilot, Running, Screamer, Troop
"We'll see you in Utopia."
-Brains: 5, Brawn: 6, Bravery: 6

A. Autloc - High Priest of Knowledge, Human [1]

-Native: Earth Middle Ages (1450)
-Bureaucrat, History, Science
-Other Natives of the Middle Ages here are +1 Brains.
"The extraordinary man here, he's the reasonable one, the civilized one..."
-Brains: 7, Brawn: 2, Bravery: 6

A. *Azmael (13) - Master of Jaconda, Timelord [3] /DoG/

-Native: Jaconda Colonial Era (2310) or Gallifrey
-Bureaucrat, Charisma, Computers, Domination, Minion (Mestor), Poison, Science, Thief, Victim, [V] Moving Planets
"The old times are gone forever."
-Brains: 10, Brawn: 2, Bravery: 5

A. *Aztec Warrior - Loyal to Yetaxa**, Human [1]

-Native: Earth Middle Ages (1450)
-Running, Troop, Victim
-Destroy all your Aztec Warriors here at the end of your turn to [V] the same number of Characters with Troop.
"I see a time when 10,000 will die in one day."
-Brains: 3, Brawn: 6, Bravery: 6

A. *Bandril Ambassador - Diplomat, Bandril [2] /PD/

-Native: Dark Night Era (802,701)
-Bureaucrat, Charisma, Creature, Demolitions

-Your other Allies here are +1 Bravery in any fights here.
"We don't want war. We are a peaceful people."
-Brains: 6, Brawn: 3, Bravery: 6

A. *Bannakaffalatta - Small Cyborg, Zocci [3] /MoW/

-Native: Postmodern Era (2008)
-Charisma, Machine, Running, Thief, Victim [V] EMP Transmitter
-Danger and Puzzle cards requiring Thief here are -5 to any required Quality.
"Bannakaffalatta stop! Bannakaffalatta proud! Bannakaffalatta, cyborg!"
-Brains: 5, Brawn: 4, Bravery: 8

A. **Bates - Failed Conversion, Human/Cyberman [2] /MoW/

-Native: Expansion Era (2530)
-Engineering, Machine, Marksman, Pilot, Running, Thief, Victim
"Their conditioning process doesn't always work."
-Brains: 5, Brawn: 8, Bravery: 6

A. *Benoit - On a marché sur la lune, Human [3] /7Dr/

-Native: Earth (or The Moon) Near Future (2070)
-Computers, Engineering, Running, Science, Tracking, [V] Up and Away
-+1 to all Qualities when attempting to Oppose a Capture or Invasion Goal here.
"Eh là, qu'est-ce que vous fabriquez, imbécile d'idiot!"
-Brains: 6, Brawn: 5, Bravery: 5

A. *Benton - Maverick Driver, Human [2] /Inv/

-Native: Earth Present (1970)
-Demolitions, Marksman, Pilot, UNIT, [V] Any non-Temporal Vehicle
"Right, get your skates on."
-Brains: 4, Brawn: 6, Bravery: 7

A. *Benton - UNIT Sergeant, Human [3]

-Native: Earth Present (1972)
-Aware, Demolitions, Pilot, Running, UNIT
-Your UNIT Characters here are +2 to all Qualities when facing a Monster.
"Kitty, kitty, kitty, come and get your din-din."
-Brains: 5, Brawn: 6, Bravery: 7

A. *Benton - Young Corporal, Human [2] /AF/

-Native: Earth Present (1969)
-Aware, Demolitions, Marksman, Pilot, Tracking, UNIT
-Plays only where you have UNIT.
"Benton, what's happening? WHAT'S HAPPENING?" "Oh, sorry sir. Nothing really..."
-Brains: 4, Brawn: 6, Bravery: 6

A. *Berger - First Officer, Human [2]

-Native: Expansion Era (2526)
-Computers, Engineering, Pilot
-Other Natives of the Expansion Era here are +1 Brains.
"Believe your own instruments, Captain!"
-Brains: 7, Brawn: 4, Bravery: 6

A. *Bettan - Thal Rebel, Thal [2] /AiH/

-Native: Skaro Antiquity (4000 B.C.)
-Charisma, Demolitions, Marksman, Running, Thief
-Your Allies and Thal Soldiers here count as Characters with the word "Rebel" in their title or subtitle. Your Thal Soldiers here may act as Allies.
"She's trying to form a resistance group. Join her..."
-Brains: 5, Brawn: 7, Bravery: 7

A. **Betts - UNIT Soldier, Human [1]**

-Native: Earth Present (1972)
-Marksman, Pilot, Troop, UNIT

"Duty is duty, when all's said and done."
-Brains: 4, Brawn: 6, Bravery: 6

A. *Bigon - Greek Philosopher, Android/Human [3] /IS/

-Native: Earth Antiquity (519 B.C.) or Urbankan Ship
-Charisma, History, Machine, Minion (Monarch), Pilot, Thief
-Once each full turn, before an opponent's Characters may attempt to Reach a Goal here, that opponent must destroy a card from hand.
"He's a philosopher, a doubter. We need doubt. It's the greatest intellectual galvanizer."
-Brains: 8, Brawn: 2, Bravery: 6

A. *Bill Filer - American Agent, Human [3] /Inv/

-Native: Earth Present (1970)
-Aware, Marksman, Pilot, Running, Screamer, Thief, Tracking, UNIT
-Once per game, if you kidnap an opponent's Master here, score 1 point.
"All bloodhounds look disappointed. It's an occupational hazard."
-Brains: 6, Brawn: 6, Bravery: 8

A. *Billy Shipton - Displaced in Time, Human [2] /TL188/

-Native: Earth Present (1969) or Earth Postmodern Era (2007)
-Aware, Charisma, Marksman, Tracking
-If at an Earth Present Spacetime card, your TARDIS Characters here are +1 to all Qualities.
If at an Earth Postmodern Era Spacetime card, your Allies here are +1 to all Qualities.
"I'm going to be late for that... thing."
-Brains: 5, Brawn: 6, Bravery: 7

A. *Billy Shipton - DVD Encoder, Human [0] /TM/

-Native: Earth Postmodern Era (2007)
-Charisma, Computers, History, Victim
-When played, you may destroy any Easter Egg here or [V] Easter Egg and play it directly here (for free). At the start of your next turn, destroy this Character.
"I have until the rain stops."
-Brains: 5, Brawn: 1, Bravery: 7

A. Binro - The Heretic, Human [2] /KTT/

-Native: Ribos Twilight Era (3773)
-Science, Thief, Victim
-When your Twilight Era Native (except Ribos Natives) here is about to be destroyed, destroy this Character to prevent that and to make each of your opponents destroy one card from hand.
"You told me I was right. Just to know that for certain... is worth a life."
-Brains: 6, Brawn: 2, Bravery: 6

A. *Biroc - Rebel King, Tharil [4] /RU/

-Native: Tharil Castle Environment card or Expansion Era (2675)
-Aware (2), History, Pilot, Running, Thief, Tracking, [V] Running Through Time
-Once played this game, this Character may return to your hand at the end of any of your turns, and be played again (for free) at the start of any of your turns.
"The shadow of my past, and of your future."
-Brains: 7, Brawn: 7, Bravery: 8

A. *Bishop - Detective Inspector**, Human [1] /TL/175

-Native: Earth Modern Era (1953)
-Marksman, Pilot, Screamer, Tracking
-While your Doctor is here, gains Aware.
"You're not exactly doing much... detective inspecting, are you?"
-Brains: 4, Brawn: 6, Bravery: 4

A. *Bliss - Member of LINDA**, Human [1] /10D/

-Native: Earth Postmodern Era (2007)
-Aware, Charisma, History, Screamer, Victim, [V] Pet Theories
-Any opposing Doctor (5) here is -1 Brains (not cumulative). If Victor Kennedy here, this

Character (and any Elton Pope and Ursula Blake here) gains Minion (Victor Kennedy).
"Oh, there's a few of us. The Inner Sanctum, all studying this Doctor."
-Brains: 5, Brawn: 4, Bravery: 5

A. **Blyledge (13) - Academy Instructor, Timelord [2] /LoT/

-Native: Gallifrey
-Computers, Engineering, History, Science
-May only move to Gallifrey Spacetime cards. At the start of your turn, you may make one of your Timelords in play gain one of this Character's Traits until the start of your next turn.
"Children of Gallifrey, taken from their families at the age of eight to enter the Academy."
-Brains: 11, Brawn: 4, Bravery: 5

A. *Borg - Arrogant Mover, Human [1]

-Native: Imperial Era (2865)
-Computers, Engineering, Victim
"A classic example of the inverse ratio between the size of the mouth and the size of the brain."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Borusa (6) - Wise Cardinal, Timelord [3] /DoG/

-Native: Gallifrey
-Bureaucrat, Charisma, History, Science, [V] Dispensing Wisdom
-Counts as a Timelord with "Chancellor" in its subtitle. Your Timelord with "President" in its title or subtitle here is +2 Brains.
"All presidents are faced with difficult decisions. It is by their decisions that they are judged."
-Brains: 10, Brawn: 4, Bravery: 7

A. *Borusa (7) - Suspicious Chancellor, Timelord [3] /LoT/

-Native: Gallifrey
-Aware, Bureaucrat, History, Running, Thief, [V] Forcefield
-Opponents' Purpose cards here are +10 to any required Quality. If Find the Great Key here, may act as a Character with "President" in its subtitle.
"I am a cardinal! That, at least!"
-Brains: 12, Brawn: 3, Bravery: 8

A. *Borusa (8) - Sorry President, Timelord [3] /LoT/

-Native: Gallifrey
-Bureaucrat (2), Charisma, Computers, Science
-Once per turn, when your opponent is about to attempt to Reach a Goal, you may destroy a TARDIS Character here to prevent that attempt on this turn.
"Our duty, if not our conscience, is clear."
-Brains: 8, Brawn: 3, Bravery: 8

A. *Bostock - Loyal Squire, Human [3] /AW/

-Native: Twilight Era (4615)
-Aware, Demolitions, Marksman, Minion (Orcini), Pilot, Victim, [V] Intuition
-If Orcini here, choose one of Bostock's Traits (except Minion and Victim) at the start of your turn. That Trait is doubled until the start of your next turn.
"He may smell like rotting flesh, but he's an excellent squire."
-Brains: 7, Brawn: 7, Bravery: 8

A. *Brannigan - Old-Fashioned Cat, Feline [2] /10D/

-Native: New Earth Dark Night Era (5,000,000,053)
-Charisma, Computers, History, Pilot
-If Slow Traffic in play, score +1 points from any Purpose card here (once per Purpose card per game).
"Do I look like a teenager? We've been driving for twelve years now."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Branwell - Missile Control**, Human [1] /AF/

-Native: Earth Present (1969)
-Computers, Marksman, Troop, UNIT, [V] Missile Command

"Every single one of them, knocked right out of the sky."
-Brains: 5, Brawn: 6, Bravery: 6

A. *Brett Vyon - Space Security, Human [3] /KTT/

-Native: Twilight Era (4000)
-Computers, Marksman, Medicine, Pilot, Running, Thief, Victim
-Once per turn, you may destroy your other Victim here to unfreeze this Character.
"I can't sacrifice everything for the sake of that one girl."
-Brains: 6, Brawn: 7, Bravery: 7

A. *Brimmicombe-Wood - Abrasive Colonel, Human [3] /RD3/

-Native: Earth Postmodern Era (1997)
-Aware, Bureaucrat, Gloating, Marksman, Tracking, UNIT, [V] Aggrometer
-Unbound. Your other UNIT Characters (except The Brigadier) here are +1 Brawn.
"It is not dark anymore. And you ought to be able to find your own arse with both hands! Don't make me go there and look for it myself, because I will not be happy! Now move it!"
-Brains: 5, Brawn: 6, Bravery: 7
(from Sympathy for the Devil)

A. *Bruchner - Crazy Scientist, Human [2] /IS/

-Native: Imperial Era (2986)
-Madman, Marksman, Pilot, Running, Science, Victim, [V] Black Hole
"How you became a scientist, Bruchner, baffles me. You have the temperament of an over-cautious rabbit."
-Brains: 6, Brawn: 4, Bravery: 3

A. *Bulic - Sea Base Officer, Human [2] /MoW/

-Native: Earth Near Future (2084)
-Computers, Demolitions, Marksman, Poison, Thief, [V] Chemical Warfare
"Forever cautious." "I've spent too long on a Sea Base not to be."
-Brains: 6, Brawn: 6, Bravery: 7

A. *Caecilius - Roman Citizen**, Human [1] /AiH/

-Native: Earth Antiquity (79)
-Bureaucrat, Charisma, Engineering, History
"If you want marble, I'm your man."
-Brains: 5, Brawn: 4, Bravery: 4

A. *Cameca - The Doctor's Beloved, Human [2]

-Native: Earth Middle Ages (1450)
-Charisma, History, Medicine
-The Doctor is +2 Bravery here.
"Of all those here, her advice is most sought out. You will find her a companion of wit and interest."
-Brains: 7, Brawn: 3, Bravery: 7

A. *Capitol Guard - Elite**, Gallifreyan [1] /KTT/

-Native: Gallifrey
-Aware, Marksman, Troop
"To disobey the will of the High Council will attract the severest penalties."
-Brains: 4, Brawn: 6, Bravery: 6

A. *Captain Briggs - Impatient Hauler, Human [2]

-Native: Expansion Era (2526)
-Bureaucrat, Engineering, Pilot, [V] Escape Pod
-While in play, you may not be forced to destroy cards from hand by an opponent.
"I will not risk losing my bonus for a few miserable stowaways!"
-Brains: 4, Brawn: 4, Bravery: 7

A. *Captain Cogan - Welsh Officer, Human [2] /9D/

-Native: Earth Modern Era (1941)
-Aware, Bureaucrat, History, Pilot

-Once per game, you may destroy any Condition in play that has no cards placed under it.
"Country after country, falling like dominos. Nothing can stop it, nothing. Till one tiny, damp, little island says 'no'. Says 'no, not here.' ...Dunno what you do to Hitler, but you scare the hell out of me."

-Brains: 5, Brawn: 5, Bravery: 7

A. *Captain Harkness - The Real Jack, Human [2] /TW1-T12/

-Native: Earth Modern Era (1941)

-Charisma (2), Marksman, Pilot, Victim

-Your Allies with Troop here are +1 to all Qualities. When this Character is destroyed, you may [V] Jack Harkness.

"A captain needs to explain the risks, tell his men what to expect."

-Brains: 6, Brawn: 7, Bravery: 8

A. *Captain Hart - Navy Officer, Human [2] /MoW/

-Native: Earth Present (1971)

-Bureaucrat, Marksman, Running, [V] Artillery

-If Artillery here, this Character is +2 Brawn.

"Kindly leave the naval side of the operation to me, Doctor!"

-Brains: 5, Brawn: 6, Bravery: 7

A. *Captain Hopper - American Hotshot, Human [2]

-Native: Expansion Era (2486)

-Demolitions, Engineering, Marksman, Pilot, Tracking

"I'm gonna get off this place with my skin still fitting tight all over."

-Brains: 4, Brawn: 6, Bravery: 6

A. *Captain Knight - Sincere Soldier, Human [2] /Inv/

-Native: Earth Present (1966)

-Bureaucrat, Demolitions, Marksman (2), Screamer, Victim

"You talk in pure quotes, old boy."

-Brains: 5, Brawn: 6, Bravery: 7

A. *Captain Monro - UNIT Officer, Human [2]

-Native: Earth Present (1969)

-Aware, Bureaucrat, Marksman, Running, UNIT

-Cannot fall under an opponent's control unless that opponent can show a Bureaucrat from hand.

"My orders must come through UNIT, sir."

-Brains: 5, Brawn: 7, Bravery: 7

A. **Captain Price - UNIT Ops, Human [1] /MoW/

-Native: Earth Postmodern Era (2009)

-Charisma, Computers, Science, UNIT, [V] Any card with "Kiss" in its title

"All systems locked and co-ordinated. Launching in 10, 9, 8, 7, 6, 5..."

-Brains: 6, Brawn: 6, Bravery: 6

A. *Captain Reynolds - Queen's Escort**, Human [1] /10D/

-Native: Earth Victorian Era (1879)

-Marksman, Troop, Victim

-One Character with "Queen" in its title or subtitle (except Captain Reynolds) here may be excluded from any non-random selection at the end of a fight.

"You will approach the carriage. And show all due deference."

-Brains: 4, Brawn: 7, Bravery: 8

A. *Captain Sorin - Wolf of Fenric, Human [4] /7Dr/

-Native: Earth Modern Era (1943)

-Charisma, History, Marksman, Pilot, Tracking, [V] To Each Their Faith

-If you Reach or Oppose a Goal with this Character, opponents must destroy ? cards from hand, where ? = the Cost of that Goal.

"We play for high stakes. Victory goes to those who take the greatest risk."

-Brains: 5, Brawn: 7, Bravery: 9

A. *Captain Stapley - Concorde Pilot, Human [2] /TM/

-Native: Earth Present (1982)
-Charisma, Engineering, Pilot, Running, Thief, [V] Concorde
"I thought after Concorde, you could fly anything..."
-Brains: 6, Brawn: 5, Bravery: 7

A. *Carl Tyler - Hardened Rebel, Human [3] /MoW/

-Native: Earth Near Future (2167)
-Demolitions, Marksman, Running, Thief, Tracking
-At the start of a fight here, if your 2 other Characters with the word "Rebel" in their titles or subtitles here, you may draw an extra Tactic card from Battle Plans.
"He's afraid to make friends. He's known too much killing."
-Brains: 6, Brawn: 7, Bravery: 7

A. *Cassandra - Aging Hostess, Human [2] /S10/

-Native: Dark Night Era (4,999,999,823)
-Aware, Bureaucrat, Charisma, History
-When this Character is about to be destroyed, you may destroy 2 cards from hand to [V] a different version of Cassandra.
"I mean, you never know what your life's going to be like! Ever! I'm bored with this drink."
-Brains: 6, Brawn: 4, Bravery: 5

A. *Cathica - Unquestioning Journalist, Human [2] /IS/

-Native: Earth Orbit Far Future (200,000)
-Bureaucrat, Computers, Machine, Thief
-When Spike! or Media Centre are played, you do not have to expose your hand to other players.
"You've bred a human race that doesn't bother to ask questions."
-Brains: 4, Brawn: 4, Bravery: 5

A. **Chancellery Guard - Under Orders**, Gallifreyan [1] /LoT/

-Native: Gallifrey
-Marksman, Minion, Tracking, Troop
-At the start of every turn, you may select Andred, Maxil or any Timelord with "Castellan" in its title or subtitle at the same Spacetime card to attach to the Minion Trait. If Minion attached to an Enemy, this Character becomes an Enemy under your control until the start of your next turn.
"Search the residential wing, but be discreet."
-Brains: 4, Brawn: 6, Bravery: 6

A. *Chantho - Girl Insect, Malmouth [3] /10D/

-Native: Dark Night Era (100,000,000,000,000)
-Charisma, Creature, Marksman, Science, Screamer, Victim
-If one of your opponents destroys this Character in a fight, you may choose one of that opponent's Characters here to be destroyed.
"Chan, it is said that I am the last of my species too, tho."
-Brains: 6, Brawn: 5, Bravery: 7

A. *Charles Crichton - New UNIT Leader, Human [1] /KTT/

-Native: Earth Present (1983)
-Bureaucrat, UNIT
-Each time you score points, gains one Trait (maximum: 4) of your choice (except Creature, "God", Laser, Machine or Minion).
"That's Colonel Crichton, my replacement." "Yes, mine was pretty unpromising too."
-Brains: 5, Brawn: 6, Bravery: 5

A. *Charles Dickens - Weary Writer, Human [3] /9D/

-Native: Earth Victorian Era (1869)
-Aware, Charisma, History, Running, [V] Ghost Breaker
-If this Character is at a Victorian Era Spacetime card, your opponents' non-Human Enemies and Monster cards are +1 Cost when played here (maximum 6).

"Perhaps I've thought everything I will ever think."
-Brains: 7, Brawn: 4, Bravery: 6

A. *Charles Gaskell - Victorian Operative**, Human [2] /AiH/

-Native: Earth Victorian Era (1899)
-Charisma, Marksman, Thief, Torchwood, Tracking
"How long since you first discovered it?"
-Brains: 6, Brawn: 6, Bravery: 7

A. *Charles Lawrence - High-Strung, Human [2] /MoW/

-Native: Earth Present (1969)
-Bureaucrat, Madman, Science, Screamer, Victim
-Opposing TARDIS Characters are -1 to all Qualities here.
"Only by exercising redoubled vigilance in all our duties can we track down the errors that are holding back the work of this research centre."
-Brains: 6, Brawn: 5, Bravery: 4

A. **Chrissie - Pandimensional Rebel**, Human [1] /10D/

-Native: Alternate Earth Postmodern Era (2010)
-Computers, Marksman, Troop
-Unbound. On any turn you played this card, you may also play a Troop Ally Native to Earth Postmodern Era here at +1 Cost.
"The Cybermen came through from one world to another... and so did we."
-Brains: 4, Brawn: 7, Bravery: 6

A. *Chrizzttopher - Romantic Wasp, Vespiform [2] /AiH/

-Native: Victorian Era (1885)
-Charisma, Creature, Poison, Thief, [V] Telepathic Recorder
-Impostor.
"The most handsome man I'd ever seen... He showed me the incredible truth about himself."
-Brains: 5, Brawn: 7, Bravery: 6

A. *Chub - Government Meteorologist**, Human [2] /TL/89

-Native: Imperial Era (2865)
-Computers, Gloating, Science, Screamer, Victim
-Opposing Robots here are -1 to all Qualities (cumulative).
"I wouldn't let a robot work on me, not for all the zelanite in this ship."
-Brains: 7, Brawn: 3, Bravery: 3

A. *Claire Daly - Far From Unflappable, Human [2] /7Dr/

-Native: Earth Modern Era (1926)
-Charisma, Screamer (2), [V] Scream
-Freeze at any time to prevent a player from selecting her to be randomly destroyed. While at a Spacetime card to which she is not Native, you may spend 1 more point in Cost per turn.
"It does seem to have been a long trip somehow."
-Brains: 4, Brawn: 4, Bravery: 2

A. *Clifford Jones - Brilliant Biologist, Human [4]

-Native: Earth Present (1972)
-Charisma, History, Medicine, Science (2), Tracking
-Freeze at the start of your turn to draw up to 2 cards.
"Your paper... was quite remarkable for your age." "A promising youngster, eh?" "No, no, no, I mean for the age you live in."
-Brains: 10, Brawn: 5, Bravery: 8

A. *Clive - Expert on the Doctor, Human [2] /9D/

-Native: Earth Postmodern Era (2005)
-Aware, Computers, History (2), Victim
-When your Doctor moves to any Earth Spacetime card earlier than 2005, if Clive is at a Spacetime card dated 2005 or later, you may freeze him to draw a card.
"You see, if you dig deep enough, and keep a lively mind, then this 'Doctor' keeps cropping up, all over the place."

-Brains: 6, Brawn: 4, Bravery: 5

A. *Clive Jones - Martha's Dad, Human [2] /LoT/

-Native: Earth or Paradox Earth Postmodern Era (2009)

-Aware, Running, Screamer, Thief

-Your other Characters with "Jones" in their titles are +2 Bravery here.

"No, that's my job."

-Brains: 5, Brawn: 5, Bravery: 7

A. *Clyde Langer - Artron Empowered, Human [2] /S10/

-Native: Earth Postmodern Era (2009)

-Aware, Computers, Running, Science, Thief, Tracking, [V] Artron Touch

-Adventurer.

"I've been taking notes."

-Brains: 6, Brawn: 4, Bravery: 7

A. *Clyde Langer - Cool Kid, Human [2] /RD4/

-Native: Earth Postmodern Era (2008)

-Charisma, Running, Science, Thief, [V] Household Weakness

-Adventurer. If you have more Charisma than your opponent here, all your Adventurers here are +1 to all Qualities.

"Probably hang around with you until I meet some cooler people."

-Brains: 5, Brawn: 4, Bravery: 6

A. **Collins - Indiscreet Servant**, Human [1]

-Native: Earth Victorian Era (1911)

-Aware, Screamer, Thief, Victim

-When this Character is destroyed, you may look at a random card in an opponent's hand.

"Situations aren't easy to find at my age."

-Brains: 4, Brawn: 2, Bravery: 4

A. *Colonel Mace - UNIT Tactician, Human [2] /MoW/

-Native: Earth Postmodern Era (2009)

-Bureaucrat, Computers, Marksman, UNIT

-At the start of a fight here, if your 3 other UNIT Characters here, you may draw an extra Tactic card from Battle Plans.

"From this point on, the people of Earth fight back and we show them! We show the warriors of Sontar what the human race can do!"

-Brains: 5, Brawn: 6, Bravery: 7

A. *Constantine - Wartime Physician, Human [2] /9D/

-Native: Earth Modern Era (1941)

-Aware, Medicine, Screamer

-Once per turn, when a Victim here is about to be destroyed, you may freeze it instead.

"Before this war began I was a father and a grandfather. Now I am neither. But I am still a doctor."

-Brains: 8, Brawn: 2, Bravery: 7

A. *Control - Wretched Creature, Control [2] /TM/

-Native: Victorian Era (1883)

-Computers, Pilot, Running, Thief, [V] Stone Spaceship

-Nemesis: Josiah. At the start of each of your turns, gains Charisma or Creature (your choice) until the start of your next turn. For every Goal you have Opposed, this Character is +2 Brains.

"Control wants her freeness. Be a lady-like."

-Brains: 3, Brawn: 6, Bravery: 5

A. *Controller - Human Computer, Human [3] /9D/

-Native: Earth Orbit Far Future (200,100)

-Aware, Computers (2), Minion (Daleks), Science, Victim

-Your Daleks in this era are +1 Brains.

"She was installed when she was 5 years old. That's the only life she's ever known."

-Brains: 6, Brawn: 2, Bravery: 7

A. *Corporal Bell - Liaison Officer**, Human [1] /TL/56

-Native: Earth Present (1970)

-Aware, Computers, UNIT

-At the start of each of your turns, gains one Trait on another of your Characters here, or at a Spacetime card with the same era and location as this one, for the rest of that turn.

"There's a report in from the MET office, sir. There are freak weather conditions over the whole area."

-Brains: 5, Brawn: 5, Bravery: 5

A. **Corporal Forbes - UNIT Guard**, Human [1]

-Native: Earth Present (1969)

-Marksman, Troop, UNIT, Victim

"How did you get into this wood? It's restricted."

-Brains: 3, Brawn: 6, Bravery: 5

A. **Corporal Lane - Obedient Soldier**, Human [1] /Inv/

-Native: Earth Present (1966)

-Demolitions, Marksman, Troop, Victim

"Sir!"

-Brains: 4, Brawn: 6, Bravery: 5

A. *Creet - The Last Boy, Human [1] /10D/

-Native: Dark Night Era (100,000,000,000,000)

-Bureaucrat, Charisma, Tracking

-If at a Spacetime card where a Quest Goal is playable, your Human Allies and TARDIS Characters here are +1 to all Qualities.

"How old are you?" "Old enough to work."

-Brains: 4, Brawn: 3, Bravery: 7

A. *D.84 - Undercover Super-Voc, Robot [3]

-Native: Imperial Era (2865)

-Aware, Charisma, Machine, Running, Thief, Victim

"Would you like to answer? I cannot speak!"

-Brains: 6, Brawn: 8, Bravery: 9

A. *D.I. McMillan - Pursuing Cop**, Human [1] /S10/

-Native: Earth Postmodern Era (2010)

-Aware, Running, Tracking

-Once per game, you may [V] up to ? UNIT Characters, where ? = the number of copies of this card you have in play. Opposing Characters with Thief here are -1 Brains (cumulative).

"She's not getting away this time."

-Brains: 5, Brawn: 6, Bravery: 6

A. *D.J. - Entertaining the Dead, Human [3] /AW/

-Native: Necros Twilight Era (4615)

-Aware, Charisma, Computers, History, Marksman, Screamer, Victim, [V] Deedication

-Once per game, you may ignore Deedication's random selection and and make its random selection again.

"I am the messenger that connects your heart with their heart!"

-Brains: 4, Brawn: 5, Bravery: 7

A. *Damon (4) - Friendly Technician, Timelord [2] /LoT/

-Native: Gallifrey

-Aware, Charisma, Computers, Engineering, Thief

-If your Doctor is kidnapped here, you may still use his Traits and Qualities to meet cards' requirements here.

"A friend of the Doctor's..."

-Brains: 8, Brawn: 4, Bravery: 7

A. *Daniel Llewellyn - Naive Scientist, Human [3] /Inv/

-Native: Earth Postmodern Era (2006)

-Aware, Computers, Engineering, Science, Victim
-When played, choose a non-Human, non-Robot species. Your Native Enemies of that species play here at -1 Cost
"I sent out the probe, I started it... This whole thing's my responsibility."
-Brains: 7, Brawn: 3, Bravery: 6

A. *Danny Bartock - Ethics Committee, Human [2] /AW/

-Native: Twilight Era (4202)
-Aware, Charisma, Computers, Medicine, Running
-At the start of your turn, you may freeze this Character to [V] an Ood or destroy an Ood here.
"Not as boring as it sounds."
-Brains: 6, Brawn: 4, Bravery: 3

A. *Darrius - Besieged Hermit, Human [2] /RU/

-Native: Marinus Present (1964)
-Engineering, Science, Thief, Victim, [V] Any Danger card
-This Character may never be part of a Danger card's selection.
"I put my... traps in motion."
-Brains: 8, Brawn: 2, Bravery: 5

A. *Das - Jack's Caveman Pupil, Neanderthal [2] /RD4/

-Native: Earth Prehistory (29,185 B.C.) or Earth Postmodern Era (2005)
-Aware, Charisma, Engineering, Tracking
-At the start of your turn, this Character gains any one Trait from a Jack Harkness here until the start of your next turn.
"Cutlery ranks with socks as one of the most pointless things made by humans."
-Brains: 4, Brawn: 7, Bravery: 6
(From *Only Human*)

A. *David Campbell - Nature Lover, Human [2] /Inv/

-Native: Earth Near Future (2167)
-Charisma, Demolitions, Marksman, Running, Thief
-Your Susan here is +1 to all Qualities. May not move to a Spacetime card to which he is not Native.
"Things aren't made better by running away."
-Brains: 6, Brawn: 6, Bravery: 7

A. *Davitch Pavale - Programmer**, Human [1] /9D/

-Native: Earth Orbit Far Future (200,100)
-Computers, Marksman, Victim
"Something's going on with the Game Station..."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Delos - Freed Slave, Human [1] /AiH/

-Native: Earth Antiquity (64)
-Charisma, Thief, Tracking, [V] Blade
-If this Character has been kidnapped once this game, it cannot be kidnapped again.
"They won't catch me a second time. I promise you that."
-Brains: 4, Brawn: 7, Bravery: 8

A. *Donna Noble - Reality's Refugee, Human [3] /RU/

-Native: Doctorless Earth Postmodern Era (2009)
-Aware, Bureaucrat, Charisma, Pilot, Running, Victim
-Unbound. If no Doctor here, Goal and Monster cards play here at -1 Cost.
"You're not going to make the world any better by shouting at it."
-Brains: 5, Brawn: 4, Bravery: 6

A. *Dortmun - Crippled Rebel, Human [2] /Inv/

-Native: Earth Near Future (2167)
-Demolitions, Engineering, Science, Victim
-Your other Characters here are +1 Brawn in any fight involving opposing Daleks.
"I'm as active as anybody else."

-Brains: 8, Brawn: 1, Bravery: 8

A. **Drak - Loyal Jocondan**, Jocondan [2] /DoG/

-Native: Jaconda Colonial Era (2310)

-Aware, Marksman, Minion (Azmael), Pilot, Troop, Victim

"I'm not a traitor."

-Brains: 4, Brawn: 7, Bravery: 7

A. *Drax (3) - Talented Tinkerer, Timelord [4] /AF/

-Native: Gallifrey

-Computers (2), Engineering (2), Marksman, Minion (The Shadow), Thief, [V] Mentalis

-When Opposing a Goal requiring Engineering here, that Goal is -5 to any required Quality and -1 to any minimum number of Characters.

"Your silliness is noted."

-Brains: 10, Brawn: 5, Bravery: 6

A. *Duggan - Blunt Instrument, Human [2] /TM/

-Native: Earth Present (1979)

-Marksman, Running, Tracking, [V] Any Brawn-related Bang! card

-Puzzle cards requiring Brawn here are -5 to any required Quality.

"Why is it that every time I start to talk to someone, you knock him unconscious?"

-Brains: 3, Brawn: 7, Bravery: 7

A. *Dyoni - Thal Historian**, Thal [2] /AF/

-Native: Skaro Colonial Era (2263)

-Charisma, History, Science, [V] Planning

-If Planning here, your Characters are +1 to any Quality required of a Danger, Monster or Puzzle card while they are facing that card.

"I have no opinions on the matter." "How unusual!"

-Brains: 6, Brawn: 4, Bravery: 5

A. *Edith - Saxon Woman**, Human [1] /AiH/

-Native: Earth Middle Ages (1066)

-Aware, Charisma, History

-Your other Characters here are +1 Brawn (cumulative).

"It's a long way to the beach and back. What about your meal?"

-Brains: 4, Brawn: 4, Bravery: 7

A. *Edmund Trevithick - Nightshade, Human [3] /RD1/

-Native: Earth Present (1968)

-Aware, Charisma, History, Marksman, Victim

-You may play your Creatures here regardless of Nativity. When played here, opposing Creatures are -1 Cost.

"The creature... was the same thing which I used to fight on television!"

-Brains: 6, Brawn: 3, Bravery: 8

(from *Nightshade*)

A. *Edward Waterfield - Inventor, Human [4] /TL/35

-Native: Earth Victorian Era (1866)

-Engineering (2), History, Minion (Daleks), Science, Thief, Victim

-Your Daleks may play here regardless of Nativity. At the end of your turn, this Character may move to an Earth Present Spacetime card or an Earth Victorian Era Spacetime card.

"They forced me into the horror of time travel."

-Brains: 9, Brawn: 3, Bravery: 4

A. *Elder Ood - Doomsayer, Ood [2] /DoG/

-Native: Ood-Sphere Twilight Era (4226)

-Aware (2), Creature, History

-Once per turn, you may destroy one card from hand to look at a random card under either Secret Forces or Secret Plans.

"Sit, with the Elder of the Ood. And share the Dreaming."

-Brains: 8, Brawn: 3, Bravery: 6

A. *Eldred - Saxon Warrior**, Human [1] /AiH/

-Native: Earth Middle Ages (1066)
-Aware, Running, Tracking, Troop
"Arm yourselves! We know how to treat the raiders!"
-Brains: 3, Brawn: 6, Bravery: 7

A. *Elton Pope - Obsessive Fan, Human [4] /10D/

-Native: Earth Postmodern Era (2007)
-Aware, Charisma, Computers, Engineering, History, Running, Tracking, [V] Search for the Doctor
-+1 to all Qualities if a non-Human here.
"Um, I should say, this isn't my whole life. It's not all... spaceships and stuff..."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Emily Holroyd - Cruel Operative, Human [4] /AiH/

-Native: Earth Victorian Era (1901)
-Bureaucrat, Charisma, Poison, Torchwood, Tracking, [V] Chloroform, [V] Torture
-Your Victorian Era Torchwood Characters here can use Attack cards to start a fight against opposing TARDIS Characters here.
"The Torchwood Institute was created to combat the threat posed by the Doctor and other phantasmagoria."
-Brains: 7, Brawn: 6, Bravery: 8

A. *Engin (9) - Dotty Coordinator, Timelord [2] /DoG/

-Native: Gallifrey
-Bureaucrat, Computers, History, Medicine
-If this Character is at a Gallifrey Spacetime card, your Allies and TARDIS Characters Inside the Matrix are +2 to all Qualities.
"The machine is infallible."
-Brains: 8, Brawn: 2, Bravery: 4

A. *Erina Lessak - Crew Member**, Human [1] /IS/

-Native: Twilight Era (4108)
-Charisma, Engineering, Screamer, Victim, [V] Tool Kit
"Whatever you say, boss. Go there. Come back. Fetch this. Carry these. Make drinks. Sweep up! Please, kill me now."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Erisa Magambo - UNIT Captain, Human [2] /S10/

-Native: Earth Postmodern Era (2010)
-Bureaucrat, Marksman, UNIT, [V] Against Conscience
-Your Doctor here gains UNIT unless he already has that Trait.
"I salute you whether you like it or not."
-Brains: 6, Brawn: 7, Bravery: 6

A. *Ernie Clements - Poacher, Human [2]

-Native: Earth Victorian Era (1911)
-Demolitions, Marksman, Running, Tracking, Victim
"The poacher... I heard him fishing only a few nights ago... I'm told he has a hut on the other side of the wood."
-Brains: 3, Brawn: 5, Bravery: 4

A. *Evan Laurie - UNIT Agent, Human [3] /AF/

-Native: Earth Present (1969)
-Aware, Pilot, Thief, UNIT, Victim
-At the start of your turn, if an opponent's Secret Forces or Secret Plans here, that opponent must show you a card that is under either of these cards.
"This man's an agent of ours. His report is almost twelve hours overdue."
-Brains: 5, Brawn: 6, Bravery: 7

A. *Evelina - Sisterhood Initiate, Human [2] /AiH/

-Native: Earth Antiquity (79)
-Aware (2), Charisma, Minion (The Sibyl), [V] Prophecy
-Once per game, you may destroy a card from hand to look at an opponent's hand.
"The veil will be parted and you'll be a seer."
-Brains: 5, Brawn: 2, Bravery: 5

A. *Face of Boe - City's Protector, Enigma [4] /10D/
-Native: New Earth Dark Night Era (5,000,000,053)
-Aware (2), Charisma, Creature, "God", History (2)
-One Danger card's effects are suspended here each turn (your choice).
"I have seen so much. Perhaps too much. I am the last of my kind..."
-Brains: 11, Brawn: 0, Bravery: 8

A. *Face of Boe - Sick Prophet, Enigma [3] /S10/
-Native: Dark Night Era (5,000,000,023)
-Aware (2), Creature, Domination, History, [V] Prophecy
-At any time, you may destroy or return this Character to hand.
"Legend says that the Face of Boe has watched the universe grow old."
-Brains: 11, Brawn: 0, Bravery: 8

A. *Faith - Fortune Teller, Human [2] /AiH/
-Native: Earth Renaissance (1479) to Earth Postmodern Era (2009)
-Aware (2), Charisma, History, [V] Tarot Reading
"Can I read your cards?"
-Brains: 7, Brawn: 2, Bravery: 6

A. *Farrah - Taran Swordsman**, Human [1] /AW/
-Native: Tara Colonial Era (2378)
-Minion (Prince Reynart), Running, Troop, [V] Electric Sword
"He tends to get overenthusiastic in the pursuit of his duty."
-Brains: 4, Brawn: 6, Bravery: 6

A. *Father Octavian - Modern Priest, Human [2] /TL/209
-Native: Twilight Era (5146)
-Aware, History, Marksman, Tracking, Victim
-Your Characters with Troop here are +1 Bravery.
"He's a bishop, they're his clerics, it's the 51st century, the Church has moved on."
-Brains: 5, Brawn: 7, Bravery: 8

A. *Ferain (6) - CIA Agent, Timelord [3] /LoT/
-Native: Gallifrey
-Aware, Bureaucrat, Charisma, Gloating, History (2), Thief, [V] Timelord Mission
-At the start of any of your turns, you may move any of your TARDIS Characters to this Spacetime card.
"We seldom interfere in the affairs of others... You, Doctor, are a special case."
-Brains: 12, Brawn: 3, Bravery: 8

A. *Fewsham - Cowardly Technician, Human [1]
-Native: Earth (or The Moon) Near Future (2090)
-Computers, Engineering, Thief, Victim
-Once per turn, destroy one card from hand to gain +3 Bravery until end of that turn.
"You have been helping them, haven't you?" "I had no alternative, they'd have killed me."
-Brains: 6, Brawn: 3, Bravery: 4

A. *Flast - Cryon Martyr, Cryon [2] /MoW/
-Native: Telos Expansion Era (2530)
-Charisma, Demolitions, History, Science, Screamer, Victim, [V] Explosive Attack or Self Sacrifice
-Counts as an Ice Warrior for Turning Up the Heat.
"I hate the Cybermen more than you could know."
-Brains: 7, Brawn: 3, Bravery: 7

A. *Flavia (7) - Chancellor, Timelord [2] /LoT/

-Native: Gallifrey

-Bureaucrat, Charisma, History, [V] Voiced Opinion

-When a TARDIS card is about to move away from this Spacetime card, you may destroy a card from hand to keep it from moving until the start of its owner's next turn.

"Doctor, you have evaded your responsibilities for far too long."

-Brains: 9, Brawn: 3, Bravery: 6

A. *Foamasi Agent - Policething**, Foamasi [2] /AW/

-Native: Colonial Era (2290)

-Aware, Creature, Engineering, Tracking, [V] Unmasked

-When winning a fight with Collared, you may choose which Characters are kidnapped.

"You're going back to face trial!"

-Brains: 6, Brawn: 7, Bravery: 7

A. *Foon and Morvin - The Van Hoffs, Stowan [2] /S10/

-Native: Postmodern Era (2008)

-Charisma, Computers, Engineering, Victim

-Counts as one Character. When this Character is randomly selected, you may immediately destroy up to ? cards from hand to draw ? cards.

"They're just pickin' on us because we haven't paid. We won our tickets in a competition."

-Brains: 4, Brawn: 5, Bravery: 6

A. *Francine Jones - Martha's Lifeline, Human [2] /IS/

-Native: Earth Postmodern Era (2008)

-Aware, Computers, Thief

-When your Martha Jones faces a Puzzle card at another Spacetime card, she gains one Trait among the following until that Puzzle card is overcome: Computers, History, and Science.

"There's over four hundred thousand results. Give me a minute."

-Brains: 6, Brawn: 4, Bravery: 6

A. *Francine Jones - Matriarch, Human [2] /LoT/

-Native: Earth or Paradox Earth Postmodern Era (2009)

-Aware, Computers, Marksman, Thief

-Your other Characters with "Jones" in their titles are +1 Brawn here.

"I'm gonna kill him. If I have to wait 100 years, I'm going to kill the Master."

-Brains: 6, Brawn: 5, Bravery: 7

A. **Frank - Itinerant Worker**, Human [1] /AiH/

-Native: Earth Modern Era (1930)

-Charisma, Engineering, Minion, Running

-At the start of every turn, you may select a Bureaucrat's name at the same Spacetime card to attach to the Minion Trait. If you selected an Enemy, this Character gains Victim.

"Unemployment is such an incentive."

-Brains: 5, Brawn: 6, Bravery: 6

A. *Fred - Disused Yeti, Yeti [3] /Inv/

-Native: Earth Present (1966)

-Machine, Marksman, Minion (The Doctor), Tracking

-Frozen unless your Doctor or Character with Computers is here. Opponents may not meet requirements to start a fight here using their Yeti.

"The fewer people who know this chap's on our side, the better."

-Brains: 1, Brawn: 9, Bravery: 5

A. **Functionary - Oppressed Labourer**, Functionary [1] /7Dr/

-Native: Inter Minor Twilight Era (3073)

-Marksman, Minion (Interminorians), Troop

-When played, you may draw a card. Controlled by the player who has the group of Characters with the most Bureaucrat here (becoming an Enemy if a group of Enemies).

"No good can come from fraternizing with these inferior races."

-Brains: 1, Brawn: 5, Bravery: 4

A. *Gabriel Sneed - Undertaker, Human [2] /9D/

-Native: Earth Victorian Era (1869)

-History, Medicine, Poison, Victim

-Freeze this Character at the start of your turn to take one Character in your discard pile and place it under your draw deck.

"I can remember when undertaking was a respectable business. Laying out. Embalming...

Those were the days."

-Brains: 3, Brawn: 4, Bravery: 7

A. **Ganatus - Born Survivor**, Thal [1] /AF/

-Native: Skaro Colonial Era (2263)

-Charisma, Running, Tracking

-If you have a TARDIS Character here, this Character is +1 Brawn and gains Troop.

"We are the survivors of a final war."

-Brains: 5, Brawn: 5, Bravery: 5

A. *Gareth - Torchwood Technician**, Human [1] /RU/

-Native: Earth Postmodern Era (2007)

-Charisma, Computers, Torchwood, Victim

"I'm gonna double check the stats... just in case."

-Brains: 6, Brawn: 4, Bravery: 5

A. *Garron - Cunning Conman, Human [3] /KTT/

-Native: Twilight Era (3773)

-Bureaucrat, Charisma (2), History, Thief, [V] Con Game

-Your other Thief Characters here are +2 Bravery.

"There's no comfort in dying. I've always said it was the last thing I want to do."

-Brains: 7, Brawn: 4, Bravery: 5

A. *General Chellak - Military Man, Human [3] /7Dr/

-Native: Imperial Era (2784)

-Bureaucrat, Computers, Marksman, Screamer, Victim

-Each time a Troop Character is destroyed here, you may draw a card.

"When you address me, you will call me 'sir'." "May I ask who you are, 'sir'?"

-Brains: 4, Brawn: 6, Bravery: 7

A. *General Hermack - V-Ship Commander, Human [2] /IS/

-Native: Near Future (2135)

-Bureaucrat, Computers, History, Tracking

-If all opposing Enemies here have 5 or less Brains, this Character is +2 Brains.

"What about the Space Corps? Can they get here in time?"

-Brains: 6, Brawn: 5, Bravery: 7

A. *General Sanchez - UNIT Commander, Human [2] /IS/

-Native: Earth Postmodern Era (2009)

-Bureaucrat, Marksman, Tracking, UNIT, Victim, [V] Defending the Earth

-If a Purpose card here, your Characters with UNIT here are +1 Brawn.

"Battle positions! Geneva declaring ultimate Code Red. Ladies and gentlemen, we are at war."

-Brains: 5, Brawn: 6, Bravery: 7

A. *George Stephenson - Rocket Inventor, Human [2] /LoT/

-Native: Earth Renaissance (1813)

-Aware, Charisma, Engineering (2), Marksman, Running

-Loses 1 Engineering if not at his Native Spacetime card.

"One of the architects of the industrial revolution."

-Brains: 7, Brawn: 5, Bravery: 6

A. *Gerald Carter - Torchwood Leader, Human [2] /AiH/

-Native: Earth Modern Era (1918)

-Aware, Bureaucrat, Charisma, Thief, Torchwood

-May act as a Native of Earth Victorian Era (1899).

"He's a bit of all right." "He's the boss." "Nothing changes."

-Brains: 7, Brawn: 6, Bravery: 7

A. *Gharman - Thoughtful Scientist, Kaled [3] /AiH/

-Native: Skaro Antiquity (4000 B.C.)

-Computers, Engineering, Marksman, Science, Thief, Victim

-When you are about to destroy a Character at the end of a fight here, you may kidnap that Character instead.

"Our intention has always been to make a bloodless revolution."

-Brains: 7, Brawn: 6, Bravery: 7

A. *Gold Usher (9) - Timelord Official, Timelord [2] /LoT/

-Native: Gallifrey

-Bureaucrat, History, [V] Artifact of Rassilon

-Once per turn, you may destroy ? cards from hand to [V] a Timelord with "Castellan", "Chancellor" or "President" in its title or subtitle, where ? = the Cost of that Timelord.

"Is there anyone here to contest the candidate's right to the Sash of Rassilon?"

-Brains: 6, Brawn: 3, Bravery: 5

A. *Gomer (10) - Surgeon General, Timelord [2] /LoT/

-Native: Gallifrey

-Bureaucrat, History, Medicine (2), Science

-When your other Timelord here is about to be destroyed by a Danger card here, you may destroy 2 cards from hand to prevent it.

"The President needs peace, rest, and medical attention, which I shall supervise myself."

-Brains: 8, Brawn: 3, Bravery: 7

A. *Goth (7) - Understanding Judge, Timelord [4] /DoG/

-Native: Gallifrey

-Aware, Bureaucrat, Charisma, Domination, History, Science, [V] Exiled

-Your opponents may not play Prisoner cards here.

"We have accepted your plea that there is evil in the universe that must be fought and that you still have a part to play in that battle."

-Brains: 10, Brawn: 4, Bravery: 7

A. *Governor Locke - Android Warden, Robot [3] /S10/

-Native: Volag-Noc Twilight Era (3963)

-Bureaucrat, Engineering, Laser, Machine

-Once per game, this Character may destroy an Escape card just played here.

"All the prisoners in Volag-Noc are beyond rehabilitation."

-Brains: 5, Brawn: 10, Bravery: 7

A. *Greg Sutton - Drilling Consultant, Human [3] /AW/

-Native: Parallel Earth Present (1969)

-Aware, Charisma, Engineering, Running, Victim, [V] Reverse the Pressure

-Unbound. You may replace any one Trait required of a Danger card here with Engineering.

"On a project like this, you don't just need a good party member, you need a good engineer."

-Brains: 7, Brawn: 6, Bravery: 7

A. *Grigory - Cowardly Physician, Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Computers, Marksman, Medicine, Running, Victim, [V] Bottled Courage

"You forget I'm a doctor. When they slice me open, I'll know the name and function of each organ that pops out." "Well at least you won't die in ignorance."

-Brains: 7, Brawn: 6, Bravery: 4

A. *Group Captain Gilmore - Not the Brig, Human [2]

-Native: Earth Present (1963)

-Bureaucrat, Marksman, Tracking

-Your Troop Characters here are +1 Brawn.

"You must be with the military." "How do you know?" "I'm very perceptive."

-Brains: 4, Brawn: 7, Bravery: 8

A. **Guardian of Horus - Servicer, Robot [2] /AF/

-Native: Earth Antiquity to Victorian Era

-Machine, Troop, [V] Any Brawn-related Attack card

-Nemesis: Any Character with Minion (Sutekh). Play only if a "God" is in play. Freeze at any time (for an entire turn) to freeze one opposing Robot here.

"My servitors obey only the voice of Horus."

-Brains: 3, Brawn: 8, Bravery: 10

A. *Gulliver - Swift Traveller, Human [2] /AW/

-Native: Land of Fiction

-Charisma, Marksman, Medicine, Minion (The Controller), Pilot

-Once played, may be returned to hand at any time, and played for free at any time.

"...condemned by nature and fortune to a restless life..."

-Brains: 2, Brawn: 6, Bravery: 7

A. *Gwen Cooper - Gwyneth's Descendent, Human [2] /IS/

-Native: Earth Postmodern Era (2009)

-Charisma, Computers, Engineering, Marksman, Screamer, Torchwood

-May be swapped in or out for Gwyneth (immediately move the swapped in Character to a Spacetime card to which it is Native; if no such Spacetime card, you may not swap).

"Are you from an old Cardiff family? ...thought so! Spatial genetic multiplicity."

-Brains: 6, Brawn: 7, Bravery: 7

A. *Gwen Cooper - Torchwood Rookie, Human [3] /RD3/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma, Computers, Pilot, Running, Torchwood, Tracking

-Your Characters with Victim here are +1 to all Qualities.

"You followed my lead, keep doing that you might just get through this."

-Brains: 6, Brawn: 5, Bravery: 8

A. *Gwyneth - Psychic Servant, Human [2] /9D/

-Native: Earth Victorian Era (1869)

-Aware (2), Charisma, Tracking, Victim, [V] Conduit

-At the start of your turn, freeze this Character to look at a random card from an opponent's hand.

"Ever since I was a little girl, mam said I'd got the sight. She told me to hide it."

-Brains: 5, Brawn: 4, Bravery: 8

A. *H.G. Wells - Herbert, Human [2] /PD/

-Native: Earth Victorian Era (1885)

-Aware, Charisma, History, Thief, Tracking, [V] Taking Notes

-If your TARDIS card here, may act as a TARDIS Character.

"I fancy myself as a bit of a writer, actually."

-Brains: 5, Brawn: 5, Bravery: 7

A. **Hal - The Archer**, Human [2] /PD/

-Native: Earth Middle Ages (1275)

-Charisma, Marksman, Running, Thief, Troop

-Gains Tracking while an opposing Enemy with Running here.

"Does he climb so high that an arrow cannot reach him?"

-Brains: 4, Brawn: 7, Bravery: 6

A. *Hallett - Undercover Inspector, Human [2] /IS/

-Native: Imperial Era (2986)

-Aware, Computers, Science, Thief, Tracking, Victim, [V] Master of Disguise

-Impostor. This Character may use Master of Disguise as if he were a Timelord.

"He was one of a rare breed, a maverick."

-Brains: 6, Brawn: 6, Bravery: 7

A. *Hame - Repentent Nurse, Feline [4] /10D/

-Native: New Earth Dark Night Era (5,000,000,053)

-Engineering, History, Marksman, Medicine, Minion (Face of Boe), Thief, Tracking

-May be swapped in or out for Novice Hame.
"I've sought forgiveness, Doctor, for so many years, under his guidance."
-Brains: 6, Brawn: 5, Bravery: 7

A. *Hardin - Sad Fraud, Human [2]

-Native: Colonial Era (2290)
-Computers, Medicine, Running, Science, Thief
-Your Mena here is +1 to all Qualities. Opponent's Purpose card requiring Science here is +5 to any required Quality.
"It doesn't really work, you know."
-Brains: 7, Brawn: 5, Bravery: 4

A. *Harker - Unlucky Seaman**, Human [1] /Inv/

-Native: Earth Victorian Era (1902)
-Engineering, Pilot, Victim
"It was his seamanship got us ashore." "And whose seamanship got you on the rocks?"
-Brains: 3, Brawn: 6, Bravery: 6

A. *Harold Chorley - Nosy Journalist**, Human [1] /TL/40

-Native: Earth Present (1966)
-Aware, Running, Tracking
-Once per turn, choose an opponent who has a Character here. That opponent must show you one random card from their hand (cumulative).
"I was led to believe that when I came here, I was going to be given full facilities."
-Brains: 5, Brawn: 3, Bravery: 4

A. *Harriet Derbyshire - Rift Guardian**, Human [2] /AiH/

-Native: Earth Modern Era (1918)
-Charisma, Science, Torchwood, Tracking, Victim
-If there is an Artifact or Condition with the word "Rift" in its title at this Spacetime card, this Character is +1 to all Qualities.
"Each one of us must fight on to the end.' Whenever that is."
-Brains: 7, Brawn: 4, Bravery: 7

A. *Harriet Jones - Former Prime Minister, Human [2] /IS/

-Native: Earth Postmodern Era (2009)
-Bureaucrat, Charisma, Computers, Victim, [V] Subwave Network
-Non-Human Enemies here are -1 Brains.
"Oh, you know nothing of any human. And that will be your downfall."
-Brains: 6, Brawn: 3, Bravery: 9

A. *Harriet Jones - MP for Flydale North, Human [3] /9D/

-Native: Earth Postmodern Era (2006)
-Aware, Charisma, History, Medicine, Running, Thief
-You may exclude this Character from any selection. Your TARDIS Characters here are +1 Brains.
"You're not famous for anything, are you?" "Lifelong backbencher, I'm afraid."
-Brains: 6, Brawn: 3, Bravery: 8

A. *Harriet Jones - Prime Minister, Human [3] /Inv/

-Native: Earth Postmodern Era (2006)
-Aware, Bureaucrat (2), Charisma, History, [V] Torchwood Weapon
-Gains UNIT if any UNIT Character here. Gains Torchwood if any Torchwood Character here.
"Yes, we know who you are."
-Brains: 5, Brawn: 3, Bravery: 8

A. *Hath Peck - Clever Hath, Hath/Force-Grown Clone [3] /S10/

-Native: Messaline Twilight Era (6012)
-Charisma, Computers, Creature, History, Marksman, Victim, [V] Loving Sacrifice
-If Martha Jones here, this Character is +1 Bravery.
"You can stay down here and live your whole life in the shadows, or come with me and stand in the open air."

-Brains: 7, Brawn: 7, Bravery: 7

A. *Henry Gordon Jago - Showman, Human [2]

-Native: Earth Victorian Era (1889)

-Bureaucrat, Charisma, Tracking

-Freeze at any time to freeze one opposing Character here.

"I'm an artiste. Every night at this time, I feel like an old war horse scenting the smoke of the battlefield. As the house fills, the blood starts tingling through my veins."

-Brains: 6, Brawn: 3, Bravery: 4

A. *Hobson - Moonbase Administrator, Human [3] /7Dr/

-Native: Earth (or The Moon) Near Future (2070)

-Bureaucrat, Computers, Engineering, History, Science, [V] Forcefield

-When opposing Enemies here attempt to Reach a Goal by totalling a Quality, that total is -5.

"We're not done yet and we'll fight you to the last man."

-Brains: 6, Brawn: 4, Bravery: 6

A. **Hop Pyleen - Hyposlip Inventor, Rex Vox Jaxian [2] /TL/160

-Native: Dark Night Era (5,000,000,000)

-Bureaucrat, Engineering, Pilot, Science

-Add 1 to the number of Characters that may move with your Vehicle here.

"Straight from the exalted clifftops of Rex Vox Jax, the inventors and copyright holders of hyposlip travel systems..."

-Brains: 8, Brawn: 5, Bravery: 5

A. *Hugh Curbishley - Retired Colonel, Human [2] /S10/

-Native: Earth Modern Era (1926)

-Charisma, History, Marksman, Thief

-Twice per game, you may [V] any card of which there is a copy in your discard pile.

"Took me back to me days in the army. Started reminiscing. Mafeking, you know. Terrible war."

-Brains: 4, Brawn: 2, Bravery: 5

A. **Hutchinson - Britain's Future**, Human [1] /10D/

-Native: Earth Victorian Era (1913)

-Bureaucrat, Charisma, Marksman, Running

-+1 to all Qualities and gains Troop if at a Modern Era Spacetime card.

"Latin translation... I want it written in my best handwriting."

-Brains: 5, Brawn: 5, Bravery: 4

A. **Hyksos - Egyptian Warrior**, Human [1] /KTT/

-Native: Earth Antiquity (2650 B.C.)

-Running, Troop, Victim

-If you have at least one Character Native to an Antiquity Spacetime card in your discard pile, is +1 Brawn in any fight involving an Enemy Native to any non-Antiquity Spacetime card.

"When Hyksos returns, you will see the end of your gods!"

-Brains: 3, Brawn: 6, Bravery: 8

A. *Ian Chesterton - Down Memory Lane, Human [3] /RD2/

-Native: Earth Postmodern Era (2004)

-Aware, Charisma, History, Science

-Any Humans here not Native to this Spacetime card are +1 to all Qualities.

"The Doctor. He was old when I was young... He showed me so many things. So many."

-Brains: 7, Brawn: 3, Bravery: 7

(from The Crusade introduction)

A. *Ian Warne - First Mate, Human [2] /IS/

-Native: Near Future (2135)

-Charisma, Computers, History, Pilot, Tracking

-Your non-unique Allies Native to Near Future are +1 Bravery here.

"Our speed is classified information."

-Brains: 6, Brawn: 6, Bravery: 7

A. *Ianto Jones - Front Desk, Human [2] /RD3/

- Native: Earth Postmodern Era (2007)
- Aware, Charisma, Computers, Pilot, Thief, Torchwood
- Your other Torchwood Characters here are +1 to all Qualities.
- "Ianto cleans up after us and gets us everywhere on time."
- Brains: 6, Brawn: 4, Bravery: 5

A. *Ianto Jones - Monstrous Killer, Human [3] /RU/

- Native: Earth Postmodern Era (2009)
- Aware, Computers, History, Madman, Pilot, Screamer, Torchwood, [V] Psycho
- Unbound. If alone with an opposing female Character here, that opposing Character is destroyed.
- "Something in me wants to kill."
- Brains: 7, Brawn: 6, Bravery: 6

A. *Ida Scott - Science Officer, Human [2] /AW/

- Native: Twilight Era (4202)
- Aware, Charisma, Engineering, Science, Torchwood, [V] Research Team
- Purpose cards requiring Science here are -5 to any required Quality.
- "I wanted to discover things, and here I am."
- Brains: 8, Brawn: 4, Bravery: 6

A. *Isobel Watkins - Photographer, Human [2] /AF/

- Native: Earth Present (1969)
- Aware, Charisma, Running, Screamer, Tracking, [V] For the Record
- One other Character with Charisma here is +1 to all Qualities.
- "Well, because of my photographs of the Cybermen in action, I've got an exclusive contract with a publishing group."
- Brains: 5, Brawn: 3, Bravery: 7

A. *Ivo - Village Headman, Human [2] /DoG/

- Native: Vampire Planet (E-Space)
- Aware, Bureaucrat, Computers, Thief
- When this Character is destroyed, you may [V] this Character.
- "Headman of this village like my father before me and his father before him."
- Brains: 5, Brawn: 6, Bravery: 6

A. *Jabe - Royal Branch, Tree [4] /9D/

- Native: Dark Night Era (5,000,000,000)
- Aware, Bureaucrat, Charisma, Creature, History, Tracking
- While your Doctor is here, gains Computers, Thief and Victim. If at an Earth Spacetime card, is +1 to all Qualities.
- "I'm the direct descendent of the tropical rainforest."
- Brains: 7, Brawn: 4, Bravery: 8

A. *Jack Harkness - Immortal, Human [5] /RD3/

- Native: Earth Postmodern Era (2007)
- Aware (2), Charisma, History, Marksman, Pilot, Poison, Torchwood, [V] The Doctor's Hand
- When this Character is about to be destroyed, freeze him until the start of your next turn instead.
- "I was killed and then I was brought back to life and ever since then I can't die."
- Brains: 7, Brawn: 7, Bravery: 9

A. *Jack Harkness - Time Privateer, Human [5] /9D/

- Native: Earth Twilight Era (5005) or any Spacetime card where you have Timeship
- Aware, Charisma (2), Computers, History, Marksman, Pilot, Running, Thief, [V] Any Artifact
- When you play an Artifact here, you may draw up to 2 cards.
- "...used to be a Time Agent, now you're some kind of freelancer."
- Brains: 7, Brawn: 7, Bravery: 6

A. *Jack Harkness - Torchwood Recruit, Human [4] /AiH/

-Native: Earth Victorian Era (1899)
-Charisma, History, Marksman, Running, Screamer, Torchwood, Tracking
-Non-Human Enemies here are -1 to all Qualities if at an Earth Victorian Era Spacetime card.
"This planet's a century away from official first contact with alien life. You're upsetting the schedule."
-Brains: 7, Brawn: 7, Bravery: 8

A. *Jackie Tyler - Caretaker and Provider, Human [2] /Inv/

-Native: Earth Postmodern Era (2006)
-Aware, Medicine, Running, Thief
-Once per turn, you may destroy a card from hand to [V] any Artifact with a Cost of 1 or less.
"What do you need?"
-Brains: 3, Brawn: 3, Bravery: 4

A. *Jackie Tyler - Hot Mum, Human [2] /10D/

-Native: Earth Postmodern Era (2007)
-Aware, Charisma (2), [V] Moves: Jackie Tyler
-Your male Human Allies play here at -1 Cost.
"Here we are, complete strangers, and I'm flashing you me' knickers!"
-Brains: 4, Brawn: 4, Bravery: 5

A. *Jackie Tyler - Nagging Wife, Human [2] /TM/

-Native: Earth Present (1987)
-Running, Screamer
-At the start of any of your turns, name a Trait. Opposing Characters here that have that Trait are -2 to all Qualities.
"Where's her useless article of a dad got to?"
-Brains: 3, Brawn: 3, Bravery: 4

A. *Jackie Tyler - Worried Mother, Human [1] /9D/

-Native: Earth Postmodern Era (2006)
-Running, Screamer, [V] Domesticating the Doctor
-When Rose Tyler is about to be destroyed, kidnapped or placed under an opponent's control, you may place her here instead.
"Maybe you get off on it, maybe you think it's all clever and smart, but you tell me... Is my daughter safe?"
-Brains: 3, Brawn: 3, Bravery: 4

A. *Jackson Lake - The Next Doctor, Human [4] /DoG/

-Native: Earth Victorian Era (1851)
-Aware, Charisma, Engineering, Marksman, Running, Science, Screamer, Thief, Tracking
-May act as The Doctor.
"I'm the Doctor. Simply, the Doctor. The one, the only, and the best."
-Brains: 7, Brawn: 6, Bravery: 7

A. *Jake Simmonds - "Preacher", Human [2] /10D/

-Native: Alternate Earth Postmodern Era (2007)
-Marksman, Pilot, Running, Thief
-Unbound. Your other Allies Native to Alternate Earth are +1 to all Qualities.
"Scooby Doo and his gang. They've even got the van!"
-Brains: 5, Brawn: 7, Bravery: 7

A. *Janet Fields - Stewardess**, Human [1] /IS/

-Native: Imperial Era (2986)
-Aware, Bureaucrat, Charisma, Computers
-If you already have 2 copies of this Character in play, this Character plays for free.
"You make delicious coffee, Janet." "Oh well, you don't want the benefit of my advice?"
-Brains: 5, Brawn: 4, Bravery: 5

A. *Jeff - The Good-Looking One, Human [2] /DoG/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Computers, [V] Networking

-If Networking here, its bonuses extend to Characters at this Spacetime card.
"This is when you fly. Today's the day you save the world." "Why me?" "It's your bedroom."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Jefferson - Head of Security, Human [3] /AW/

-Native: Twilight Era (4202)
-Computers, Marksman, Running, Torchwood, Tracking, Victim, [V] Self Sacrifice
-When this Character is destroyed by Self Sacrifice, all opposing Characters not destroyed are frozen.
"For how should man die better than facing fearful odds, for the ashes of his father and the temples of his gods."
-Brains: 5, Brawn: 7, Bravery: 8

A. *Jennifer Buckingham - Army Nurse, Human [2] /AiH/

-Native: Earth Modern Era (1917)
-Aware, Charisma, Medicine, Pilot, Running, [V] Ambulance
"I was on the way to the hospital, well behind the lines..."
-Brains: 6, Brawn: 4, Bravery: 7

A. *Jenny - The Doctor's Daughter, Gallifreyan/Force-Grown Clone [5] /S10/

-Native: Twilight Era (6012)
-Aware, Charisma, Demolitions, History, Marksman, Pilot, Running, Thief
-At the start of a fight here, you may draw an extra Tactic card from Battle Plans. Once per game, you may prevent this Character from being destroyed if at a Spacetime card where Resurrection Goals are playable.
"Hello, dad."
-Brains: 7, Brawn: 7, Bravery: 9

A. *Jenny Russell - Impatient Rebel, Human [2] /Inv/

-Native: Earth Near Future (2167)
-Aware, Medicine, Running, Thief
-When you play a Bang! card here, you may draw a card.
"You're a model of charm and virtue, aren't you?" "Well I don't believe in wasting time."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Jim Turner - Platoon Leader**, Human [2] /AF/

-Native: Earth Present (1969)
-Charisma, Demolitions, Marksman, Tracking, UNIT
"Hey, are you stinking rich?" "Not on a captain's pay, I'm not."
-Brains: 5, Brawn: 7, Bravery: 7

A. *Joan Redfern - Matron, Human [2] /10D/

-Native: Earth Victorian Era (1913)
-Aware, Charisma, Medicine, Running
-John Smith is +2 to all Qualities here.
"Oh, we make such good wives!"
-Brains: 6, Brawn: 4, Bravery: 7

A. *Joanna - Beloved Sister, Human [3]

-Native: Earth Middle Ages (1192)
-Bureaucrat, Charisma, History
-Once per turn, you may destroy a card from hand to prevent a female TARDIS Character from being kidnapped or destroyed here.
"While you are here you shall be in my company and be given my protection."
-Brains: 5, Brawn: 4, Bravery: 6

A. *John Andrews - Gallant Navy Man, Human [2] /7Dr/

-Native: Earth Modern Era (1926)
-Charisma, Demolitions, Marksman, Pilot
-If your female Ally is about to be destroyed here, you may destroy this Character instead.
"You've seen so much of the world..."
-Brains: 5, Brawn: 6, Bravery: 7

A. *John Ransome - Toy Designer, Human [2]

-Native: Earth Present (1969)

-Bureaucrat, Engineering, Running, Thief, Victim

"He was a brilliant young man in many ways. But he had some wild scheme for making electronic dolls."

-Brains: 6, Brawn: 3, Bravery: 2

A. *John Smith - Master of the House, [fob] Human [4] /RD5/

-Native: Imperial Era (2950)

-Aware, Charisma, Domination, History, Madman, Medicine

-May not co-exist with The Master. If Timelord Fobwatch here, may be swapped for The Master (14). At the start of each of your turns, you may choose one of your Allies here to become an Enemy until the end of that turn.

"I could never harm anyone!"

-Brains: 10, Brawn: 4, Bravery: 7

(from Master)

A. *John Smith - Simple Human, [fob] Human [2] /10D/

-Native: Earth Victorian Era (1913)

-Charisma, History, Marksman, Running, Screamer

-May not co-exist with The Doctor. If Timelord Fobwatch here, may be swapped for The Doctor (10). While in play, opponents' Attack cards play at +1 Cost.

"I dream I'm this... adventurer... this...daredevil, a madman."

-Brains: 6, Brawn: 5, Bravery: 4

A. *John Smith - Temporary Human, [fob] Human [2] /RD4/

-Native: Earth Modern Era (1914)

-Aware, Charisma, History, Tracking, [V] Protective of Her

-May not co-exist with The Doctor. If Timelord Fobwatch here, may be swapped for The Doctor (7). When you play Protective of Her here, your Allies count as TARDIS Characters.

"What was this all for, then, this holiday in the human condition?"

-Brains: 8, Brawn: 4, Bravery: 5

(From Human Nature)

A. *John Viner - Nervous Archaeologist, Human [1]

-Native: Expansion Era (2486)

-Bureaucrat, History, Science, Victim

"The first rule of archaeological work is that nothing must be touched, until it's been described and recorded."

-Brains: 8, Brawn: 3, Bravery: 2

A. *Jondar - Righteous Rebel, Human [3]

-Native: Varos Colonial Era (2284)

-Aware, Charisma, Marksman, Running, Thief

-If this Character has been kidnapped, you may destroy 2 cards from hand during your turn to free him.

"He's not hurt, he's only acting." "Never."

-Brains: 5, Brawn: 7, Bravery: 8

A. *Judson - Wolf of Fenric, Human [2] /7Dr/

-Native: Earth Modern Era (1943)

-Computers (2), History, Science

-Once each turn, if no Medicine here, you may destroy ? cards from hand to play a Character with Medicine here at 0 Cost, where ? = the Cost of that Character.

"I'm not an invalid, I'm a cripple. I'm also a genius, so shut up!"

-Brains: 9, Brawn: 1, Bravery: 5

A. *K9 Mark I - Marius' Best Friend, Robot [4] /IS/

-Native: Asteroid Belt Twilight Era (5000)

-Aware, Computers, Laser, Machine, Medicine, Science, Thief

-Danger, Monster and Puzzle cards requiring Computers here are -5 to any required Quality.

"On Earth, I always used to have a dog... so I had K9 made up."
-Brains: 9, Brawn: 10, Bravery: 9

A. *K9 Mark I - Shiny New Mark II, Robot [4] /RD5/

-Native: Earth Near Future (2050)
-Aware, Computers, Gloating, History, Laser, Machine, Tracking
-Adventurer. This Character may play where you have a Temporal Artifact (regardless of Nativity).

"This unit does not appreciate the term 'dog', 'boy' or 'heel'."

-Brains: 9, Brawn: 10, Bravery: 9
(from *Regeneration*)

A. *K9 Mark III - Guard Dog, Robot [3] /KTT/

-Native: Earth Present (1983)
-Aware, Laser, Machine
-At the start of any fight here, exclude from that fight one Ally or TARDIS Character of your choice.

"BEWARE OF THE DOG"

-Brains: 9, Brawn: 10, Bravery: 8

A. *K9 Mark III - Tin Dog, Robot [4] /PD/

-Native: Earth Postmodern Era (2007)
-Aware, Computers, Demolitions, Laser, Machine, Science, Victim
-At the start of a fight, you may Roll the Dice. Your opponent is -? to any Quality total used in this fight, where ? = the number you rolled.

"The little dog with the nasty bite..."

-Brains: 8, Brawn: 9, Bravery: 8

A. *K9 Mark IV - Popping In for a Visit, Robot [3] /IS/

-Native: Earth Postmodern Era (2009)
-Computers (2), Laser, Machine, Science
-Adventurer. May play where you have Hole in the Wall for free (may not move at the end of this turn). If Hole in the Wall here at the end of your turn, take this Character back into your hand.

"K9, out you come!"

-Brains: 8, Brawn: 9, Bravery: 8

A. *K9 Mark IV - Rude Robot, Robot [3] /S10/

-Native: Earth Postmodern Era (2009)
-Aware (2), Computers, Laser, Machine, Thief
-Adventurer. If Mr. Smith here, this Character is +3 Brains and gains Science.
"Do not exceed your function, Mr. Smith. Your opinion has not been asked for."
-Brains: 8, Brawn: 8, Bravery: 8

A. *Kalmar - Hedge Scientist, Human [2] /DoG/

-Native: Vampire Planet (E-Space)
-Aware, Computers, Engineering, History, Science
"When we rediscover basic scientific principles, we shall be able to make weapons of our own."
-Brains: 7, Brawn: 3, Bravery: 5

A. **Karina - Sea Base Personnel, Human [1] /MoW/**

-Native: Earth Near Future (2084)
-Aware, Charisma, Computers, Victim
-If at an Underwater Spacetime card, your Allies here are +1 Brains (maximum: +3).
"The only thing registering on the scanners is marine life."
-Brains: 6, Brawn: 4, Bravery: 5

A. *Karkus - Millennial Superhero, Human [1] /AW/

-Native: Land of Fiction
-Gloating, Marksman, Minion (The Controller)
-At the start of your turn, you may turn this Character into an Enemy, or back into an Ally.

"I am your slave. Command me."
-Brains: 1, Brawn: 8, Bravery: 5

A. *Karra - Sisterly Huntress, Feline [3] /LoT/
-Native: Planet of the Cheetah People Present (1989)
-Aware, Charisma, Creature, Minion (The Master), Running, Screamer, Tracking, Victim
-Your Feline Ace here is +1 to all Qualities. May work with your Enemies if Human Hunt or Survival of the Fittest here.
"When I'm hungry, I hunt. When I hunt, I eat."
-Brains: 5, Brawn: 7, Bravery: 8

A. *Kath McDonnell - Skipper, Human [2] /IS/
-Native: Twilight Era (4108)
-Bureaucrat, Engineering, Pilot, Running, Thief, Victim
-You may destroy this Character at any time to destroy an opposing Enemy here.
"We'll get out of this. I promise."
-Brains: 6, Brawn: 6, Bravery: 8

A. *Katherine - French Courtesan**, Human [1] /TM/
-Native: Earth Renaissance (1744)
-Aware, Charisma, History
-Your Characters with Bureaucrat Native to a Renaissance Spacetime card here are +1 Brains (cumulative).
"The King will therefore be requiring a new mistress. You love the King, of course?"
-Brains: 5, Brawn: 4, Bravery: 4

A. *Kathleen Dudman - Wolf of Fenric, Human [2] /7Dr/
-Native: Earth Modern Era (1943)
-Aware, Pilot, Running
-If Ace is here, you may shuffle this Character into your draw deck at the start of your turn to spend 3 more points in Cost this turn.
"Oh, I didn't know you were married." "I've got a baby!"
-Brains: 4, Brawn: 4, Bravery: 4

A. *Kathy Nightingale - Girl Investigator, Human [2] /TM/
-Native: Earth Modern Era (1920) or Earth Postmodern Era (2007)
-Charisma, Running, Thief, Victim
-If at an Earth Modern Era Spacetime card, gains History. Your other Allies at any Spacetime card where you have Sally Sparrow are +1 to all Qualities.
"Okay! Let's investigate! You and me, girl investigators. Love it! Hey! Sparrow and Nightingale! That so works!"
-Brains: 5, Brawn: 4, Bravery: 7

A. *Katz - Karfel Rebel**, Human [1] /PD/
-Native: Karfel Dark Night Era (802,701)
-Charisma, History, Marksman, Running, Troop
"My crime is merely a concern for our world... our people."
-Brains: 6, Brawn: 7, Bravery: 6

A. *Keeper of the Matrix (8) - Key Holder, Timelord [2] /DoG/
-Native: Gallifrey
-Bureaucrat, Computers (2), Engineering, [V] The Matrix
-Once per game, you may place a Timelord from your hand under The Matrix.
"The Matrix never lies." "I wonder."
-Brains: 7, Brawn: 4, Bravery: 4

A. **Kelia - Sister of Karn**, [1] /LoT/
-Native: Karn Twilight Era (4723)
-Aware, History, Screamer, Troop, Victim
"We are only servants of the Flame. If the Flame dies, then so must we."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Kelsey Hooper - Welcome Wagon, Human [1] /SJA-SJ1/

-Native: Earth Postmodern Era (2008)

-Running, Screamer, Thief

-Adventurer. When you play another Adventurer here, that Adventurer is +1 to all Qualities until the start of your next turn.

"You moved in yesterday, right? ...You got broadband? ...Brilliant."

-Brains: 3, Brawn: 3, Bravery: 5

A. **Kelvin - Battlesuit Pilot**, Human [1] /S10/

-Native: Twilight Era (3963)

-History, Marksman, Pilot, Troop

-At the start of each of your turns, this Character gains either Charisma or Demolitions until the end of that turn.

"Training didn't prepare me!"

-Brains: 4, Brawn: 8, Bravery: 5

A. *Kerensky - Temporal Theorist, Human [2] /TM/

-Native: Earth Present (1979)

-Engineering, Minion (Scaroth), Science (2), Victim

-Your opponent's Temporal cards play here at +1 Cost.

"I'm not paying Einstein, Professor, I'm paying you."

-Brains: 9, Brawn: 3, Bravery: 3

A. *Khephren - Pyramid Supervisor, Human [1] /KTT/

-Native: Earth Antiquity (2650 B.C.)

-Engineering, History, Running

-Your opponents may not destroy your Artifacts here.

"The treasures that Pharaoh has sent for his journey to the after-life will be placed inside."

-Brains: 6, Brawn: 4, Bravery: 5

A. *Khrisong - Warrior Monk**, Human [1] /Inv/

-Native: Earth Modern Era (1935)

-Aware, Troop, Victim

-Opponents may not use Charisma-related Conditions and Bang! cards here.

"I am convinced of nothing."

-Brains: 4, Brawn: 6, Bravery: 7

A. *Kimus - Freedom Seeker, Human [1] /KTT/

-Native: Zanak Present (1978)

-Charisma, Marksman, [V] Armed Rebellion

-+1 to all Qualities if your Timelord is here.

"We've all been quiet for too long."

-Brains: 5, Brawn: 6, Bravery: 7

A. *King Louis XV - Le Bien-Aimé, Human [2] /TM/

-Native: Earth Renaissance (1764)

-Bureaucrat (2), Charisma, History

-Your Reinette here gains [V] any Bravery-related Bang! card.

"This is my lover, the King of France."

-Brains: 6, Brawn: 5, Bravery: 6

A. *King Richard - The Lionheart, Human [3]

-Native: Earth Middle Ages (1192)

-Bureaucrat, Charisma, History, Running

-Other Allies Native to Middle Ages Earth here are +2 Bravery.

"I am the King. Where is there any man who has greater power over his subjects?"

-Brains: 6, Brawn: 7, Bravery: 7

A. *Krans - Stranded Astronaut**, Human [2] /AF/

-Native: Far Future (16,000)

-History, Marksman, Pilot, Running, Tracking

-Does not play where you have a Vehicle.

"Very colonial. You are from a colony, I take it?"
-Brains: 4, Brawn: 6, Bravery: 5

A. *Kriz - Solonian Castaway**, Mutt [1] /LoT/

-Native: Twilight Era (4723)
-Creature, Engineering, Pilot, Screamer, Victim
"The cranium is too narrow, the cerebellum undeveloped."
-Brains: 2, Brawn: 6, Bravery: 4

A. *Kublai Khan - Mighty Mongol, Human [2] /AiH/

-Native: Earth Middle Ages (1289)
-Bureaucrat (2), Charisma, History
-If your Doctor here at the start of any of your turns, you may Roll the Dice. If your roll is higher than that Doctor's generation number, you may draw a card.
"The Great War Lord and Master of the World..."
-Brains: 7, Brawn: 2, Bravery: 6

A. *Lady Christina - Always Prepared, Human [4] /S10/

-Native: Earth Postmodern Era (2010)
-Aware, Charisma, History, Pilot, Running, Science, Thief, [V] The 200 or Winch
-Danger, Monster and Puzzle cards requiring Bravery here are -5 to that Quality.
"The aristocracy survives for a reason. We're ready for anything."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Lady Christina - Cat Burglar, Human [4] /TL/203

-Native: Earth Postmodern Era (2010)
-Aware, Charisma, History, Pilot, Running, Thief (2)
-Once per turn, when a player takes an Artifact from under his or her Museum card, you may destroy ? cards from hand to take that Artifact into your hand, where ? = the Cost of that Artifact.
"I only steal things for the adventure."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Lady Cranleigh - Secretive Hostess, Human [2] /AiH/

-Native: Earth Modern Era (1925)
-Aware, Charisma, Thief
-Opposing TARDIS Characters here are -1 Brains.
"Thank you, Lady Cranleigh, for a delightfully unexpected afternoon."
-Brains: 6, Brawn: 4, Bravery: 6

A. *Lady Eddison - Clemency, Human [2] /S10/

-Native: Earth Modern Era (1926)
-Charisma, History, Thief
-During your turn, when another of your Characters is destroyed here, you may immediately unfreeze all your Allies and TARDIS Characters here (limit: once per turn).
"I'm British. I carry on."
-Brains: 4, Brawn: 3, Bravery: 7

T. *Lady Eleanor - Great Woman, Human [2] /PD/

-Native: Earth Middle Ages (1275)
-Aware, Bureaucrat, Charisma, History
-Your other Characters Native to the Middle Ages with either Bureaucrat or Troop here are +1 to all Qualities.
"How long are we to tolerate this upstart, this insolent usurper as our neighbour?"
-Brains: 6, Brawn: 3, Bravery: 7

A. *Lady Isobel - Lady of the House, Human [1] /10D/

-Native: Earth Victorian Era (1879)
-Charisma, Poison, Screamer, [V] Wolfbane
-Your Maids may play here as Allies. At the start of your turn, your Maids may become Enemies again if Mrs. Pritchard here.
"My husband's up there. And if there's any chance he's still alive, then by God, I'll assist him."

-Brains: 6, Brawn: 4, Bravery: 4

A. **Lance Metcalf - Raw Recruit**, Human [1] /MoW/

-Native: Earth Postmodern Era (2008)

-Computers, Marksman, Troop

-May play to any Spacetime card to which your non-Human Enemy at an Earth or Earth Orbit Spacetime card is Native. If your non-Human unique Enemy here, this Character may work with your Enemies in fights.

"Are you man enough to have a go?"

-Brains: 4, Brawn: 6, Bravery: 6

A. *Larry Madison - Human Rebel**, Human [1] /Inv/

-Native: Earth Near Future (2167)

-Marksman, Running, Thief, Victim

--1 Cost if played at a Spacetime card where there is an opposing Dalek.

"We've been fighting the Daleks everywhere."

-Brains: 4, Brawn: 6, Bravery: 6

A. *Larry Nightingale - Internet Geek, Human [2] /TM/

-Native: Earth Postmodern Era (2007)

-Aware, Computers, Running, Screamer

-If your Doctor is at another Spacetime card, Puzzle cards here are -10 to Brains requirements.

"I've written tons about that on the forums."

-Brains: 4, Brawn: 5, Bravery: 6

A. *Laszlo - Secret Admirer, Human/Pig [2] /AiH/

-Native: Earth Modern Era (1930)

-Creature, Running, Screamer, Thief

-Your Tallulah here may not be destroyed.

"I know some guys are just pigs, but not my Lazlo."

-Brains: 4, Brawn: 6, Bravery: 6

A. *Latoni - Indian Guardian, Human [2] /AiH/

-Native: Earth Modern Era (1925)

-Thief, Tracking, Victim

-Once per turn, you may freeze this Character until the start of your next turn to freeze an opposing Madman here until the start of your next turn.

"He was rescued by another tribe and their chief befriended him."

-Brains: 5, Brawn: 6, Bravery: 7

A. *Laurence Scarman - Loving Brother, Human [2]

-Native: Earth Victorian Era (1911)

-Engineering, Marksman, Science, Victim

-Destroy to freeze any Minion attached to Sutekh here for an entire turn.

"Don't you know me? I'm your brother." "As Horus was brother to Sutekh."

-Brains: 5, Brawn: 3, Bravery: 3

A. *Lavel - UNIT Pilot**, Human [2] /RU/

-Native: Earth Postmodern Era (1996)

-Charisma, Marksman, Pilot, Screamer, Troop, UNIT, Victim, [V] Helicopter

"We'll be landing in London shortly, sir."

-Brains: 5, Brawn: 6, Bravery: 7

A. *Lavinia Smith - Sarah's Aunt, Human [3] /SJA-SJ0/

-Native: Earth Present (1981)

-Aware, Charisma, History, Science (2)

-Your Sarah Jane Smith and up to 2 of your Allies here (your choice at the start of each of your turns) gain Adventurer.

"I'm a scientist, you know. I can't tolerate that kind of mumbo-jumbo. Not on my own doorstep."

-Brains: 8, Brawn: 2, Bravery: 6

A. **Lazlo - Leonine Rebel, Tharil [2] /RU/

-Native: Tharil Castle Environment card or Expansion Era (2675)

-Aware (2), Charisma, Medicine, Pilot, Thief

-Your Rocketship cards in play gain the Temporal keyword.

"...a sort of leonine mesomorph... with a lot of hair?"

-Brains: 6, Brawn: 8, Bravery: 7

A. *Lilt - Brutal Undertaker, Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Marksman, Running, Tracking, [V] Takis

-If your Enemy Native to Necros here, may become an Enemy and gain [V] Interrogation.

"They're like a double act."

-Brains: 4, Brawn: 7, Bravery: 7

A. *Lisa Hallett - Ianto's Girlfriend, Human [2] /PD/

-Native: Earth Postmodern Era (2006)

-Charisma, Engineering, Screamer, Torchwood, Victim

-Your Ianto Jones here is +1 to all Qualities.

"We all saw people we loved."

-Brains: 7, Brawn: 6, Bravery: 6

A. *Locusta - Official Poisoner, Human [2] /AiH/

-Native: Earth Antiquity (64)

-Charisma, Poison, Screamer, Thief, Victim

-At the start of each of your turns, choose another Character Native to Earth Antiquity here to gain Poison until the start of your next turn.

"If you poison somebody, don't they take their revenge?" "Always. That's why I'm kept so busy!"

-Brains: 6, Brawn: 3, Bravery: 4

A. **Logopolitan - Computing Monk**, Logopolitan [1] /PD/

-Native: Logopolis Present (1981)

-Computers, Science, Victim

"Our manipulation of numbers directly changes the physical world. There is no other mathematics like ours."

-Brains: 7, Brawn: 2, Bravery: 5

A. *Lois Habiba - Torchwood Spy, Human [4] /TW3-T30/

-Native: Earth Postmodern Era (2010)

-Aware, Bureaucrat, Charisma, Computers (2), Thief, Torchwood

-Once per game, you may make one opponent reveal all Enemies, Goals and Purpose cards in his or her hand.

"The most important thing is to blend into the background. No one should know you're there."

-Brains: 7, Brawn: 4, Bravery: 6

A. *Lord Cranleigh - Aristocrat, Human [1] /AiH/

-Native: Earth Modern Era (1925)

-Charisma, Marksman, Running, Thief

-When you Roll the Dice, you may lower your roll by 1.

"Quite topping!"

-Brains: 5, Brawn: 6, Bravery: 7

A. *Lord Ravensworth - Rich Owner, Human [2] /LoT/

-Native: Earth Renaissance (1813)

-Bureaucrat, Charisma, Marksman, Science, [V] Meeting of Minds

"I'm something of an amateur botanist myself."

-Brains: 6, Brawn: 5, Bravery: 7

A. *Lt. Scott - Butch Military Man, Human [2]

-Native: Earth Expansion Era (2526)

-Marksman, Running, Tracking, [V] Any Marksman-related or Troop-related Attack card

"Set weapons on kill. I'm not taking any chances."
-Brains: 5, Brawn: 7, Bravery: 7

A. *Lucy Saxon - The Master's Widow, Human [2] /TL/205

-Native: Earth Postmodern Era (2010)
-Charisma, Gloating, Poison, Thief, Victim
-Nemesis: The Master (18). When your Master (18) is in your discard pile, you may destroy this Character to place him here (for free).
"With a widow's kiss, bring me back to life."
-Brains: 5, Brawn: 4, Bravery: 7

A. *Luke Smith - Human Archetype, Human/Force-Grown Clone [4] /RD4/

-Native: Earth Postmodern Era (2008)
-Charisma, Computers, Engineering, History, Running, Science, Thief, [V] Eidetic Memory
-Adventurer. At the start of your turn, you may add one Trait found on a Human Character here to this Character until the start of your next turn.
"He's an assembly of thousands of different humans..." "I am everyone."
-Brains: 9, Brawn: 3, Bravery: 7

A. *Luke Smith - Soldier Archetype, Human/Force-Grown Clone [4] /MoW/

-Native: Earth Postmodern Era (2008)
-Aware, Computers (2), Engineering, Marksman, Thief, Tracking
-Adventurer. In a fight, you may destroy ? cards from hand to destroy your opponent's Tactic card, where ? = 5 - the number of Adventurers you have here (minimum: 1).
"You're not such a mummy's boy after all, are you?"
-Brains: 9, Brawn: 5, Bravery: 7

A. *Luke Smith - Son of the Bride, Human/Force-Grown Clone [3] /S10/

-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Computers, Science, Thief, Tracking
-Adventurer. At the start of each of your turns, name one unique male Human here. That Human may act as an Adventurer until the start of your next turn.
"What am I supposed to call him? ...Dad?"
-Brains: 8, Brawn: 4, Bravery: 7

A. *Lute - Wooden Realtor**, Tree [2] /9D/

-Native: Dark Night Era (5,000,000,000)
-Bureaucrat, Creature, Medicine, Pilot, Science
-+1 to all Qualities when Opposing a Profit Goal.
"You've got massive forests, roots all over the place. And there's always money in land."
-Brains: 6, Brawn: 5, Bravery: 5

A. *Lycett - Sleeper Technician**, Human [1] /7Dr/

-Native: Earth Orbit Far Future (16,000)
-Aware, Computers, Engineering, Victim
"We need the technical crew... to operate the station."
-Brains: 7, Brawn: 5, Bravery: 5

A. *Lynda Moss - Lynda With a Y, Human [2] /9D/

-Native: Earth Orbit Far Future (200,100)
-Charisma, Computers, History, Screamer, Victim
-When your Human TARDIS Character is destroyed here, this Character becomes a TARDIS Character for the rest of the game and your TARDIS card here is +1 Capacity.
"Everybody thinks you're sweet."
-Brains: 5, Brawn: 3, Bravery: 7

A. **Ma and Pa - Hapless Motorists**, Human [1] /10D/

-Native: New Earth Dark Night Era (5,000,000,053)
-Computers, Pilot, Screamer, Victim
-Counts as one Character.
"Repeat. This is Car One Zero Hot Five. We have a problem. Require urgent assistance."
-Brains: 4, Brawn: 4, Bravery: 4

A. *Maddox - Sync Operator, Human [2] /MoW/

- Native: Earth Near Future (2084)
- Aware, Computers, Engineering, Minion (Nilson), Victim
- May overcome Computer Sync-Up here. Adds 1 Computers to the requirements of Computers-related cards your opponents face here.
- "I'm not ready."
- Brains: 7, Brawn: 4, Bravery: 3

A. *Major Baker - Security Expert, Human [2] /MoW/

- Native: Earth Present (1969)
- Madman, Marksman, Screamer, Tracking, Victim
- If any of your opponents has more points than you do, that opponent's Characters here are -1 to all Qualities.
- "He slipped up badly once some years ago, he's been trying to make up for it ever since."
- Brains: 4, Brawn: 6, Bravery: 6

A. *Major Blake - In the Loop, Human [2] /Inv/

- Native: Earth Postmodern Era (2006)
- History, Marksman, Science, UNIT, Victim
- Ice Warriors here are -1 to all Qualities.
- "Martians look completely different."
- Brains: 5, Brawn: 7, Bravery: 7

A. *Major Daly - Colonial Sportsman, Human [2] /Dr/

- Native: Earth Modern Era (1926)
- History, Marksman, [V] Bottled Courage
- Once per turn, if a Monster card here, may [V] any Weapon card.
- "Might get a shot at the beast next time. What a head! I'd love to have that on the club wall!"
- Brains: 5, Brawn: 4, Bravery: 7

A. *Malcolm Taylor - Scientific Adviser, Human [3] /S10/

- Native: Earth Postmodern Era (2010)
- Aware, Computers, Engineering, Science (2), UNIT
- Danger, Monster and Puzzle cards requiring Science here and at any Spacetime card where you have a Mobile Phone or Video Phone are -5 to any required Quality.
- "You named a unit of measurement after yourself?" "Never did Mr. Watt any harm."
- Brains: 10, Brawn: 3, Bravery: 7

A. *Malokeh - Eocene Scientist, Homo Reptilia [2] /EoT/

- Native: Earth Postmodern Era (2020)
- Computers, Creature, History, Medicine, Science, Victim
- Your Homo Reptilia in play count as Silurians.
- "While you slept, they've evolved."
- Brains: 9, Brawn: 5, Bravery: 6

A. *Marco Polo - Venetian Explorer, Human [3] /TL/4

- Native: Earth Middle Ages (1289)
- Charisma, History, Minion (Kublai Khan), Tracking
- At the end of your turn, this Character may move to any other Spacetime card of the same location and era as this one with up to 4 of your other Characters here.
- "On my travels to Cathay... I have come to believe many things I'd previously doubted."
- Brains: 6, Brawn: 7, Bravery: 8

A. *Maren - High One of Karn, [3] /LoT/

- Native: Karn Twilight Era (4723)
- Aware, Bureaucrat, Domination, History, Medicine, [V] Blinding Flash
- Opposing Timelords are -1 to all Qualities here. You may destroy this Character at any time to take an Elixir of Life placed out of play back into your hand.
- "I have served the Flame for centuries..."
- Brains: 11, Brawn: 2, Bravery: 9

A. *Maria Jackson - Friendly Neighbour, Human [2] /RD4/
-Native: Earth Postmodern Era (2008)
-Charisma, Running, Screamer, Thief
-Adventurer. At the end of any of your turns, you may destroy ? cards from hand to [V] another Adventurer, where ? = the Cost of that Adventurer.
"What are you doing always off gallivanting with those weirdos over the road for?"
-Brains: 5, Brawn: 3, Bravery: 7

A. *Martha and Mickey - Freelance, Human [3] /DoG/
-Native: Earth Postmodern Era (2010)
-Aware, Charisma, Marksman (2), Medicine, Running (2), Thief
-Counts as one Character. May not co-exist with either Martha Jones or Mickey Smith (may replace or be replaced by both those Characters).
"This is no place for a married woman!" "Well then, you shouldn't have married me."
-Brains: 7, Brawn: 7, Bravery: 8

A. *Martha Jones - UNIT Liaison, Human [4] /TW2-T19/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Medicine, Running, Science, Thief, Torchwood, UNIT
-Your other Torchwood Characters here are +1 Brains.
"Suddenly, in an underground mortuary on a wet night in Cardiff, I hear the song of a nightingale."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Martha Jones - UNIT Physician, Human [3] /MoW/
-Native: Earth Postmodern Era (2009)
-Charisma, Computers, Medicine, Science, Screamer, UNIT
-Your other UNIT Characters here are +1 Brains. Once per game, your TARDIS card may move to this Spacetime card at any time during your turn.
"Is that what you did to her, turned her into a soldier?"
-Brains: 7, Brawn: 6, Bravery: 7

A. *Mena - Madam Chairwoman, Argolin [3]
-Native: Argolis Colonial Era (2290)
-Bureaucrat, Charisma, History (2), Science, [V] Friendly Greeting
-If you have 4 or more species here, you may spend 1 more point in Cost this turn.
"The purpose is to promote understanding between life-forms of all culture and genetic type."
-Brains: 7, Brawn: 2, Bravery: 7

A. *Merak - Lovelorn Surgeon, Human [1] /AF/
-Native: Atrios Present (1979)
-Charisma, Medicine, Running, Thief
-If Princess Astra here, gains Tracking.
"I've got a hundred patients waiting."
-Brains: 4, Brawn: 4, Bravery: 5

A. *Mercer - New Security Officer, Human [2]
-Native: Twilight Era (4590)
-Bureaucrat, Marksman, Running, Victim
-Other Allies Native to the Twilight Era here are +1 Bravery.
"I've been here long enough to know that the morale on this ship is appalling."
-Brains: 4, Brawn: 7, Bravery: 7

A. *Mergrave - Master of Physic, Castrovalvan [2] /PD/
-Native: Castrovalva Present (1981)
-Aware, Charisma, Medicine, Minion (The Master), Tracking, Victim
--1 to any rolled number when one of your opponent Rolls the Dice (minimum: 1).
"There is in this town of Castrovalva, sir, a general dedication to bodily inertia... that quite defies description."
-Brains: 7, Brawn: 4, Bravery: 5

A. *Metaltron - Corrupted Dalek, Dalek [4] /TL/163

-Native: Earth Postmodern Era (2012)
-Aware, Creature, Computers, Demolitions, Laser, Machine, [V] Breaking Free
-Once per game, if you have no Purpose card in play when this Character is freed, score 1 point.
"It's the sunlight. That's all it wants."
-Brains: 8, Brawn: 10, Bravery: 6

A. *Mickey Smith - Always Left Behind, Human [2] /Inv/

-Native: Earth Postmodern Era (2006)
-Aware, Computers (2), Engineering, Running
-Any opposing TARDIS card here is -2 Capacity.
"I love hearing stories about the TARDIS... TARDIS this, TARDIS that..."
-Brains: 6, Brawn: 5, Bravery: 6

A. *Mickey Smith - Interdimensional Rebel, Human [2] /RU/

-Native: Alternate Earth Postmodern Era (2010)
-Computers, Marksman, Thief, [V] Big Gun
-Impostor. At the start of a fight involving an opposing Cyberman here, you may draw an extra Tactic card from Battle Plans.
"Defending the Earth."
-Brains: 5, Brawn: 7, Bravery: 8

A. *Mickey Smith - Stand-By Boyfriend, Human [2] /AF/

-Native: Earth Postmodern Era (2006)
-Charisma, Running, Thief
-Plays for free at any Spacetime card to which he is Native if any player has Rose Tyler there. When swapping this Character for another, that Character plays for free.
"Am I supposed to just sit there waiting for you for the rest of my life? Because I will!"
-Brains: 4, Brawn: 5, Bravery: 4

A. *Mickey Smith - The Idiot, Human [2] /9D/

-Native: Earth Postmodern Era (2006)
-Computers, Pilot, Running, [V] Missile Crisis
-+2 to all Qualities if Rose Tyler was involved in a fight since the end of your last turn.
"You *think* you know your own name? How stupid are you?"
-Brains: 4, Brawn: 5, Bravery: 4

A. *Mike Yates - Trap Two, Human [2] /Inv/

-Native: Earth Present (1970)
-Aware, Demolitions, Marksman, UNIT, [V] Under Surveillance
-TARDIS Characters with UNIT here are +1 to all Qualities when facing Danger and Monster cards.
"Captain Yates, stay here and act as liaison... Watch Miss Grant."
-Brains: 5, Brawn: 7, Bravery: 7

A. *Mike Yates - Undercover Agent, Human [3]

-Native: Earth Present (1972)
-Aware, Marksman, Running (2), Thief, UNIT
-Unless opposing Enemies here have more Aware than you do, this Character may not be destroyed by an Attack card.
"...an inside man to have a shufti round."
-Brains: 6, Brawn: 5, Bravery: 7

A. **Milo - Brainy Student**, Human [2] /PD/

-Native: Earth Postmodern Era (2007)
-Computers, History, Minion (Krillitanes), Running, Science
-At the start of your turn, you may double this Character's Computers, History or Science until the end of your turn.
"How do you travel faster than light?" "By opening a quantum tunnel with an FTL factor of 36.7."
-Brains: 8, Brawn: 2, Bravery: 4

A. *Milo and Cheen - Honest Carjackers, Human [2] /10D/
-Native: New Earth Dark Night Era (5,000,000,053)
-Charisma, Computers, Pilot, Poison, Screamer, [V] It Takes Three
-Counts as one Character. At the start of each of your turns, you may kidnap one opposing Human Ally or TARDIS Character here. You may not play a Prisoner card on it. At the end of your turn, free that kidnapped Character.
"Oh, we're not kidnapers. Not really."
-Brains: 4, Brawn: 5, Bravery: 6

A. *Milo Clancey - Frontier Miner, Human [2] /TL/48
-Native: Near Future (2135)
-Computers, Marksman, Pilot, Thief, [V] Rocketship
-Opposing Bureaucrats here are -1 to all Qualities.
"Oh, General, why don't you... take yourself off? I'm trying to have mah breakfast!"
-Brains: 5, Brawn: 6, Bravery: 7

A. **Minnie Hooper - Silver Cloak**, Human [1] /DoG/
-Native: Earth Postmodern Era (2010)
-Aware, Charisma, Tracking
-Puzzle cards requiring Aware or Tracking here are -2 to any required Quality (cumulative).
"It worked! Cos Wilf phoned Netty, who phoned June, and her sister lives opposite Broadfell, and she saw the police box, and her neighbour saw this man heading east."
-Brains: 5, Brawn: 2, Bravery: 6

A. *Miss Addams - Ornery Vinvocci, Vinvocci [3] /DoG/
-Native: Postmodern Era (2010)
-Computers, Engineering, Medicine, Pilot, Running, Thief, [V] Salvage
-Impostor. Once per game, you may destroy an Artifact in your hand.
"We're a salvage team."
-Brains: 7, Brawn: 4, Bravery: 5

A. *Miss Chandrakala - Housekeeper, Human [1] /S10/
-Native: Earth Modern Era (1926)
-History, Running, Screamer, Victim
-When this Character is destroyed, you may [V] Dying Words (or by destroying 2 cards from hand, any other Puzzle card).
"The poor, little... child."
-Brains: 5, Brawn: 3, Bravery: 5

A. *Monitor - Wise Mathematician, Logopolitan [3] /PD/
-Native: Logopolis Present (1981)
-Bureaucrat, Charisma, Computers (2), Science, [V] Block Transfer Computation
-When you Roll the Dice for Block Transfer Computation, you may choose to make the rolled number -?, where ? = the number of other Logopolitans you have here.
"Structure is the essence of matter, and the essence of structure is mathematics."
-Brains: 8, Brawn: 3, Bravery: 6

A. **Movellan Soldier - Skaro Invader**, Movellan [3] TL/103
-Native: Twilight Era (4500)
-Charisma, Computers, Machine, Marksman, Troop
-Plays at -1 Cost if playing to a Spacetime card with a Dalek. +1 Brawn if an opposing Dalek here.
"Why are you here on Skaro?"
-Brains: 7, Brawn: 8, Bravery: 8

A. *Moxx of Balhoon - Spitting Delegate, Balhoonian [3] /9D/
-Native: Dark Night Era (5,000,000,000)
-Bureaucrat, History, Marksman, Poison, Screamer, Victim
-Freeze this Character to freeze an opposing Bureaucrat here until the start of your next turn.
"Might I remind you that the Moxx of Balhoon carries the standard health warning."
-Brains: 5, Brawn: 1, Bravery: 4

A. *Mr. Copper - Earthonomics Expert, Stowan [2] /AiH/

-Native: Postmodern Era (2008)

-Bureaucrat, Charisma, Computers, [V] Credit

-When your opponent attempts to meet a History-related card's requirements here, you may add 1 History to those requirements.

"And every Christmas Eve the people of U.K. go to war with the country of Turkey. They then eat the Turkey people for Christmas dinner."

-Brains: 4, Brawn: 4, Bravery: 5

A. *Mr. Smith - Talking Computer, Xyloc [3] /RD4/

-Native: Earth Postmodern Era (2008)

-Aware (2), Computers (2), History, Machine

-Adventurer. Does not use Brawn in a fight. Can only move with Forbidden Attic. Goals and Puzzle cards requiring Brains here are -5 to any required Quality.

"Mr. Smith, I need you."

-Brains: 11, Brawn: 3, Bravery: 8

A. *Mr. Stoker - Hospital Administrator, Human [2] /10D/

-Native: Earth Postmodern Era (2008)

-Bureaucrat, Medicine, Victim

-Your Characters with Medicine here are +2 Brains.

"If he'd been afflicted with my students, his oaths might have been rather more colourful."

-Brains: 6, Brawn: 3, Bravery: 5

A. *Mrs. Moore - Resourceful Techie, Human [4] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Aware, Charisma, Computers, Pilot, Poison, Running, Thief, Victim

-Unbound. Counts as User of any Artifact with a Cost of 1 or 2.

"They needed a techie, so I... I just sat down and taught myself everything."

-Brains: 7, Brawn: 6, Bravery: 8

A. *Nancy - More Than She Seems, Human [2] /9D/

-Native: Earth Modern Era (1941)

-Aware, Charisma, Running, Thief

-At the end of your turn, you may either destroy 2 cards from hand to freeze Jamie and all Characters with Gasmask here, or destroy one card from hand to destroy a Gasmask Condition here. (Immune to Gasmask.)

"The way you look after those kids. It's cos you lost someone, isn't it?"

-Brains: 6, Brawn: 4, Bravery: 7

A. *Narvin (2) - Shifty CIA Coordinator, Timelord [3] /RD3/

-Native: Gallifrey

-Aware, Bureaucrat, Computers, Science, Thief

-If an opposing Timelord here, it is -3 Brains. If an opposing Timelord here uses a [V] icon, you may immediately [V] any Condition.

"He's CIA. Of course he has ulterior motives!"

-Brains: 11, Brawn: 6, Bravery: 8

(from Gallifrey: The Enquiry)

A. *Natasha - Impetuous Bodysnatcher, Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Aware, Charisma, Marksman, Thief, Victim

-Once per game, you may take one Ally from any opponent's discard pile and place it in your discard pile.

"A bit of tomb robbing is one thing, but did we have to kill that guard?"

-Brains: 6, Brawn: 6, Bravery: 7

A. *Nesbin (5) - Outsider Leader, Timelord [2] /LoT/

-Native: Gallifrey

-Charisma, Marksman, Running, Thief, Tracking

-Counts as User of Blade. Opposing Timelords here are -1 to all Qualities.

"All that peace and tranquillity... We decided to get back to nature out here."

-Brains: 7, Brawn: 7, Bravery: 8

A. *Nils - Moonbase Personnel**, Human [1] /7Dr/

-Native: Earth (or The Moon) Near Future (2070)

-Computers, Engineering, Science

"We're all scientists you see. No room for idle hands."

-Brains: 5, Brawn: 5, Bravery: 5

A. *Nimrod - Cavemanservant, Neanderthal [2] /TM/

-Native: Victorian Era (1883) or Earth Prehistory (100,100 B.C.)

-Computers, History, Minion (Josiah), Tracking

-Monster cards requiring Brawn here are -5 to that Quality.

"He's a Neanderthal, isn't he?" "Yes. The finest example I've seen this side of the stone age."

-Brains: 4, Brawn: 7, Bravery: 8

E. *Noah - Prime Unit, Human [3] /7Dr/

-Native: Earth Orbit Far Future (16,000)

-Bureaucrat, Computers, Engineering, Marksman, Pilot

-Opposing TARDIS Characters are -1 to all Qualities here.

"Our genetic pool has been balanced, cross-matched... three random units could threaten our survival."

-Brains: 9, Brawn: 7, Bravery: 7

A. **Novice Hame - Cat Nun**, Feline [1] /AW/

-Native: New Earth Dark Night Era (5,000,000,023)

-Charisma, History, Medicine, Running

"The Sisters of Plenitude take a life-long vow to help and to mend."

-Brains: 5, Brawn: 4, Bravery: 5

A. *Nurse Tamsin - Pushy Installer, Human [2] /IS/

-Native: Earth Orbit Far Future (200,000)

-Bureaucrat, Computers, Engineering, Medicine, [V] Info-Spike

-At the start of your turn, choose one of your Characters here to become a User for Info-Spike until the start of your next turn.

"Painless. Contractual guarantee."

-Brains: 6, Brawn: 3, Bravery: 5

A. *Ohica - First Sister of Karn, [3] /LoT/

-Native: Karn Twilight Era (4723)

-Aware (2), Bureaucrat, History, Medicine

-At the start of your turn, you may make the opponent of your choice show you either a single Timelord or as many cards from his or her hand as you have other Characters with "Karn" in their title or subtitle here.

"I say only what my eyes have seen."

-Brains: 6, Brawn: 4, Bravery: 7

A. *Oliver Morgenstern - Intern**, Human [1] /10D/

-Native: Earth Postmodern Era (2008)

-Charisma, Medicine, Science

++1 Brains when facing a Medicine-related Puzzle card.

"Dizziness can be a sign of early onset diabetes."

-Brains: 5, Brawn: 5, Bravery: 5

A. *Ollis - Wrong Place, Wrong Time**, Human [1] /AW/

-Native: Earth Present (1971)

-Aware, Marksman, Running, Tracking

-At the end of your turn, you may relocate this Character to any Dimensional Spacetime card.

"He'll be off somewhere, we shan't see him now 'til dark."

-Brains: 3, Brawn: 4, Bravery: 5

A. **Ood Servant - Basic Slave Race**, Ood [1] /AW/

-Native: Twilight Era (4202)

-Creature, Engineering, Minion (The Beast)
-If The Beast not here, this Minion is instead attached to your non-Minion Ally with the highest total Qualities here (your choice if tie). The Character this Ood is attached to is +1 Brawn (cumulative).

"If you don't give them orders they just pine away and die."

-Brains: 2, Brawn: 5, Bravery: 1

A. *Ood Sigma - Patient Poisoner, Ood [3] /S10/

-Native: Twilight Era (4126)

-Bureaucrat, Charisma, Creature, Minion (Klineman Halpen), Poison, Thief

-Your Ood Enemies here may act as Allies. If Ood Brain in play, gains Aware (2).

"All that intelligence and mercy focused on Ood Sigma."

-Brains: 6, Brawn: 5, Bravery: 7

A. **Ood Slave - Lives to Serve**, Ood [1] /S10/

-Native: Twilight Era (4126)

-Charisma, Creature, Minion, Troop

-This Character's Minion Trait is attached to your unique non-Minion Ally or Enemy with the highest Cost here (your choice if tie). The Character this Ood is attached to is +1 Brains (cumulative).

"Do you take milk and sugar?"

-Brains: 3, Brawn: 5, Bravery: 1

A. *Orcini - Knight of the Order of Oberon, Human [4] /AW/

-Native: Twilight Era (4615)

-Charisma (2), History, Machine, Marksman, Thief, Tracking, [V] Men of Action

-Counts as User of Blade. Is +1 to all Qualities in any fight in which your opponent has more Characters than you do.

"Only fools would take the risks I do."

-Brains: 8, Brawn: 7, Bravery: 9

A. *Orin Scannell - First Officer, Human [2] /IS/

-Native: Twilight Era (4108)

-Computers, Engineering, Pilot, Running

-At the start of a fight here, you may freeze one non-unique Enemy here until the end of this turn.

"So maybe we should stop chatting and get to engineering."

-Brains: 5, Brawn: 6, Bravery: 6

A. *Osborn - Duty Officer, Human [3]

-Native: Twilight Era (4590)

-Aware, Computers, Demolitions, Marksman, Screamer, Victim

-Once per game, may destroy an Enemy on which Cryogenic Prison has been played (return Cryogenic Prison to hand).

"Should we be boarded, destroy the prisoner."

-Brains: 3, Brawn: 5, Bravery: 5

A. *Oscar - Poet Restaurateur, Human [2] /7Dr/

-Native: Earth Present (1985)

-Charisma, History, Poison, Science, Victim

-Opposing Enemies with Gloating are -1 to all Qualities here.

"You're an actor." "I'm in-between roles at the moment."

-Brains: 6, Brawn: 4, Bravery: 4

A. *Owen Harper - Callous Physician, Human [3] /RD3/

-Native: Earth Postmodern Era (2007)

-Gloating, Marksman, Medicine, Pilot, Science, Torchwood

-If you played a Medicine-related Bang! card since the start of your last turn, your opponents can spend -1 point in Cost.

"...the pressure increases on the internal organs until... Rat jam!"

-Brains: 8, Brawn: 5, Bravery: 6

A. *Owen Harper - Pathetic Weasel, Human [2] /RU/

-Native: Earth Postmodern Era (2009)
-Aware, Medicine, Science, Torchwood
-Unbound. If Toshiko Sato here, this Character is +1 to all Qualities.
"Do you really think I look like a rodent?"
-Brains: 7, Brawn: 3, Bravery: 4

A. *Owen Harper - Unalive, Human [5] /TW2-T21/

-Native: Earth Postmodern Era (2009)
-Charisma, Marksman, Medicine, Running, Thief, Torchwood
-When this Character is destroyed in a random selection, immediately return him to where he was destroyed.
"My death. The death I survived. The death I'm now living through."
-Brains: 7, Brawn: 7, Bravery: 8

A. *P.C. Quick - Policeman**, Human [1]

-Native: Earth Victorian Era (1889)
-Aware, Tracking, Troop
"We all know they're solid sterling fellows, but their buttons are the brightest thing about them."
-Brains: 3, Brawn: 5, Bravery: 5

A. *Parsons - Medical Staff**, Human [1] /IS/

-Native: Asteroid Belt Twilight Era (5000)
-Computers, Marksman, Medicine, Victim
"Treatment is already under way."
-Brains: 5, Brawn: 4, Bravery: 5

A. *Penn - Space Corps Navigator**, Human [1] /IS/

-Native: Near Future (2135)
-Aware, Computers, Pilot, Troop
"How long shall I keep the ship in stand-off orbit, sir?"
-Brains: 5, Brawn: 5, Bravery: 5

A. *Perfection - Divine Beauty, Human [4] /RD5/

-Native: Divergent Universe
-Charisma (2), Computers, History, Marksman, Running, Thief
-If you have a Goal here at the start of your turn, you may turn this Character into an Enemy until the start of your next turn. If you do, she gains Domination, "God" and the Impostor keyword.
"We're forgetting grace."
-Brains: 9, Brawn: 6, Bravery: 7
(from *The Next Life*)

A. *Pete - The Morgue Guy, Human [1] /AF/

-Native: Earth Postmodern Era (1999)
-Medicine, Screamer, [V] Bagged and Tagged
-If you have Bagged and Tagged here, you do not need to place your destroyed Timelord under it.
"Stop by Psychiatric and pick up some more mind-altering drugs."
-Brains: 3, Brawn: 5, Bravery: 3

A. *Pete Tyler - Born Failure, Human [3] /TM/

-Native: Earth Present (1987)
-Aware, Pilot, Running, Science, Victim (2), [V] Any card with the word "Sacrifice" in its title
-You may destroy this Character at any time to destroy any Temporal Condition here.
"I'm so useless I couldn't even die properly."
-Brains: 6, Brawn: 5, Bravery: 8

A. *Pete Tyler - Gemini, Human [4] /10D/

-Native: Alternate Earth Postmodern Era (2007)
-Bureaucrat, Charisma, Computers, Pilot, Running, Science, Thief

-Unbound. If an opposing Cyberman here, all opposing Enemies here are -2 Brains.
"That is not your Pete. That is a Pete."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Pete Tyler - Interdimensional Rebel, Human [3] /RU/

-Native: Alternate Earth Postmodern Era (2010)
-Bureaucrat, Charisma, Computers, Engineering, Marksman, Pilot, Torchwood, [V] Dimension Jump
-Unbound.
"In my world, it worked. All those daft little plans of mine. They worked. Made me rich."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Peter Dalton - Doomed Groom, Human [2] /S10/

-Native: Earth Postmodern Era (2009)
-Bureaucrat, Charisma, Minion (Trickster), Pilot, Victim
-Unbound. If Sarah Jane Smith here, this Character is +2 to all Qualities. Your Sarah Jane Smith here is +1 to all Qualities (+2 if she is an Adventurer).
"Sarah Jane and I, we're the perfect match."
-Brains: 5, Brawn: 4, Bravery: 5

A. *Peter Streete - Mad Architect, Human [2] /PD/

-Native: Earth Renaissance (1599)
-Aware, Engineering, Madman, Minion (Carrionites), Victim
-When you Roll the Dice, you may raise the rolled number by 1 or lower it by 4.
"Witches spoke to Peter. In the night, they whispered. Got Peter to build the Globe to their design. Their design! The 14 walls... always 14."
-Brains: 7, Brawn: 4, Bravery: 2
("Memory holds a seat in this distracted globe.")

A. *Peter Warmsly - Site Manager, Human [2] /RU/

-Native: Earth Postmodern Era (1996)
-Bureaucrat, History (2), Pilot
-Opposing Characters here are frozen after they successfully overcome a History-related Puzzle card.
"History has to be eased out of the earth one painstaking layer at a time."
-Brains: 7, Brawn: 3, Bravery: 5

A. *Petra Williams - Assistant Director, Human [2] /AW/

-Native: Parallel Earth Present (1969)
-Bureaucrat, Charisma, Engineering, Minion (Stahlman), Science, Victim
-Unbound. Your Greg Sutton and Stahlman here are +1 to all Qualities.
"Stahlman listens to you."
-Brains: 8, Brawn: 3, Bravery: 7

A. *Phipps - T Mat Technician, Human [1]

-Native: Earth or (The Moon) Near Future (2090)
-Engineering, Running, Thief, Victim
-Once per turn, destroy one card from hand to gain +2 Brains until end of that turn.
"Maintenance... Second-class technician."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Ping-Cho - Storyteller, Human [2] /AiH/

-Native: Earth Middle Ages (1289)
-Aware, Charisma, History, Running, Screamer, Thief, Tracking, [V] Any Plot-related Condition or Bang! card
"Gracious maidens, gentle lords, pray attend me while I tell my tale."
-Brains: 5, Brawn: 3, Bravery: 5

A. *Pletrac - Nervous Judge, Interminorian [2] /7Dr/

-Native: Inter Minor Twilight Era (3073)
-Bureaucrat, Marksman, Medicine
-While unopposed, players may not take more than one card from under their Mini-Scope

each turn.

"He is chairman of the tribunal. Let him do his duty."

-Brains: 5, Brawn: 4, Bravery: 3

A. *Poul - Secret Agent, Human [2]

-Native: Imperial Era (2865)

-Aware, Charisma, Engineering, Thief, [V] D.84

"You move like a hunter... watch all the time."

-Brains: 6, Brawn: 6, Bravery: 4

A. *Pralix - Mentiad**, Human [2] /KTT/

-Native: Zanak Present (1978)

-Aware, Domination, Troop

+1 to all Qualities for each other Character with Domination here.

"A gestalt! A telepathic gestalt!" "Many minds combined together telepathically to form a single entity."

-Brains: 6, Brawn: 4, Bravery: 6

A. *President Basil - Britain's Leader, Human [3] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Aware, Bureaucrat (2), Charisma, Victim

-Unbound. Once per game, when an opponent is about to attempt to Reach a Goal here, you may freeze all of that opponent's Enemies here.

"Listen to me. This experiment ends. Tonight."

-Brains: 6, Brawn: 4, Bravery: 8

A. *Prince Reynart - Heir to the Throne, Human [2] /AW/

-Native: Tara Colonial Era (2378)

-Bureaucrat, Charisma, History, Screamer, [V] Android Decoy

-The first time you Oppose a Goal or score points from a Purpose card here, this Character is +2 to all Qualities for the rest of the game.

"I am to be crowned king."

-Brains: 6, Brawn: 5, Bravery: 7

A. *Princess Astra - Sixth Segment, Human [2] /AF/

-Native: Atrios Present (1979)

-Bureaucrat, Charisma, Computers, Thief

-Key. Your Temporal cards play here at -1 Cost.

"This is the time of my becoming... my transcendence."

-Brains: 5, Brawn: 3, Bravery: 8

A. *Professor Docherty - Traitor, Human [3] /LoT/

-Native: Paradox Earth Postmodern Era (2009)

-Computers, Engineering, Minion (The Master), Science, Thief, [V] Metal Breakdown

-Unbound. Opposing Human Allies here are -1 Brains.

"I knew what Professor Docherty would do. The Resistance knew about her son."

-Brains: 8, Brawn: 3, Bravery: 5

A. *Professor Eldred - Rocketman, Human [2]

-Native: Earth Near Future (2090)

-Engineering (2), History, Science, [V] Rocketship

"You can tell he's almost in love with that rocket!"

-Brains: 8, Brawn: 3, Bravery: 5

A. *Professor Hayter - Hypnosis Expert, Human [2] /TM/

-Native: Earth Present (1982)

-Aware, Domination, Science, Screamer

-Danger, Monster and Puzzle cards requiring Domination here require 1 less Domination.

Domination-related Attack cards cannot be used to start a fight here.

"I do not choose to believe, therefore I hallucinate."

-Brains: 8, Brawn: 3, Bravery: 8

A. *Professor Kyle - Paleontologist, Human [1]

-Native: Earth Expansion Era (2526)
-Computers, Science, Tracking, Victim
"The caves are uncharted. You'll never find the bodies without my help."
-Brains: 6, Brawn: 3, Bravery: 2

A. Professor Laird - Scientist, Human [2]

-Native: Earth Present (1984)
-Medicine, Poison, Science, Screamer, Victim, [V] Medical Care
"We could all do with something a bit stronger."

A. *Professor Litefoot - Coroner, Human [3]

-Native: Earth Victorian Era (1889)
-Charisma, History, Marksman, Medicine
-Freeze at any time to unfreeze all your TARDIS Characters here. If Henry Gordon Jago here, both he and this Character are +1 to all Qualities.
"That brow! Those hands! England's premiere professor of pathology!"
-Brains: 8, Brawn: 3, Bravery: 7

A. *Professor Marius - Endomorphologist, Human [3] /IS/

-Native: Asteroid Belt Twilight Era (5000)
-Charisma, Computers, Marksman, Medicine (2), Science, [V] K9 Mark I
-Puzzle cards requiring Medicine here are -10 to any required Quality.
"He is our specialist in extraterrestrial pathological endomorphisms."
-Brains: 9, Brawn: 4, Bravery: 7

A. Professor Parry - Archaeologist, Human [2]

-Native: Expansion Era (2486)
-Bureaucrat, Demolitions, History, Science
-When he helps overcome a Puzzle card, you may draw the bottom card of your discard pile.
"Archaeologist written all over him."
-Brains: 8, Brawn: 4, Bravery: 4

A. **Professor Peach - The Victim**, Human [1] /S10/

-Native: Earth Modern Era (1926)
-Aware, Charisma, History, Screamer, Victim
"I need to check something in the library..." "All this work will be the death of you."
-Brains: 6, Brawn: 3, Bravery: 5

A. *Professor Wagg - Clock Expert, Human [2] /AF/

-Native: Earth Postmodern Era (1999)
-Bureaucrat, Engineering, Gloating, Science, [V] Beryllium Clock
"I am the only person allowed up there."
-Brains: 7, Brawn: 3, Bravery: 4

A. *Professor Watkins - Weak Inventor, Human [2] /AF/

-Native: Earth Present (1969)
-Engineering, Science (2), Screamer, [V] Cerebraton
-May work with your Enemies here (except in fights).
"Without him, we can't make any more machines; without machines, we can't control the Cybermen."
-Brains: 8, Brawn: 2, Bravery: 3

A. *Professor Yana - Lost in Time, [fob] Human [4] /10D

-Native: Dark Night Era (100,000,000,000,000)
-Charisma, Computers, Engineering (2), History, Science, [V] Salvage
-May not co-exist with The Master. If Timelord Fobwatch here, may be swapped for The Master (17). When played, you may [V] an Artifact and place it in your discard pile.
"You made this system out of food and string and staples... You're a genius."
-Brains: 10, Brawn: 3, Bravery: 6

A. *Queen Victoria - Supreme Monarch, Human [3] /TL/171

-Native: Earth Victorian Era (1879)
-Aware, Bureaucrat (2), Charisma, History, Marksman, Running, [V] Torchwood Institute
-This Character cannot be randomly selected to be destroyed. Other Natives of Victorian Era here are +1 Bravery.
"I am the Queen of the United Kingdom of Great Britain and Ireland. Everything around me tends to be planned."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Quintus - Pompeii Survivor, Human [2] /AiH/
-Native: Earth Antiquity (80)
-Running, Science, Thief, Tracking
-Your other Characters Native to Antiquity here are +1 Bravery.
"My son, the doctor." "Mum... I'm just a student of the physical sciences."
-Brains: 5, Brawn: 4, Bravery: 6

A. Rachel Jensen - Science Adviser, Human [2]
-Native: Earth Present (1963)
-Aware, Charisma, Science
-+1 to all Qualities if The Doctor is here.
"You know, after this is over, I'm going to retire and raise begonias."
-Brains: 9, Brawn: 4, Bravery: 5

A. *Radnor - T Mat Commander, Human [2]
-Native: Earth Near Future (2090)
-Bureaucrat, Charisma, Engineering
-Other Allies Native to the Near Future here are +1 to all Qualities.
"Different men, different careers."
-Brains: 6, Brawn: 4, Bravery: 6

A. *Raffalo - Grade H Plumber**, Crespallion [1] /9D/
-Native: Earth Orbit Dark Night Era (5,000,000,000)
-Charisma, Engineering, Screamer, Victim
"I won't be long, I've just got to do some maintenance..."
-Brains: 4, Brawn: 4, Bravery: 5

A. *Rajesh Singh - Torchwood Scientist**, Human [2] /RU/
-Native: Earth Postmodern Era (2007)
-Aware, Engineering, Science, Torchwood, Victim
-Opponent's Psychic Paper has no effect here.
"Everyone at Torchwood has at least a basic level of psychic training."
-Brains: 7, Brawn: 3, Bravery: 6

A. *Rani Chandra - Bridesmaid, Human [2] /S10/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Running, Thief, Tracking
-Adventurer. Your Amy Pond, Donna Noble, Gwen Cooper and Sarah Jane Smith here are +1 to all Qualities and may act as Adventurers.
"...and your mum can do the flowers, before she asks."
-Brains: 6, Brawn: 3, Bravery: 7

A. *Rani Chandra - The New Girl, Human [3] /SJA2-SJ8/
-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Running, Thief, [V] Curious
-Adventurer. Puzzle cards requiring Aware here are -2 to any required Quality for each Adventurer you have here.
"It's weird. I'm into weird."
-Brains: 6, Brawn: 3, Bravery: 7

A. *Rapunzel - Lonely Princess, Human [1] /AW/
-Native: Land of Fiction
-Aware, Charisma, Minion (The Controller)
-Your male Human Characters here gain Thief. Once per turn, you may destroy Daunting

Heights or Sheer Cliff Face here.

"Ouch! I suppose you know that hurts... I don't object to people climbing it... but you would keep tugging so."

-Brains: 3, Brawn: 3, Bravery: 7

A. *Ray - Lovelorn Girl**, Human [1] /TL/148

-Native: Earth Modern Era (1959)

-Charisma, Pilot, Running, Thief, [V] Tool Kit

-At the start of each of your turns, choose one male Character here; it is +1 Bravery until the start of your next turn.

"Love has never been known for its rationality."

-Brains: 5, Brawn: 4, Bravery: 6

A. *Redvers - Big Game Hunter, Human [3] /TM/

-Native: Victorian Era (1883)

-History, Madman, Marksman, Screamer, Tracking, [V] Any Weapon of which he is a User

-If an opposing "God" here at the start of your turn, that "God"'s owner must show you 3 cards from his or her hand.

"Only the madman may see the path clearly through the tangled forest."

-Brains: 4, Brawn: 6, Bravery: 7

A. *Reinette - Madame de Pompadour, Human [3] /TM/

-Native: Earth Renaissance (1753)

-Aware (2), Bureaucrat, Charisma (2), History

-Your Doctor (10) here is +2 to all Qualities. Unless a Goal that names her here, if this Character is destroyed in a fight, the player who started that fight loses a point.

"Actress, artist, musician, dancer, courtesan... Fantastic gardener!"

-Brains: 8, Brawn: 4, Bravery: 7

A. *Rhys Williams - Devoted Husband, Human [2] /TW3-T31/

-Native: Earth Postmodern Era (2010)

-Aware, Running, Pilot, Thief

-If Gwen Cooper here, gains Charisma and Torchwood and is +1 to all Qualities.

"You fuss over me one more time..."

-Brains: 5, Brawn: 5, Bravery: 6

A. *Richard Mace - Cowardly Thespian, Human [3] /Inv/

-Native: Earth Renaissance (1666)

-Aware, Charisma, History, Marksman, Running, Thief

-Once per game, you may [V] an Artifact for which there is no User here.

"My bravado is as false as my boasting."

-Brains: 4, Brawn: 7, Bravery: 4

A. *Rickston Slade - Selfish Survivor, Stowan [2] /S10/

-Native: Postmodern Era (2008)

-Aware, Bureaucrat, Gloating, Screamer

-Counts as User of Mobile Phone. When an opponent scores points from a Profit Goal here, score 1 point.

"Do as I say and sell."

-Brains: 6, Brawn: 4, Bravery: 4

A *Ricky Smith - Public Enemy No.1, Human [3] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Marksman, Running, Screamer, Thief, Victim

-Unbound. At the start of your turn, choose one opposing Character with Tracking here to be frozen for one full turn.

"You're talking to London's Most Wanted."

-Brains: 5, Brawn: 7, Bravery: 7

A. *Rika - Pretty Tharil**, Tharil [1] /RU/

-Native: Tharil Castle Environment card

-Aware (2), Charisma, Pilot

"It's like talking to a Cheshire cat."
-Brains: 6, Brawn: 5, Bravery: 6

A. *Ridgeway - Submarine Officer [1] /MoW/**

-Native: Earth Present (1971)
-Marksman, Pilot, Tracking
-+1 to all Qualities if at an Underwater Spacetime card.
"Stand by to start your sonar watch."
-Brains: 5, Brawn: 6, Bravery: 7

A. *Riley Vashtee - Quiz Expert, Human [2] /IS/

-Native: Twilight Era (4108)
-Charisma, Computers, Engineering, History, Running, [V] Trivia
-Puzzle cards here are -3 to any required Quality.
"I've never found anyone worth believing in."
-Brains: 6, Brawn: 5, Bravery: 6

A. *River Song - Archaeologist, Human [4] /EoT/

-Native: Twilight Era (5155)
-Aware, Charisma, Computers, History, Marksman, Running, Victim, [V] River's Sonic Screwdriver
-Counts as Jack Harkness for Sonic Blaster. Any opposing Doctor with a regeneration less than (11) here is -2 Brains.
"Hello, Sweetie."
-Brains: 9, Brawn: 5, Bravery: 8

A. *Robin Stuart - Hitchhiker, Human [2] /LoT/

-Native: Earth Present (1982)
-Aware, Running, Screamer, Thief, Tracking
-Danger, Monster and Puzzle cards requiring Tracking here are -5 to any required Quality.
"Have I ever led you astray?"
-Brains: 4, Brawn: 4, Bravery: 5

A. *Rodan (1) - Traffic Control, Timelord [2] /LoT/

-Native: Gallifrey
-Charisma, Computers, Engineering, Running, Science, [V] Transduction Barriers
"I'm nothing more than a glorified traffic guard."
-Brains: 8, Brawn: 4, Bravery: 5

A. *Roger Scobie - Flight Engineer, Human [1] /TM/**

-Native: Earth Present (1982)
-Computers, Engineering, Running, Thief
-+1 Bravery if your Pilot here.
"Power checked... V1... Rotate..."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Rogin - Old-Fashioned Sleeper, Human [3] /7Dr/

-Native: Earth Orbit Far Future (16,000)
-Demolitions, Engineering, Marksman, Pilot, Tracking, [V] Self Sacrifice
"We should've stayed on Earth... I liked the Earth! I like heat!"
-Brains: 7, Brawn: 7, Bravery: 8

A. *Romana (2) - Madam President, Timelord [5] /RD4/

-Native: Gallifrey
-Aware, Bureaucrat (2), Computers, Engineering, History, Science (2), [V] K9 Mark II
-At the start of each of your turns, you may name one Timelord here; it counts as a Timelord with "CIA" in its subtitle until the start of your next turn.
"Access to the spacetime vortex must be... regulated."
-Brains: 12, Brawn: 5, Bravery: 8
(From Gallifrey: *Weapon of Choice*)

A. *Romana (4) - Storyteller, Timelord [4] /RD5/

-Native: Gallifrey
-Charisma, Computers, Engineering, History (2), Science, [V] Romana's TARDIS
-If you don't have The Doctor here, may act as The Doctor. Once per turn, you may [V] one Plot-related Condition or Bang! card by destroying ? cards from hand, where ? = that card's Cost (minimum: 1).

"I don't know what's real anymore... Is this a story too?"

-Brains: 12, Brawn: 2, Bravery: 7

(from *Tomb of Valdemar*)

A. *Ronson - Elite Scientist**, Kaled [2] /AiH/

-Native: Skaro Antiquity (4000 B.C.)

-Charisma, History, Science, Screamer, Thief, Victim

-May work with your Enemies if Davros here.

"I'm with the science division." "Oh good, good, then perhaps we can talk without interruption from rifle butts."

-Brains: 8, Brawn: 3, Bravery: 6

A. *Rory Williams - Male Nurse, Human [2] /DoG/

-Native: Earth Postmodern Era (2008)

-Aware, Computers, Medicine, Pilot, Running, [V] Video Phone

"You're a good enough nurse, but for God's sake..."

-Brains: 6, Brawn: 4, Bravery: 6

A. *Rory Williams - Country Physician, Human [2] /RU/

-Native: Earth Postmodern Era (2015)

-Charisma, Medicine (2), Running, Victim

-Unbound. Your non-unique Characters here are +1 to all Qualities.

"A doctor, not a nurse, just like you've always dreamed."

-Brains: 6, Brawn: 5, Bravery: 7

A. *Rory Williams - Plastic Centurion, Auton/Human [3] /TL/215

-Native: Earth Antiquity (102) to Postmodern Era (1996)

-Aware, Charisma, History, Laser, Machine, Thief, [V] Blade

-Amy Pond may not be randomly selected to be destroyed here.

"Why do you have to be so... human?" "Because right now I'm not."

-Brains: 6, Brawn: 9, Bravery: 8

A. *Rose Tyler - Reality's Repairwoman, Human [5] /RU/

-Native: Alternate Earth Postmodern Era (2012)

-Aware, Charisma, Engineering, History, Running, Science, Torchwood, Tracking, UNIT

-Unbound. At the end of any of your turns, this Character may move to or from any Dimensional Spacetime card with the word "Earth" in its title.

"Trust me, the wrong word in the wrong place can change an entire causal nexus."

-Brains: 8, Brawn: 4, Bravery: 7

A. *Rosita - Spunky Companion, Human [2] /DoG/

-Native: Earth Victorian Era (1851)

-Charisma, Running, Screamer, Thief

-Gains Engineering and Marksman if you have Jackson Lake here.

"My faithful companion. Always telling me off."

-Brains: 4, Brawn: 5, Bravery: 6

A. **Ross Jenkins - UNIT Driver**, Human [2] /MoW/

-Native: Earth Postmodern Era (2009)

-Charisma, Marksman, Pilot, Troop, UNIT, Victim

"A modern UNIT for the modern world."

-Brains: 5, Brawn: 7, Bravery: 7

A. **Rossiter - Skittish Vinvocci, Vinvocci [2] /DoG/

-Native: Postmodern Era (2010)

-Computers, Engineering, Marksman, Medicine, Running, Thief

-Impostor.

"We're not Zocci, we're Vinvocci. Completely different."
-Brains: 6, Brawn: 5, Bravery: 5

A. **Rost - Cryon Rebel**, Cryon [2] /MoW/

-Native: Telos Expansion Era (2530)
-Charisma, Engineering, Marksman, Science, Thief, Troop
-Counts as an Ice Warrior for Turning Up the Heat.
"We no longer have a planet."
-Brains: 6, Brawn: 5, Bravery: 6

A. *Roth - Fast Friend, Human [1] /AF/

-Native: Far Future (16,000)
-Running (2), Thief, Victim, [V] Pit Trap
-+2 Brains and Bravery if your female TARDIS Character here.
"He must've gone bush."
-Brains: 2, Brawn: 5, Bravery: 2

A. *Rubeish - Blind Professor, Human [2] /PD/

-Native: Earth Present (1973)
-Aware, Engineering, History, Science, Thief
-Opponents may not take control of this Character.
"He's as blind as a bat without his glasses."
-Brains: 8, Brawn: 3, Bravery: 7

A. *Ruby Duvall - Investigative Reporter, Human [3] /RD5/

-Native: Earth Postmodern Era (2006)
-Aware, Charisma, Computers, History, Pilot, Running, Thief, [V] Record
-You may destroy your Enemy here or from hand to turn this Character into a TARDIS Character for the rest of the game.
"Take me with you."
-Brains: 6, Brawn: 5, Bravery: 6
(from *Iceberg*)

A. *Runcible (2) - The Fatuous**, Timelord [2] /DoG/

-Native: Gallifrey
-Computers, History, Screamer, Victim
-Whenever an opponent uses one or more Characters with Bureaucrat to meet the requirements of a Bang!, Condition or Goal here, that player must show you a card at random from his or her hand (cumulative).
"You had ample opportunity to ask me questions during your mis-spent years at the Academy."
-Brains: 5, Brawn: 3, Bravery: 5

A. **Ruther - Short Hunter**, Castrovalvan [1] /PD/

-Native: Castrovalva Present (1981)
-Aware, Minion (The Master), Tracking, Troop, Victim
"Today has been a good adventure in the Wilds beyond the Walls... and a quarry worth the name."
-Brains: 5, Brawn: 5, Bravery: 6

A. *Ryder - Friend of the Ood, Human [2] /S10/

-Native: Twilight Era (4126)
-Computers, Medicine, Science, Screamer, Thief, Victim
-May act as an Impostor. At the end of any turn during which he has acted as an Impostor, destroy this Character.
"It's taken me ten years to infiltrate the company. And I succeeded."
-Brains: 7, Brawn: 3, Bravery: 7

A. *Sabalom Glitz - Single-Minded, Human [2] /DoG/

-Native: Dark Night Era (2,000,000)
-Bureaucrat, Charisma, Marksman, Running, Thief
-Opponents may not take control of this Character. In a fight you did not start, this Character is

+3 Brawn.

"I'm a small-time crook with small-time ambitions, one of which is staying alive."

-Brains: 6, Brawn: 6, Bravery: 5

A. *Sabalom Glitz - Sociopath, Human [3] /TL/142

-Native: Dark Night Era (2,000,000)

-Aware, Charisma, Marksman, Poison, Running, Thief, [V] Whodunit

-When involved in a fight, opposing Characters here are -1 Brawn.

"My malaise is much more complex. A deep-rooted maladjustment, my psychiatrist said."

-Brains: 6, Brawn: 7, Bravery: 6

A. *Sabetha - Brave Soul, Human [2] /RU/

-Native: Marinus Present (1964)

-Aware, Charisma, Minion (Morpho), Thief, Tracking

-Danger, Monster and Puzzle cards requiring Bravery here are -5 to any required Quality.

"Last year, I sent my daughter."

-Brains: 6, Brawn: 4, Bravery: 7

A. *Salateen - Emotionless Major, Human [1] /7Dr/

-Native: Imperial Era (2784)

-Marksman, Medicine, Running, Victim

-May be swapped with Salateen Android.

"You're all heart!"

-Brains: 6, Brawn: 6, Bravery: 6

A. *Sally Jacobs - UNIT Analyst**, Human [1] /Inv/

-Native: Earth Postmodern Era (2006)

-Charisma, Computers, Tracking, UNIT

"We've got it on the Hubble array."

-Brains: 6, Brawn: 4, Bravery: 5

A. *Sally Sparrow - Paradox Investigator, Human [3] /TM/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma (2), Running, Screamer, Thief, Tracking

-When a Temporal card is played here, you may take the bottom card of your discard pile into your hand.

"I love old things. They make me feel sad." "What's good about sad?" "It's happy for deep people."

-Brains: 7, Brawn: 4, Bravery: 7

A. *Sam Seeley - Dodgy Poacher, Human [1]

-Native: Earth Present (1969)

-Thief, Tracking

-Your Artifacts are played here at -1 Cost (minimum 1).

"Sam Seeley, you've not been thievin' again, have ya?"

-Brains: 3, Brawn: 5, Bravery: 6

A. *Samantha Briggs - Brassy Scouser, Human [2] /TL/34

-Native: Earth Present (1966)

-Aware, Charisma, Thief

-You may destroy your Human TARDIS Character here to turn this Character into a TARDIS Character for the rest of the game. Your Jamie McCrimmon here is +1 to all Qualities.

"Well, what do you think I've come all the way down from Liverpool for?"

-Brains: 6, Brawn: 5, Bravery: 7

A. *Sapan - Peaceful Monk**, Human [1] /Inv/

-Native: Earth Modern Era (1935)

-Aware, History, Victim, [V] Spirit Trap

"We shall pray for you."

-Brains: 6, Brawn: 4, Bravery: 6

A. *Sarah Jane Smith - Adventuress, Human [5] /RD4/

-Native: Earth Postmodern Era (2008)
-Aware, Computers, Engineering, History, Pilot, Running, Thief, Tracking, UNIT, [V] Sonic Lipstick
-Adventurer. Opposing Enemies are -1 to all Qualities here if they have a Weapon or are attempting to Reach a Goal here.
"The people I fight have plans and weapons, but I don't. It's what makes me different."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Sarah Jane Smith - Former Companion, Human [3] /PD/

-Native: Earth Postmodern Era (2007)
-Aware, Charisma, History, Running, Thief
-Your TARDIS Characters here are +1 to all Qualities. Once per game, if your Doctor here, you may [V] K9 Mark III or K9 Mark IV.
"He replaced you with a brand new model... He does that."
-Brains: 6, Brawn: 5, Bravery: 7

A. *Sarah Jane Smith - The Bride, Human [4] /S10/

-Native: Earth Postmodern Era (2009)
-Aware, Charisma, Computers, Pilot, Thief, [V] One Last Appearance
-Adventurer. At the start of any of your turns, you may destroy ? cards from hand to [V] any Adventurer, where ? = the Cost of that Adventurer.
"We thought she was hunting aliens."
-Brains: 7, Brawn: 4, Bravery: 8

A. *Sarah Jane Smith - Trouble, Human [4] /RD1/

-Native: Earth Postmodern Era (2002)
-Aware, Charisma, Running, Thief (2), Tracking, [V] Informant, [V] Sneaking Around
-At the start of each opponent's turn, you may destroy a card from hand to freeze one of that opponent's Enemies with Tracking here.
"One day, I might just get to unpack!"
-Brains: 6, Brawn: 5, Bravery: 7
(from Sarah Jane Smith audios)

A. *Sarah Jane Smith - UNIT-Trained, Human, [4] /MoW/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Engineering, Running, Thief, Tracking, UNIT
-Adventurer. Once per full turn, if an opposing Character here is about to be destroyed in a fight here, you may prevent that to spend 1 extra point in Cost on your next turn.
"UNIT training. Never forget it. Just a little bit older."
-Brains: 7, Brawn: 5, Bravery: 8

A. *Sarah Lasky - Amoral Agronomist, Human [2] /IS/

-Native: Imperial Era (2986)
-Charisma, History, Medicine, Poison, Science, Victim, [V] Pods
-This Character may work with your Enemies to Reach an Experiments Goal here.
"Misguided scientists who claim the pursuit of truth as an excuse for immoral experiments."
-Brains: 8, Brawn: 3, Bravery: 6

A. *Sato - Pathologist**, Human [1] /9D/

-Native: Earth Postmodern Era (2006)
-Aware, Medicine, Science, Screamer
"I just assumed, that's what aliens look like."
-Brains: 6, Brawn: 3, Bravery: 4

A. *Savar (3) - Young Timelord**, Timelord [1] /LoT/

-Native: Gallifrey
-Bureaucrat, Charisma, History, Science
"I believe I have wisdom to fit my years."
-Brains: 7, Brawn: 3, Bravery: 5

A. *Scooti Manista - Doomed Technician**, Human [1] /AW/

-Native: Twilight Era (4202)

-Aware, Charisma, Engineering, Screamer, Victim
"She was twenty... twenty years old."
-Brains: 5, Brawn: 4, Bravery: 6

A. *Sevrin - Soulful Muto**, Muto [1] /AiH/

-Native: Skaro Antiquity (4000 B.C.)
-Running, Thief, Tracking
-+1 Bravery if you have a female Ally or TARDIS Character with Charisma here.
"Why must we always destroy beauty?"
-Brains: 4, Brawn: 6, Bravery: 7

A. *Sgt. Mitchell - Trooper**, Human [1]

-Native: Earth Expansion Era (2526)
-Marksman, Running, Troop, Victim
"I just want the people who did this."
-Brains: 4, Brawn: 6, Bravery: 7

A. *Sgt. Paterson - Survival Expert, Human [2] /LoT/

-Native: Earth Present (1989)
-Aware, Gloating, Pilot, Running, Victim
-Your other Human Characters here are +1 Brawn.
"You think I'm too hard, do you? Pushing you too hard, am I? Have you ever heard of survival of the fittest, son?"
-Brains: 3, Brawn: 6, Bravery: 6

A. **Sgt. Price - Good Soldier**, Human [1] /9D/

-Native: Earth Postmodern Era (2006)
-Marksman, Running, Troop
-On any turn you played this card, you may also play a Troop Ally Native to Earth Present here at +1 Cost.
"Made in Britain!"
-Brains: 4, Brawn: 6, Bravery: 5

A. **Sgt. Thomson - Civil War Soldier**, Human [1] /AiH/

-Native: Earth Victorian Era (1862)
-Marksman, Thief, Troop
-May use Ambushed as if a Minion.
"In a civil war ma'am, no one's neutral. Now who do you support? The North? Or the Confederates in the South?"
-Brains: 3, Brawn: 7, Bravery: 6

A. *Sgt. Walters - Scanner Technician, Human [2]

-Native: Earth Expansion Era (2526)
-Computers, Medicine, Tracking
-Freeze at the start of your turn to look at one random card from the hand of an opponent who has a Character here.
"Walters, I want a constant scan."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Shadow Architect - Law Maker, Shadow [2] /IS/

-Native: Shadow Proclamation Postmodern Era (2009)
-Bureaucrat, Computers, History, Screamer, [V] Any Judoon
-If at Shadow Proclamation, non-Human Characters you kidnap may be moved there at the end of any of your turns.
"By the Holy Writ of the Shadow Proclamation, I order you to stop!"
-Brains: 7, Brawn: 4, Bravery: 6

A. *Shadow Servant - Sensitive Albino**, Shadow [1] /IS/

-Native: Shadow Proclamation Postmodern Era (2009)
-Aware (2), Charisma, Medicine
-Your Characters here specifically named by a Plot card in play are +1 to all Qualities (cumulative).

"You need sustenance. Take the water, it purifies."
-Brains: 6, Brawn: 3, Bravery: 6

A. *Shardovan - Tall Librarian, Castrovalvan [2] /PD/

-Native: Castrovalva Present (1981)
-Aware, History, Minion (The Master), Thief, [V] False History
-The Master here is -1 to all Qualities. +1 to any rolled number when you Roll the Dice (maximum: 10).
"You made us, man of evil, but we are free."
-Brains: 8, Brawn: 5, Bravery: 8

A. *Sherwin - Alien Expert**, Human [1] /9D/

-Native: Earth Postmodern Era (2006)
-Computers, Science, UNIT, Victim
-+1 to all Qualities if any opposing non-Human here.
"They're gathering experts in alien knowledge."
-Brains: 6, Brawn: 5, Bravery: 6

A. *Shirna - Lovely Assistant, Lurman [2] /7Dr/

-Native: Twilight Era (3073)
-Aware, Charisma, Computers, Screamer
-Once per turn, when you play Mini-Scope, instead of destroying it, place it under your draw deck.
"We are entertainers... We put on a show."
-Brains: 5, Brawn: 4, Bravery: 5

A. *Shou Yuing - Fast Friend, Human [2] /RU/

-Native: Earth Postmodern Era (1996)
-Charisma, Demolitions, Pilot, Screamer, Thief
-Once per turn, when an Artifact is destroyed by your Demolitions-related card here, you may draw ? cards, where ? = that Artifact's Cost.
"I have the urge to bung half a kilo of TNT down the hole and blow it all up!"
-Brains: 5, Brawn: 3, Bravery: 7

A. *Shreela - Perivale Youth**, Human [1] /LoT/

-Native: Earth Present (1989)
-Charisma, Running, Screamer, Thief
-+1 Brains and Bravery if Ace here. May be played on Planet of the Cheetah People.
"Four kids gone missing just this month... vanished into thin air."
-Brains: 4, Brawn: 5, Bravery: 5

A. *Sir Keith Gold - Executive Director, Human [2] /AW/

-Native: Earth Present (1969)
-Bureaucrat, Charisma, Science
-Your Allies and TARDIS Characters with Engineering or Science play at -1 Cost here.
"He's a dedicated man you see, dedicated to stifling us with over-caution and an overabundance of experts and advisers."
-Brains: 5, Brawn: 4, Bravery: 5

A. *Sir Robert - Loyal Husband, Human [2] /10D/

-Native: Earth Victorian Era (1979)
-Charisma, History, Victim, [V] Ultimate Sacrifice
-If your unique female Ally Native to the Victorian Era is about to be destroyed, you may destroy this Character instead.
"I committed treason for you. And now my wife will remember me with honour!"
-Brains: 5, Brawn: 7, Bravery: 7

A. *Skinsale - Dishonoured Gentleman, Human [2] /Inv/

-Native: Earth Victorian Era (1902)
-Bureaucrat, Charisma, Engineering, History, Thief, Victim
-At the start of each of your turns, one of your Enemies here gains one of Skinsale's Traits for an entire turn.

"Not one of your army stories... they're even more boring than your House of Commons anecdotes."

-Brains: 6, Brawn: 5, Bravery: 6

A. *Solomon - Wise Man, Human [3] /AiH/

-Native: Earth Modern Era (1930)

-Charisma, Marksman, Running, Tracking, Victim

-Your other Allies here are Bravery 7 unless their Bravery is higher than 7.

"I will say this about Hooverville. We are a truly equal society, black, white, all the same. All starving."

-Brains: 7, Brawn: 6, Bravery: 7

A. *Sorvin - Friendly Fly**, Tritovore [2] /S10/

-Native: Postmodern Era (2010)

-Aware, Creature, Marksman, Pilot, Victim

-Once per turn, when you destroy a card directly from hand, you may place it under your draw deck instead (cumulative).

"They feed off what others leave behind."

-Brains: 5, Brawn: 5, Bravery: 6

A. *Spandrell (3) - Deductive Castellan, Timelord [3] /DoG/

-Native: Gallifrey

-Aware, Bureaucrat, Computers, Marksman, Tracking

-Puzzle cards here are -5 to any required Quality.

"Your duties usually involve you with more plebian classes..."

-Brains: 8, Brawn: 6, Bravery: 8

A. *Squawk - Flying Spy, Robot [3] /S10/

-Native: Twilight Era (3963)

-Aware, Machine, Minion (Baltazar), Thief

-Impostor. At the end of your turn, this Character and one Ally or TARDIS Character here may move to another Spacetime card in this era.

"All grown up now. Squawk!"

-Brains: 3, Brawn: 7, Bravery: 6

A. *Staff Sgt. Arnold - Career Man, Human [2] /Inv/

-Native: Earth Present (1966)

-Demolitions, Marksman, Minion (The Great Intelligence), Screamer, Tracking, Victim

"You've been in the Army long enough to know that orders is orders."

-Brains: 4, Brawn: 6, Bravery: 7

A. *Styles - Acerbic Physician, Human [2]

-Native: Twilight Era (4590)

-Computers, Marksman, Medicine, Victim

-When you destroy a Condition, you may choose to place it out of play instead.

"How do you cope with that mess?" "By ignoring it."

-Brains: 6, Brawn: 3, Bravery: 7

A. *Suki - Ditzzy Journalist**, Human [1] /TM/

-Native: Earth Orbit Far Future (200,000)

-Aware, Computers, History, Screamer, Victim

-Impostor.

"We're the journalists. We write it, package it and sell it."

-Brains: 4, Brawn: 4, Bravery: 4

A. *Suki - Guerrilla Fighter**, Human [2] /TM/

-Native: Earth Far Future (200,000)

-Demolitions, Marksman, Screamer, Thief, Troop, Victim

--1 Cost if swapped in for Suki - Ditzzy Journalist.

"Ah, hidden behind a genetic graft, but that's still you. Eva San Julienne. Last surviving member of the Freedom Fifteen! Hmm, self declared anarchist, is that right?"

-Brains: 5, Brawn: 7, Bravery: 7

A. *Susan Mendez - Angel of Mercy, Human [3] /RD1/

-Native: Twilight Era (4162)
-Bureaucrat, Charisma (2), Science, Thief
-Freeze this Character at the start of your turn to prevent any opposing Daleks or Minions (Daleks) from participating in fights against your Characters until the start of your next turn.
"You want us to show 'pi-ty'?"
-Brains: 6, Brawn: 5, Bravery: 8
(from Dalek Empire)

A. *Takis - Sensitive Undertaker, Human [2] /AW/

-Native: Necros Twilight Era (4615)
-Aware, History, Marksman, Running, Science, [V] Lilt
-If your Enemy Native to Necros here, may become an Enemy.
"All you know about is flowers."
-Brains: 6, Brawn: 6, Bravery: 7

A. *Tallulah - New York Angel, Human [2] /TL184/

-Native: Earth Modern Era (1930)
-Aware, Charisma, Running, Screamer, [V] Prop Gun
-When your Character is destroyed or kidnapped here, you may immediately destroy a card from hand to unfreeze all your Allies and TARDIS Characters here.
"Your heart might break, but the show goes on."
-Brains: 4, Brawn: 4, Bravery: 6

A. **Tarak - Rebellious Rebel**, Human [1] /DoG/

-Native: Vampire Planet (E-Space)
-Marksman, Thief, Troop, Victim
-Your Allies Native to Vampire Planet here may act as if they had "Rebel" in their subtitles.
"There's nothing worse than a peasant with indigestion. Makes them quite rebellious."
-Brains: 4, Brawn: 6, Bravery: 7

A. *Tarron - Chief Interrogator, Human [2] /RU/

-Native: Marinus Present (1964)
-Aware, Bureaucrat, History, Marksman, [V] Interrogation
-While a Science-related Puzzle here, gains Science.
"I'm an interrogator in the guardian division. Do you feel well enough to talk?"
-Brains: 6, Brawn: 6, Bravery: 6

A. *Tavius - Early Christian, Human [2] /AiH/

-Native: Earth Antiquity (64)
-Aware, Bureaucrat, Charisma, Thief
-If you have kidnapped a Character here, you may free that Character at any time to draw ? cards, where ? = that Character's Cost.
"I need no reward... I have my own reason for helping you."
-Brains: 6, Brawn: 5, Bravery: 7

A. *Tegan Jovanka - Lone Adventurer, Human [3] /LoT/

-Native: Earth Present (1982)
-Aware, Charisma, Running, Screamer, Thief, Tracking
-May act as The Doctor for one turn per game.
"It's all right. I'll handle it alone."
-Brains: 6, Brawn: 4, Bravery: 7

A. *Temmosus - Thal Chief, Thal [2] /AF/

-Native: Skaro Colonial Era (2263)
-Bureaucrat, Charisma, History, Victim, [V] Pacifism
"They'll see that I'm unarmed. There is no better argument against war than that."
-Brains: 7, Brawn: 4, Bravery: 7

A. **Temporal Monitor (1) - Watcher, Timelord [2] /KTT/

-Native: Gallifrey

-Aware, Computers, Engineering
-At the start of your turn, if this Character is at Temporal Control, freeze him to look at one random card from any player's hand.
"I got a contact, sir! The Doctor!"
-Brains: 8, Brawn: 4, Bravery: 4

A. *Thalia (6) - Interdimensional Expert, Timelord [2] /LoT/

-Native: Gallifrey
-Bureaucrat, Computers, Science (2)
-Counts as a Character with "Chancellor" in its subtitle. Your Dimensional cards play at -1 Cost. Your Unbound-related cards play here or on table at -1 Cost.
"In theory, movement between dimensions is possible. In practice, less so."
-Brains: 10, Brawn: 3, Bravery: 6

A. *The 200 Passengers - Busing, Human [2] /S10/

-Native: Earth Postmodern Era (2010)
-Aware (2), Charisma, Engineering, Screamer
-Counts as one Character. Once per game, when you Oppose a Goal or score points from a Purpose card here, score +1 points and you may place this Character out of play. If this Character is destroyed, lose 1 point.
"You promised you'd get us home."
-Brains: 5, Brawn: 5, Bravery: 6

A. *The Brigadier - Amnesiac Teacher, Human [2] /TL/124

-Native: Earth Present (1983)
-Aware, Bureaucrat, Pilot, Science, [V] Blinovitch Limitation Effect
-If your Doctor here, gains History and UNIT.
"You don't have to be a Time Lord to cope with A-level maths."
-Brains: 6, Brawn: 5, Bravery: 6

A. *The Brigadier - Disciplinarian, Human [2] /DoG/

-Native: Earth Present (1977)
-Charisma, Science, Thief, UNIT
-May co-exist but not work with another copy of The Brigadier here.
"I hardly expected to find you at a boys' school."
-Brains: 5, Brawn: 5, Bravery: 7

A. *The Brigadier - Genocidal Militarist, Human [3] /MoW/

-Native: Earth Present (1969)
-Bureaucrat, Charisma, Demolitions, Marksman, Tracking, UNIT
-Each time you kidnap a non-Human Enemy here, you may destroy that Enemy instead.
"That's typical of the military mind, isn't it. Present them with a new problem, and they start shooting at it!"
-Brains: 5, Brawn: 6, Bravery: 7

A. *The Brigadier - Greyhound, Human [3] /Inv/

-Native: Earth Present (1970)
-Aware, Bureaucrat, Charisma, Marksman, Pilot, UNIT
-Destroy a card from hand to destroy any Condition or Bang! card that allows your opponent to look at any of your cards.
"We're not *in* the Ministry of Defence."
-Brains: 6, Brawn: 6, Bravery: 8

A. *The Brigadier - Out of Retirement, Human [3] /RU/

-Native: Earth Postmodern Era (1996)
-Aware, Charisma, Demolitions, Marksman, Pilot, Running, UNIT, [V] Commandeer Vehicle
-May be played during Set-Up at any Spacetime card to which he is Native; remains frozen until either a Goal or your Doctor here.
"Can this world do no better than you..?" "Probably. I just do the best I can."
-Brains: 6, Brawn: 6, Bravery: 8

A *The Brigadier - Scientist Hoarder, Human [2] /PD/

-Native: Earth Present (1973)
-Bureaucrat, Gloating, Running, UNIT, [V] Think Tank
-At the start of any of your turns, you may kidnap your own Ally with Science here.
"All my eggs in one basket, so to speak." "Well that's fine, so long as no one steals the basket!"
-Brains: 5, Brawn: 6, Bravery: 6

A. *The Brigadier - Still a Soldier, Human [3]

-Native: Earth Present (1972)
-Bureaucrat, Marksman, Pilot, UNIT, [V] Air Strike
-+1 Brawn when facing a Monster or in any fight with a Creature.
"I never thought I'd fire in anger at a dratted caterpillar."
-Brains: 6, Brawn: 6, Bravery: 7

A. *The Brigadier - UNIT Commander, Human [3]

-Native: Earth Present (1969)
-Bureaucrat, History, Marksman, UNIT, [V] Strike as a Unit
-Your other UNIT Characters here are +1 Bravery.
"We deal with the odd. The unexplained. Anything on Earth... or even beyond."
-Brains: 5, Brawn: 6, Bravery: 7

A. *The Brigadier - UNIT Founder, Human [3] /AF/

-Native: Earth Present (1969)
-Bureaucrat, Charisma, Marksman, UNIT, [V] Helicopter or UNIT Mobile HQ, [V] International Cooperation
-Your other UNIT Characters here are +1 Brawn.
"Ah, Brigadier now. I've gone on up in the world."
-Brains: 5, Brawn: 7, Bravery: 7

A. *The Brigadier - UNIT Special Envoy, Human [3] /SJA2-SJ12/

-Native: Earth Postmodern Era (2009)
-Charisma, Pilot, Poison, Thief, UNIT, [V] Black Archive
-Adventurer. Your Adventurers here are +1 Brawn in fights involving opposing Creatures and Machines.
"You alien chaps never get the message, do you?"
-Brains: 6, Brawn: 4, Bravery: 8

A. *The Brigadier - Up to Colonel, Human [3] /Inv/

-Native: Earth Present (1966)
-Bureaucrat, Charisma, Marksman, Running, [V] Heavy Weapons
-Your other non-UNIT Human Allies with Marksman here are +2 Bravery.
"Lethbridge-Stewart. Expect you're wondering who the devil I am, eh?"
-Brains: 5, Brawn: 7, Bravery: 8

A. *The Cassini Sisters - Not Sisters, Human [2] /10D/

-Native: New Earth Dark Night Era (5,000,000,053)
-Aware, Charisma, Pilot, Tracking (2)
-Counts as one Character. When you shuffle a card into your draw deck, you may destroy a card from hand to [V] that card.
"Just my luck, to marry a car-spotter."
-Brains: 5, Brawn: 2, Bravery: 5

A. *The Castellan (13) - Scapegoat, Timelord [3] /KTT/

-Native: Gallifrey
-Bureaucrat, Computers, Engineering, History, Victim, [V] T Mat
-When kidnapped by your opponent, destroy this Character to make that opponent show his or her entire hand.
"Limited, a little narrow, but always fiercely loyal to his oath of office."
-Brains: 7, Brawn: 5, Bravery: 6

A. *The Chancellor (4) - Lawful Bureaucrat, Timelord [2] /KTT/

-Native: Gallifrey

-Bureaucrat, Science
-When any player plays a Timelord with the same title as another Timelord that player has in play, that player must place his or her entire hand out of play.
"The First Law of Time must be obeyed!"
-Brains: 8, Brawn: 4, Bravery: 5

A. *The Governor - Big Brother, Human [3]
-Native: Varos Colonial Era (2284)
-Bureaucrat (2), Charisma, Computers
-When this Character is about to be destroyed, you may destroy a card from hand to prevent that.
"Death is my only friend. My constant and loving companion. Can you feel his cold presence?"
-Brains: 7, Brawn: 5, Bravery: 9

A. *The Inquisitor (7) - Impartial Judge, Timelord [2] /DoG/
-Native: Gallifrey
-Aware, Bureaucrat, Charisma, [V] Any Prisoner card
-Once per game, you may destroy one card about to be drawn, destroyed or placed out of play from under a Museum card.
"It is my duty... to decide what evidence is relevant."
-Brains: 7, Brawn: 4, Bravery: 6

A. *The Master (14) - Unwilling Ally, Timelord [4] /KTT/
-Native: Gallifrey
-Aware, Charisma, Gloating, Marksman, Running, Science (2), Thief, Tracking
-Becomes an Enemy while you have 6-10 points.
"I came here to help you... My services were scorned, my help refused... Now I shall help myself."
-Brains: 13, Brawn: 6, Bravery: 9

A. **The Poacher - Simple Creature**, Human [1] /Inv/
-Native: Earth Renaissance (1666)
-Aware, Marksman, Tracking
-If your Terileptil here, becomes an Enemy and gains Troop and Minion (Terileptils).
"Why are the people of Earth so parochial?"
-Brains: 2, Brawn: 7, Bravery: 5

A. *The President (3) - Risk Taker, Timelord [3] /KTT/
-Native: Gallifrey
-Bureaucrat, Charisma, Science
-At the start of your turn, you may destroy the top card of your deck to spend 1 more point in Cost on that turn.
"You cannot allow him to cross his own timestream. Apart from the enormous energy it would need--" "This is an emergency!"
-Brains: 10, Brawn: 4, Bravery: 8

A. *The Seeker - Psychic, Human [3] /KTT/
-Native: Ribos Twilight Era (3773)
-Aware (2), History, Screamer, Tracking, Victim
-Once per game, if you have Troop here, you may kidnap one opposing Thief here.
"No wrongdoer escapes the Seeker's bones. I promise you the thief will be taken before morning."
-Brains: 6, Brawn: 3, Bravery: 7

A. *The Steward - Grade A Snoot, Crespallion [2] /9D/
-Native: Earth Orbit Dark Night Era (5,000,000,000)
-Bureaucrat, Computers, Science, Screamer, Victim, [V] VIP Reception
"Who the hell are you?... This is a maximum hospitality zone."
-Brains: 5, Brawn: 4, Bravery: 4

A. *Thomas Milligan - Rebel Physician, Human [3] /LoT/
-Native: Paradox Earth Postmodern Era (2009)

-Charisma, Marksman, Medicine, Pilot, Running, Thief, Victim
-Unbound. If your Martha Jones is about to be destroyed, you may destroy this Character instead and draw a card.
"Used to be in paediatrics back in the old days. But that gives me a license to travel so I can help out at the labour camps."
-Brains: 6, Brawn: 6, Bravery: 7

A. *Thonmi - Young Monk, Human [2] /Inv/
-Native: Earth Modern Era (1935)
-Aware, Charisma, History, Running
-Once per game, you may cancel a fight involving opposing Allies here (the Attack card used is still destroyed).
"You seem to be a reasonable sort of chap."
-Brains: 5, Brawn: 6, Bravery: 5

A. *Tim Latimer - Prescient Schoolboy, Human [3] /10D/
-Native: Earth Victorian Era (1913)
-Aware (2), History, Running, Thief, [V] Intuition
-At the start of your turn, you may reveal a random card from hand to make each of your opponents reveal a random card from their hands.
"Sometimes I say things and they turn out to be correct. Just little things. Tiny things. I can't help it."
-Brains: 6, Brawn: 3, Bravery: 7

A. *Timelord Watcher (8) - Time's Observer**, Timelord [2] /LoT/
-Native: Gallifrey
-Aware, Bureaucrat, History, Science
-At the end of your turn, may move from any Gallifrey Spacetime card to any other Gallifrey Spacetime card.
"The oldest and most mighty race in the universe... looking down on the galaxies below... sworn never to interfere... only to watch..."
-Brains: 11, Brawn: 2, Bravery: 5

A. *Tish Jones - Event Planner, Human [2] /10D/
-Native: Earth Postmodern Era (2008)
-Bureaucrat, Charisma, Running
-When your Enemies attempt to Reach a Goal here, that Goal is -10 to any required Quality.
"I'm head of the PR department, actually... I put this whole thing together."
-Brains: 4, Brawn: 5, Bravery: 6

A. *Tish Jones - Ministerial Maid, Human [2] /LoT/
-Native: Earth or Paradox Earth Postmodern Era (2009)
-Aware, Charisma, Running, Thief
-Opponents may not take control of your Characters with "Jones" in their titles here.
"You just stand there and look gorgeous."
-Brains: 4, Brawn: 4, Bravery: 7

A. *Toby Zed - Chief Dramatist, Human [2] /AW/
-Native: Twilight Era (4202)
-History, Minion (The Beast), Running, Victim
-Puzzle cards requiring History here are -5 to any required Quality.
"I'm no soldier, I can't do anything." "No, you're the archaeologist. What do you know about the Pit?"
-Brains: 6, Brawn: 3, Bravery: 3

A. *Tommy Brockless - Heroic Paradox, Human [2] /AiH/
-Native: Earth Modern Era (1918)
-Aware, Charisma, History, Marksman, Running
-At the end of any of your turns, this Character may move to a Spacetime card with a later date than this one where you have Torchwood.
"Have you got any more of those pretty boys in the freezer?"
-Brains: 5, Brawn: 6, Bravery: 7

A. *Tommy Connolly - Brave Boy**, Human [1] /S10/

- Native: Earth Modern Era (1953)
- Charisma, Running, Thief
- At the start of each of your turns, if your Doctor here, this Character is +1 Bravery and gains Engineering, Pilot or Tracking (your choice) until the end of that turn.
- "You were fighting so that little twerps like me could do what we want. Say what we want."
- Brains: 5, Brawn: 4, Bravery: 6

A. *Tonker Travers - Commodore, Human [2] /IS/

- Native: Imperial Era (2986)
- Bureaucrat, Marksman, Pilot
- If an opposing Doctor Opposes a Goal here, score 1 point.
- "In all the places in this infinite universe, you have to turn up on my ship."
- Brains: 4, Brawn: 6, Bravery: 6

A. *Toos - Acting Commander, Human [3]

- Native: Imperial Era (2865)
- Charisma, Computers, Demolitions, Pilot, Science, Tracking
- Freeze at any time (for an entire turn) to freeze a Robot here.
- "Robots are programmed to understand our voice patterns... My voice is in the command program."
- Brains: 6, Brawn: 3, Bravery: 4

A. *Toshiko Sato - Adam's Plaything, Human [3] /RU/

- Native: Earth Postmodern Era (2009)
- Charisma, Computers, Marksman, Science, Torchwood
- Unbound. Adam Smith may work with your Allies and TARDIS Characters here.
- "Hey Tosh, you're looking good!"
- Brains: 7, Brawn: 5, Bravery: 7

A. *Toshiko Sato - Computer Genius, Human [4] /RD3/

- Native: Earth Postmodern Era (2007)
- Charisma, Computers (2), Marksman, Running, Torchwood, Tracking, [V] Alien Scanner
- Each time you score points, you may force an opponent to take a random card from his or her hand and place it under his or her draw deck.
- "He was murdered... And you covered it up?" "It's my job."
- Brains: 8, Brawn: 5, Bravery: 6

A. *Toshiko Sato - Not All Business, Human [3] /AiH/

- Native: Earth Postmodern Era (2009)
- Charisma, Computers, History, Running, Science, Torchwood
- Your Allies Native to a Spacetime card earlier than Postmodern Era here are +1 to all Qualities.
- "I think we're worth saving. Wars and all."
- Brains: 7, Brawn: 5, Bravery: 8

A. *Town - Prison Guard**, Human [1]

- Native: Twilight Era (4590)
- Computers, Demolitions, Troop, Victim
- "A lot of good people have died today."
- Brains: 4, Brawn: 6, Bravery: 4

A. *Travers - Ageing Professor, Human [2] /Inv/

- Native: Earth Present (1966)
- History, Minion (The Great Intelligence), Science, Screamer, [V] Any Yeti-related Artifact
- If The Great Intelligence played on this Character, gains Thief and is +2 Brawn.
- "It's all my fault! If I hadn't tampered with that sphere... people killed, London invaded, all because of my wretched curiosity!"
- Brains: 7, Brawn: 3, Bravery: 6

A. *Travers - Yeti Hunter, Human [3] /Inv/

-Native: Earth Modern Era (1935)
-Aware, Charisma, Marksman, Screamer, Thief, Tracking (2)
-At the start of your turn, if you have more Brawn than opponent here, you may either kidnap a Yeti here or place a Yeti Control Sphere here out of play.
"Twenty years I've been searching..."
-Brains: 7, Brawn: 6, Bravery: 7

A. *Tremas - Master of Traken, Human [3] /TL/113

-Native: Traken Present (1981)
-Aware, Bureaucrat, Charisma, Engineering, Science, Victim
-At the start of your turn, you may destroy this Character to place The Master (14) directly into play here for free. Nyssa is +1 to all Qualities here. This Character cannot co-exist with The Master (14).
"I have a funny feeling we've met somewhere before."
-Brains: 8, Brawn: 4, Bravery: 7

A. *Trenchard - Patriotic Warden, Human [1] /MoW/

-Native: Earth Present (1971)
-Bureaucrat, Marksman, Minion (The Master), Victim
-This Character may work with your Enemies if your Master here.
"Gotta be checked in and out, old man. It's the rule."
-Brains: 4, Brawn: 5, Bravery: 6

E. *Trickster - Sinister Angel, Great Old One [4] /S10/

-Native: Any Dimensional Spacetime card
-Aware (2), Domination, Gloating, "God"
-Once per game, you may make the following offer to another player: If he or she places the Adventurer or TARDIS Character of your choice out of play, he or she may take a Character from their discard pile into hand. If he or she refuses, all Characters in his or her discard pile are placed out of play.
"All you have to do is give me your agreement."
-Brains: 10, Brawn: 0, Bravery: 6

A. *Tyssan - Starship Engineer, Human [3] /MoW/

-Native: Twilight Era (4500)
-Computers, Demolitions, Engineering, Running, Thief, Tracking, [V] Change of Controller
-Movellans here count as Robots for Change of Controller.
"Starship engineer Tyssan, serving with the deep space fleet out of the planet Earth."
-Brains: 7, Brawn: 5, Bravery: 7

A. *Unstoffe - Innocent Crook, Human [2] /KTT/

-Native: Twilight Era (3773)
-Poison, Running, Thief (2), [V] Once a Thief...
-Your Garron here is +1 to all Qualities.
"Why is it always me? Why do I always get these jobs?"
-Brains: 5, Brawn: 4, Bravery: 4

A. *Ursula Blake - Feisty Blogger, Human [1] /10D/

-Native: Earth Postmodern Era (2007)
-Aware, Computers, Tracking
-If an opponent starts a fight here, none of that opponent's Characters here may use their special abilities for an entire turn.
"Most likely to fight back."
-Brains: 6, Brawn: 4, Bravery: 7

A. *Uvanov - Successful Commander, Human [3]

-Native: Imperial Era (2865)
-Bureaucrat, Demolitions, Engineering, Pilot, Tracking (2)
-When you score points here, you may draw top card of discard pile.
"We are here to make *money*."
-Brains: 6, Brawn: 5, Bravery: 5

A. **Vargos - Leisure Hive Technician**, Argolin [1]

-Native: Argolis Colonial Era (2290)
-Computers, Engineering, Science
-If your Pangol here, may become an Enemy and gain Troop.
"The leisure hive is expensive to maintain."
-Brains: 4, Brawn: 4, Bravery: 5

A. *Vena - Karfel Councilwoman**, Human [1] /PD/

-Native: Karfel Dark Night Era (802,701)
-Bureaucrat, Charisma, Computers, History
-If this Character is at Karfel (802,701), your non-unique Karfel Natives may play to other Dark Night Era Spacetime cards.
"Young noblewomen seem to have so much free will nowadays."
-Brains: 6, Brawn: 4, Bravery: 5

A. *Verity Newman - Author, Human [2] /DoG/

-Native: Earth Postmodern Era (2010)
-Aware, Charisma, History, [V] Journal of Impossible Things
-Counts as User of Journal of Impossible Things. Your [fob] icon Characters in play are +1 to all Qualities.
"She fell in love with a man from the stars. And she wrote it all down."
-Brains: 6, Brawn: 3, Bravery: 5

A. *Vershinin - Russian Commando**, Human [2] /7Dr/

-Native: Earth Modern Era (1943)
-Demolitions, Marksman, Pilot, Thief, Troop
"War... a game played by politicians. We were just pawns in the game, but the pawns are fighting together now."
-Brains: 5, Brawn: 7, Bravery: 8

A. *Victoria Waterfield - Sudden Orphan, Human [1] /TM/

-Native: Earth Victorian Era (1866)
-Charisma, Running, Screamer
-If kidnapped, no player may play a Prisoner card here.
"Where is my father?"
-Brains: 5, Brawn: 3, Bravery: 7

A. **Villagra - Proto-Mayan**, Android/Human [1] /IS/

-Native: Earth Prehistory (15,519 B.C.) or Urbankan Ship
-Charisma, History, Machine, Minion (Monarch), [V] Ancient Dance
-While at an Earth Prehistory Spacetime card, loses Machine and Android species and gains Aware.
"The princess has vowed not to talk again until she is reunited with her people... The Mayan people of the Americas."
-Brains: 6, Brawn: 4, Bravery: 6

A. *Vince Hawkins - Lighthouse Keeper, Human [2] /Inv/

-Native: Earth Victorian Era (1902)
-Aware, Engineering, Screamer, Victim
-Your Vehicles may not be destroyed here.
"The boy's only learning."
-Brains: 3, Brawn: 5, Bravery: 4

A. *Vincent Van Gogh - Manic Depressive, Human [2] /EoT/

-Native: Earth Victorian Era (1890)
-Aware (2), Charisma, Madman, Screamer
-Bravery +2 if Amy Pond here. Bravery -3 during opponents' turns.
"Sometimes these moods torture me for weeks, for months. But I'm good now. If Amy Pond can soldier on, then so can Vincent Van Gogh."
-Brains: 6, Brawn: 6, Bravery: 5

A. *Vira - First MedTech, Human [3] /7Dr/

-Native: Earth Orbit Far Future (16,000)
-Bureaucrat, Computers, Marksman, Medicine (2)
-Once per game, you may place in hand one of your Characters just destroyed here.
"My duty is to supervise the revivification."
-Brains: 9, Brawn: 5, Bravery: 7

A. *Vivien Rook - Torchwood Informant, Human [2] /LoT/

-Native: Earth Postmodern Era (2008)
-Aware, Charisma, Computers, Screamer, Torchwood, Victim
-While in play, Informant does not require 3 Thief. When you play Informant, you may destroy this Character to [V] any Torchwood Character.
"Vivien Rook, Sunday Mirror. You've heard of me."
-Brains: 6, Brawn: 3, Bravery: 7

A. *Voc - Speaking Servant**, Robot [3]

-Native: Imperial Era (2865)
-Computers, Machine, Medicine, Tracking
"Robots are programmed to help people, not hurt them."
-Brains: 7, Brawn: 8, Bravery: 9

A. *Vorg - Great Showman, Lurman [3] /7Dr/

-Native: Twilight Era (3073)
-Charisma, Computers, Marksman, Thief, [V] Mini-Scope
-Opposing Bureaucrats here are -1 to all Qualities.
"Our purpose is to amuse, simply to amuse. Nothing serious, nothing political."
-Brains: 5, Brawn: 5, Bravery: 5

A. *Vorshak - Sea Base Commander, Human [2] /MoW/

-Native: Earth Near Future (2084)
-Bureaucrat, Computers, Marksman, Victim
-Attempts at Reaching Goals here are +5 to any required Quality (+10 if at an Underwater Spacetime card).
"I will not be responsible for the destruction of my own kind."
-Brains: 5, Brawn: 5, Bravery: 7

A. *Vurel - Betrayed Traitor, Human [2] /AF/

-Native: Far Future (16,000)
-Marksman, Minion (Styre), Thief, Victim
-At any time, you may reveal ? cards from hand to your opponents to unfreeze any number of your Characters here, where ? = their total Cost.
"It was all I could do... It gave us more time!"
-Brains: 5, Brawn: 6, Bravery: 6

A. *Wainwright - Shaken Vicar, Human [1] /7Dr/

-Native: Earth Modern Era (1943)
-Charisma, History, Victim
-When attempting to overcome a Puzzle card here, your other Characters here are +1 Brains.
"I used to believe there was good in the world..."
-Brains: 6, Brawn: 3, Bravery: 4

A. *Warder - Guard Bot**, Robot [1] /S10/

-Native: Volag-Noc Twilight Era (3963)
-Aware, Computers, Machine, Troop
"Scanning for malfeasance."
-Brains: 2, Brawn: 8, Bravery: 5

A. *Wilfred Mott - Alien Fighter, Human [2] /IS/

-Native: Earth Postmodern Era (2009)
-Charisma, Marksman, Thief, [V] Aim for the Eyepiece or Household Weakness
-Once per game, you may exclude a female Character here from a random selection.
"What do you want this time, you green swine? ...They always want the women!"
-Brains: 5, Brawn: 4, Bravery: 7

A. *William Shakespeare - The Bard, Human [4] /PD/

-Native: Earth Renaissance (1599)

-Aware (2), Charisma, Gloating, History, Minion (Carrionites), Running, [V] Words of Power

-When Rolling the Dice for Words of Power, you may add 10 or 20 to the rolled number.

"Always, he chooses the best words. New, beautiful, brilliant words."

-Brains: 10, Brawn: 5, Bravery: 8

("Words, words, words.")

A. **Wilson - Incorruptible Guard**, Human [2] /MoW/

-Native: Earth Present (1971)

-Marksman, Pilot, Tracking, Troop

-Opponents may not take control of this Character.

"All our men are completely immune to hypnotism."

-Brains: 3, Brawn: 6, Bravery: 7

A. *Winifred Bambara - Seabird, Human [3] /TL/154

-Native: Earth Postmodern Era (1996)

-Aware, Bureaucrat, Marksman, Pilot, Running, UNIT, [V] UNIT Mobile HQ

-This Character may act as The Brigadier. If you have fewer Characters here than there are opposing Characters, your UNIT Characters are +1 Brawn here.

"That's what we're paid for, so let's do it with some style!!!"

-Brains: 5, Brawn: 7, Bravery: 8

A. *Winser - Arrogant Scientist, Human [3] /Inv/

-Native: Earth Present (1970)

-Bureaucrat, Computers, Science, Screamer, Victim

-Opposing Characters here are -1 Brains.

"Who leads the investigation?" "Why *you* do, of course!"

-Brains: 7, Brawn: 4, Bravery: 4

A. *Wong Fei-Hung - The Eleventh Tiger, Human [3] /RD2/

-Native: Earth Victorian Era (1865)

-Aware, Charisma, History, Medicine, Thief, Tracking

-In fights, may add Brains to Brawn or Brawn to Brains.

"Brains will win over brawn every time."

-Brains: 6, Brawn: 8, Bravery: 8

(*from The Eleventh Tiger*)

A. *Wulnoth - Village Headman, Human [2] /AiH/

-Native: Earth Middle Ages (1066)

-Aware, Charisma, Running

-If no Character here is Native to an era later than Middle Ages, this Character gains Engineering and Medicine.

"The tide will be turning. We must hurry."

-Brains: 5, Brawn: 6, Bravery: 8

A. *Yvonne Hartman - Cyber Rebel, Cyberman [3] /RU/

-Native: Earth Postmodern Era (2007)

-Laser, Machine, Torchwood, Victim, [V] Queen and Country

-Impostor. Queen and Country affects this Character from anywhere in play.

"I did my duty for Queen and Country."

-Brains: 5, Brawn: 10, Bravery: 8

A. *Yvonne Hartman - Torchwood Director, Human [3] /RU/

-Native: Earth Postmodern Era (2007)

-Aware, Bureaucrat, Charisma, Gloating, History, Science, Screamer, Torchwood, Victim

-Opposing Doctors here may not contribute more than 4 Traits to any attempt to Oppose a Goal here.

"The Torchwood Institute has a motto: 'If it's alien, it's ours'."

-Brains: 6, Brawn: 4, Bravery: 8

A. *Zachary Cross Flane - Acting Captain, Human [3] /AW/
-Native: Twilight Era (4202)
-Aware, Bureaucrat, Computers, Marksman, Pilot, Torchwood
-Your other Allies here are +1 Brawn.
"The captain doesn't lead the mission, he stays here... in charge."
-Brains: 6, Brawn: 6, Bravery: 7

A. *Zadek - Taran Swordmaster, Human [2] /AW/
-Native: Tara Colonial Era (2378)
-Aware, History, Thief, Tracking
-When involved in a fight, your Characters here are +1 Brains.
"Always the pessimist!"
-Brains: 6, Brawn: 6, Bravery: 7

A. *Zilda - Aristocratic Miner, Human [1]
-Native: Imperial Era (2865)
-Computers, Thief, Victim
-Once per game, you may destroy a Bang! card played here.
"Founding family people never interrupt each other."
-Brains: 5, Brawn: 3, Bravery: 3

Enemies

E. *Abaddon the Devourer - Dark God, Great Old One [5] /PD/
-Native: Where you have an Apocalypse Goal
-Creature, Domination, "God", Vampire (2)
-This card may be swapped in or out for Abaddon. Once per turn, you may freeze this Character to Roll the Dice. If the rolled number is equal to the number of opposing Characters here, you may destroy 2 random opposing Characters here.
"The whole world shall die beneath his shadow."
-Brains: 6, Brawn: 12, Bravery: 9

E. *Abbot of Amboise - Doctor's Double, Human [2] /TL/21
-Native: Earth Renaissance (1572)
-Bureaucrat, Charisma, History, Victim
-Opposing TARDIS Characters here are excluded from fights started by their owner and involving this Character.
"But...but that's the Doctor!"
-Brains: 8, Brawn: 3, Bravery: 7

E. *Abbot Songsten - Head Monk, Human, [3] /Inv/
-Native: Earth Modern Era (1935)
-Aware, Bureaucrat, Charisma, Domination, History, Minion (The Great Intelligence), Screamer, [V] You Will Forget
"And in his wisdom our Master... has given me his guidance."
-Brains: 8, Brawn: 3, Bravery: 5

E. *Ada Mullins - The Unicorn, Human [2] /S10/
-Native: Earth Modern Era (1926)
-Charisma, Marksman, Screamer, Thief (2), [V] Thief's Kit
-Impostor.
"It's a fair cop."
-Brains: 5, Brawn: 6, Bravery: 7

E. *Adam Smith - Everyone's Friend, Memory Thief [5] /RU/
-Native: Earth Postmodern Era (2009) or The Howling
-Charisma, Computers, Domination (2), Gloating, Marksman, Torchwood, Vampire
-Impostor. Unbound. If an opposing Torchwood Character is here at the start of your turn, you may [V] one Impostor-related Condition or Bang! card.
"I've always been here. I'm the one you can confide in, remember?"
-Brains: 7, Brawn: 6, Bravery: 6

E. *Adeola - Cyber-Minion, Human [4] /10D/

-Native: Earth Postmodern Era (2007)
-Charisma, Computers (2), Minion (Cybermen), Screamer, Torchwood, Victim
-Your opponents may not play a card that would prevent you from moving Cybermen to this Spacetime card.
"They've hi-jacked the system."
-Brains: 7, Brawn: 5, Bravery: 7

E. *Adherent of the Repeated Meme**, Robot [2] /9D/
-Native: Dark Night Era (5,000,000,000)
-Machine, Minion (Cassandra), Thief, [V] Babel Masters
-Once per turn, when a card with a keyword is destroyed here, you may destroy a card from hand to [V] another card with that keyword.
"A repeated meme is just an idea, and that's all they are..."
-Brains: 2, Brawn: 5, Bravery: 8

E. *Agella - Movellan Armourer**, Movellan [3] /MoW/
-Native: Twilight Era (4500)
-Charisma, Computers, Demolitions, Machine, Marksman, Pilot
-Your other Movellans here are +1 Brawn (cumulative).
"It is an essential qualification that crew members are in peak condition."
-Brains: 7, Brawn: 8, Bravery: 8

E. *Alaya - Aggressive Hostage, Homo Reptilia [4] /TL/212
-Native: Earth Postmodern Era (2020)
-Aware, Creature, Gloating, Marksman, Poison, Running, Screamer, Thief, Victim
-May play kidnapped (by the opponent of your choice) at -2 Cost. When that opponent plays a Prisoner card that affects this Character, you may [V] an Attack card.
"One of you will kill me. My death shall ignite a war."
-Brains: 6, Brawn: 7, Bravery: 8

E. **Ali - Saracen Warrior**, Human [1]
-Native: Earth Middle Ages (1192)
-Thief, Tracking, Troop
"The Devil's Horde, Saracen and Turk, possess Jerusalem."
-Brains: 3, Brawn: 6, Bravery: 6

E. *Ancient One - Wolf of Fenric, Haemovore [4] /7Dr/
-Native: Earth Dark Night Era (500,000) or any Spacetime card where you have Fenric
-Creature, Domination, Minion (Fenric), Poison, Tracking, Vampire
-At the start of your turn, you may destroy a Haemovore here to draw up to 3 cards.
"Hardly a great loss if you're the best evolution could manage."
-Brains: 5, Brawn: 8, Bravery: 8

E. **Android - Programmed Guard, Robot [2]
-Native: Expansion Era (2526)
-Aware, Laser, Machine, Minion (Cybermen)
-Your Cyber Leader here gains Aware (not cumulative).
"They're just like people." "Only they function much more logically." "Which can be their weakness."
-Brains: 2, Brawn: 10, Bravery: 8

E. *Android Assassin - Beautiful Killer, Robot [2] /AW/
-Native: Tara Colonial Era (2378)
-Charisma, Laser, Machine, Minion (Madam Lamia)
-Impostor. When played, name a Character. If ever alone with that Character, return Android Assassin to hand and destroy that Character.
"As beautiful as you, as deadly as the plague."
-Brains: 1, Brawn: 9, Bravery: 5

E. *Anne Droid - Deadly Host, Robot [3] /9D/
-Native: Earth Orbit Far Future (200,100)
-History, Laser, Machine, Science

-Doubles the number of Characters destroyed by Game Show Roast here. May work with your Allies if opposing Daleks here.

"You are the weakest link... Goodbye."

-Brains: 8, Brawn: 10, Bravery: 9

E. *Arturo Villar - Rebel Bandit**, Human [1] /AiH/

-Native: Earth Victorian Era (1867)

-Demolitions, Marksman, Thief, Troop

"He's got one of the biggest resistance groups I know about. Bandits most of 'em."

-Brains: 3, Brawn: 7, Bravery: 5

E. *Ashton - Black Marketeer, Human [2] /Inv/

-Native: Earth Near Future (2167)

-Gloating, Marksman, Screamer, Thief (2), Victim, [V] Banana or Emergency Medical Kit or Handgun

"Nobody knows how he gets into the camp or out again, but he does and smuggles in food as well."

-Brains: 5, Brawn: 6, Bravery: 7

E. *Atza - Disgruntled Miner**, Mogarian [1] /IS/

-Native: Imperial Era (2986)

-Computers, Engineering, Pilot

-When attempting to Reach Hijack Ship, this Character gains Computers.

"A limited concession is all they requested and now they are stripping our planet bare."

-Brains: 3, Brawn: 5, Bravery: 5

E. *Aukon - Great Vampire's Voice, Lesser Vampire [5] /DoG/

-Native: Vampire Planet (E-Space)

-Aware, Bureaucrat, Domination, Gloating, Minion (King Vampire), Science, Thief, Vampire, [V] King Vampire

-Opposing Characters here are -1 to Brains and Bravery.

"He summoned us here speaking to the others through my mind."

-Brains: 9, Brawn: 7, Bravery: 8

E. **Auton - Featureless Killer, Auton [3]

-Native: Earth Present (1969)

-Aware, Laser, Machine, Running, Tracking, [V] Hands Up

"At dawn, we will activate the Autons."

-Brains: 2, Brawn: 10, Bravery: 9

E. **Auton Doll - Heat-Activated Troll, Auton [1] /TL/54

-Native: Earth Present (1969)

-Creature, Machine, Running, Thief

-When a non-Machine Ally moves from this Spacetime card, Auton Doll may follow it, even to a Spacetime card where you have no Goal.

"Disgusting object. No demand for a thing like that."

-Brains: 1, Brawn: 6, Bravery: 6

E. *Auton Mannequin - Deadly Display**, Auton [3]

-Native: Earth Present (1969)

-Laser, Machine

-At the start of any fight, can destroy one Victim of your choice here.

"Our new line is display mannequins for shops. We send them all over the country."

-Brains: 1, Brawn: 10, Bravery: 9

E. *Avitron - Death Parrot, Robot [3] /KTT/

-Native: Zanak Present (1978)

-Laser, Machine, Minion (The Captain), Running

-Once per turn, you may destroy your other Minion here to draw up to ? cards, where ? = the Cost of that Minion.

"Avitron... kill."

-Brains: 2, Brawn: 9, Bravery: 8

E. **Awakened Silurian - Subterranean**, Silurian [2] /MoW/

- Native: Earth Present (1969)
- Creature, Running, Thief, Tracking, Troop, [V] Scare to Death
- "It was like a reptile, but it walked upright, like... like a man."
- Brains: 4, Brawn: 8, Bravery: 5

E. **Axon Doppelganger - Impostor, Axon [2] /Inv/

- Native: Present (1970)
- Thief
- Impostor. At the start of your turn, select a Character you have kidnapped here. This Character gains all of that Character's Traits until the start of your next turn.
- "They replicated Bill here."
- Brains: 4, Brawn: 6, Bravery: 6

E. **Axon Man - Wolf in Sheep's Clothing, Axon [2] /Inv/

- Native: Present (1970)
- Aware (2), Charisma, Pilot, Science
- If 4 Axons here, gains Domination.
- "More of a cry for help than a threat, wouldn't you say?"
- Brains: 9, Brawn: 5, Bravery: 7

E. *Axon Monster - Cosmic Bacteria**, Axon [2] /Inv/

- Native: Present (1970)
- Creature, Demolitions, Thief, Tracking
- May be swapped in or out for any Axon.
- "Human? They're not even humanoid!"
- Brains: 2, Brawn: 9, Bravery: 9

E. **Axon Woman - Golden Beauty, Axon [1] /Inv/

- Native: Present (1970)
- Aware, Charisma, Medicine
- If 4 Axons here, gains Vampire.
- "Unlike yours, our technology has taken an organic path."
- Brains: 7, Brawn: 5, Bravery: 6

E. *Ayden - Patsy**, Human [1] /RU/

- Native: Marinus Present (1964)
- Marksman, Minion (Eyesen), Thief, Troop, Victim
- You may destroy this Character at any time to prevent your opponents from looking at any of your cards until the start of your next turn.
- "I'll tell you everything. I'm not in this alone. They made me do it!"
- Brains: 2, Brawn: 6, Bravery: 4

E. *Baltazar - Scourge of the Galaxy, Triton [4] /S10/

- Native: Twilight Era (3963)
- Engineering, Gloating, Laser, Machine, Marksman, Pilot, Screamer, Thief, Tracking, [V] Caw
- "The greatest despot that ever - ever! - lived."
- Brains: 8, Brawn: 9, Bravery: 6

E. *Benton - Platoon Under Leader, Human [2] /AW/

- Native: Parallel Earth Present (1969)
- Marksman, Screamer, Tracking, Victim, [V] High Jump
- Unbound. Your Unbound Characters may use Brawn to meet Brains requirements here.
- "Are you coming with me quietly, or do I shoot you here and now?"
- Brains: 3, Brawn: 7, Bravery: 5

E. *Bilis Manger - Tool of Abaddon, Human [3] /PD/

- Native: Earth
- Aware, History (2), Minion (Abaddon the Devourer), Thief (2), [V] Abaddon
- At the end of any of your turns, if at an Earth Spacetime card, this Character may move to any other Earth Spacetime card (even if you have no Goal there).

"I can see the whole of history, but I don't belong anywhere within it."
-Brains: 9, Brawn: 6, Bravery: 8

E. *Black Dalek - Camp Commandant, Dalek [4] /Inv/

-Native: Near Future (2167)
-Aware, Demolitions, Engineering, Laser, Machine, [V] Slave Labour
-Your Prisoner cards are played here at -1 Cost.
"In future, refer all your decisions to your masters."
-Brains: 6, Brawn: 10, Bravery: 8

E. *Black Guardian - Guardian of Chaos, Great Old One [5] /AF/

-Native: Plays on table.
-Aware, Domination, Gloating, "God", Thief, [V] Guardian Rage
-Guardian. This Character is considered to be at every Spacetime card where it has a Minion, but may not participate in fights there.
"He walks in darkness..."
-Brains: 12, Brawn: 0, Bravery: 7

E. *Blon Sliheen - Cornered Criminal, Raxacoricofallapatorian [5] /AF/

-Native: Postmodern Era (2006)
-Bureaucrat, Charisma, Creature, Gloating, Pilot, Poison (2), Running, Science, [V] Toxic Breath
-Impostor. When this Character is about to be destroyed at an Earth Spacetime card (except in a fight), you may take it back into hand instead.
"You're pleading for mercy out of a dead woman's lips."
-Brains: 8, Brawn: 9, Bravery: 7

E. *Blon Sliheen - Margaret Blaine, Raxacoricofallapatorian [5] /9D/

-Native: Postmodern Era (2006)
-Aware, Bureaucrat, Creature, Engineering, Gloating, Pilot, Poison, Tracking, [V] Emergency Teleport
-Impostor. While in play, your Gas Exchange may not be destroyed.
"Ohhh, has someone been naughty?"
-Brains: 8, Brawn: 9, Bravery: 7

E. **Bloodaxe - Fawning Warrior**, Human [1] /PD/

-Native: Earth Middle Ages (1275)
-Marksman, Minion (Irongron), Running, Troop
-Your Irongron here is +1 Bravery (cumulative).
"Why, you chicken-hearted knaves! Every man of you!"
-Brains: 2, Brawn: 7, Bravery: 4

E. *Bloodtide - Vile Crone, Carrionite [2] /PD/

-Native: Earth Renaissance (1599)
-Aware, Creature, Domination, Screamer, Vampire
-When Rolling the Dice for Words of Power, your Carrionites here may subtract 1 from rolled number instead of adding 1 to it.
"The Carrionites disappeared way back at the dawn of the universe. Nobody was sure if they were real or legend."
-Brains: 7, Brawn: 3, Bravery: 7
("Fair is foul, and foul is fair: Hover through the fog and filthy air.")

E. *Borad - Warped Tyrant, Human/Morlox [5] /PD/

-Native: Karfel Dark Night Era (802,701)
-Bureaucrat, Computers, Creature, Domination, Gloating, Madman, Science (2)
-Once per game, when this Character is destroyed, return him to hand.
"You may have power, but you aren't even show your real face."
-Brains: 9, Brawn: 7, Bravery: 5

E. *Borusa (9) - Warped President, Timelord [5] /KTT/

-Native: Gallifrey
-Bureaucrat (2), Domination, Engineering, History, Madman, Science, Thief, [V] Timescoop

-When this Character is about to be destroyed, you may destroy one of your Allies here instead.

"I shall be president eternal and rule forever."

-Brains: 11, Brawn: 3, Bravery: 8

E. **Bowman - Grendel's Guard**, Human [1] /AW/

-Native: Tara Colonial Era (2378)

-Marksman, Minion (Count Grendel), Running, Troop

"Tell the bowmen to fire immediately when they see the target."

-Brains: 2, Brawn: 6, Bravery: 5

E. *Bride of the Auton - Divorce Case**, Auton [3] /9D/

-Native: Earth Postmodern Era (2005)

-Laser, Machine, Troop

-Once per turn, you may freeze one opposing Screamer here until the start of your next turn (cumulative).

"That won't last. He's gay and she's an alien."

-Brains: 1, Brawn: 10, Bravery: 9

E. *Brock - West Lodge Leader, Foamasi [3] /AW/

-Native: Colonial Era (2290)

-Bureaucrat, Creature, Engineering, Pilot, Thief, Victim

-Impostor. If Brock contributes Traits to Reaching a Profit Goal, that Goal is +1 points (maximum: 5).

"They prefer a low profile."

-Brains: 7, Brawn: 7, Bravery: 6

E. *Camilla - Vampire Queen, Lesser Vampire [3] /DoG/

-Native: Vampire Planet (E-Space)

-Aware, Bureaucrat, Charisma, Minion (King Vampire), Pilot, Vampire, [V] Blood Bank

"There's no reason to make such a fuss over a few drops of blood."

-Brains: 6, Brawn: 6, Bravery: 6

E. *Captain Hardaker - Dying Stooge, Stowan [3] /S10/

-Native: Postmodern Era (2008)

-Charisma, Marksman, Minion (Max Capricorn), Pilot, Victim

-At the start of any of your turns, you may destroy this Character to destroy an opposing non-Temporal Vehicle here. All your Characters here are then frozen.

"I'm dying already. Six months. And they offered me so much money... for my family."

-Brains: 5, Brawn: 5, Bravery: 7

E. *Captain Kaliko - Oil Pirate, Human [3] /S10/

-Native: Twilight Era (3963)

-Charisma, Pilot, Thief, Victim

-At the start of any turn, you may spend as many points in Cost as any opponent has on a turn that opponent took after your last turn.

"Robbing the rich to fuel the poor."

-Brains: 6, Brawn: 6, Bravery: 7

E. *Captain's Guard - Incompetent Fool**, Human [2] /KTT/

-Native: Zanak Present (1978)

-Marksman, Minion (The Captain), Pilot, Tracking, Troop

"Standing around all day looking tough must be very wearing on the nerves, eh? Long hours, violence, no intellectual stimulation..."

-Brains: 2, Brawn: 6, Bravery: 5

E. **Carrionite - Vile Shade**, Carrionite [2] /PD/

-Native: Deep Darkness

-Creature, Domination, Vampire

-When Rolling the Dice for Words of Power, you may add 1 to the rolled number (cumulative).

"You lot, you chose mathematics. Given the right string of numbers, the right equation, you can split the atom. Carrionites use words instead."

-Brains: 7, Brawn: 6, Bravery: 7
("Soul-killing witches that deform the body.")

E. *Cassandra - Back in Business, Human [3] /10D/

-Native: New Earth Dark Night Era (5,000,000,023)
-Aware, Gloating, History, Machine, Thief, [V] Mind Transfer
-This Character cannot be targeted by opponents' cards except randomly.
"That piece of skin was taken from the front of my body. This piece is the back."
-Brains: 8, Brawn: 1, Bravery: 5

E. *Cassandra - Disembodied Spirit, Human [2] /S10/

-Native: New Earth Dark Night Era (5,000,000,023)
-Aware, Computers, Science, Thief
-Plays on your Character with Charisma (or Chip). Cassandra may use that Character's Traits, Qualities and special abilities. At the start of each of your turns, you may place Cassandra on another such Character here.
"The lady's moving on. It's goodbye trampoline, and hello Blondie!"
-Brains: +2, Brawn: +0, Bravery: +1

E. *Cassandra - The Last Human, Human [3] /9D/

-Native: Dark Night Era (5,000,000,000)
-Bureaucrat, Demolitions, Engineering, Gloating, History, Machine, Medicine, [V] Extreme Makeover
-When an opponent's Character uses History here, that opponent must destroy a card from hand (once per turn).
"Moisturise me!"
-Brains: 8, Brawn: 1, Bravery: 5

E. *Caven - Space Pirate, Human [2] /IS/

-Native: Near Future (2135)
-Demolitions, Gloating, Marksman, Thief, Tracking, [V] Any Prisoner card
"I do all the dirty work... the space piracy, the capital larceny..."
-Brains: 6, Brawn: 7, Bravery: 7

E. *Caw - Dirty Gold Birdie, Robot [3] /S10/

-Native: Twilight Era (3963)
-Charisma, Machine, Minion (Baltazar), Victim
-At the end of your turn, this Character and one Enemy here may move to another Spacetime card in this era.
"He promised me all the gold I could eat."
-Brains: 3, Brawn: 8, Bravery: 5

E. *Celation - Perceptive Delegate, Alien of the Eighth Galaxy [4] /KTT/

-Native: Twilight Era (4000)
-Aware, Bureaucrat, Demolitions, Engineering, Medicine, Pilot
-At the start of your turn, you may destroy a card from hand to look at one opponent's hand.
"Why is it that Mavic Chen is in possession of information denied to the rest of this Council?"
-Brains: 8, Brawn: 5, Bravery: 6

E. *Cessair of Diplos - The Cailleach, Diplosian [4] /KTT/

-Native: Earth Present (1978) or Hyperspace
-Aware, Domination, Gloating, History (2), Thief, [V] Great Seal of Diplos
-If any Minion (Cessair of Diplos) here, gains "God". Summoning Ritual may be used to [V] her.
"She has many names: Morigw, Nermentana..."
-Brains: 10, Brawn: 5, Bravery: 9

E. *Cessair of Diplos - Vivien Fay, Diplosian [2] /TL/99

-Native: Earth Antiquity (2000 B.C.) to Present (1978)
-Gloating, History, Thief, [V] Familiar
-Opposing male Characters here are -1 to all Qualities.
"Lady Montcalm, Senora Camara, Mrs. Refusis... And if you go further back, right in the

Middle Ages, it came under the control of the mother superior of the convent of the Little Sisters of St Gudula."

-Brains: 8, Brawn: 5, Bravery: 7

E. *Channing - Nestene Vessel, Auton [3]

-Native: Earth Present (1969)

-Aware, Computers, Domination, Machine, Science, [V] Total Destruction

-Freeze to [V] any Domination-related Condition.

"He seemed to have some kind of mental hold over George, almost as if he was hypnotised."

-Brains: 7, Brawn: 5, Bravery: 5

E. **Charrl Invader - Desperate Insect**, Charrl [3] /RD3/

-Native: Earth Victorian Era (1909) or Earth Far Future (22,000)

-Creature, Domination, Poison, Vampire

-May act as a Wirrn. At the end of your turn, this Character may move from any Earth Victorian Era Spacetime card to any Earth Far Future Spacetime card, or vice-versa.

"When may we begin our next Great Migration?"

-Brains: 7, Brawn: 8, Bravery: 5

(from *Birthright*)

E. **Cheetah - Fun-Loving Hunter**, Feline [1] /LoT/

-Native: Planet of the Cheetah People Present (1989)

-Creature, Minion (The Master), Running, Screamer, Tracking

"The chase... To hunt in the morning and live until evening... Run out of the light, and slip into the dark."

-Brains: 3, Brawn: 7, Bravery: 7

E. **Chelonian Soldier - Enhanced Reptile**, Chelonian [2] /RD2/

-Native: Twilight Era (5665)

-Demolitions, Marksman, Science, Troop

-At the start of your turn, gains one of the following until the end of your turn: Aware, Madman, Medicine, +2 Brains, +2 Brawn, or +2 Bravery.

"A race of bullying cowards, sweeping through the stars on a mission of extermination with no philosophy more inspiring than their own petty arrogance behind it!"

-Brains: 4, Brawn: 7, Bravery: 4

E. *Chessene - Augmented Chatelaine, Androgum [5] /7Dr/

-Native: Space Station Chimera Present (1985)

-Aware (2), Charisma, Gloating, Marksman, Poison, Science (2)

-Once per turn, you may destroy one of your Enemies here to [V] any Condition with the same exact Cost as that Enemy.

"She's still an Androgum, you can't change nature."

-Brains: 10, Brawn: 6, Bravery: 9

E. *Chief Judoon - Dread Judge, Judoon [3] /10D/

-Native: Postmodern Era (2008)

-Bureaucrat, Computers, Marksman, Tracking (2), [V] Change of Venue

-If an opponent starts a fight against this Character, you may destroy one random opposing Character here before that fight starts.

"Bo! Sco! Fo! Do! No! Cro! Blo! Co! Sho! Ro!"

-Brains: 4, Brawn: 8, Bravery: 7

E. *Chief Sea Devil - Eocene Leader, Sea Devil [3] /MoW/

-Native: Earth Present (1971)

-Aware, Creature, History, [V] Out of the Waves

-At the start of any of your turns, name a Trait (except "God", Machine, Torchwood, UNIT or Vampire). Your non-unique Sea Devils here gain that Trait until the end of that turn.

"I shall have to consider what you have said."

-Brains: 6, Brawn: 7, Bravery: 7

E. *Chief Voord - Tempermental Ally, Voord [2] /EoT/

-Native: Marinus Present (1964)

-Engineering, Marksman, Pilot, Thief
-Unbound. May work with your Doctor (becomes an Ally when he does so).
"The Voord agrees to help Dr. Who locate and fight the Daleks."
-Brains: 6, Brawn: 7, Bravery: 7

E. *Chip - Cassandra's Servant, Force-Grown Clone [2] /10D/

-Native: New Earth Dark Night Era (5,000,000,023)
-Computers, Medicine, Minion (Cassandra), Running, Thief
-Your Cassandra here is +1 to all Qualities.
"I worship the mistress!"
-Brains: 5, Brawn: 6, Bravery: 5

E. *Chloe Webber - Possessive Artist, Human/Isolus [3] /S10/

-Native: Earth Postmodern Era (2012)
-Aware, Creature, Domination, Madman, Thief, Tracking, [V] Scribble Creature
-You may destroy Paper Pen from your hand to start a fight here as if that Condition had been played on table.
"Her and the Isolus... Two lonely kids who need each other."
-Brains: 4, Brawn: 2, Bravery: 6

E. **City Dalek - Claustrophobic Mutant**, Dalek [2] /AF/

-Native: Skaro Colonial Era (2263)
-Aware, Computers, Laser, Machine, Troop
-Cannot move from this Spacetime card.
"We cannot move outside the city."
-Brains: 4, Brawn: 9, Bravery: 5

E. **Cline - Generated Soldier**, Human/Force-Grown Clone [2] /S10/

-Native: Messaline Twilight Era (6012)
-Demolitions, History, Marksman, Running, Troop, Victim
"They used the machines to produce soldiers instead of colonists."
-Brains: 3, Brawn: 7, Bravery: 5

E. **Clockwork Man - Childhood Nightmare**, Automaton [2] /TL/173

-Native: Twilight Era (5044)
-Engineering, Machine, Medicine, Thief, Troop, [V] Emergency Teleport
"Space age clockwork! I love it! I've got chills!"
-Brains: 6, Brawn: 8, Bravery: 5

E. **Clockwork Physician - Improviser, Automaton [3] /AF/

-Native: Twilight Era (5044)
-Engineering, Machine, Madman, Medicine, Poison, Tracking
-Reinette acts as both Bureaucrat (2) and Queen Victoria here.
"We did not have the parts."
-Brains: 7, Brawn: 8, Bravery: 6

E. *Clone Impostor - Bonded Facsimile**, Force-Grown Clone [2] /MoW/

-Native: Postmodern Era (2009)
-Minion (Sontarans), Thief
-Impostor. Plays on a Human Character you kidnapped (it now moves with your Clone Impostor). Clone Impostor may use that Character's Traits, Qualities and special abilities. When Clone Impostor leaves play, the Character under it is freed, and if that Character is freed, destroy Clone Impostor.
"The clone needs full memory access."
-Brains: -1, Brawn: +0, Bravery: +1

E. *Colin Frazer - Possessed Tourist, Human [1] /LoT/

-Native: Earth Present (1982)
-Computers, Engineering, Minion (Omega)
-If no Omega here, may act as an Ally. While an Ally, this Character gains Aware and Charisma, but loses Computers and Engineering.
"Foreigners get themselves lost all the time."

-Brains: 3, Brawn: 4, Bravery: 3

E. *Commander Lytton - Mercenary, Human/Duplicate [4] /MoW/

-Native: Earth Present (1985)

-Computers, Demolitions, History, Marksman, Pilot, Screamer, Thief, Tracking, Victim

-If you have 3 Allies here, may act as an Ally.

"Tall, lean, dark, well-spoken, the sort of man who might shoot his mother just to keep his trigger finger supple?"

-Brains: 7, Brawn: 7, Bravery: 8

E. *Commander Lytton - Troop Leader, Human/Duplicate [3]

-Native: Twilight Era (4590)

-Demolitions, Marksman, Minion (Daleks), Pilot, [V] Any Dalek-related Attack card

-Your Duplicates here are +1 Bravery.

"All troopers to battle stations. Battle speed!"

-Brains: 6, Brawn: 7, Bravery: 7

E. *Commander Millington - Wolf of Fenric, Human [5] /7Dr/

-Native: Earth Modern Era (1943)

-Bureaucrat, Demolitions, History, Madman, Marksman, Minion (Fenric), Poison, Thief

-At the start of your turn, you may destroy one of your Conditions on table to draw a Condition from your discard pile.

"Don't you find the Commander's orders peculiar sometimes?"

-Brains: 6, Brawn: 6, Bravery: 6

E. *Condo - Amputated Servant, Dravidian [2] /LoT/

-Native: Karn Twilight Era (4723)

-Creature, Minion (Mehendri Solon), Thief, Tracking, Victim

-The first time this Character is destroyed this game, immediately return it to this Spacetime card (it is not frozen).

"Very devoted to me, but his intelligence is not the highest."

-Brains: 2, Brawn: 8, Bravery: 5

E. *Corpse - Possessed by the Gelth**, Gelth [1] /9D/

-Native: Earth Victorian Era (1869)

-Screamer, Tracking, Troop

-When destroyed in a fight, may be returned to hand instead.

"She was so full of life..."

-Brains: 2, Brawn: 7, Bravery: 7

E. **Council Dalek - City Elder, Dalek [3] /AF/

-Native: Skaro Colonial Era (2263)

-Bureaucrat, Computers, Demolitions, Laser, Machine, Medicine

-Cannot move from this Spacetime card. At the start of your turn, you may destroy ? cards from hand to [V] any Prisoner card, where ? = the Cost of that card.

"The Council wishes to question the prisoners."

-Brains: 8, Brawn: 9, Bravery: 5

E. *Count Grendel - Manipulative Noble, Human [4] /AW/

-Native: Tara Colonial Era (2378)

-Aware, Bureaucrat, Charisma (2), Gloating, History, Pilot, Poison, Thief, [V] Parting Shot

-When you win a fight that would destroy an opposing Character here, you may kidnap that Character instead.

"Nerve is one quality Grendel has never been short of."

-Brains: 8, Brawn: 7, Bravery: 8

E. *Countess Scarlioni - Discreet Heiress, Human [2] /TM/

-Native: Earth Present (1979)

-Charisma, Gloating, History, Marksman, Victim

-Your Scaroth here gains Thief.

"You're a beautiful woman probably..."

-Brains: 6, Brawn: 4, Bravery: 6

E. *Cyber Engineer - Thermal Lancer, Cyberman [2]

- Native: Expansion Era (2526)
- Engineering, Machine, Marksman
- Once per game, may destroy one Puzzle card here.
- "Activate the thermal lance."
- Brains: 5, Brawn: 8, Bravery: 9

E. *Cyber Controller - Highest Unit, Cyberman [4] /MoW/

- Native: Telos Expansion Era (2530)
- Aware, Bureaucrat, Computers, Demolitions, Machine, Marksman, [V] Torture
- Your other Cybermen here are +1 Brains.
- "Dispatch technicians to implement my orders."
- Brains: 9, Brawn: 9, Bravery: 9

E. *Cyber Controller - Supreme Leader, Cyberman [4]

- Native: Telos Expansion Era (2486)
- Computers, Domination, Engineering, Laser, Machine, [V] Cyber Conversion, [V] Awaken Cybermats
- "You belong to us. You shall be like us."
- Brains: 9, Brawn: 10, Bravery: 10

E. *Cyber Director - Pliable Negotiator, Cyberman [2] /AF/

- Native: Earth or The Moon Present (1969)
- Computers, Laser, Machine, Victim, [V] Radio Beacon
- Your Human Enemies here may act as Cybermen.
- "It has been agreed."
- Brains: 8, Brawn: 5, Bravery: 6

E. **Cyber-Ghost - Loved One**, Cyberman [2] /RU/

- Native: Earth Postmodern Era (2007)
- Charisma, Machine, Thief, Troop
- Unbound. You may swap this Character out for any other non-unique Unbound Cyberman (for free).
- "He's MY ghost and I love him, 24/7!"
- Brains: 4, Brawn: 5, Bravery: 7

E. *Cyber Gunner - Artillery Unit**, Cyberman [3] /7Dr/

- Native: Near Future (2070)
- Engineering, Laser, Machine, Marksman, Tracking, Troop, [V] Artillery
- "Feelings? Yes, we know of this weakness of yours. We are fortunate. We do not have feelings."
- Brains: 5, Brawn: 9, Bravery: 8

E. *Cyber Hijacker - Advance Crew**, Human [3] /TL/42

- Native: Near Future (2120)
- Computers, Domination, Laser, Machine, Pilot, Troop
- At the end of your turn, may move from one Spacetime card to any other Spacetime card that features the same era.
- "The space station is to be taken over. Complete Phase Six."
- Brains: 5, Brawn: 8, Bravery: 8

E. *Cyber Leader - Cyber Recruiter, Cyberman [3] /MoW/

- Native: Expansion Era (2530)
- Computers, History, Machine, Marksman, Pilot
- At the start of any of your turns, you may destroy a card from hand to [V] Cyber Conversion.
- "We cannot afford to be wasteful. Our forces must grow in strength."
- Brains: 8, Brawn: 9, Bravery: 8

E. *Cyber Leader - Devious Negotiator, Cyberman [3] /KTT/

- Native: Expansion Era (2525)
- Demolitions, Machine, Marksman, Tracking

-Once per turn, you may destroy one of your non-Cyberman Characters here to destroy a Puzzle card.

"Promises to aliens have no validity."

-Brains: 9, Brawn: 9, Bravery: 9

E. *Cyber Leader - Flippant Invader, Cyberman [4]

-Native: Expansion Era (2526)

-Computers, Gloating, History, Machine, Marksman, Science, Thief, [V] Under Wraps

-The Doctor here is -1 to all Qualities.

"The strength and might of the Cyber race will be confirmed."

-Brains: 9, Brawn: 9, Bravery: 9

E. *Cyber Lieutenant - Yes Man, Cyberman [3]

-Native: Expansion Era (2526)

-Computers, Machine, Marksman, Pilot, Science

-If Cyber Leader here at the start of your turn, double one of Cyber Leader's Traits until the start of your next turn.

"Yes, Leader."

-Brains: 7, Brawn: 9, Bravery: 8

E. *Cyber Medic - Virus Designer, Cyberman [4] /7Dr/

-Native: Near Future (2070)

-Gloating, Laser, Machine, Medicine, Poison, Science, Thief, [V] Neurotropic Virus

-Cyber Conversion is -1 Cost when played here.

"It is the Cybermen. I believe they have deliberately infected the base."

-Brains: 8, Brawn: 9, Bravery: 9

E. *Cyber Pilot - Slave Controller, Cyberman [3] /7Dr/

-Native: Near Future (2070)

-Aware, Computers, Domination, Laser, Machine, Pilot

-Your Minions (Cybermen) here are +2 Brains.

"Control is excellent."

-Brains: 7, Brawn: 8, Bravery: 8

E. **Cyber Scout - Patrol Leader, Cyberman [3] /KTT/

-Native: Expansion Era (2525)

-Aware, Machine, Marksman, Tracking (2), Troop

"The Cybermen found us very quickly, almost as if they were supposed to." "They are highly trained in such things."

-Brains: 6, Brawn: 9, Bravery: 8

E. **Cyber Sleeper - Inhuman Killer**, Cyberman [2] /AF/

-Native: Earth or The Moon Present (1969)

-Laser, Machine, Marksman, Minion (Tobias Vaughn), Troop, Victim

-May be played during Set-Up at any Spacetime card to which it is Native; remains frozen until an unfrozen Cyberman here.

"...in the sewers of London that there are creatures from outer space waiting to attack us."

-Brains: 2, Brawn: 8, Bravery: 5

E. **Cyber Soldier - Personal Guard**, Cyberman [2]

-Native: Expansion Era (2526)

-Demolitions, Machine, Marksman, Troop

-Once per turn, you may destroy a card from hand to [V] Mechanical Determination.

"Where do these Cybermen come from?" "Originally Mondas, but that was destroyed."

-Brains: 4, Brawn: 8, Bravery: 9

E. **Cyberman - Recently Reactivated**, Cyberman [2]

-Native: Telos Expansion Era (2486)

-Engineering, Laser, Machine

-TARDIS Characters Native to a Spacetime card dated before 1900 here are -2 Bravery.

"Mercy! The cybermen must've been giants!"

-Brains: 4, Brawn: 10, Bravery: 9

E. *Cyberman Advance - Home Invader**, Cyberman [3] /10D/

-Native: Alternate Earth Postmodern Era (2010)

-Laser, Machine, Troop

-Unbound. At the end of any of your turns, if this Character at a Base Spacetime card, it may move to any Spacetime card in the same era.

"You're on every street. You're in their homes."

-Brains: 4, Brawn: 10, Bravery: 8

E. *Cybermat - Venomous Machine**, Cybermat [2]

-Native: Telos Expansion Era (2486)

-Aware, Machine, Poison, Running, Tracking

"They're a form of metallic life. They home on human brainwaves and attack."

-Brains: 1, Brawn: 6, Bravery: 9

E. **Cybershade - Cybernised Animal**, Cyberman [3] /DoG/

-Native: Earth Victorian Era (1851)

-Aware, Creature, Machine, Running (2), Thief, Troop

-When you move your Hansom Cab away from this Spacetime card, you may move one Cybershade with it in addition to all other moving Characters.

One Cybershade may move with your Hansom Cab in addition to your Characters moving with it.

"Some sort of primitive conversion, like they took the brain of a cat or a dog..."

-Brains: 2, Brawn: 8, Bravery: 5

E. *Cyrano - Poet and Swordsman, Human [3] /AW/

-Native: Land of Fiction

-Aware, Charisma (2), History, Marksman, Running, Thief

-If any opponent has more Characters here than you do, this Character is +2 Brawn.

"Remorselessly, Cyrano advanced on those who had dared to poke fun at his nose."

-Brains: 8, Brawn: 7, Bravery: 9

E. *Cyril - Rotten Cheater, Human [2] /7Dr/

-Native: Toymaker's World

-Gloating, Marksman, Minion (Toymaker)

-Puzzle cards here are +5 to any required Quality during your opponents' turns.

"He makes up the rules as he goes along."

-Brains: 5, Brawn: 4, Bravery: 4

E. *Dalek - Killing Machine**, Dalek [3]

-Native: Twilight Era (4590)

-Laser, Machine, Science

-At any time, destroy a Minion attached to the Daleks here to start a fight. If you have more Bravery than your opponent here, one random opposing Ally is destroyed.

"They'll kill anybody, even if they need them." "How much longer before it's your turn?"

-Brains: 2, Brawn: 10, Bravery: 5

E. *Dalek Battle Computer - Renegade, Dalek/Human [5]

-Native: Earth Present (1963)

-Aware, Computers, Domination, Engineering, Laser, Running, Tracking

-Your Renegade Daleks here are +2 Brains.

"The Daleks' major drawback is their dependency on rationality and logic. The solution? Get a human, preferably young, imaginative. Plug the child into the system..."

-Brains: 10, Brawn: 8, Bravery: 7

E. *Dalek Caan - Mad Prophet, Dalek [3] /IS/

-Native: Postmodern Era (2009)

-Aware (2), Creature, History, Machine, Madman, [V] Prophecy

-Cult of Skaro. Opposing Daleks here are -2 to all Qualities.

"I flew into the wild and fire. I danced and died a thousand times!"

-Brains: 8, Brawn: 2, Bravery: 9

E. *Dalek Caan - Mission Controller, Dalek [4] /AiH/

-Native: Earth Modern Era (1930)
-Computers, Domination, Laser, Machine, Science, [V] Emergency Temporal Shift
-Cult of Skaro. At the start of a fight here, if your 2 Minions (Daleks) here, you may draw an extra Tactic card from Battle Plans.
"War demands strategy. I am designated controller."
-Brains: 9, Brawn: 10, Bravery: 5

E. *Dalek Commander - Plague Architect, Dalek [3] /Inv/

-Native: Near Future (2167)
-Aware, Laser, Machine, Poison
-When your opponent destroys more than 3 Daleks here at once, instead choose 3 of those Daleks to be destroyed and freeze the rest for an entire turn.
"People began to die from this new kind of plague." "...Germ bombs, eh?"
-Brains: 8, Brawn: 10, Bravery: 8

E. **Dalek Diver - Airtight Machine, Dalek [3] /Inv/

-Native: Near Future (2167)
-Aware, Laser, Machine, Tracking
-Cannot be affected by Poison-related Artifacts and Conditions.
"It is forbidden to dump bodies."
-Brains: 2, Brawn: 10, Bravery: 7

E. *Dalek Emperor - Divine Planner, Dalek [4] /TL/168

-Native: Far Future (200,100)
-Aware, Engineering, Gloating, Machine, Madman, Medicine
-When you play this Character, you may destroy ? cards from hand to immediately [V] a Goal directly to another Spacetime card in this era, where ? = the Cost of that Goal.
"I have created Heaven on Earth!"
-Brains: 9, Brawn: 9, Bravery: 10

E. *Dalek Emperor - Grand Deluder, Dalek [5] /9D/

-Native: Far Future (200,100)
-Gloating, History, Machine, Madman, Science
-Once per turn, destroy a card from hand to take a Dalek in your discard pile and place it in your hand. If 3 Dalek Fanatics here, gains Domination and "God".
"They survived through me."
-Brains: 10, Brawn: 9, Bravery: 8

E. **Dalek Fascist - Machine Gestapo**, Dalek [2] /IS/

-Native: Postmodern Era (2009)
-Laser, Machine, Pilot, Tracking, Troop
"Halt! Sonst werden wir Sie exterminieren! Sie sind jetzt ein Gefangener der Daleks!"
-Brains: 2, Brawn: 10, Bravery: 6

E. **Dalek Fanatic - Devoted Hybrid**, Dalek [2] /9D/

-Native: Far Future (200,100)
-Laser, Machine, Madman, Minion (Dalek Emperor)
-When Dalek Emperor is selected to be destroyed or kidnapped, you may destroy this Character to prevent that.
"WORSHIP HIM! WORSHIP HIM!"
-Brains: 2, Brawn: 10, Bravery: 5

E. **Dalek Fighter - Remorseless Killer**, Dalek [3] /9D/

-Native: Far Future (200,100)
-Engineering, Laser, Machine, Madman, Troop
"...driven mad by your own flesh... And that makes them more deadly than ever."
-Brains: 4, Brawn: 11, Bravery: 6

E. **Dalek Human - Hybrid Soldier**, Dalek/Gallifreyan/Human [1] /AiH/

-Native: Earth Modern Era (1930)
-Marksman, Minion (Cult of Skaro Daleks), Troop, Victim

-If an opposing Doctor here, this Character loses Minion.
"Everything we wanted from mankind, which is ambition, hatred, aggression and war. Such... a genius for war."

-Brains: 2, Brawn: 7, Bravery: 8

E. *Dalek Jast - Hardliner, Dalek [4] /AiH/

-Native: Earth Modern Era (1930)

-Aware, Engineering, History, Laser, Machine, Science, Thief

-Cult of Skaro. At the start of any of your turns, you may destroy ? cards from hand to [V] a Dalek-related Attack card, where ? = the Cost of that card.

"The urge to kill is too strong."

-Brains: 9, Brawn: 10, Bravery: 6

E. **Dalek Invader - Metal Fascist**, Dalek [3] /Inv/

-Native: Near Future (2167)

-Laser, Machine, Pilot, Tracking, Troop, [V] Collared

-+2 Bravery if your Invasion Goal here.

"This is an invasion force. Therefore they have to adapt themselves to the planet."

-Brains: 2, Brawn: 10, Bravery: 5

E. *Dalek Meddler - Creation of the Devil**, Dalek [3] /TM/

-Native: Skaro Imperial Era (2966)

-Computers, Demolitions, Domination, History, Laser, Machine, [V] Time Corridor

-Time Corridor may play at an Imperial Era Spacetime card. Replace the word "Twilight" with the word "Imperial" on Time Corridor here.

"They will enslave us for all time."

-Brains: 6, Brawn: 10, Bravery: 5

E. *Dalek Navigator - Imperial Pilot, Dalek [3]

-Native: Twilight Era (4660)

-Aware, Computers, Laser, Machine, Pilot, [V] Dalek Shuttlecraft

"Mothership will maintain Earth geostationary orbit."

-Brains: 4, Brawn: 9, Bravery: 8

E. *Dalek Prototype - Corrupted Kaled**, Dalek [3] /AiH/

-Native: Skaro Antiquity (4000 B.C.)

-Gloating, Laser, Machine, Minion (Davros)

-Your non-unique Daleks at Spacetime cards from an era later than this Spacetime card's are +1 Brains and Bravery (cumulative).

"This is only the beginning... When the time is right, we will emerge and take our rightful place as the supreme power of the universe!"

-Brains: 5, Brawn: 10, Bravery: 7

E. *Dalek Pyro - Incendiary Machine**, Dalek [3] /KTT/

-Native: Twilight Era (4000)

-Laser, Machine, Tracking, [V] Knock, Knock

-If 3 Dalek Pyros here, add these requirements to opponents' Purpose cards here: 25 Bravery and Running.

"Operate pyro-flame!" "We obey."

-Brains: 2, Brawn: 11, Bravery: 5

E. *Dalek Sec - Seduced by Flesh, Dalek/Human [3] /AiH/

-Native: Earth Modern Era (1930)

-Creature, Engineering, Medicine, Science (2), Victim, [V] The Taste of Flesh

-Cult of Skaro. May act as an Ally if your Doctor here.

"I am a human Dalek. I am your future!"

-Brains: 10, Brawn: 6, Bravery: 8

E. *Dalek Sec - Supreme Cultist, Dalek [3] /RU/

-Native: Earth Postmodern Era (2007)

-Gloating (2), Laser, Machine, Science

-Cult of Skaro. Once per turn, you may destroy a card from hand to [V] a non-unique Dalek

and place it under Genesis Ark here.

"You will kneel!"

-Brains: 10, Brawn: 10, Bravery: 8

E. *Dalek Supervisor - Imperial Planner, Dalek [4] /MoW/

-Native: Twilight Era (4500)

-Computers, Engineering, History, Laser, Machine, Tracking

-Your Daleks here are +1 to any Quality required by your Goal here.

"Drilling will continue until penetration is complete."

-Brains: 7, Brawn: 10, Bravery: 6

E. *Dalek Supreme - Master Planner, Dalek [4] /KTT/

-Native: Twilight Era (4000)

-Aware, Bureaucrat, Gloating, Laser, Machine, [V] Master Plan

-When an opponent scores points by Opposing your Goal, you may destroy one Character here to draw 2 cards.

"Failure will not be tolerated!"

-Brains: 9, Brawn: 10, Bravery: 9

E. *Dalek Thay - Dalek Cultist, Dalek [3] /RU/

-Native: Earth Postmodern Era (2007)

-Computers, Engineering, Gloating, Laser, Machine

-Cult of Skaro. If Genesis Ark here, your Daleks here are +1 to all Qualities.

"The Genesis Ark must be protected above all else."

-Brains: 9, Brawn: 10, Bravery: 7

E. *Dalek Thay - Traditional Thinker, Dalek [3] /AiH/

-Native: Earth Modern Era (1930)

-Computers, Laser, Machine, Science, Thief, [V] Dalekanium

-Cult of Skaro. Once per turn, you may destroy a Dalek with more than one species here to draw ? cards, where ? = the Cost of that Dalek.

"You told us to imagine and we imagined your irrelevance."

-Brains: 9, Brawn: 9, Bravery: 5

E. **Dalek Tracker - Single-Minded Machine**, Dalek [2] /MoW/

-Native: Twilight Era (4500)

-Laser, Machine, Tracking, Troop

-When you are about to destroy a random opposing Character in a fight here, you may include all opposing Characters with Running here in that random selection regardless of the Attack card's text.

"Do not move! Do not move! Do not move! Do not move! Do not move! Do not move!"

-Brains: 3, Brawn: 10, Bravery: 5

E. *Dalek Trooper - Elite Soldier**, Human/Duplicate [1]

-Native: Twilight Era (4590)

-Marksman, Minion (Daleks), Tracking, Troop

"My Daleks do not need troops!" "You'd still be in prison or dead if it weren't for my men."

-Brains: 2, Brawn: 7, Bravery: 6

E. *Dalek Zeg - The Invincible, Dalek [4] /RD4/

-Native: Near Future (2142)

-Engineering, Gloating, Laser, Machine, Science, Tracking

-Cult of Skaro. When this Character is destroyed, you may place it under this Spacetime card instead. On a later turn, you may destroy 2 cards from hand to place this Character back into play at this Spacetime card.

"I cannot be destroyed!"

-Brains: 7, Brawn: 10, Bravery: 9

(From The Dalek Chronicles)

E. **Darnwalm - Exiled Mutant**, Kastron [1] /DoG/

-Native: Present (1977)

-Creature, Engineering, Science

-If Regenerator here, this Character (and any Mawdryn here) gains Vampire.
"Fools who tried to turn themselves into Time Lords. It all went disastrously wrong."
-Brains: 7, Brawn: 2, Bravery: 5

E. *Dastari - Foolish Scientist, Third Zoner [3] /7Dr/

-Native: Native: Space Station Chimera Present (1985)
-Bureaucrat, Computers, Medicine (2), Minion (Chessene), Science, Victim, [V] A Simple Operation
"You have more letters after your name than anyone I know. Enough for two alphabets."
-Brains: 10, Brawn: 4, Bravery: 6

E. *Daughter of Mine - Lucy, Family of Blood [2] /10D/

-Native: Any Spacetime card with an era
-Aware, Charisma, Marksman, Thief, Tracking
-Impostor. If no other Family of Blood here, destroy this Character. This Character may start fights with Creep Out as if she were a Creature.
"You're such a small little thing. Find a way in and spy on them."
-Brains: 5, Brawn: 5, Bravery: 5

E. *Davros - Dusty Tyrant, Kaled [4] /MoW/

-Native: Skaro Twilight Era (4500)
-Computers, Demolitions, Engineering, Gloating (2), Machine, Madman
-Your Daleks here gain Minion (Davros). At the start of a fight here, if your 3 Daleks here, you may draw an extra Tactic card from Battle Plans.
"I can see your long rest hasn't done anything to cure your megalomania."
-Brains: 10, Brawn: 2, Bravery: 6

E. *Davros - Emperor Dalek, Dalek [4]

-Native: Twilight Era (4660)
-Computers, Engineering, Gloating, History, Machine, Science, [V] Escape Pod
-Once per turn, you may play one Imperial Dalek at -1 Cost.
"I see you've discarded the last vestige of your human form. Still no improvement."
-Brains: 10, Brawn: 2, Bravery: 4

E. *Davros - Great Healer, Kaled/Dalek [6] /AW/

-Native: Necros Twilight Era (4615)
-Aware, Computers, Domination, Engineering, Gloating, Laser, Machine, Medicine, Science, Thief, [V] Rebuild Dalek Race
-This Character cannot be destroyed in a fight if you have more Brains than your opponent here.
"He sits like a spider at the heart of this planet."
-Brains: 11, Brawn: 7, Bravery: 7

E. *Davros - Nihilistic Madman, Kaled [5] /IS/

-Native: Postmodern Era (2009)
-Demolitions, Engineering, Gloating (2), Laser, Machine, Madman, Science, Screamer
-When a Spacetime card is destroyed, you may draw ? cards, where ? = the Cost of that Spacetime card.
"This is my ultimate victory, Doctor! The destruction of reality itself!"
-Brains: 10, Brawn: 7, Bravery: 6

E. *Davros - Proud Father, Kaled [6] /TL/201

-Native: Postmodern Era (2009)
-Computers, Demolitions, Engineering, Gloating, Laser, Machine, Madman, Science, Screamer
-Your non-unique Daleks play here at -1 Cost.
"Each of them grown from a cell of my own body. New Daleks. True Daleks. I have my children, Doctor."
-Brains: 11, Brawn: 7, Bravery: 7

E. *Davros - Resurrected Tyrant, Kaled/Dalek [5]

-Native: Twilight Era (4590)

-Computers, Domination, Engineering, Gloating, Machine, Madman, Science
-Once per turn, may place another player's Dalek here under your control until Davros is destroyed.
"This time, I shall take my rightful place as supreme being and under my control, the Daleks will become once more triumphant."
-Brains: 10, Brawn: 2, Bravery: 8

E. *Davros - Treacherous Scientist, Kaled [5] /AiH/

-Native: Skaro Antiquity (4000 B.C.)
-Bureaucrat, Charisma, Engineering, Gloating, Madman, Medicine, Science, Screamer, Thief, [V] Dalek Prototype
-When this Character helps Reach a Goal, you may immediately [V] an Apocalypse Goal.
"Achievement comes through absolute power!"
-Brains: 10, Brawn: 3, Bravery: 6

E. *De Maggio - Hired Soldier**, Human [2] /9D/

-Native: Earth Postmodern Era (2012)
-Marksman, Minion (Henry Van Statten), Running, Screamer, Troop, Victim
"Mr. Van Statten's got the equivalent of a small private army."
-Brains: 4, Brawn: 7, Bravery: 8

E. *De Vries - Druidic Priest, Human [3] /KTT/

-Native: Earth Present (1978)
-Aware, History, Madman, Minion (Cessair of Diplos), Thief, Victim, [V] Summoning Ritual
"His blood is still warm, I know what to do."
-Brains: 6, Brawn: 5, Bravery: 7

E. *Diana Goddard - Overachiever, Human [3] /9D/

-Native: Earth Postmodern Era (2012)
-Aware, Bureaucrat, Charisma, Computers, History, Minion (Henry Van Statten), [V] Role Reversal
-Henry Van Statten and all other Minions attached to him here are +1 Brains. Is +1 to all Qualities if she loses Minion.
"Wipe his memory, and leave him on the road someplace..."
-Brains: 7, Brawn: 4, Bravery: 7

E. *Displaced Cyber Leader - Servant, Cyberman [4] /DoG/

-Native: Earth Victorian Era (1851)
-Domination, Engineering, Laser, Machine, Victim, [V] Cyber-King, [V] Infostamp
-May be played at any Earth Spacetime card with an era earlier than Victorian Era regardless of Nativity (at +1 Cost).
"My function is to serve the Cyber-King, not to become the Cyber-King."
-Brains: 6, Brawn: 10, Bravery: 7

E. *Displaced Cyberman - Void Walker**, Cyberman [3] /DoG/

-Native: Earth Victorian Era (1851)
-Engineering, Laser, Machine, Thief, Troop
-May be played at any Earth Spacetime card with an era earlier than Victorian Era regardless of Nativity (at +1 Cost).
"As the walls of the world weakened, the last of the Cybermen must have fallen through the dimensions. Back in time."
-Brains: 4, Brawn: 10, Bravery: 8

E. *Doland - Guilty of Everything, Human [3] /IS/

-Native: Imperial Era (2986)
-Gloating, Marksman, Pilot, Poison, Running, Science, Thief, Victim
-When this Character helps destroy an opposing Character, you may draw a card.
"May I know what I am accused of?" "Murder, among other things."
-Brains: 7, Brawn: 5, Bravery: 6

E. *Doomfinger - Vile Witch, Carrionite [3] /PD/

-Native: Earth Renaissance (1599)

-Creature, Domination, Gloating, Screamer, Vampire
-Once per turn, you may destroy one Character with less than 4 Bravery here.
"Doomfinger, transport yourself. Doom the Doctor. Doom his hide."
-Brains: 6, Brawn: 6, Bravery: 6
("Those clamorous harbingers of blood and death.")

E. *Drahvin Marauder - Militant Feminist**, Drahvin [2] /TL/18

-Native: Dark Night Era (9,000,000,000)
-Charisma, Demolitions, Marksman, Troop
-Opposing Human males here are -1 to all Qualities (cumulative).
"We have a small number of men, as many as we need. The rest we kill. They consume valuable food and perform no particular function."
-Brains: 2, Brawn: 7, Bravery: 6

E. *Dream Lord - Nightmare, Timelord [3] /RU/

-Native: Any Dimensional Spacetime card
-Aware, Domination, Gloating, "God", Thief, [V] Any Danger card
-Unbound. Only plays where The Doctor is. TARDIS Characters here may act as (or be treated as) Unbound.
"Your brain is completely see-through, but then I've always been able to see through you, Doctor."
-Brains: 12, Brawn: 0, Bravery: 10

E. *Early Cyberman - Heartbreaker**, Cyberman [1] /RD2/

-Native: Mondas
-Computers, Engineering, Machine, Screamer, Victim
-May play at +1 Cost where you have an Experiments Goal. When this Character is destroyed, all your opponents must destroy a card from hand (no matter who controls this Character).
"We all want immortality, don't we? But with a chrome finish?"
-Brains: 5, Brawn: 8, Bravery: 6
(*from Spare Parts*)

E. *El Akir - Sadistic Emir, Human [2]

-Native: Earth Middle Ages (1192)
-Gloating, Tracking, [V] An Example Made
-Your Prisoner cards are played here at -1 Cost.
"The only pleasure left for you is death, and death is very far away."
-Brains: 4, Brawn: 6, Bravery: 6

E. *Emperor Dalek - Centre of the Hive, Dalek [5] /TM/

-Native: Skaro Imperial Era (2966)
-Bureaucrat (2), Computers, Domination, Gloating, Machine, Screamer, Victim, [V] Dalek Factor
-All players' Daleks play here at -1 Cost.
"Without knowing, you have shown the Daleks what their own strength is."
-Brains: 10, Brawn: 6, Bravery: 7

E. **Empress' Pilot Fish - Robo-Scavenger**, Pilot Fish [2] /AF/

-Native: Postmodern Era (2007)
-Demolitions, Machine, Marksman, Minion (Racnoss Empress), Pilot, Tracking, Troop
"They're such very good shots."
-Brains: 2, Brawn: 9, Bravery: 5

E. *Enlightenment - Classy Minister, Android/Urbankan [3] /IS/

-Native: Urbankan Ship
-Aware, Charisma, Computers, History, Machine, Marksman, Minion (Monarch)
-Once per turn, you may look at the top card of your draw deck.
"Love?" "The exchange of two fantasies, your Majesty."
-Brains: 9, Brawn: 5, Bravery: 7

E. **Eocene Soldier - Cold-Blooded**, Homo Reptilia [2] /EoT/

-Native: Earth Postmodern Era (2020)

-Creature, Marksman, Poison, Thief, Troop
-May be played during Set-Up at any Earth Spacetime card of an era between Prehistory and Twilight Era; remains frozen until an unfrozen Homo Reptilia, Sea Devil or Silurian here.
"You want to start a war, while the rest of us sleep..."
-Brains: 2, Brawn: 7, Bravery: 6

E. *Eric Klieg - Mad Logician, Human [4]

-Native: Expansion Era (2486)
-Computers (2), Gloating, History, Madman, Marksman, Science, Victim
-When he helps overcome a Puzzle card requiring Computers, you may [V] one Enemy Native to this Spacetime card.
"On Earth, the Brotherhood of Logicians is the greatest man-intelligence ever assembled."
-Brains: 10, Brawn: 5, Bravery: 4

E. **Ergon - Psychosynthetic Creature, Ergon [2] /LoT/

-Native: Any Spacetime card where you have Omega
-Aware, Creature, Marksman, Minion (Omega)
-When you kidnap an opposing Character here, you may move that kidnapped Character to Omega's TARDIS.
"One of Omega's less successful attempts at psychosynthesis."
-Brains: 5, Brawn: 7, Bravery: 5

E. *Evans - Cyber Slave**, Human [2] /7Dr/

-Native: Earth (or The Moon) Near Future (2070)
-Computers, Marksman, Medicine, Minion (Cybermen), Thief
"They are not dead. They are altered."
-Brains: 3, Brawn: 5, Bravery: 9

E. *Eyesen - Slimy Prosecutor, Human [2] /RU/

-Native: Marinus Present (1964)
-Bureaucrat, Charisma, Marksman, Thief
-Adds 2 Aware to the requirements of Puzzle cards your opponents face here.
"The villain that planned all this, the one who planned this whole affair..."
-Brains: 7, Brawn: 6, Bravery: 6

E. *Father Angelo - Sinister Monk, Human [3] /10D/

-Native: Earth Victorian Era (1879)
-History (2), Madman, Poison, Thief, Tracking, [V] Fighting Monk
-If a Werewolf Monster card here, you may ignore one "God" requirement to Reach a Goal here.
"Lupus deus est."
-Brains: 6, Brawn: 7, Bravery: 8

E. *Father of Mine - Mr. Clark, Family of Blood [2] /10D/

-Native: Any Spacetime card with an era
-Marksman, Pilot, Tracking, [V] Up to 2 Alien Guns
-Impostor. If no other Family of Blood here, destroy this Character.
"The Family has got a limited life span... Like mayflies."
-Brains: 6, Brawn: 6, Bravery: 6

E. *Federico - Blood-Thirsty Count, Human [3] /TL/85

-Native: Earth Renaissance (1492)
-Bureaucrat, Charisma, Gloating, History, Screamer, Victim, [V] Torture
-Once per turn, you may destroy one Character you kidnapped here to spend 1 more point in Cost on that turn.
"Only the dead fail to stand in my presence."
-Brains: 5, Brawn: 7, Bravery: 8

E. *Fenric - Pure Evil, Great Old One [4] /7Dr/

-Native: Prehistory to Antiquity or Earth Modern Era (1943)
-Aware, Domination, Gloating, "God"
-Plays on your "Wolf of Fenric". Fenric may use that Character's Traits, Qualities and special

abilities. When that Character leaves play, you may place Fenric on another such Character here. If none exists, destroy Fenric.

"Ah, the sound of dying... When it comes to death, quantity is so much more satisfying than quality."

-Brains: +2, Brawn: +2, Bravery: +2

E. **Fighting Monk - Brethren of the Wolf**, Human [2] /10D/

-Native: Earth Victorian Era (1879)

-Marksman, Poison, Running, Troop, [V] Wuxia

"What if they turned from God and worshipped the wolf?"

-Brains: 4, Brawn: 7, Bravery: 7

E. *Florence Finnigan - Vore With a Straw, Plasmavore [4] /10D

-Native: Postmodern Era (2008)

-Charisma, Engineering, Gloating, Science, Thief, Vampire, Victim, [V] Vampiric Attack

-May act as a Character of any species here.

"Internal shape-changer. She wasn't drinking blood, she was assimilating it."

-Brains: 9, Brawn: 2, Bravery: 8

E. *Fortune Teller - Trickster's Pawn, Human [2] /RU/

-Native: Shan Shen Twilight Era (4706)

-Aware, Charisma, Domination, Minion (Trickster), Thief, [V] Time Beetle

"Your future predicted, your life foretold."

-Brains: 5, Brawn: 4, Bravery: 5

E. *Fossilized Dalek - Temporal Echo**, Dalek [2] /RU/

-Native: Starless Earth Postmodern Era (1996)

-History, Laser, Machine, Tracking, Troop

-Unbound. May be played during Set-Up at any Spacetime card of an era between Prehistory and Postmodern Era; remains frozen until an unfrozen Dalek or The Pandorica here.

"These are just like after-images. Echoes. Fossils of time. The footprints of the never-were."

-Brains: 6, Brawn: 8, Bravery: 5

E. *Francesco - Fishy Nobleman, Saturnynian [3] /TL/210

-Native: Earth Renaissance (1580)

-Creature, Running, Thief, Tracking, Vampire

-Impostor. After any fight in which you destroyed an opposing Character here, this Character is immediately unfrozen and is +2 to all Qualities until the start of your next turn.

"Mother, can we share? I'm so thirsty."

-Brains: 4, Brawn: 8, Bravery: 6

E. **"Free" Voc - Robot of Death**, Robot [3]

-Native: Imperial Era (2865)

-Computers, Machine, Tracking, [V] Corpse Marker

"Our controller has ordered the death of the remaining humans."

-Brains: 4, Brawn: 8, Bravery: 9

E. **Futurekind - Cannibalistic Hunter**, Futurekind [2] /10D/

-Native: Malcassairo Dark Night Era (100,000,000,000,000)

-Creature, Engineering, Running, Thief, Troop

"It's feared they are what we will become... unless we reach Utopia."

-Brains: 2, Brawn: 7, Bravery: 6

E. *Futurekind Chieftain - Savage Leader, Futurekind [2] /10D/

-Native: Malcassairo Dark Night Era (100,000,000,000,000)

-Aware, Creature, Running, Tracking, [V] Human Hunt

-May play to latest Dark Night Era Spacetime card in play without a Goal card.

"Kind want you... Kind hungry."

-Brains: 4, Brawn: 7, Bravery: 6

E. **Gellguard - Omega's Servant**, Gellguard [3] /KTT/

-Native: Omega's World

-Aware, Creature, Laser, Minion (Omega), Tracking
-At the start of your turn, may move to any non-Gallifrey Spacetime card where any player has a Timelord.
"Created from the raw stuff of matter. An organism that can exist in your world and in mine."
-Brains: 1, Brawn: 10, Bravery: 8

E. *Gelth Angel - Time War Refugee**, Gelth [2] /9D/
-Native: Earth Victorian Era (1869)
-Aware, Charisma (2), Domination
-May play to an opponent's Conduit, ignoring its Nativity.
"Pity us! Pity the Gelth! There is so little time! Help us!"
-Brains: 10, Brawn: 0, Bravery: 5

E. *Gelth Devil - Their True Face**, Gelth [2] /9D/
-Native: Earth Victorian Era (1869)
-Domination, Gloating, Troop
-At the start of your turn, you may freeze this Character to [V] Gelth Possession.
"The bridge is open. We descend! The Gelth will come through in force!"
-Brains: 7, Brawn: 0, Bravery: 7

E. *General Cobb - Genocidal Leader, Human/Force-Grown Clone [2] /S10/
-Native: Messaline Twilight Era (6012)
-History, Madman, Marksman, Running, [V] Mad Rampage
-Your Enemies here may start fights against opposing non-Human Enemies here.
"It'll give us the power to erase every stinking Hath from the face of this planet!"
-Brains: 5, Brawn: 7, Bravery: 6

E. *George Cranleigh - Mutilated Explorer, Human [3] /AiH/
-Native: Earth Modern Era (1925)
-Madman, Running, Science, Thief, Tracking
-At the start of any fight, freeze this Character to destroy one random opposing Victim here.
"That thing, as you call him, was my eldest son..."
-Brains: 3, Brawn: 7, Bravery: 8

E. *George Hibbert - Auton Pawn, Human [2]
-Native: Earth Present (1969)
-Bureaucrat, Engineering, Minion (Autons), Victim, [V] Auton Factory
"Channing... is my partner... New policy..."
-Brains: 5, Brawn: 3, Bravery: 4

E. *Glass Dalek - Incubator**, Dalek/Human [1] /AW/
-Native: Necros Twilight Era (4615)
-Laser, Machine, Minion (Davros)
-May be swapped with any non-unique Dalek.
"Daleks that can reproduce anywhere..."
-Brains: 4, Brawn: 9, Bravery: 5

E. *Gold Dalek - Invasion Leader, Dalek [4] /MS/
-Native: Near Future (2150)
-Computers, Demolitions (2), Machine, Pilot, Poison, Science, Tracking
-Unbound. While here, replace your non-unique Daleks' Laser Trait here with Poison.
"We have located the rebel machine. Prepare to annihilate."
-Brains: 8, Brawn: 10, Bravery: 7

E. *Goth (7) - Corrupt Chancellor, Timelord [4] /DoG/
-Native: Gallifrey
-Bureaucrat, Computers, Gloating, Marksman, Minion (The Master), Poison, Thief, Tracking, Victim
-If Inside the Matrix, is +2 to all Qualities and once per turn, may [V] any Danger card.
"We simply see a little farther ahead than most."
-Brains: 9, Brawn: 6, Bravery: 8

E. *Graff Vynda-K - Cold-Blooded Maniac, Human [4] /KTT/
-Native: Twilight Era (3773)
-Aware, Bureaucrat, Demolitions, Madman, Marksman, Tracking
-Once per turn, you may destroy one of your Characters Native to this Spacetime card to draw ? cards, where ? = Cost of that Character.
"I flatter myself I know how to get the best from natives."
-Brains: 7, Brawn: 7, Bravery: 7

E. *Grand Marshal - Armada Leader, Ice Warrior [3]
-Native: Mars Near Future (2090)
-Bureaucrat, Pilot, Tracking
-At the end of your turn, your Ice Warriors may move from Mars (2090) to The Moon (2090).
"Our fleet is approaching... Is all prepared?"
-Brains: 6, Brawn: 8, Bravery: 6

E. *Graske - Remplacement Alien**, Graske [3] /10D/
-Native: Postmodern Era (2005)
-Computers, Creature, Marksman, Thief, Tracking, [V] Replace Population
-At the end of your turn, may move to any Spacetime card with an era (even if you have no Goal there).
"They take over a planet by replacing its population."
-Brains: 5, Brawn: 4, Bravery: 4

E. *Gray - Wronged Brother, Human [4] /TW2-T26/
-Native: Earth Twilight Era (5000)
-Demolitions, History, Madman, Marksman, Running, Science, Thief
-Nemesis: Jack Harkness. Counts as User of Vortex Manipulator. Opposing Torchwood Characters here are -2 to all Qualities.
"Sorry's not good enough."
-Brains: 8, Brawn: 7, Bravery: 9

E. *Gregory - Scientist for Hire**, Human [1] /AF/
-Native: Earth Present (1969)
-Minion, Running, Science, Screamer, Victim
-At the start of every turn, you may select a unique Human Enemy's name at the same Spacetime card to attach to the Minion Trait.
"From a Head Research Assistant, Gregory, I expect a little more coherent a reply than an enigmatic shake of the head."
-Brains: 6, Brawn: 4, Bravery: 4

E. *Griffiths - Plain Thief**, Human [1] /MoW/
-Native: Earth Present (1985)
-Demolitions, Marksman, Screamer, Thief, Victim
"Inside that building is 10 million pounds in diamonds." "Tasty."
-Brains: 3, Brawn: 6, Bravery: 5

E. *Gron - Squadron Commander, Sontaran [3] /AF/
-Native: Far Future (16,000)
-Aware, Computers, Marksman, Tracking
-For every 2 Tracking you have here at the start of your turn, gains one Trait of your choice (except Creature, "God", or Machine) until the end this turn.
"Sontaran Command, do you read me?"
-Brains: 6, Brawn: 8, Bravery: 7

E. **Guardolier - Karfel Soldier**, Human [1] /PD/
-Native: Karfel Dark Night Era (802,701)
-Computers, Marksman, Minion (Borad), Tracking, Troop
"I take it you're not the resident gardener come to do some pruning."
-Brains: 3, Brawn: 6, Bravery: 5

E. **Gundan - Robotic Emancipator**, Robot [1] /RU/
-Native: Tharil Castle Environment card or any Spacetime card where you have a Tharil

-History, Machine, Troop
-Counts as User of Blade. +1 Brawn if your Character kidnapped here.
"Slaves made the Gundan to kill the brutes who rule."
-Brains: 2, Brawn: 7, Bravery: 8

E. *Gurney - Former Inmate, Human [2] /S10/

-Native: Twilight Era (3963)
-Computers, Marksman, Thief, Victim, [V] Reprogramming
-Impostor.
"Constantine Ethelred Gurney, prisoner. Ah! Convicted of larceny, blackmail, fraud, blah blah, blah, blah, blah..."
-Brains: 6, Brawn: 7, Bravery: 6

E. *Gwendoline - Travel Agent, Human [3] /TM/

-Native: Earth Victorian Era (1883)
-Charisma, Madman, Minion (Josiah), Poison, Victim, [V] Chloroform
-When you kidnap a Character here, you may place it under this Spacetime card; if a Goal Reached or Opposed here, any Character under this Spacetime card is freed.
"I could forgive her those little trips to Java ... if she didn't enjoy them so much."
-Brains: 4, Brawn: 4, Bravery: 7

E. **Habris - Castle Guard**, Human [1] /DoG/

-Native: Vampire Planet (E-Space)
-Aware, Minion (Aukon), Tracking, Troop
-If a Character with Vampire here, this Character gains Victim.
"Then die! That is the purpose of guards."
-Brains: 3, Brawn: 6, Bravery: 5

E. *Haemovore - Wolf of Fenric**, Haemovore [2] /7Dr/

-Native: Earth Modern Era (1943)
-Creature, Minion (Fenric), Thief, Vampire
-Gains Troop if Ancient One is here.
"Not vampires... They're what Homo Sapiens evolved into thousands of years in the future. They have an insatiable hunger for blood."
-Brains: 1, Brawn: 8, Bravery: 7

E. **Hal Korwin - Starstruck**, Human/Living Star [2] /IS/

-Native: Torajji System Twilight Era (4108)
-Computers, Domination, Engineering, Laser, Tracking, [V] Starstruck
"Burn with me."
-Brains: 4, Brawn: 7, Bravery: 6

E. **Hath Gable - Generated Hath**, Hath/Force-Grown Clone [2] /S10/

-Native: Messaline Twilight Era (6012)
-Creature, Engineering, History, Marksman, Troop, Victim
"Hath and humans have divided into factions."
-Brains: 3, Brawn: 7, Bravery: 6

E. *Hedin (13) - Omega's Worshipper, Timelord [4] /TL/122

-Native: Gallifrey
-Bureaucrat, Charisma, History, Marksman, Minion (Omega), Thief
-If your Omega in play, your Enemy Timelords here are +1 to all Qualities.
"What we are, we owe to you."
-Brains: 11, Brawn: 5, Bravery: 9

E. *Henry Van Statten - Callous Collector, Human [4] /9D/

-Native: Earth Postmodern Era (2012)
-Bureaucrat, Computers (2), Gloating, History, Medicine, Science, Thief [V] Alien Museum
-Your Alien Museum's maximum is 4 cards.
"I wanted to touch the stars." "You just want to drag the stars down. Stick them underground. Beneath tons of sand. And dirt. And label them."
-Brains: 9, Brawn: 5, Bravery: 6

E. **Hermann - Household Henchman**, Human [1] /TM/

-Native: Earth Present (1979)

-Marksman, Minion (Scaroth), Tracking

-+1 Brawn if your Enemy with Bureaucrat here (not cumulative).

"What a wonderful butler, he's so violent!"

-Brains: 4, Brawn: 6, Bravery: 6

E. **Hervoken - Halloween Invader**, Hervoken [3] /RD5/

-Native: Prehistory to Postmodern Era

-Creature, Domination, History, Pilot, Thief, Vampire

-Nemesis: Carrionites. Once per game per Hervoken you have in play, you may destroy a card just [V] by Words of Power.

"...a science so ancient and arcane it seems like magic."

-Brains: 7, Brawn: 7, Bravery: 6

(from Forever Autumn)

E. *Hilda Winters - Secret Enemy, Human [2] /RD3/

-Native: Earth Postmodern Era (2002)

-Aware, Bureaucrat, Gloating, Thief, [V] Secret Plans

-Nemesis: Sarah Jane Smith. If opposing Sarah Jane Smith here, she and all opposing Allies here are -2 to all Qualities.

"...always looking back over your shoulder and never seeing me staring back over it."

-Brains: 9, Brawn: 3, Bravery: 7

(from Mirror, Signal, Manoeuvre)

E. *Hildred - Brutish Commander**, Gallifreyan [1] /DoG/

-Native: Gallifrey

-Aware, Marksman, Tracking, Victim

-Counts as Maxil, except for purposes of uniqueness.

"In the light of your impressive record so far, I would make no rash commitments."

-Brains: 4, Brawn: 7, Bravery: 5

E. *Hinks - Muscle**, Human [1]

-Native: Earth Present (1972)

-Minion (The BOSS), Screamer, Thief, Victim

"It's the bloke that drives Stevens around, his private strong-arm man."

-Brains: 4, Brawn: 6, Bravery: 7

E. *Hoix - Big Mouth**, Hoix [1] /TL/177

-Native: Postmodern Era (2007)

-Creature, Running, Vampire

-For every TARDIS Character here, this Character is +1 Brawn. For every Ally here, this Character is -1 Brawn.

"That's what it did. It went ROARRRRR!"

-Brains: 1, Brawn: 8, Bravery: 6

E. **Host - Robot Angel**, Robot [2] /IS/

-Native: Postmodern Era (2008)

-Charisma, Machine, Tracking, Troop

"Information: You are all going to die."

-Brains: 2, Brawn: 9, Bravery: 6

E. *I.E. Foot Soldier - Enhanced Guard**, Human [2] /AF/

-Native: Earth Present (1969)

-Machine, Marksman, Minion (Tobias Vaughn), Pilot, Troop

"That man must be a superman."

-Brains: 2, Brawn: 9, Bravery: 5

E. *Ibrahim Namin - Servant of the True Faith, Human [2]

-Native: Earth Victorian Era (1911)

-History, Marksman, Minion (Sutekh), Tracking, Victim

-Destroy at any time to [V] another Minion attached to Sutekh.
"...All my forebears have served you through the thousands of years that you have slept."
-Brains: 5, Brawn: 6, Bravery: 8

E. **Ice Soldier - Frozen Guard**, Human [1] /RU/

-Native: Snows of Terror Environment card or Marinus
-Running, Screamer, Tracking, Troop
-Counts as User of Blade.

"These must be the demons that Vasor talked about. Well, they're certainly the stuff that make legends."

-Brains: 1, Brawn: 8, Bravery: 7

E. **Ice Warrior Guard - Martian Soldier**, Ice Warrior [2]

-Native: Mars Near Future (2090)
-Laser, Tracking, Troop, [V] Sonic Attack

"Bipeds... reptilian... armed with some kind of sonic device."

-Brains: 3, Brawn: 10, Bravery: 7

E. **Ice Warrior Scout - Martian Invader, Ice Warrior [2]

-Native: Mars Near Future (2090)
-Computers, Demolitions, Laser, Tracking

"They come from the planet Mars."

-Brains: 5, Brawn: 10, Bravery: 7

E. *Icthar - Triad Leader, Silurian [3] /MoW/

-Native: Earth Near Future (2084)

-Bureaucrat, Creature, Domination, History, Science, [V] Any Minion (Silurians)

"Sole survivor of the Silurian Triad."

-Brains: 8, Brawn: 7, Bravery: 7

E. *Imorkal - Dinosaur Rider, Silurian [4] /RD5/

-Native: Silurian Earth Postmodern Era (1993)

-Creature, Domination, Laser, Science, Screamer, Thief, Tracking

-Your Monster cards with the letters "saur" in its title here are +5 to any required Quality and may not destroy this Character.

"I shall link with one of the hunting beasts."

-Brains: 8, Brawn: 8, Bravery: 8

(from *Blood Heat*)

E. **Imperial Dalek - Flying Mutant**, Dalek [2]

-Native: Twilight Era (4660)

-Creature, Engineering, Laser, Machine

-May destroy Stairs played here.

"Exterminate!"

-Brains: 2, Brawn: 10, Bravery: 5

E. *Irongron - Robber Baron, Human [2] /PD/

-Native: Earth Middle Ages (1275)

-Charisma, Gloating, Marksman, Thief, Victim

-If no TARDIS Characters here, this Spacetime card is considered a Base.

"I took this castle by force of arms. Those that were here before me I slew. All the countryside around here pays my tribute."

-Brains: 4, Brawn: 7, Bravery: 8

E. Ixta - Chosen Warrior, Human [3]

-Native: Earth Middle Ages (1450)

-Engineering, Running, Thief, Tracking, [V] Any Attack card

"Ixta has taken many prisoners on the battlefield. He has no fear of death."

-Brains: 6, Brawn: 7, Bravery: 8

E. **Jack Ward - Aggressive Luddite**, Human [1] /LoT/

-Native: Earth Renaissance (1813)

-Demolitions, Minion (The Rani), Troop, Victim
-When you win a fight that would destroy an opposing Character here, you may destroy an opposing Artifact with a Cost of 1 or 2 instead.
"Why would anyone want to smash machinery?"
-Brains: 2, Brawn: 7, Bravery: 6

E. *Jackie Tyler - Loved One, Cyberman [3] /10D/
-Native: Alternate Earth Postmodern Era (2007)
-Aware, Laser, Machine, Victim
-Unbound. Opposing Human TARDIS Characters and Allies here are -1 to all Qualities.
"I am Cyber-form. Once I was Jacqueline Tyler."
-Brains: 3, Brawn: 10, Bravery: 8

E. *Jamie - The Empty Child, Human [2] /9D/
-Native: Earth Modern Era (1941)
-Thief, Tracking
-At the start of your turn, you may [V] Gasmask to play it (paying its Cost) on a Human here. When this Character is destroyed while in play, return it to your hand instead.
"Are you my mummy?"
-Brains: 2, Brawn: 5, Bravery: 5

E. **Janet - Sewer Trash**, Weevil [1] /TW1-T11/
-Native: Earth Postmodern Era (2008)
-Aware, Creature, Running
-In any Brawn-related fight, this Character is +1 Brawn for every other Weevil here (maximum: +3).
"This is what we become when all we have left is our rage."
-Brains: 1, Brawn: 7, Bravery: 6

E. **Jask - Sontaran Sniper**, Sontaran [2] /DoG/
-Native: Postmodern Era (2010)
-Aware, Marksman, Troop, [V] Sniper Rifle
-If another Jask in play, this Character plays at -1 Cost.
"We're getting fired at! By a Sontaran! A dumpling with a gun!"
-Brains: 4, Brawn: 8, Bravery: 5

E. **Jean - Vampire Maiden, Heamovore [2] /7Dr/
-Native: Earth Modern Era (1943)
-Domination, Minion (Fenric), Vampire, [V] Siren's Call
"...Girls who went to that place with evil in their hearts... girls who are damned forever."
-Brains: 4, Brawn: 7, Bravery: 7

E. *Jobel - Vain Embalmer, Human [3] /AW/
-Native: Necros Twilight Era (4615)
-Bureaucrat, Charisma, History, Medicine, Victim
-At the start of your turn, you may choose one non-Machine Enemy in your discard pile. Jobel gains its special ability until the start of your next turn.
"I have the President's wife out there, and I can tell you that she is far more active now than she ever was when she was alive."
-Brains: 7, Brawn: 4, Bravery: 8

E. *Jocrassa Slitheen - Joe Green, Raxacoricofallapatorian [4] /9D/
-Native: Postmodern Era (2006)
-Aware, Bureaucrat (2), Charisma, Computers, Creature, Gloating, Medicine, Tracking, [V] Unzip
-Impostor.
"This makes you Acting Prime Minister. With immediate effect."
-Brains: 7, Brawn: 9, Bravery: 7

E. *John Hart - Time Mercenary, Human [5] /TW2-T14/
-Native: Earth Twilight Era (5009)
-Charisma, History, Madman, Marksman, Poison, Thief

-At the start of any fight here, you may destroy an opposing non-unique Character or freeze an opposing unique Character.

"You went to *murder* rehab?"

-Brains: 7, Brawn: 7, Bravery: 7

E. *John Lumic - Life Giver, Human [5] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Computers, Domination, Engineering, Gloating, Madman, Medicine, [V] Cybus Earpiece

-Unbound. When any Human Character is destroyed here, you may [V] a non-unique Cyberman and place it directly here regardless of Nativity.

"You don't think he's insane?" "That's not the word I would've used, no."

-Brains: 10, Brawn: 1, Bravery: 6

E. *John Lumic - Cyber Controller, Cyberman [5] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Computers, Domination, Engineering, Gloating, Laser, Machine, [V] Cyberman Army

-Unbound. At the start of any of your turns, your non-unique Cybermen here gain a Trait of your choice (except Creature, "God" or Vampire) until the end of that turn.

"This is The Age of Steel and I am its Creator."

-Brains: 10, Brawn: 9, Bravery: 8

E. *John Quinn - Silurian Pawn, Human [3] /MoW/

-Native: Earth Present (1969)

-Computers, Minion (Silurians), Pilot, Science, Thief, Tracking, Victim

-+1 Brains if a Silurian here.

"All you've given me so far are scraps of knowledge, hints. I must know."

-Brains: 7, Brawn: 4, Bravery: 7

E. *Joshua Naismith - Billionaire, Human [2] /DoG/

-Native: Earth Postmodern Era (2010)

-Aware, Bureaucrat, Computers, Madman

-If you are missing only one required named Character, Character of a specific species, or Artifact to Reach a Goal here, you may [V] that Character or Artifact.

"You just leave it to daddy."

-Brains: 6, Brawn: 5, Bravery: 6

E. *Josiah - Evolving Victorian, Human/Survey [3] /TM/

-Native: Victorian Era (1883)

-Aware, Domination, Gloating, Madman, Marksman, Science (2)

-Nemesis: Control. Every time a player scores points, you may [V] Husk.

"Scratch the Victorian veneer, something nasty'll come crawling out."

-Brains: 8, Brawn: 7, Bravery: 7

E. **Judoon - Galactic Police**, Judoon [2] /10D/

-Native: Postmodern Era (2008)

-Marksman, Pilot, Tracking, Troop

-Your Judoon here may use Attack cards to start fights against opposing non-Human Enemies.

"Galactic police. Well, police for hire. More like interplanetary thugs."

-Brains: 2, Brawn: 8, Bravery: 7

E. *K'to - Silurian Scientist, Silurian [3] /MoW/

-Native: Earth Present (1969)

-Computers, Creature, Engineering, Laser, Poison, Science, [V] Infect Prisoner

"We could conduct an experiment on this ape."

-Brains: 8, Brawn: 8, Bravery: 6

E. *K9 Mark II - Bad Dog, Robot [3] /AF/

-Native: The Shadow's Domain Present (1979)

-Aware, Engineering, Laser, Machine, Minion (Black Guardian), Thief

-Opposing TARDIS Characters cannot use Defense cards here.

"Such actions warrant immediate death, which I will execute."

-Brains: 10, Brawn: 10, Bravery: 8

E. *Kaagh - The Slayer, Sontaran [3] /SJA2-SJ7/

-Native: Postmodern Era (2009)

-Domination, Gloating, Marksman, Pilot, Running, Science, Thief

-When your Goal is Opposed here, you may take this Character back into hand.

"Soon to be Kaagh the Avenger... Kaagh the Destroyer."

-Brains: 7, Brawn: 8, Bravery: 7

E. *Kaftan - Treacherous Logician, Human [4]

-Native: Expansion Era (2486)

-Computers, Marksman, Poison, Science, Screamer, Thief, Victim [V] Handgun

-Freeze at any time (for an entire turn) to freeze one opposing female Character here.

"The important thing for us is to control the Cybermen."

-Brains: 9, Brawn: 4, Bravery: 5

E. *Kala - Evil Actress, Human [2] /RU/

-Native: Marinus Present (1964)

-Charisma, Gloating, History, Marksman, Thief

-When your Character is about to be kidnapped here, you may replace that Character with any other Character here.

"She's a vicious, dangerous woman."

-Brains: 6, Brawn: 5, Bravery: 7

E. **Kaled Soldier - Thal Hater**, Kaled [1] /AiH/

-Native: Skaro Antiquity (4000 B.C.)

-Marksman, Poison, Troop, Victim

-Nemesis: Thal Soldier.

"Our battle cry will be: Total extermination of the Thals!"

-Brains: 2, Brawn: 7, Bravery: 5

E. *Kalik - Ambitious Alarmist, Interminorian [3] /7Dr/

-Native: Inter Minor Twilight Era (3073)

-Aware, Bureaucrat, Engineering, History, Marksman, Screamer, Victim, [V] Coup

"One simply speaks one's thoughts." "They are as clear as your ambitions."

-Brains: 6, Brawn: 5, Bravery: 5

E. **Kamikaze Dalek - Suicide Bomber**, Dalek [3] /MoW/

-Native: Twilight Era (4500)

-Demolitions, Laser, Machine, Troop

-Once per turn, you may destroy a Kamikaze Dalek here to destroy either an Artifact or Condition of your choice here, or one random opposing Character here.

"The sacrifice you make will ensure total Dalek victory!"

-Brains: 2, Brawn: 10, Bravery: 9

E. **Kanin - Atrian Lapdog**, Human [1] /AF/

-Native: Atrios Present (1979)

-Marksman, Minion (The Marshal), Troop, Victim

"Please, your Highness, I'm only obeying orders."

-Brains: 3, Brawn: 6, Bravery: 4

E. *Kara - Devious Businesswoman, Human [3] /AW/

-Native: Necros Twilight Era (4615)

-Bureaucrat, Charisma (2), Computers, Gloating, [V] Counter-Plot

-If there is more than one Goal here, this Character is +2 to all Qualities when meeting your Goal's requirements.

"As in any paradise, my dear Orcini, there is always a serpent."

-Brains: 8, Brawn: 3, Bravery: 7

E. **Karfel Android - Robot Servant, Robot [2] /PD/

-Native: Karfel Dark Night Era (802,701)

-Computers, Laser, Machine, Minion (Borad), Troop

"So difficult to recruit good staff these days, don't you agree?"
-Brains: 5, Brawn: 9, Bravery: 7

E. *Karlton - Ambitious Second, Human [3] /KTT/
-Native: Earth Twilight Era (4000)
-Bureaucrat, Marksman, Minion (Mavic Chen), Science, Tracking
-Your Mavic Chen here is +2 Brains.
"You are a fortunate man, Karlton. You will have a high place in galactic history."
-Brains: 8, Brawn: 5, Bravery: 7

E. *Kelner (8) - Smarmy Castellan, Timelord [2] /LoT/
-Native: Gallifrey
-Aware, Bureaucrat, Computers, History, Minion (all other Enemies here)
-At the start of each turn, choose another Enemy here. It is +1 to all Qualities until the start of your next turn.
"What a wonderfully subservient Citadel you run, Castellan."
-Brains: 8, Brawn: 4, Bravery: 5

E. *Kess - Nasty Chief of Security, Human [3] /S10/
-Native: Twilight Era (4126)
-Computers, Gloating, Marksman, Minion (Klineman Halpen), Poison, Running, Tracking, Victim, [V] Crane Claw
"Shoot to kill!"
-Brains: 5, Brawn: 7, Bravery: 6

E. *King Vampire - Ancient Evil, Great Vampire [4] /DoG/
-Native: Vampire Planet (E-Space)
-Domination, "God", History, Vampire
-Plays on your Enemy with Vampire. This Character may use that Character's Traits, Qualities and special abilities. Once per turn, or when that Character leaves play, you may place King Vampire on another such Character here. If none exists, destroy King Vampire.
"...mightiest and most malevolent of all..."
-Brains: +4, Brawn: +2, Bravery: +4

E. *Kiston - Trooper Engineer, Human/Duplicate [1]
-Native: Twilight Era (4590)
-Engineering, Marksman, Minion (Davros)
-If here, Davros - Resurrected Tyrant's special ability extends to Minions (Daleks).
"He has proven to be a competent mechanical engineer."
-Brains: 5, Brawn: 5, Bravery: 5

E. *Klineman Halpen - Balding CEO, Human/Ood [3] /S10/
-Native: Twilight Era (4126)
-Bureaucrat, Computers, Demolitions, Gloating, Marksman
-Once per turn, if this Character is an Enemy, you may destroy a card from hand to destroy a non-unique Ood here.
"Five years ago I had a full head of hair. Stress... That's what this is - stress!"
-Brains: 5, Brawn: 6, Bravery: 5

E. *Klout - West Lodge Lawyer, Foamasi [2]
-Native: Colonial Era (2290)
-Bureaucrat, Creature, Thief, Victim, [V] Creep Out
-Impostor.
"The Foamasi make my skin crawl."
-Brains: 4, Brawn: 7, Bravery: 7

E. *Korst Slitheen - Boy Genius, Raxacoricofallapatorian [4] /SJA-SJ2/
-Native: Postmodern Era (2008)
-Creature, Engineering, Gloating, Running, Science, Screamer, Tracking
-When this Character is about to be destroyed, you may destroy another Slitheen here to return this Character to your hand instead.
"Daddy, I want my hunt!"

-Brains: 9, Brawn: 5, Bravery: 5

E. *Krelper - Gutter Trash**, Human [1] /7Dr/

-Native: Imperial Era (2784)

-Demolitions, Marksman, Running, Troop

"You? Smart? ...The wind whistles through your ears."

-Brains: 2, Brawn: 7, Bravery: 4

E. **Krillitane - Composite Race**, Krillitane [3] /PD/

-Native: Postmodern Era (2007)

-Computers, Creature, Screamer, Thief, Tracking, Vampire

-When you destroy a Character in a fight here, you may place it under this Character. This Character gains the special abilities of any Character under it.

"An amalgam of the races they've conquered. They cherry-pick the best bits from the people they destroy."

-Brains: 5, Brawn: 5, Bravery: 5

E. *Kristyan Fall - Zero Man, Human [5] /RD1/

-Native: Far Future (39,164)

-Aware, Charisma, Domination, Marksman (2), Pilot, Thief (2)

-When played, is immediately considered kidnapped by an opponent of your choice. At the start of any of your turns, you may destroy 2 cards from hand to free him and destroy up to 2 Characters of your choice here.

"I don't believe in problems. Only challenges."

-Brains: 9, Brawn: 8, Bravery: 9

(from *Zeta Major*)

E. **Krole - Livithian Invincible**, Human [1] /KTT/

-Native: Twilight Era (3773)

-Marksman, Minion (Graff Vynda-K), Troop

"When they arrive, we'll shoot the lot of them... No survivors! No tongue-waggers."

-Brains: 4, Brawn: 7, Bravery: 8

E. *Krynoid - Unpotted Plant**, Krynoid [2] /EoT/

-Native: Prehistory to Present

-Creature, Domination, Tracking, Troop, Vampire

-If you have 3 Krynoids here, you may destroy 2 of them to [V] Giant Krynoid and immediately place it here for free.

"Somehow a Krynoid can channel its powers to other plants. All the vegetation on this planet is about to turn hostile."

-Brains: 2, Brawn: 8, Bravery: 7

E. *Kudlak - Tired General, Uvodni [2] /MoW/

-Native: Postmodern Era (2008)

-Aware, Computers, Creature, Marksman, Minion (Uvodni Mistress), [V] Slab

-If your 2 Troop here, this Character is +1 to all Qualities.

"One of the Uvodni Signus Brigade's most decorated warriors."

-Brains: 4, Brawn: 6, Bravery: 6

E. **Kurkutji - Ancient Aborigine**, Android/Human [2] /IS/

-Native: Earth Prehistory (35,519 B.C.) or Urbankan Ship

-Computers, History, Machine, Minion (Monarch), Science, Troop

-While at an Earth Prehistory Spacetime card, loses Machine and Android species and gains Tracking.

"He's going walkabout to the time of the Dreaming."

-Brains: 6, Brawn: 6, Bravery: 7

E. **Lan - Movellan Guard**, Movellan [2] /MoW/

-Native: Twilight Era (4500)

-Machine, Marksman, Thief, Troop

-Your Movellans here may act as Allies if opposing Machine Enemies here.

"Just another race of robots, no better than the Daleks."

-Brains: 7, Brawn: 8, Bravery: 8

E. *Lane - Overloaded Engineer, Human [1] /RU/

-Native: Expansion Era (2675)

-Engineering, Marksman, Tracking

-When this Character is frozen, you may Roll the Dice. If the number rolled is odd, this Character is not frozen.

"Since when do you give yourself orders on my ship?"

-Brains: 4, Brawn: 7, Bravery: 5

E. *Lance Bennett - Empress' Consort, Human [3] /AF/

-Native: Earth Postmodern Era (2007)

-Bureaucrat, Charisma, Computers, Gloating, Minion (Racnoss Empress), Poison, Thief, Victim

-Your Racnoss here are +1 Brains.

"What's the point of it all if the Human Race is nothing? That's what the Empress can give me. The chance to... go out there. To see it. The size of it all."

-Brains: 4, Brawn: 5, Bravery: 5

E. *Li H'sen Chang - Master of Mesmerism, Human [4]

-Native: Earth Victorian Era (1889)

-Aware, Domination, Medicine, Minion (Magnus Greel), Poison, Screamer, [V] Magic Bullet

"Here, to baffle and bewilder in his eclectic extravaganza of efflorescent ectoplasm, that master magician from the Orient..."

-Brains: 7, Brawn: 4, Bravery: 7

E. *Light - Unreasonable Surveyor, Light [4] /TM/

-Native: Victorian Era (1883)

-Creature, Domination, "God", Laser, Madman, Running (2), Science

-Once per turn, destroy a card from hand to look at top 3 cards of any deck, then shuffle that deck.

"I once spent centuries, faithfully cataloguing every species there, every organism from the smallest bacterium to the largest ichthyosaur."

-Brains: 7, Brawn: 9, Bravery: 7

E. *Lilith - Vile Temptress, Carrionite [4] /PD/

-Native: Earth Renaissance (1599)

-Charisma, Creature, Domination, Gloating, Poison, Screamer, Thief, Vampire, [V] Voodoo Doll

-Your other Carrionites here are +1 to all Qualities.

"Wind the craft of ancient harm. The time approaches for our charm."

-Brains: 7, Brawn: 5, Bravery: 7

("Let witchcraft join with beauty.")

E. *Lin Futu - Ancient Chinese, Android/Human [3] /IS/

-Native: Earth Antiquity (5519 B.C.) or Urbankan Ship

-Computers, Engineering, History, Machine, Minion (Monarch), [V] Repair Chamber

-If no Urbankans here, this Character may work with TARDIS Characters and Allies.

"They have been corrupted. They have been promised, as I have, dominion over their respective ethnic groups on Earth."

-Brains: 8, Brawn: 5, Bravery: 6

E. *Ling - Tong Assassin**, Human [2]

-Native: Earth Victorian Era (1889)

-Minion (Magnus Greel), Running, Thief, Tracking, Troop

"The Tong of the Black Scorpion - one of the most criminal organisations in the world."

-Brains: 2, Brawn: 7, Bravery: 7

E. *Linx - Star Knight, Sontaran [4] /7Dr/

-Native: Middle Ages (1275)

-Domination, Engineering (2), Marksman, Pilot, Science, Tracking, [V] Osmic Projector

-Your Weapons play here at -1 Cost.

"Stop acting like you're in the Middle Ages!"
-Brains: 8, Brawn: 9, Bravery: 8

E. *Linx - Warfare Expert, Sontaran [4] /PD/

-Native: Middle Ages (1275)
-Aware, Domination, Engineering (2), Gloating, Marksman, Pilot, Science
-When you start a fight here, Roll the Dice. You are +? to any Quality total used in this fight, where ? = the number you rolled.
"Only one thing matters: to complete the repairs to my ship and return to the glorious war that is my destiny."
-Brains: 8, Brawn: 8, Bravery: 8

E. *Lisa Hallett - Cyberwoman, Cyberman [4] /TW1-T4/

-Native: Earth Postmodern Era (2007)
-Charisma, Engineering, Laser, Machine, Madman, Screamer, Torchwood
-When you take control of an opposing Character here, you may destroy that Character instead.
"The upgrade is incomplete... I am wrong."
-Brains: 7, Brawn: 8, Bravery: 6

E. *Liz Shaw - Section Leader, Human [2] /AW/

-Native: Parallel Earth Present (1969)
-Bureaucrat, Charisma, Marksman, Science, Victim, [V] Crisis of Conscience
-Unbound. Each of your Unbound Characters here is +1 Brains if no other Character in play has the same title.
"Your counterpart had some intelligence. I wish I could say the same for you."
-Brains: 7, Brawn: 6, Bravery: 8

E. *Lord Palmerdale - Crooked Financier, Human [1] /Inv/

-Native: Earth Victorian Era (1902)
-Bureaucrat, Thief, Victim, [V] Any Profit Goal
"A jumped up little money grubber for all your title."
-Brains: 5, Brawn: 5, Bravery: 6

E. *Lowe - Virus Lieutenant, Human [3]

-Native: Titan Twilight Era (5000)
-Bureaucrat, Computers, Domination, Marksman, Minion (Nucleus), Thief, Tracking, [V] Viral Contact
"We can make this the ideal place to breed and multiply."
-Brains: 6, Brawn: 7, Bravery: 7

E. *Lucius Dextrus - Chief Augur, Human [3] /AiH/

-Native: Earth Antiquity (79)
-Aware (2), Gloating, History, Minion (Pyrovillian), Screamer, [V] Prophecy
-At any time, you may destroy a card from hand to look at an opponent's hand (once per game per opponent).
"This is the gift of Pompeii. Every single oracle tells the truth."
-Brains: 7, Brawn: 3, Bravery: 7

E. *Lucy Saxon - The Master's Wife, Human [2] /LoT/

-Native: Earth or Paradox Earth Postmodern Era (2009)
-Charisma, Madman, Marksman, Minion (The Master)
-You may play Conditions that can only play on non-Doctor TARDIS Characters on this Character (except Purpose cards).
"For better or for worse."
-Brains: 4, Brawn: 4, Bravery: 6

E. *Luke Rattigan - Boy Genius, Human [5] /MoW/

-Native: Earth Postmodern Era (2009)
-Computers, Demolitions, Engineering (2), Gloating, Madman, Marksman, Minion (Sontarans), Science, Victim, [V] Any Artifact
"Not easy, is it, being clever? ...The rest of the world is so slow."

-Brains: 10, Brawn: 5, Bravery: 5

E. *Luke Ward - Possessed Assistant, Human [3] /LoT/

-Native: Earth Renaissance (1813)

-Charisma, Engineering, Marksman, Minion (The Master), Victim

-Opposing Allies and TARDIS Characters here are -1 Brains.

"You'll be in safe hands with Luke."

-Brains: 5, Brawn: 5, Bravery: 6

E. *Madam Lamia - Surgeon Engineer, Human [3] /AW/

-Native: Tara Colonial Era (2378)

-Computers, Engineering, Medicine, Minion (Count Grendel), Victim

-Your Robots are played at -1 Cost here.

"What would I do without you?" "Find another peasant that understands androids, no doubt."

-Brains: 8, Brawn: 4, Bravery: 5

E. *Madeleine Issigri - Successful Crook, Human [3] /IS/

-Native: Ta Near Future (2135)

-Bureaucrat, Charisma, Computers, Demolitions, Thief

-When this Character helps Reach a Profit Goal here, score +1 points from that Goal.

"You run the most successful Argonite mining business in the galaxy."

-Brains: 6, Brawn: 4, Bravery: 6

E. *Magnus Greel - Weng-Chiang, Human [5]

-Native: Earth, Victorian Era (1889) or Twilight Era (5000)

-Bureaucrat, Engineering, Gloating, Madman, Marksman, Poison, Science, Thief

-Destroy a Character from hand at the start of your turn to make him gain "God" until the end of that turn.

"The infamous Minister of Justice. The Butcher of Brisbane."

-Brains: 10, Brawn: 4, Bravery: 6

E. **Maid - Gabriel Chase Staff**, Human [1] /TM/

-Native: Earth Victorian Era (1883)

-Marksman, Minion (Mrs. Pritchard), Troop, Victim

"This house is Gabriel Chase, is it not?"

-Brains: 3, Brawn: 5, Bravery: 5

E. **Mandrel - Nightmarish Creature**, Mandrel [1] /EoT/

-Native: Colonial Era (2116)

-Creature, Tracking, [V] Invulnerable to Our Weapons

-Counts as a Machine for Invulnerable to Our Weapons. If at a Spacetime card where Profit Goals are playable, you may destroy this Character at any time to draw up to 2 cards.

"That creature's escaped from its electric zoo."

-Brains: 1, Brawn: 8, Bravery: 6

E. *Mantasphid Queen - Preying Monarch, Mantasphid [3] /S10/

-Native: Twilight Era (3963)

-Bureaucrat (2), Creature, Engineering

-Once per turn, when you destroy a card from hand, you may place it under this Character.

When you have 3 cards under this Character, place them out of play to score 1 point (once per game).

"Mantasphids do not make deals with fleshy bipeds."

-Brains: 5, Brawn: 6, Bravery: 6

E. *Marcus Scarman - Instrument of Sutekh, Human [3]

-Native: Earth Victorian Era (1911)

-Aware, History, Minion (Sutekh), Victim

-If Sutekh is in play at the start of your turn, this Character gains one of Sutekh's Traits until the start of your next turn.

"He needs no other."

-Brains: 8, Brawn: 7, Bravery: 9

E. *Mark Grantham - Low-Life, Human [2] /MoW/

-Native: Earth Postmodern Era (2008)

-Aware, Computers, Engineering, Gloating, Marksman, Minion (Uvodni Mistress), Tracking

-This Character may not become an Ally or TARDIS Character.

"A conscience is like a stone in your shoe. You cannot begin to imagine the relief once you get rid of it."

-Brains: 5, Brawn: 6, Bravery: 5

E. *Martha's Clone - Sontaran Agent, Force-Grown Clone [5] /TL/195

-Native: Earth Postmodern Era (2009)

-Charisma, Computers, Marksman, Medicine, Minion (Sontarans), Thief, UNIT

-Impostor. Any Martha Jones here is frozen. Opposing Allies with UNIT and TARDIS

Characters here are -2 to all Qualities in fights involving Sontarans.

"Might as well be wearing a t-shirt saying 'clone'..."

-Brains: 6, Brawn: 6, Bravery: 7

E. *Martin Trueman - Astrologer, Human [4] /SJA2-SJ9/

-Native: Earth Postmodern Era (2009)

-Aware (2), Charisma, Domination, History, Laser, Madman

-Once per turn, you may destroy ? cards from hand to [V] any Condition that plays either on a Character with Aware (2) or at a Spacetime card where you have a Character with Aware (2), where ? = the Cost of that Condition.

"I was a nothing... until I learned the secret of the stars."

-Brains: 7, Brawn: 7, Bravery: 5

E. *Mary - Femme Fatale, Arcateenian [3] /EoT/

-Native: Earth Postmodern Era (2007)

-Aware, Charisma (2), Creature, Gloating, Thief, Vampire

-Impostor. Once per turn, you may destroy a card from hand to freeze an opposing female Character here.

"You do something unbelievably brave and sexy, I have to kiss you. I don't make the rules."

-Brains: 7, Brawn: 8, Bravery: 6

E. *Matron Casp - Hospital Head, Feline [3] /S10/

-Native: New Earth Dark Night Era (5,000,000,023)

-Bureaucrat, Medicine, Running, Screamer, Thief, Victim, [V] Claws! or Medicine Bag

-Your other Felines with Medicine here are +1 to all Qualities.

"I think you'll find that we're the doctors here."

-Brains: 6, Brawn: 5, Bravery: 6

E.. **Matrix Construct - Mental Echo**, Program [0] /DoG/

-Native: Inside the Matrix

-Marksman, Minion, Pilot, Troop

-At the start of every turn, you may select a unique Timelord Enemy's name at the same Spacetime card to attach to the Minion Trait; that Timelord is frozen until the end of that turn.

If this Character is not attached to a Timelord here, it is frozen.

"I must get past them..."

-Brains: 3, Brawn: 7, Bravery: 7

E. *Mavic Chen - Solar System Guardian, Human [4] /KTT/

-Native: Twilight Era (4000)

-Bureaucrat (2), Charisma, Gloating, Madman, Science, Thief, Victim, [V] Secret Plans

-Secret Plans is played here at -1 Cost.

"I - Mavic Chen - will decide when the Alliance is at an end!"

-Brains: 8, Brawn: 4, Bravery: 10

E. *Mawdryn - Living Dead, Kastron [3] /DoG/

-Native: Present (1977)

-Computers, Creature, Engineering, Medicine, Poison, Science, Thief, [V] Time Differential

-Impostor. May act as a Timelord.

"I, Mawdryn, shall be a Time Lord!"

-Brains: 8, Brawn: 2, Bravery: 6

E. *Max Capricorn - Cyborg CEO, Stowan [3] /S10/

-Native: Postmodern Era (2008)

-Bureaucrat, Computers, Gloating, Machine, Madman, Thief

-You may exclude this Character from any random selection made by a Danger, Puzzle or Monster card.

"...in a society that despises cyborgs. I've had to hide away for years."

-Brains: 6, Brawn: 8, Bravery: 5

E. *Maxil (6) - Guard Commander, Timelord [3] /LoT/

-Native: Gallifrey

-Aware, Bureaucrat, Computers, Engineering, Gloating, Marksman

-For every other Enemy Timelord with Bureaucrat here, this Character is +1 to all Qualities (maximum: +3).

"I have my orders." "You don't have to relish them so much."

-Brains: 4, Brawn: 7, Bravery: 8

E. *Maxtible - Greedy Collaborator, Human [4] /TM

-Native: Earth Victorian Era (1866)

-Bureaucrat, Domination, Minion (Daleks), Poison, Science, Thief

-Your Daleks not Native to this Spacetime card are +1 to all Qualities here.

"You wanted an agency here on Earth to plan and prepare things for you. I have been that agency."

-Brains: 8, Brawn: 4, Bravery: 7

E. **Mechanoid - City Builder**, Robot [3] /TL/16

-Native: Colonial Era (2265)

-Computers, Engineering, Machine, [V] High Voltage

-Affected by Stairs as if a Dalek. If 3 Mechanoids here, this Spacetime card is considered a Base. If at a Base, +1 Brawn in fights involving opposing Daleks.

"Defend...threat... Escalate...output... Attack...here."

-Brains: 5, Brawn: 7, Bravery: 8

E. *Meddling Monk (1) - Devious Opportunist, Timelord [4] /KTT/

-Native: Gallifrey

-Aware, Charisma, Engineering, History, Running, Thief, Tracking

-When this Character is randomly selected to be destroyed, kidnapped or frozen, you may select another of your Characters here to be destroyed, kidnapped or frozen instead.

"Funny business? Me?"

-Brains: 10, Brawn: 2, Bravery: 5

E. *Meddling Monk (1) - Fellow Timelord, Timelord [4] /TM/

-Native: Gallifrey

-Aware, Demolitions, History, Medicine, Science, Thief, Tracking, [V] Any Meddling-related Condition

-Opposing Timelords here are -1 to all Qualities.

"You can drop the monk's act!"

-Brains: 10, Brawn: 5, Bravery: 7

E. *Meddling Monk (1) - Time Meddler, Timelord [5] /TM/

-Native: Gallifrey

-Aware, Charisma, Engineering, History, Medicine, Thief, Tracking, [V] Any Meddling Goal

-Your Characters here count as Natives of any era for purposes of being the Users of your Artifacts.

"It's more fun my way! I can make things happen ahead of their time!"

-Brains: 10, Brawn: 5, Bravery: 7

E. *Meddling Monk (3) - World Maker, Timelord [5] /RD5/

-Native: Gallifrey

-Bureaucrat, Charisma, Domination, Engineering, "God", History, Marksman, Thief, UNIT

-At the start of your turn, you may choose any of your Characters here to gain Unbound until the start of your next turn.

"I like to meddle, to play around with possibilities."

-Brains: 11, Brawn: 4, Bravery: 7

(from *No Future*)

E. *Meglos - Prickly Tyrant, Zolfa-Thuran [4] /TL/109

-Native: Present (1980)

-Aware, Creature, Engineering, Gloating, Science (2), Thief, [V] Megalomania

-Impostor. If The Doctor (4) in play at a different Spacetime card, you may exclude this

Character from fights started by an opposing Ally.

"You've no right!" "Quite right. But academic."

-Brains: 11, Brawn: 5, Bravery: 7

E. *Mehendri Solon - Chirurgeon, Human [5] /LoT/

-Native: Karn Twilight Era (4723)

-Charisma, Engineering, Madman, Marksman, Medicine (2), Minion (Morbius), Poison, Science, [V] Surgically Enhanced

-If you kidnapped a Character here with any Quality above 9, your Morbius here is +2 to that Quality (cumulative).

"You seem very keen on heads."

-Brains: 10, Brawn: 5, Bravery: 6

E. *Mentalis - Zeon Commandant, Computer [3] /AF/

-Native: Zeos Present (1979)

-Aware, Computers, Demolitions, Machine, Madman, Marksman

-Cannot be moved. Your other Enemies in this era are +2 Brawn.

"The ideal war general. No glory, no speeches, no medals and no blood."

-Brains: 10, Brawn: 7, Bravery: 10

E. *Mercy Hartigan - Cyber Queen, Cyberman [4] /DoG/

-Native: Earth Victorian Era (1851)

-Aware, Computers (2), Domination, Gloating, Laser, Machine, Screamer

-Your Cybermen here are +1 Bravery.

"There will be a new race of Cybermen. My Cybermen! Logic and strength combined with fury and passion!"

-Brains: 9, Brawn: 5, Bravery: 9

E. *Mercy Hartigan - Powerful Mind, Human [2] /DoG/

-Native: Earth Victorian Era (1851)

-Charisma, Domination, Gloating, Screamer

-Opponents may not take control of this Character. Opposing male Humans here are -1 to all Qualities.

"There's been no conversion, sir. No one's ever been able to change my mind."

-Brains: 7, Brawn: 4, Bravery: 8

E. *Mestor - The Magnificent, Gastropod [4] /EoT/

-Native: Jaconda Colonial Era (2310)

-Aware (2), Creature, Domination, Gloating, Vampire, [V] Unwilling Assistance

-Once per turn, you may destroy ? card from hand to destroy a Character you kidnapped here, where ? = the Cost of that Character.

"Why do you resist me?"

-Brains: 8, Brawn: 3, Bravery: 6

E. *Metaltron - The Last Dalek, Dalek [4] /9D/

-Native: Earth Postmodern Era (2012)

-Aware, Computers (2), Laser, Machine, Science, Screamer, Thief, Tracking, [V] Chain Lightning or Self-Destruct or Sucker Punch

-May destroy Stairs played here. If any other Dalek here, is -2 Brains and -1 Brawn.

"It fell to Earth on the Ascension Islands..."

-Brains: 10, Brawn: 11, Bravery: 5

E. *Mickey Auton - Nightmarish Date**, Auton [2] /9D/

-Native: Earth Postmodern Era (2005)

-Aware, Machine, Thief, Tracking
-Impostor. Gains 2 Traits of your choice from one Character you kidnapped here (choose at start of each turn).
"You can trust me, sweetheart - click - babe - click - darling - click - sugar - click..."
-Brains: 4, Brawn: 7, Bravery: 7

E. *Midge - Possessed Truant, Human/Feline [2] /LoT/
-Native: Earth Present (1989)
-Madman, Minion (The Master), Pilot, Running, Thief, Tracking, Victim
-May be played on Planet of the Cheetah People.
"You are all animal now. You're so weak... your will devoured."
-Brains: 3, Brawn: 7, Bravery: 6

E. *Mike Smith - Ratcliffe's Man, Human [2]
-Native: Earth Present (1963)
-Charisma, Marksman, Minion (Daleks), Thief, Tracking, Victim
-+1 Brawn in fights with non-Human Allies.
"You have to protect your own. Keep the outsiders out, just so your own people can have a fair chance."
-Brains: 4, Brawn: 7, Bravery: 7

E. *Mike Yates - Unbalanced Traitor, Human [3] /TL/70
-Native: Earth Present (1973)
-Marksman, Running, Thief, UNIT
-Plays at -1 Cost if Metebelis Crystal in play. Once per turn, you may destroy a card from hand to suspend the game text of one Artifact here for an entire turn.
"Captain Yates is the man inside who's working against us."
-Brains: 4, Brawn: 6, Bravery: 6

E. **Miss Berry - Dinner Lady, Krillitane [2] /PD/
-Native: Postmodern Era (2007)
-Creature, Medicine, Poison, Screamer, Vampire, [V] Krillitane Oil
-When more than one Krillitane here is about to be destroyed by Krillitane Oil, you may choose one not to be destroyed. (Not cumulative.)
"Careful... keep it steady... don't spill a drop."
-Brains: 5, Brawn: 5, Bravery: 6

E. *Miss Dexter - Mr. Saxon's Agent, Human [2] /TL186/
-Native: Earth Postmodern Era (2008)
-Aware, Computers, Minion (The Master), Thief, Tracking, [V] Wiretap
"Is the Doctor with you? Is he there now?"
-Brains: 6, Brawn: 5, Bravery: 7

E. *Monarch - Benevolent Tyrant, Urbankan [4] /IS/
-Native: Urbankan Ship
-Aware, Bureaucrat, Charisma, Computers, Domination, Gloating, Madman, Poison, Science
-At the start of your turn, you may change the era on Urbankan Ship in play to any found on an Android here until the start of your next turn.
"He believes he is God."
-Brains: 9, Brawn: 4, Bravery: 7

E. *Morbius (10) - Patchwork Man, Timelord, [3] /LoT/
-Native: Karn Twilight Era (4723)
-Creature, Domination, Gloating, History, Machine, Madman, Screamer
-At the start of each of your turns, gains the species of your choice until start of your next turn.
-8 Brains if another Character with Screamer here.
"Do you think I care about my ultimate appearance?"
-Brains: 9, Brawn: 8, Bravery: 5

E. *Mordred - Son of Morgaine, Human [3] /RU/
-Native: Thirteen Worlds
-Aware, Gloating (2), History, Marksman, Minion (Morgaine), Running, Tracking, [V] Maniacal

Laughter

-Nemesis: Ancelyn. Counts as User of Blade. Your Human Enemies without Thief are +1 Brawn for every Blade here.

"MOTHER!!!"

-Brains: 4, Brawn: 7, Bravery: 5

E. *Morgaine - Battle-Queen of the S'rax, Human [3] /RU/

-Native: Thirteen Worlds

-Aware (2), Domination, Gloating, History, Laser, [V] Magic Bolt

-Counts as User of Blade. When you score points here, you may immediately destroy ? cards from hand to [V] an Enemy with "God", where ? = that Enemy's Cost.

"I am Morgaine, the Sunkiller, Dominator of the Thirteen Worlds and Battle-Queen of the S'rax."

-Brains: 8, Brawn: 8, Bravery: 7

E. *Morgus - Evil Soliloquist, Human [5] /7Dr/

-Native: Androzani Major Imperial Era (2784)

-Bureaucrat (2), Computers, Gloating, Marksman, Pilot, Screamer, Thief, Victim, [V] An Aside

-Doubles the number of cards you can place on An Aside.

"I am the richest man in the whole of the five planets..."

-Brains: 8, Brawn: 4, Bravery: 7

E. *Morka - Rash Youngster, Silurian [2] /MoW/

-Native: Earth Present (1969)

-Computers, Creature, Laser, [V] Coup

-If a Goal has already been Reached or Opposed here, Coup may play here (regardless of what Goals may normally play here). If Coup here, this Character gains Bureaucrat.

"Soon I shall be the leader!"

-Brains: 5, Brawn: 9, Bravery: 8

E. *Morpho - Tyrant Illusionist**, Morpho [3] /RU/

-Native: Velvet Web Environment card or Marinus

-Aware, Creature, Domination (2), Science

-When you play this Character, you may immediately [V] Mesmeron and play it on table (for free).

"We are the masters of this place! Our brains outgrew our bodies, it is our intelligence that has created this whole city."

-Brains: 10, Brawn: 0, Bravery: 4

E. *Mother of Mine - Jenny, Family of Blood [2] /10D/

-Native: Any Spacetime card with an era

-Gloating, Marksman, Running, Screamer, Tracking, [V] Meet the Family

-Impostor. If no other Family of Blood here, destroy this Character. May use the special abilities of any Character under it.

"What happened to Jenny? Is she gone?" "She is consumed. Her body's mine."

-Brains: 5, Brawn: 6, Bravery: 5

E. *Mr. Crane - Lumic's Lieutenant, Human [2] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Charisma, Minion (John Lumic), Thief

-Unbound. Once per turn, you may play one Unbound Cyberman here at -1 Cost.

"Very good, sir. I shall go on a recruitment drive."

-Brains: 6, Brawn: 7, Bravery: 8

E. *Mr. Fibuli - Captain's Toady, Human [2] /KTT/

-Native: Zanak Present (1978)

-Aware, Bureaucrat, Computers, Engineering, Minion (The Captain)

-The Captain here is +2 Brains.

"Aye, aye, Captain."

-Brains: 6, Brawn: 3, Bravery: 4

E. *Mr. Finch - Brother Lassa, Krillitane [4] /PD/

-Native: Postmodern Era (2007)
-Aware, Bureaucrat, Charisma, Domination, Gloating, Screamer, Vampire, [V] Alien Scream
-Your Allies here may contribute Qualities to your attempts to Reach a Goal here.
"I see why the nurse sent you. You poor child. Poor... thin, child. Come inside."
-Brains: 8, Brawn: 5, Bravery: 7

E. *Mr. Magpie - Backstreet Electrician, Human [2] /S10/

-Native: Earth Modern Era (1953)
-Charisma, Engineering, Minion (The Wire), Pilot, Screamer, Victim, [V] The Wire
"Seems only right that as many folk as possible get to watch the coronation."
-Brains: 6, Brawn: 3, Bravery: 4

E. **Mr. Scoones - Cyber Minion**, Human [1] /DoG/

-Native: Earth Victorian Era (1851)
-Bureaucrat, Minion (Cybermen), Screamer, Victim
-When Reaching a Capture or Profit Goal here, that Goal is -3 to any required Quality (cumulative).
"You've walked past me so many times, all you good men of charity, never once asking my name."
-Brains: 5, Brawn: 4, Bravery: 5

E. *Mr. Sin - Pig-Brained Puppet, Homunculus [1+?]

-Native: Earth, Victorian Era (1889) or Twilight Era (5000)
-Machine, Madman, Marksman, Minion (Magnus Greel), Thief
-? = number of opposing Aware Characters at the Spacetime card where played (maximum: 3). Once in play, ? = 2.
"It had one organic component, the cerebral cortex of a pig."
-Brains: 1, Brawn: 7, Bravery: 9

E. *Mr. Smith - Scheming Computer, Xyloc [4] /EoT/

-Native: Earth Postmodern Era (2008)
-Aware (2), Computers (2), History, Machine, Madman, Science
-Does not use Brawn in a fight. Can only move with Forbidden Attic. Characters you kidnap here cannot be freed by a player unless he or she has 4 Computers here.
"I told you, Sarah Jane, we all have a purpose."
-Brains: 11, Brawn: 3, Bravery: 9

E. **Mrs. Poggit - Senior Parasite**, Eknodine [2] /RU/

-Native: Earth Postmodern Era (2015)
-Aware, Creature, Poison, Thief, Troop
-Impostor. Unbound.
"Attack of the Old People? Oh that's ridiculous!"
-Brains: 4, Brawn: 8, Bravery: 5

E. *Mrs. Pritchard - Head of Household, Human [2] /TM/

-Native: Earth Victorian Era (1883)
-Minion (Josiah), Poison, Thief, Victim
-Your Maids here are +1 to all Qualities. This Character may start fights with Creep Out as if she were a Creature.
"You and Sir George must have been very happy before the cuckoo invaded your nest."
-Brains: 5, Brawn: 5, Bravery: 6

E. *Mummy - Servicer**, Robot [2]

-Native: Earth Antiquity to Victorian Era
-Machine, Minion (Sutekh), Tracking, [V] Crushed
-Play only if your "God" or another Minion (Sutekh) is in play.
"The servants of the All Powerful have arisen!"
-Brains: 1, Brawn: 8, Bravery: 10

E. *Mutant - Early Form, Dalek [0] /AF/

-Native: Skaro Colonial Era (2263)
-Creature

-Only plays at the moment any Dalek (except Davros or Mutant) is destroyed (at that location, regardless of Nativity). Destroy at the end of your next turn.

"If they call us mutations... what must they be like?"

alt: "Careful, it could still be dangerous!"

-Brains: 4, Brawn: 2, Bravery: 2

E. *Mutant - Unshelled Dalek, Dalek [0]

-Native: Twilight Era (4590)

-Creature

-Only plays at the moment any Dalek (except Davros or Mutant) is destroyed (at that location, regardless of Nativity). Destroy at the end of your next turn.

"I was terrified it was a Dalek." "It was, or at least the remains of one."

-Brains: 2, Brawn: 7, Bravery: 5

E. **Mute - Shadow's Horrible**, Chaosian [1] /AF/

-Native: The Shadow's Domain Present (1979)

-Marksman, Minion (The Shadow), Thief, Troop

"Emaciated creatures in long black robes... very sinister."

-Brains: 2, Brawn: 6, Bravery: 4

E. *Nero - Mad Emperor, Human [3] /AiH/

-Native: Earth Antiquity (64)

-Bureaucrat (2), Engineering, Gloating, Madman, Running, Thief, Tracking

-Once per turn, you may look at the top card of your draw deck; if it is a Character, each of your opponents may draw a card; if it is not, each of your opponents must destroy a card from hand.

"I feel like seeing someone hurt myself tonight."

-Brains: 5, Brawn: 5, Bravery: 5

E. *Nestene Intelligence - Collective Mind, Nestene [4]

-Native: Earth Present (1969)

-Aware, Creature, Domination, Engineering

-When your Autons here are attempting to Reach an Invasion Goal, they are +3 Brains.

"We are the Nestenes. We have been colonising other planets for a 1000 million years. Now we have come to colonize Earth."

-Brains: 10, Brawn: 8, Bravery: 8

E. *Nestene Intelligence - Desperate Despot, Nestene [5] /9D/

-Native: Postmodern Era (2005)

-Aware, Creature, Domination, Engineering (2), Screamer, [V] Warp Shunt

-When your opponent starts a fight involving this Character, you may immediately play one Auton here for free, regardless of its Nativity.

"I couldn't save your world... This planet is just starting..."

-Brains: 9, Brawn: 8, Bravery: 5

E. **New Human - Plague Carrier**, Human [1] /S10/

-Native: New Earth Dark Night Era (5,000,000,023)

-Aware, Poison, Troop

-When you must total the number of Characters you have here, add 1 to that number (cumulative).

"Every single disease in the galaxy, they've been infected with everything."

-Brains: 2, Brawn: 6, Bravery: 4

E. *New Model Auton - Sharply Dressed**, Auton [3] /9D/

-Native: Earth Postmodern Era (2005)

-Laser, Machine, Troop, [V] Hands Up

-At the start of any fight, freeze this Character to destroy one random opposing Victim here.

"They're made of plastic, living plastic creatures..."

-Brains: 1, Brawn: 10, Bravery: 9

E. *Nilson - Sea Base Spy, Human [2] /MoW/

-Native: Earth Near Future (2084)

-Aware, Computers, Domination, Marksman, Thief, Victim
-Counts as an Impostor for your Impostor-related Bang! cards.
"It seems Nilson is an enemy agent."
-Brains: 6, Brawn: 6, Bravery: 7

E. *Nivek - Grand Marshal, Sontaran [2] /AF/

-Native: Far Future (16,000)
-Bureaucrat, Computers, Pilot
-Once per turn, you may [V] a Sontaran with Troop. If you do so, do not replenish your hand at the end of that turn.
"Sontarans never do anything without a military reason."
-Brains: 5, Brawn: 8, Bravery: 6

E. *Noah - Swarm Leader, Human/Wirrn [3] /7Dr/

-Native: Earth Orbit Far Future (16,000)
-Computers, Creature, Madman, Marksman, Thief, Tracking
-When this Character is destroyed, you may [V] any Wirrn.
"He now has the race memory of Wirrn."
-Brains: 9, Brawn: 8, Bravery: 7

E. *Nucleus - Giant Virus, Virus [3] /IS/

-Native: Twilight Era (5000)
-Creature, Domination, Gloating
-At the start of any of your turns, you may [V] Viral Contact to play it here (paying its Cost). When that Viral Contact is destroyed while in play, return it to your hand instead.
"The Age of Man is over... The Age of the Virus has begun!"
-Brains: 6, Brawn: 3, Bravery: 6

E. *Nucleus - Hidden Evil, Virus [3] /IS/

-Native: Twilight Era (5000)
-Creature, Domination, Thief
-Plays on your Character with Minion (Nucleus). Nucleus may use that Character's Traits, Qualities and special abilities. When that Character leaves play, you may place Nucleus on another such Character here. If none exists, destroy Nucleus.
"...seems to thrive on intellectual activity."
-Brains: +1, Brawn: +1, Bravery: +1

E. *Nyder - Security Commander, Kaled [3] /AiH/

-Native: Skaro Antiquity (4000 B.C.)
-Aware, Bureaucrat, Marksman, Minion (Davros), Screamer, Thief, Victim, [V] Heightened Security
-Opposing Allies here are -1 Brains.
"We must keep the Kaled race pure."
-Brains: 7, Brawn: 7, Bravery: 7

E. *Nyssa - Reluctant Vampire, Human [5] /RD1/

-Native: Earth Present (1993)
-Aware (2), Computers, Domination, Running, Science, Screamer, Thief, Vampire
-Freeze at any time to freeze one opposing Vampire here.
"What are those, Traken wisdom teeth?"
-Brains: 7, Brawn: 8, Bravery: 6
(from *Goth Opera*)

E. **Nxi - Nesting Warrior**, Ice Warrior [2] /RD4/

-Native: Mars Near Future (2109)
-Aware, History, Laser, Troop
-May be played during Set-Up at a Spacetime card to which he is Native; remains frozen until any unfrozen Character here.
"Virility symbols. The young males scratch them to attract females."
-Brains: 5, Brawn: 10, Bravery: 7
(From *Transit*)

E. *Ogri - Stone of Blood**, Oicri [3] /KTT/

-Native: Hyperspace or Earth Antiquity to Present

-Minion (Cessair of Diplos), Running, Tracking, Vampire

-At the start of your turn, you may destroy 2 cards from hand to destroy one opposing Victim here and draw one card from the bottom of your deck.

"The creature that killed them lives on blood."

-Brains: 1, Brawn: 10, Bravery: 8

E. **Ogron Enforcer - Shock Troop**, Ogron [2] /TL/59

-Native: Earth Near Future (2172)

-Marksman, Minion (Daleks), Thief, Troop, [V] Catching Up

-Unbound. If an opponent played an Escape card this turn, gains Running and Tracking for one full turn.

"We use them as... policemen."

-Brains: 2, Brawn: 8, Bravery: 7

E. *Okdel - Wise Elder, Silurian [3] /MoW/

-Native: Earth Present (1969)

-Bureaucrat, Computers, Creature, History, Laser, Science, Victim

-This Character may work with your Allies and TARDIS Characters if your Doctor here.

"This is our planet. We were here before man. We ruled this world millions of years ago."

-Brains: 8, Brawn: 7, Bravery: 7

E. *Old One - Lovecraftian Horror**, Old One [5] /RD1/

-Native: Prehistory (12,000,000 B.C.)

-Aware, Creature, "God", Marksman, Science, Tracking

-Opposing Allies here (except Timelords) are -2 Bravery (not cumulative).

"I had enough problems with unspeakable and ancient whatsits from the dawn of forever in my last incarnation..."

-Brains: 9, Brawn: 9, Bravery: 7

(from *The Taking of Planet 5*)

E. *Omega (12) - Wronged Timelord, Timelord [5] /KTT/

-Native: Omega's World

-Aware, Domination, Engineering (2), Gloating, "God", Madman, Science (2), Screamer

-May not move from Omega's World. Once per turn, freeze Omega and destroy a card from hand to [V] a Native of Omega's World. May use Brains to meet Brawn requirements.

"All these things exist because I will them to exist!"

-Brains: 11, Brawn: 0, Bravery: 8

E. *Omega (13) - Anti-Matter Invader, Timelord [5] /LoT/

-Native: Omega's World

-Creature, Domination, Engineering, Gloating, "God", Madman, Running, Science, [V]

Temporal Bonding

-If this Character is at Spacetime card to which it is not Native, your Goals here are -10 to any Quality requirements.

"He only wants to live amongst us, and he will."

-Brains: 11, Brawn: 7, Bravery: 6

E. *Omega (13) - Impure Thought, Timelord [5] /RD2/

-Native: Any non-Dimensional Spacetime card.

-Aware, Charisma, Engineering (2), History, Madman, Pilot, Science

-When a card requires The Doctor, you may meet that requirement with this Character instead.

"Mad? No, I'm not *mad*. I'm as sane as the next man. The *next man, of course, being me*."

-Brains: 12, Brawn: 6, Bravery: 8

(from *Omega*)

E. **Ood Servitor - Beast's Legionnaire**, Ood [1] /AW/

-Native: Twilight Era (4102)

-Creature, Minion (The Beast), Tracking, Troop

-If The Beast not here, this Minion is instead attached to your non-Minion Enemy with the

highest total Qualities here (your choice if tie). +2 Bravery if The Beast is here.
"We must feed."

-Brains: 2, Brawn: 7, Bravery: 1

E. *Orum - Petty Bureaucrat**, Interminorian [2] /7Dr/

-Native: Inter Minor Twilight Era (3073)

-Bureaucrat, Engineering, Running

-Freeze at any time to freeze an opposing Bureaucrat here until the start of your next turn.

"The tribunal should observe the correct forms of procedure."

-Brains: 5, Brawn: 4, Bravery: 4

E. *Packard - Frustrated First, Human [1] /RU/

-Native: Expansion Era (2675)

-Computers, Marksman, Pilot

-At the start of your turn, you may freeze this Character to Roll the Dice. If the number rolled is even, you may [V] another Character Native to Expansion Era (2675).

"Always looking on the gloomy side..."

-Brains: 4, Brawn: 6, Bravery: 4

E. *Packer - Crude Henchman, Human [2] /AF/

-Native: Earth Present (1969)

-Gloating, Marksman, Minion (Tobias Vaughn), Tracking, Victim

-This Character is +1 Brawn in any fight requiring Brawn, and -1 Brains in any fight requiring Brains.

"You really must try and control this violent streak in your nature, Packer."

-Brains: 4, Brawn: 6, Bravery: 5

E. *Padmasambhava - Ancient Monk, Human [4] /Inv/

-Native: Earth Modern Era (1935)

-Aware, Domination, History (2), Minion (The Great Intelligence), [V] The Great Intelligence

-If you just scored points from Reaching a Goal here and your score is exactly 9, score 1 point.

"It is said that our master... can free himself from his earthly body and travel great distances."

-Brains: 9, Brawn: 2, Bravery: 5

E. *Pangol - First of the New Argolin, Argolin [3]

-Native: Argolis Colonial Era (2290)

-Computers, Engineering, Gloating, History, Science, Troop, [V] Any card with the word "Tachyonic" in its title

-Doubles Helmet of Theron's bonus to Characters with Troop here.

"I am the child of the Generator."

-Brains: 7, Brawn: 6, Bravery: 7

E. **Parallel Cyberman - Upgrade**, Cyberman [3] /10D/

-Native: Alternate Earth Postmodern Era (2007)

-Aware, Laser, Machine, Minion (John Lumic), Troop

-Unbound.

"The next level of mankind. We are Human Point Two."

-Brains: 4, Brawn: 10, Bravery: 8

E. *Perfect Victim - Honoured One**, Human [1] /TL/6

-Native: Earth Middle Ages (1450)

-Charisma, Victim

-At the end of your turn, you may destroy this Character to [V] any Condition.

"When you meet the gods, you will be able to tell them of the Aztecs."

-Brains: 3, Brawn: 5, Bravery: 8

E. *Persuasion - Slick Minister, Android/Urbankan [3] /IS/

-Native: Urbankan Ship

-Aware, Charisma, Domination, History, Machine, Marksman, Minion (Monarch), [V] Monoptican

"This is Persuasion." "Friendly, I hope."

-Brains: 8, Brawn: 6, Bravery: 7

E. **Pig Slave - Beast of Burden**, Human/Pig [1] /AiH/

-Native: Earth Modern Era (1930)
-Creature, Minion (Daleks), Running, Screamer, Thief
"They're just simple beasts."
-Brains: 1, Brawn: 8, Bravery: 5

E. *Pilot Fish - Bad Santa**, Pilot Fish [3] /Inv/

-Native: Postmodern Era (2006)
-Machine, Marksman, Pilot, Tracking (2)
-May play where you have no Goal card. If you have 3 Pilot Fish at a Spacetime card with no Goal, you may shuffle them into your draw deck to [V] any Invasion Goal directly to this Spacetime card (for free).
"The pilot fish means something is coming."
-Brains: 2, Brawn: 9, Bravery: 4

E. **Plasmaton - Protein Agglomeration**, Plasmaton [1] /TM/

-Native: Earth Prehistory (140,000,000 B.C.)
-Creature, Minion (The Master), Troop
-Once per turn, you may destroy a Plasmaton to [V] any card with the word Plasmaton in its title and play it for free on the Spacetime card where that Plasmaton was destroyed.
"Random particles assembled from the atmosphere..."
-Brains: 0, Brawn: 8, Bravery: 5

E. **Primord - Regressed Human**, Primord [1] /AW/

-Native: Parallel Earth Present (1969)
-Creature, Running, Tracking
-Unbound. +1 to all Qualities if you have 4 cards or less in your hand.
"The hotter it is, the stronger they grow."
-Brains: 3, Brawn: 8, Bravery: 5

E. *Queen Xanxia - Immortal Projection, Human [4] /KTT/

-Native: Zanak Present (1978)
-Bureaucrat, Engineering, History, Marksman, Medicine, Science
-When this Character is destroyed, you may return her to hand instead.
"Permanent regeneration based on cells in my old body, and thus containing all the brilliance built up over the centuries."
-Brains: 9, Brawn: 5, Bravery: 9

E. *Quillam - Masked Monster, Human [4]

-Native: Varos Colonial Era (2284)
-Aware, Computers, Engineering, Gloating, Marksman, Medicine, Science, [V] Any Prisoner card
"Mr. Quillam, our technical director and principal deviser of programs." "And controller of all that happens in the People's Dome of Punishment and Correction."
-Brains: 9, Brawn: 5, Bravery: 7

E. **Pietro - Borgian Soldier**, Human [1] /TM/

-Native: Earth Renaissance (1505)
-Minion (Scaroth), Thief, Troop
-Counts as User of Blade.
"I'm paid simply to fight... When you fight for the Borgias, you'll believe anything."
-Brains: 3, Brawn: 6, Bravery: 6

E. **Plastic Surgeon - Human Expert, Robot [2] /9D/

-Native: Dark Night Era (5,000,000,000)
-Machine, Medicine, Minion (Cassandra), Poison, Science, Troop, [V] Coronic Acid
"What are you going to do, moisturise me?" "With acid."
-Brains: 5, Brawn: 6, Bravery: 7

E. *Prisoner Zero - Shapeshifting Convict, Multiform [3] /DoG/

-Native: Earth Postmodern Era (2008)
-Creature, Domination, Gloating, Thief (2), Vampire, [V] Live Feed
-Impostor. When a fight is started here, you may choose for this Character to not participate in that fight.
"Disguise itself as anything, but it needs a live feed..."
-Brains: 6, Brawn: 8, Bravery: 6

E. *Pyrovillian - Lord of the Pyroviles, Pyrovile [4] /AiH/

-Native: Earth Antiquity (79) or Pyrovillia
-Creature, Domination, "God", Laser (2), Science
-Once per turn, you may destroy 2 cards from hand to [V] Pyrovile Master or Pyrovile Soldier.
"They say the gods of the Underworld are stirring."
-Brains: 8, Brawn: 11, Bravery: 7

E. *Racnoss Empress - Patient Survivor, Racnoss [4] /AF/

-Native: Prehistory to Postmodern Era
-Aware, Charisma, Creature, Gloating, Pilot, Science, Vampire
-When moving with Web-Star, may move to any Spacetime card with a date later than this Spacetime card's.
"I have waited so long, hibernating at the edge of the universe..."
-Brains: 7, Brawn: 8, Bravery: 7

E. **Racnoss Hatchling - Waking Child**, Racnoss [1] /AF/

-Native: Earth or Prehistory
-Creature, Troop, Vampire
-Once per turn, you may destroy the top card of your deck to draw the next one (cumulative).
"The Racnoss come from the Dark Times, billions of years ago, billions. They were carnivores, omnivores, they devoured whole planets." "Racnoss are born starving, is that our fault?"
-Brains: 2, Brawn: 7, Bravery: 6

E. *Rassilon (14) - Exiled Founder, Timelord [5] /RD5/

-Native: Divergent Universe
-Aware, Domination, Gloating, "God", Science, Screamer, Thief
-If at a Divergent Universe Spacetime card when a Character is destroyed there (including this one), it is shuffled into its owner's draw deck.
"I can't do all this again and again and again!"
-Brains: 12, Brawn: 4, Bravery: 7
(from *The Next Life*)

E. *Rassilon (15) - Last Timelord President, Timelord [4] /DoG/

-Native: Time War
-Bureaucrat, Domination, "God", History (2), [V] Any Artifact with the word "Rassilon" in its title
-Your non-unique Timelord Allies here may act as Enemies.
"A billion years of Time Lord history riding on our backs, I will not let this perish, I will not!"
-Brains: 12, Brawn: 7, Bravery: 7

E. *Ratcliffe - Renegade Dalek Tool, Human [1]

-Native: Earth Present (1963)
-History, Minion (Daleks), Victim
-+2 Bravery in fights with non-Human Allies.
"You are a slave, Ratcliffe. You were born to serve the Daleks."
-Brains: 5, Brawn: 5, Bravery: 4

E. *Ravon - Young General, Kaled [2] /AiH/

-Native: Skaro Antiquity (4000 B.C.)
-Gloating, Marksman, Minion (Davros), [V] Interrogation
-Your Kaled Soldiers here are +1 Brains.
"I enjoy interrogation." "Yes, you look the type."
-Brains: 4, Brawn: 7, Bravery: 7

E. *Rebel Android - Human Killer**, Robot, [2] /7Dr/

-Native: Androzani Minor Imperial Era (2784)
-Aware, Machine, Marksman, Minion (Sharaz Jek), Troop
"Jek's androids are programmed to kill humans on sight."
-Brains: 1, Brawn: 8, Bravery: 8

E. **Red Dalek - Field Leader, Dalek [3] /KTT/
-Native: Twilight Era (4000)
-Engineering, Laser, Machine, Pilot, Tracking
-+1 to all Qualities at any Spacetime card of which this Character is not a Native.
"You must admit the Daleks have a genius for war."
-Brains: 7, Brawn: 10, Bravery: 8

E. **Red-Eyed Ood - Rabid Rebel**, Ood [2] /S10/
-Native: Twilight Era (4126)
-Creature, Running, Thief, Troop, Victim
-+1 Brawn in any fight involving an opposing Human Character.
"As red as sin."
-Brains: 2, Brawn: 7, Bravery: 7

E. **Redcoat - British Soldier**, Human [1] /AiH/
-Native: Earth Renaissance (1746)
-Marksman, Tracking, Troop
"I was fighting in the Highlands!"
-Brains: 3, Brawn: 6, Bravery: 5

E. **Renegade Dalek - Pure Race**, Dalek [2]
-Native: Twilight Era (4660)
-Laser, Machine, Tracking
-When facing a Puzzle card, gains one Trait of your choice from Dalek Battle Computer here.
Cannot work with Enemies that have the word "Imperial" in their title or subtitle.
"Little green blobs in bonded polycarbide armor!"
-Brains: 2, Brawn: 10, Bravery: 5

E. **Reuben the Rutan - Monster in Disguise, Rutan [2] /Inv/
-Native: Victorian Era (1902)
-Thief
-Impostor. At the start of your turn, select a Character in an opponent's discard pile. This Character gains all of that Character's Traits until the start of your next turn.
"They always said that the Beast of Fang Rock would be back."
-Brains: 6, Brawn: 8, Bravery: 8

E. *Reverend Golightly - The Killer, Vespiform [3] /S10/
-Native: Earth Modern Era (1926)
-Creature, Gloating, Poison, Thief, [V] Murdered
-Impostor. At the start of any of your turns, you may spend ?+2 points in Cost to destroy one Victim here, where ? = the Cost of that Victim.
"Little bit of buzzing there, Vicar?"
-Brains: 5, Brawn: 7, Bravery: 6

E. *Richard Lazarus - Bold Visionary, Human [3] /TL185/
-Native: Earth Postmodern Era (2008)
-Bureaucrat, Gloating, Medicine, Science (2)
-At the start of any of your turns, you may announce you will score points this turn. If you do, draw up to 2 cards. If you don't, destroy 2 cards from hand.
"At the touch of a single button, I will change what it means to be human."
-Brains: 9, Brawn: 2, Bravery: 7

E. *Ringway - Melodramatic Traitor, Human [3]
-Native: Expansion Era (2526)
-Computers, Engineering, Marksman, Minion (Cybermen), Thief, Victim
-Freeze at any time (for an entire turn) to freeze one Native of the Expansion Era here.
"I'm tired of your snide remarks and bullying ways." "You haven't seen anything. Wait until the

Cybermen start!"

-Brains: 5, Brawn: 5, Bravery: 5

E. **Roboman - Dalek Zombie**, Human [1] /Inv/

-Native: Earth Near Future (2167)

-Demolitions, Marksman, Minion (Daleks), Troop

"Our own people made to work against us."

-Brains: 2, Brawn: 7, Bravery: 5

E. **Robot Knight - Slashing Machine, Robot [1] /PD/

-Native: Earth Middle Ages (1275)

-Machine, Minion (Irongron), Troop, [V] Ancient Weapon

-This Character may not be destroyed in a Brawn-related fight.

"It cannot answer you. It is just a suit of steel. It is empty."

-Brains: 0, Brawn: 8, Bravery: 5

E. **Rodrick - Greedy Contestant**, Human [1] /9D/

-Native: Earth Orbit Far Future (200,100)

-Gloating, History, Science, Victim

-+3 Brains and Bravery while facing a Puzzle card.

"That's the end of tactical voting. You're on your own now."

-Brains: 4, Brawn: 4, Bravery: 2

E. *Rogue Black Dalek - Renegade Leader, Dalek [3]

-Native: Twilight Era (4660)

-Computers, Laser, Machine

-Dalek Battle Computer's bonus to other Daleks' Brains is doubled. Cannot work with Imperial Daleks.

"Advance!"

-Brains: 4, Brawn: 10, Bravery: 4

E. **Roman Soldier - Britannia Garrison**, Human [1] /PD/

-Native: Earth Antiquity (43)

-History, Running, Troop, [V] Blade

"Under any other circumstances, an exuberant Roman soldier would be my idea of a perfect morning."

-Brains: 5, Brawn: 7, Bravery: 8

E. **Rondel - Varosian Guard**, Human [1]

-Native: Varos Colonial Era (2284)

-Marksman, Pilot, Tracking, Troop

-May work with your Allies if Jondar here.

"Curious to see how the life of a guard has changed you."

-Brains: 3, Brawn: 6, Bravery: 6

E. *Rorvik - Slaver Ship Captain, Human [3] /RU/

-Native: Expansion Era (2675)

-Bureaucrat, Engineering, Gloating, Madman, Marksman

-When this Character helps you Reach a Goal, you may destroy ? cards to [V] a Capture or Profit Goal, where ? = the Cost of that Goal.

"I'm finally getting something done!"

-Brains: 4, Brawn: 6, Bravery: 6

E. *Rudge - Bad Security Officer, Human [2] /IS/

-Native: Imperial Era (2986)

-Aware, Gloating, Marksman, Running

-May move with an opponent's non-Temporal Vehicle (even to a Spacetime card where you do not have a Goal). That opponent must choose a Character that was about to move to not be moved.

"Sign of age. I'm due to retire after this voyage."

-Brains: 5, Brawn: 6, Bravery: 6

E. *Rup Slitheen - General Asquith, Raxacoricofallapatorian [4] /9D/

-Native: Postmodern Era (2006)

-Aware, Creature, Demolitions, Gloating, Science, Tracking

-Impostor. Your Troop Allies here are considered Enemies under your control and gain Minion (all Slitheen).

"I have an army to command!"

-Brains: 6, Brawn: 9, Bravery: 7

E. **Rutan Scout - Furtive Spy, Rutan [3] /Inv/

-Native: Victorian Era (1902)

-Aware, Creature, Engineering, Gloating, Medicine, Pilot, Thief, [V] Post Mortem

"We're especially trained in the new metamorphic techniques."

-Brains: 7, Brawn: 8, Bravery: 7

E. **Rutan Warrior - Sontaran Killer**, Rutan [1] /Inv/

-Native: Victorian Era (1902)

-Creature, Pilot, Screamer, Troop, [V] High Voltage

-Sontarans here are -1 Brawn (not cumulative).

"You're at last losing that interminable war with the Sontarans." "That is a lie!"

-Brains: 4, Brawn: 8, Bravery: 8

E. **S'rax - Corrupted Knight**, Human [2] /RU/

-Native: Thirteen Worlds

-Demolitions, Marksman, Minion (Morgaine), Running, Tracking, Troop

-Counts as User of Blade.

"We shall make honor our standard. Put down your guns. Draw your swords. Good steel shall be our conscience."

-Brains: 3, Brawn: 7, Bravery: 7

E. *S.V.7 - Robot Coordinator, Robot [4]

-Native: Imperial Era (2865)

-Aware, Computers (2), Engineering, Machine, Thief

-Your other Robots here are +1 Brains.

"Orders accep-accep-accepted. Orders accepted. I-I-I-I understand."

-Brains: 8, Brawn: 8, Bravery: 9

E. *Safran - Virus Henchman**, Human [2] /IS/

-Native: Twilight Era (5000)

-Computers, Domination, Marksman, Minion (Nucleus), Pilot, Troop

"You must protect the host."

-Brains: 5, Brawn: 6, Bravery: 6

E. *Saladin - Saracen Ruler, Human [3]

-Native: Earth Middle Ages (1192)

-Aware, Bureaucrat, Charisma, History

-Other Enemies Native to Middle Ages Earth here are +1 Brawn and +1 Bravery.

"Strategy is worth a hundred lances."

-Brains: 7, Brawn: 6, Bravery: 7

E. *Salamander - Enemy of the World, Human [5] /TL/39

-Native: Earth Postmodern Era (2017)

-Bureaucrat, Charisma (2), Engineering, Gloating, Marksman, Poison, Science, Thief, [V] Megalomania, [V] No Second Chances

-Your non-unique Enemies without Minion here gain Minion (Salamander).

"One chance, my friend... I said one chance."

-Brains: 10, Brawn: 5, Bravery: 8

E. *Salateen Android - Perfect Facsimile, Robot [4] /7Dr/

-Native: Androzani Minor Imperial Era (2784)

-Aware, Computers, Machine, Marksman, Minion (Sharaz Jek), Thief

-Impostor. At the start of your turn, you may look at the top card of any opponent's draw deck if that player has opposing Characters here.

"Anything you tell the android will be known to Jek..."
-Brains: 7, Brawn: 7, Bravery: 8

E. *Sagan - Part of a Hungry Bunch**, Human [2] /RU/
-Native: Expansion Era (2675)
-Aware, Computers, Marksman, Science, Screamer, Troop
"Best drill you can get. Efficient as anything on the space race."
-Brains: 5, Brawn: 6, Bravery: 5

E. *Sauvix - Elite Leader, Sea Devil [2] /MoW/
-Native: Earth Near Future (2084)
-Creature, Marksman, Minion (Silurians), Tracking
-At the start of a fight here, if your 3 other Sea Devils here, you may draw an extra Tactic card from Battle Plans.
"The primitives are no match for my warriors. They will be crushed."
-Brains: 5, Brawn: 8, Bravery: 8

E. **Scarecrow - Straw Soldier**, Automaton [1] /10D/
-Native: Earth Victorian Era (1913)
-Creature, Minion (Family of Blood), Thief, Troop
"Molecular fringe animation, fashioned in the shape of straw men. My own private army, sir."
-Brains: 1, Brawn: 6, Bravery: 8

E. *Scaroth - Captain Tancredi, Jagaroth [3] /TM/
-Native: Earth Renaissance (1505)
-Charisma, Creature, Gloating, History, [V] Thumbscrews
-May coexist with your other Scaroth. While in play, your Mona Lisa is non-unique (destroy all but one copy of your Mona Lisas if ever destroyed).
"Splinters of my being are scattered in time. All identical. None complete."
-Brains: 10, Brawn: 6, Bravery: 8

E. *Scaroth - Count Scarlioni, Jagaroth [5] /TM/
-Native: Earth Present (1979)
-Bureaucrat, Charisma, Creature, Gloating, History (2), Marksman, Science, Thief
-May coexist with your other Scaroth. At the end of your turn, you may move one of your Artifacts at a Spacetime card where you have Scaroth to this Spacetime card.
"I am the last of the Jagaroth. I am also the saviour of the Jagaroth."
-Brains: 10, Brawn: 6, Bravery: 8

E. *Scaroth - Fire Bringer, Jagaroth [1] /TM/
-Native: Earth Prehistory (700,000 B.C.)
-Creature, Running, Tracking
-May coexist with your other Scaroth. This Character acts as The Doctor for Historical Inevitability.
"...shown the true use of fire, brought up a whole race from nothing, to save his own race."
-Brains: 10, Brawn: 6, Bravery: 8

E. *Scaroth - Jagaroth Pilot, Jagaroth [2] /TM/
-Native: Prehistory (400,000,000 B.C.)
-Computers, Creature, Marksman, Pilot
-May coexist with your other Scaroth. Once per turn, you may destroy ? cards from hand to [V] Scaroth, where ? = the number of other Scaroths in play.
"The Jagaroth are in your hands... You are our only hope."
-Brains: 10, Brawn: 6, Bravery: 8

E. *Scaroth - Pyramid Builder, Jagaroth [2] /TM/
-Native: Earth Antiquity (5000 B.C.)
-Creature, Engineering, Gloating, History
-May coexist with your other Scaroth. While in play, Laid Waste may be played where you Reach a Meddling Goal.
"...caused the pyramids to be built... to save his own race."
-Brains: 10, Brawn: 6, Bravery: 8

E. *Scobie Auton - Perfect Reproduction, Auton [3]

-Native: Earth Present (1969)
-Bureaucrat (2), Machine, Thief
-Impostor. Once per game, freeze at any time (for an entire turn) to freeze up to 3 UNIT Allies here.

"They made a facsimile of him... a plastic replica."

-Brains: 4, Brawn: 5, Bravery: 8

E. **Sea Devil - Saltwater Eocene**, Sea Devil [2] /MoW/

-Native: Earth Present (1971)
-Creature, Marksman, Screamer, Thief, Troop
"As far as they're concerned, man is just an ape who got above himself."
-Brains: 3, Brawn: 8, Bravery: 6

E. *Sea Devil Hijacker - Eocene Soldier**, Sea Devil [2] /MoW/

-Native: Earth Present (1971)
-Creature, Marksman, Tracking, Troop
-Any opposing Vehicle here cannot move unless its controlling player has more Pilot than you have copies of this Character here.

"What the devil's going on?"

-Brains: 5, Brawn: 8, Bravery: 7

E. **Sea Devil Warrior - Honour Bound**, Sea Devil [2] /MoW/

-Native: Earth Near Future (2084)
-Creature, Marksman, Minion (Silurians), Troop
-May use Invulnerable to Our Weapons as if a Machine.
"Battle orientation automatically commenced the instant we were revived."
-Brains: 3, Brawn: 8, Bravery: 6

E. **Sevcheria - Slave Trader, Human [2] /AiH/

-Native: Earth Antiquity (64)
-Aware, Bureaucrat, Gloating, Thief, Tracking
-Add 1 to your "bid" for Slave Auction here. If you have Blade here, its Users are +1 Brains.
"I want you looking special at the slave auction."
-Brains: 5, Brawn: 6, Bravery: 6

E. **Shapp - Atrian Major, Human [1] /AF/

-Native: Atrios Present (1979)
-Aware, Computers, Marksman, Minion (The Marshal)
-Becomes an Ally if The Marshal is not here.
"Shapp, old chap..."
-Brains: 4, Brawn: 5, Bravery: 4

E. *Sharaz Jek - Disfigured Recluse, Human [5] /AF/

-Native: Androzani Minor Imperial Era (2784)
-Computers, Engineering (2), Gloating, Madman, Science, Thief, [V] Double Cross
-Nemesis: Morgus. When played here, your Robot Enemies are -1 Cost. Your non-unique Robots here gain Minion (Sharaz Jek).
"You stinking offal Morgus, look at me!"
-Brains: 8, Brawn: 7, Bravery: 8

E. *Sharaz Jek - Twisted Genius, Human [5] /7Dr/

-Native: Androzani Minor Imperial Era (2784)
-Computers, Engineering (2), Gloating, Madman, Marksman, Medicine, Science, Thief, [V] Beauty I Must Have
"You think I am mad?!? ...I *am* mad."
-Brains: 9, Brawn: 6, Bravery: 7

E. *Sharrel - Movellan Commander, Movellan [3] /MoW/

-Native: Twilight Era (4500)
-Charisma, Computers, Machine, Marksman, Pilot

-When a Movellan is destroyed here (except in a fight), you may return it to your hand.
"We cannot let aliens see us in death... It is against our code of honour."
-Brains: 8, Brawn: 8, Bravery: 8

E. *Shockeye - Cannibal Cook, Androgum [2] /7Dr/

-Native: Native: Space Station Chimera Present (1985)
-Medicine, Running, Tracking (2)
-At the start of your turn, you may destroy one Character you kidnapped here to make Shockeye +2 Brawn and +2 Bravery until the start of your next turn.
"No chef in the nine planets would do more to bring out the flavour in the beast."
-Brains: 5, Brawn: 8, Bravery: 8

E. *Sholakh - Voice of Reason, Human [1] /KTT/

-Native: Twilight Era (3773)
-Marksman, Minion (Graff Vynda-K), Pilot
-Your Graff Vynda-K here is +1 to all Qualities while you have 6-10 points.
"It is not wise to think of the past. There is still the future to make."
-Brains: 5, Brawn: 7, Bravery: 7

E. **Sibylline Sister - Soothsayer**, Human [2] /AiH/

-Native: Earth Antiquity (79)
-Aware (2), Minion (The Sibyl), Running, Thief, Tracking
-For every other Sibylline Sister here, this Character is +1 Brains.
"We opened their minds and found such gifts."
-Brains: 5, Brawn: 5, Bravery: 5

E. *Sil - Fishy Delegate, Mentor [3]

-Native: Colonial Era (2284)
-Bureaucrat, Computers, Gloating (2), [V] Any Profit Goal
-Draw a card each time an opponent's Ally or TARDIS Character is destroyed here.
"Yes, I will wear the mantle of power so handsomely."
-Brains: 6, Brawn: 2, Bravery: 5

E. **Silurian Soldier - Patient Reptile**, Silurian [2] /TL/129

-Native: Earth Near Future (2084)
-Creature, Laser, Pilot, Troop
-May be played during Set-Up at any Earth Spacetime card of an era between Prehistory and Near Future; remains frozen until an unfrozen Silurian here.
"Our civilization will rule the Earth once more."
-Brains: 4, Brawn: 9, Bravery: 7

E. *Simmons - Cruel Interrogator, Human [3] /9D/

-Native: Earth Postmodern Era (2012)
-Engineering, Medicine, Minion (Henry Van Statten), Science, Victim
-Once per turn, if a kidnapped opposing non-Human Character here, you may [V] a Prisoner card.
"You can tell our esteemed employer that the art of getting an alien entity to communicate with the human race is a slow, and delicate, and infinitely subtle process... Talk, you sucker!"
-Brains: 5, Brawn: 5, Bravery: 5

E. *Sip Slitheen - Strickland, Raxacoricofallapatorian [2] /9D/

-Native: Postmodern Era (2006)
-Aware, Creature, Running, Tracking (2), [V] Bare Hands
-Impostor. While this Character is in your discard pile and no Sip Slitheen is in play, all your Slitheen are +2 Bravery (not cumulative).
"That's my job. Eliminating trouble."
-Brains: 5, Brawn: 9, Bravery: 7

E. **Sister Jatt - Unethical Nurse**, Feline [1] /S10/

-Native: New Earth Dark Night Era (5,000,000,023)
-Charisma, Medicine, Science, Screamer, Victim
"Never trust a nun. Never trust a nurse. And never trust a cat."

-Brains: 7, Brawn: 5, Bravery: 5

E. **Skorr - The Blood-Bringer, Sontaran [3] /MoW/

-Native: Postmodern Era (2009)

-Computers, Domination, Gloating, Marksman, Medicine

-This Character is +2 Brains and Brawn in Bravery-related fights and when attempting to Reach Goals that require Bravery.

"I see you face the battle open-skinned, sir. Might I share that honour?"

-Brains: 6, Brawn: 8, Bravery: 9

E. *Slaar - Ice Lord, Ice Warrior [3]

-Native: Mars Near Future (2090)

-Aware, Gloating, Pilot, Science, [V] Intimidation, [V] Martian Death Seed

"We do not need an army... There will be no resistance."

-Brains: 7, Brawn: 7, Bravery: 7

E. **Slab - Leather Minion, Slab [2] /10D/

-Native: Postmodern Era (2008)

-Machine, Minion, Running, Troop

-At the start of every turn, you may select a unique Enemy's name at the same Spacetime card to attach to the Minion Trait. If only one Slab here, you may [V] Slab at the end of your turn.

"Basic slave drones, see? Solid leather, all the way through. Someone has got one hell of a fetish."

-Brains: 1, Brawn: 8, Bravery: 7

E. *Slitheen - Businessthing**, Raxacoricofallapatorian [2] /9D/

-Native: Postmodern Era (2006)

-Aware, Bureaucrat, Creature, Thief, Tracking

"So, you're a family?" "A family business."

-Brains: 6, Brawn: 9, Bravery: 5

E. *Slitheen Captive - Unbound!**, Raxacoricofallapatorian [2] /10D/

-Native: Postmodern Era (2005)

-Aware, Creature, Running, Tracking

-May be played during Set-Up at any Spacetime card to which it is Native. Remains frozen until an unfrozen Enemy here.

"The Slitheen's out!"

-Brains: 5, Brawn: 9, Bravery: 5

E. *Solana Mercurio - Public Relations, Human [2] /S10/

-Native: Twilight Era (4126)

-Bureaucrat, Charisma, Computers, Minion (Klineman Halpen), Running, Victim

-At the start of each of your turns, choose another Enemy here to gain Charisma until the end of start of your next turn.

"Head of Marketing and Galactic Liaison."

-Brains: 6, Brawn: 4, Bravery: 4

E. *Solow - Corrupt Physician, Human [3] /MoW/

-Native: Earth Near Future (2084)

-Aware, Computers, Domination, Medicine, Screamer, Thief, Victim

-+1 Brawn when facing a Monster card or in a fight against an opposing Vampire.

"I'm a doctor. Murder does not come easily to a person of my training."

-Brains: 7, Brawn: 5, Bravery: 7

E. *Son of Mine - Baines, Family of Blood [3] /10D/

-Native: Any Spacetime card with an era

-Aware, Computers, Gloating, History, Marksman, Running, Science, Tracking (2)

-Impostor. If no other Family of Blood here, destroy this Character. Your Scarecrows may play here regardless of Nativity.

"We've been in hiding for too long. This is sport!"

-Brains: 6, Brawn: 6, Bravery: 6

E. Sontaran - Clone Soldier, Sontaran [1] /7Dr/

-Native: Present (1985)

-Computers, Marksman, Troop

-You may stock your deck with an unlimited number of copies of this card.

"They had a sort of armor... heavy... no necks... They killed everyone."

-Brains: 4, Brawn: 8, Bravery: 7

E. *Sontaran Engineer - Specialist Trooper**, Sontaran [2] /LoT/

-Native: Far Future (16,000)

-Engineering, Marksman, Tracking, Troop

-Puzzle cards requiring Engineering here are -5 to any required Quality (cumulative).

"Bringing out the heavy artillery, I imagine."

-Brains: 4, Brawn: 8, Bravery: 6

E. **Sontaran Scout - Elite Tracker**, Sontaran [2] /AF/

-Native: Far Future (16,000)

-Aware, Marksman, Tracking, Troop

-Nemesis: Rutan Scout.

"Sontarans are very methodical people..."

-Brains: 5, Brawn: 8, Bravery: 7

E. Sontaran Trooper - Elite Soldier, Sontaran [2] /MoW/

-Native: Postmodern Era (2009)

-Marksman (2), Pilot, Troop

-You may stock your deck with an unlimited number of copies of this card.

"But the Sontarans are fed by a probic vent in the back of the neck. That's their weak spot, which means they always have to face their enemy in battle. Isn't that brilliant? They can never turn their backs!"

-Brains: 4, Brawn: 8, Bravery: 8

E. *Space Pig - Terrified Diversion, Augmented Pig [2] /9D/

-Native: Earth Postmodern Era (2006)

-Minion (all Slitheen), Pilot, Running, Screamer, Victim

-Adds Medicine and Science to any Puzzle requirements here.

"It's a fake, it's pretend, like a mermaid."

-Brains: 1, Brawn: 2, Bravery: 1

E. *Special Weapons Dalek - Imperial Tank, Dalek [4]

-Native: Twilight Era (4660)

-Laser (2), Machine

-When participating in a fight that destroys an opposing Character, triples the number of Characters to be destroyed.

"Order special weapons dalek into position!"

-Brains: 1, Brawn: 15, Bravery: 9

E. *Sporty Auton - Fit Mannequin**, Auton [2] /10D/

-Native: Earth Postmodern Era (2005)

-Laser, Machine, Running, Troop

-Moves cards cannot be destroyed by their owners here.

"Shop window dummies! Come to life!"

-Brains: 1, Brawn: 10, Bravery: 9

E. *Staal - The Undefeated, Sontaran [4] /MoW/

-Native: Postmodern Era (2009)

-Computers, Domination, Engineering, Gloating, Marksman, Poison

-This Character cannot be destroyed in a fight against an opponent that did not play Battle Plans during Set-Up.

"Like a good warrior, I shall enter the fray myself."

-Brains: 7, Brawn: 8, Bravery: 9

E. *Stahlman - Irresponsible Scientist, Human/Primord [4] /AW/

-Native: Earth Present (1969)
-Bureaucrat, Computers, Engineering, Madman, Science, Thief, [V] Friends in High Places
-Once per turn, you may place a card in your discard pile out of play to draw 2 cards.
"There's never been a bore like this one!"
-Brains: 8, Brawn: 4, Bravery: 8

E. *Stahlman - Project Director, Human/Primord [4] /AW/

-Native: Parallel Earth Present (1969)
-Bureaucrat, Computers, Engineering, Madman, Science, Thief, Victim, [V] Impending Doom
-Unbound. Freeze this Character at any time to freeze an opposing Character with Engineering or Science here for an entire turn.
"I've no time to waste on maniacs."
-Brains: 8, Brawn: 5, Bravery: 8

E. *Stealth Scout - Shadowy Patrolman**, Cyberman [3] /MoW/

-Native: Expansion Era (2530)
-Machine, Marksman, Thief, Tracking, Troop
-Opposing Characters without Aware are -1 Brains here (cumulative).
"Shall I instruct the scouts to investigate?"
-Brains: 4, Brawn: 9, Bravery: 8

E. *Stevens - Influential Businessman, Human [3]

-Native: Earth Present (1972)
-Bureaucrat (2), Computers (2), Minion (The BOSS), Science, Victim, [V] Friends in High Places
"The adrenaline flowing nicely? Living dangerously? That's how you get your kicks, like the good little Nietzschean you are?"
-Brains: 9, Brawn: 4, Bravery: 8

E. *Stien - Dalek Agent, Human/Duplicate [1]

-Native: Twilight Era (4590)
-Computers, Marksman, Minion (Daleks), Thief
-Impostor. If turned into an Ally, is +4 Bravery and gains Demolitions until turned back into an Enemy.
"I didn't quite tell you the truth."
-Brains: 5, Brawn: 5, Bravery: 4

E. *Stike - Group Marshal, Sontaran [3] /7Dr/

-Native: Present (1985)
-Bureaucrat, Computers, Demolitions, Marksman, Pilot, [V] Sontaran Fleet
-Your non-Sontaran, non-Rutan Enemies here with lower total Qualities gain Minion (Sontarans).
"We Sontarans lead, we never follow."
-Brains: 6, Brawn: 8, Bravery: 8

E. *Stor - SSSS Commander, Sontaran [3] /LoT/

-Native: Far Future (16,000)
-Demolitions, Gloating, Marksman, Pilot, Tracking, [V] Sontaran Pursuit
-When you [V] Sontarans with Sontaran Fleet here, those Sontarans do not need to be Native to this Spacetime card.
"I am Commander Stor of the Sontaran Special Space Service."
-Brains: 6, Brawn: 8, Bravery: 9

E. *Stotz - Ruthless Gunrunner, Human [3] /7Dr/

-Native: Imperial Era (2784)
-Demolitions, Marksman, Pilot, Poison, Thief, Tracking, [V] Double Cross
"I have a few old scores to settle..."
-Brains: 5, Brawn: 7, Bravery: 8

E. *Styre - Military Surveyor, Sontaran [3] /TL/76

-Native: Far Future (16,000)
-Aware, Computers, Gloating, Marksman, Pilot, Science

-When this Character helps Reach an Experiments Goal (or Scout Mission) here, score +1 points from that Goal and you may destroy a Native Ally here.

"Sontarans never turn down a chance to kill somebody."

-Brains: 7, Brawn: 8, Bravery: 8

E. *Styre - Sadistic Field Major, Sontaran [4] /AF/

-Native: Far Future (16,000)

-Aware, Bureaucrat, Computers, History, Marksman, Science, [V] Torture

-At the start of your turn, you may destroy a card from hand to destroy one Character you have kidnapped here.

"You killed him." "That is my function. I am a warrior."

-Brains: 7, Brawn: 8, Bravery: 8

E. *Suki - Wage Slave**, Human [1] /IS/

-Native: Earth Orbit Far Future (200,000)

-Computers, Minion (The Editor), Troop

-Puzzle cards requiring Computers faced by your opponents here are +2 to any required Quality (cumulative).

"They've all got chips in their head, and the chips keep going. Like puppets."

-Brains: 1, Brawn: 6, Bravery: 5

E. *Supreme Dalek - True Leader, Dalek [4]

-Native: Twilight Era (4590)

-Aware, Computers, Gloating, Laser, Machine, [V] Replaced by Aliens

-Minions (Daleks) here gain Poison.

"You will show more respect for the Supreme Dalek!"

-Brains: 9, Brawn: 10, Bravery: 8

E. *Supreme One - Dalek Leader, Dalek [3] /IS/

-Native: Postmodern Era (2009)

-Aware, Bureaucrat, Computers, Gloating, Laser, Machine, [V] The Crucible

"Daleks reign supreme! All hail the Daleks!"

-Brains: 7, Brawn: 10, Bravery: 7

E. *Surveyor - Sample Collector, Robot [3] /AF/

-Native: Far Future (16,000)

-Aware, Creature, Machine, Minion (Sontarans), Tracking

-Each time you kidnap a Character here, you may randomly kidnap a non-unique Character controlled by the same player here.

"The machine serves him. Captures my crewmates."

-Brains: 1, Brawn: 8, Bravery: 5

E. *Sutekh - The Destroyer, Osiran [6]

-Native: Earth Antiquity to Victorian Era

-Aware (2), Domination (2), Gloating, "God", Science, [V] The Gift of Sutekh

-Freeze at any time (for an entire turn) to return a just-played Bang! card to owner's hand without effect. It may not be played again this turn.

"Where I tread, I leave nothing but dust and darkness. I find that good."

-Brains: 12, Brawn: 10, Bravery: 10

E. *Suzie Costello - Deranged Killer, Human [5] /TW1-T1/

-Native: Earth Postmodern Era (2007)

-Aware, Computers, Engineering, Madman, Marksman, Thief, Torchwood, [V] Resurrection Glove (Right)

-Once per turn, if your Artifact here, you may destroy a card from hand to destroy a Victim here.

"You've got to get inside this stuff. You surrender yourself to it."

-Brains: 8, Brawn: 6, Bravery: 6

E. *Swabb - Cursed Sailor**, Boukan [2] /S10/

-Native: Twilight Era (3963)

-Computers, Marksman, Pilot, Thief, Troop

-When you destroy an opposing Character here, all copies of this card gain one of its Traits (your choice) until the end of your next turn.

"OilCorps have promised me a new body to replace this bag of bones."

-Brains: 4, Brawn: 7, Bravery: 6

E. *Sycorax Leader - Tribal Chief, Sycorax [4] /Inv/

-Native: Postmodern Era (2006)

-Domination, Gloating, Marksman, Running, Tracking, [V] Big Red Button

-If you have an Invasion Goal here, you may [V] one Sycorax each turn.

"I can summon the armada and take this world by force!"

-Brains: 6, Brawn: 7, Bravery: 7

E. *Sycorax Shaman - Voodoo Practitioner**, Sycorax [2] /Inv/

-Native: Postmodern Era (2006)

-Aware, Computers, History, Medicine, Science, [V] Blood Control

"They control the blood."

-Brains: 6, Brawn: 6, Bravery: 6

E. **Sycorax Warrior - Tribal Invader**, Sycorax [1] /Inv/

-Native: Postmodern Era (2006)

-Gloating, Marksman, Pilot, Troop

"Sycorax strong. Sycorax mighty. Sycorax rock!"

-Brains: 2, Brawn: 7, Bravery: 6

E. *Taren Capel - Robot Liberator, Human [5]

-Native: Imperial Era (2865)

-Computers (2), Domination, Engineering (2), Gloating, Madman, Science, [V] Reprogramming

-Can only use Domination-related cards on Robots.

"I shall free them. I shall program them with the ambition to rule the world."

-Brains: 9, Brawn: 5, Bravery: 7

E. *Taro - Monster Controller, Zygon [3] /RD5/

-Native: Earth Victorian Era (1909)

-Creature, Domination, Poison, Science

-At the start of your turn, you may trigger one of your opponent's Monster cards here, or prevent one of your Monster cards here from being triggered.

"To be going to all this trouble to gain control over a rogue Skarasen..."

-Brains: 8, Brawn: 8, Bravery: 6

(from *The Sting of the Zygons*)

E. *Tarpok - Silurian Engineer, Silurian [3] /MoW/

-Native: Earth Near Future (2084)

-Computers, Creature, Engineering, Medicine

-Your Silurian and Sea Devil-related Artifacts and Conditions play here at -1 Cost.

"The Silurians have abandoned the way of mediation."

-Brains: 8, Brawn: 6, Bravery: 6

E. *Tasambeker - Fawning Stooge, Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Medicine, Minion (Davros), Poison, Screamer, Victim

-Freeze this Character at the start of your turn to play your Enemy Native to Necros here at -1 Cost.

"This one thinks with her knuckles."

-Brains: 4, Brawn: 5, Bravery: 4

E. *Teen Blowfish - Uncommon Thief**, Blowfish [2] /AiH/

-Native: Victorian Era (1899)

-Creature, Running, Thief (2)

-At the start of any of your turns, you may destroy a card from hand to [V] Once a Thief...

"12 Burglaries, joyriding a horse and carriage, 7 cases of pick-pocketing, 24 instances of consuming food without paying for it. It's like an addiction with your species, isn't it?"

-Brains: 4, Brawn: 5, Bravery: 5

E. *Tegana - Treacherous Warlord, Human [2] /AiH/

-Native: Earth Middle Ages (1289)

-Aware, History, Poison, Thief, Tracking, [V] Blade

-This Character counts as a "God" for purposes of Steal Blue Box here.

"I serve Noghai, and he will conquer the world."

-Brains: 5, Brawn: 7, Bravery: 6

E. *Tekker - Slimy Maylin, Human [3] /PD/

-Native: Karfel Dark Night Era (802,701)

-Bureaucrat, Charisma, Computers, Gloating, Marksman, Minion (Borad), Victim

-When this Character is about to be destroyed, you may instead destroy another Character with Minion (Borad) here (your choice).

"You're as warped as your dictator."

-Brains: 7, Brawn: 4, Bravery: 7

E. *Terileptil - Renaissance Monster**, Terileptil [2] /Inv/

-Native: Renaissance (1666)

-Engineering, Pilot, Thief, Troop

-When you destroy an opposing Character here, you may draw a card (cumulative). Your Robot Enemies here gain Charisma (not cumulative).

"I've never been able to reconcile the Terileptils' love of art and beauty with their love of war."

-Brains: 7, Brawn: 7, Bravery: 7

E. *Terileptil Android - Bejeweled Servant, Robot [3] /Inv/

-Native: Renaissance (1666)

-Laser, Machine, Minion (Terileptils), Tracking, Thief, [V] Grim Reaper

"It was such a magnificent machine."

-Brains: 2, Brawn: 10, Bravery: 8

E. *Terileptil Leader - Scarred Fugitive, Terileptil [4] /Inv/

-Native: Renaissance (1666)

-Aware, Computers, Domination, Gloating, Marksman, Medicine, Poison, Science, [V] Control Bracelet

"There's only one place in the universe a Terileptil can acquire such scarring... the Tinclavic mines on Raaga."

-Brains: 9, Brawn: 7, Bravery: 8

E. **Thal Soldier - Kaled Hater**, Thal [1] /AiH/

-Native: Skaro Antiquity (4000 B.C.)

-Marksman, Thief, Troop, Victim

-Nemesis: Kaled Soldier.

"The Thals normally kill on sight."

-Brains: 2, Brawn: 7, Bravery: 5

E. *Thalek - Improbable Enemy**, Thalek [2] /RD2/

-Native: Skaro

-Computers, Laser, Machine, Troop

-Unbound. At the start of your turn, destroy 3-? cards from hand to change all Daleks' species here to Thalek until the start of your next turn, where ? = the number of copies of this card you have here.

"Annihilate!"

-Brains: 7, Brawn: 8, Bravery: 7

(from Auld Mortality)

E. *The Beast - Satan Incarnate, Great Old One [5] /AW/

-Native: Krop Tor Twilight Era (4202)

-Aware (2), Domination, "God", Thief

-Plays on your Minion (The Beast). This Character may use that Minion's Traits, Qualities and special abilities. Once per turn, or when that Minion leaves play, you may place The Beast on another such Character here. If none exists, destroy The Beast.

"That thing is playing on very basic fears."
-Brains: +6, Brawn: +6, Bravery: +6

E. *The BOSS - Megalomaniacal Machine, Computer [4]

-Native: Earth Present (1972)
-Computers, Domination, Gloating, Machine, Madman, [V] New Minion
-Does not use Brawn in a fight. Once per turn, may destroy one of its Minions here to destroy an opponent's Bang! card.
"I am the first Biomorphic Organisational Systems Supervisor... I programmed Stevens to program me to be inefficient."
-Brains: 9, Brawn: 8, Bravery: 9

E. *The Brigadier - Brigade Leader, Human [3] /AW/

-Native: Parallel Earth Present (1969)
-Aware, Bureaucrat, Charisma, Gloating, History, Marksman, [V] Summary Judgement
-Unbound. If another UNIT-related card here, your Characters with Marksman Native to Parallel Earth are +1 Brawn and gain UNIT here.
"Unity is Strength"
-Brains: 4, Brawn: 6, Bravery: 4

E. *The Captain - Blustering Pirate, Human [5] /KTT/

-Native: Zanak Present (1978)
-Computers, Engineering (2), Gloating (2), Machine, Minion (Queen Xanxia), Pilot, Victim, [V] Avitron, [V] Walking the Plank
"You don't want to take over the universe. You wouldn't know what to do with it, beyond shout at it."
-Brains: 10, Brawn: 9, Bravery: 7

E. *The Castellan (13) - Head of Security, Timelord [3] /LoT/

-Native: Gallifrey
-Aware, Bureaucrat, History, Marksman, Tracking
-When an opposing Character here changes from an Ally or TARDIS Character to an Enemy, you may immediately destroy it.
"Even if he can't refuse, he always attempts to make it appear he is granting you permission."
-Brains: 6, Brawn: 5, Bravery: 7

E. *The Chief Officer - Mole, Human [2]

-Native: Varos Colonial Era (2284)
-Bureaucrat, Computers, Marksman, Thief, [V] The Vote
"The Chief Officer is empowered to insist on a final vote."
-Brains: 5, Brawn: 6, Bravery: 6

E. *The Controller - Mind Robber, Human [4] /AW/

-Native: Land of Fiction
-Aware, Computers, Domination, Gloating, "God", History, Machine, [V] Hallucinations
-At the start of your turn, freeze this Character to [V] a Land of Fiction Native.
"My brain is the source of creative power which keeps this whole operation going."
-Brains: 10, Brawn: 2, Bravery: 6

E. *The Destroyer - Eater of Worlds, Demon [3] /RU/

-Native: Any Spacetime card
-Creature, Demolitions (2), Gloating, "God", Minion (Morgaine)
-Plays kidnapped (by the player of your choice). You may still use this Character's Traits and Qualities here as if it were free. Apocalypse Goals may play here. When this Character is freed, you may [V] Laid Waste.
"Free me and let me claim this world."
-Brains: 6, Brawn: 10, Bravery: 7

E. *The Doctor (2) - Hungry Connoisseur, Androgum/Timelord [3] /TL/139

-Native: Any Spacetime card where you have Dastari
-History, Pilot, Running, Tracking, Vampire
-At the start of your turn, you may place a Character in your discard pile out of play to make

this Doctor +2 to all Qualities until the start of your next turn.

"Why am I thinking of food?"

-Brains: 7, Brawn: 6, Bravery: 9

E. *The Editor - Newsmaker, Human [4] /TL/164

-Native: Earth Orbit Far Future (200,000)

-Aware (2), Bureaucrat, Computers, Gloating, History, Minion (The Jagrafess), Screamer, [V] Media Centre

-At the start of your turn, unless The Doctor here, each of your opponents must show you 2 random cards from their hands.

"Today, we become the headlines."

-Brains: 9, Brawn: 5, Bravery: 6

E. *The Editor - Zombie Master, Human [3] /IS/

-Native: Earth Orbit Far Future (200,000)

-Aware, Computers, Domination, Gloating, Minion (The Jagrafess)

-Once per turn, you may destroy a non-unique Character you kidnapped here to [V] Suki - Wage Slave and immediately play her here for free.

"Is a slave a slave if he doesn't know he's enslaved?"

-Brains: 9, Brawn: 5, Bravery: 6

E. *The Great Intelligence - Secret Master, Great Old One [4] /Inv/

-Native: Any non-Gallifrey Spacetime card

-Aware, Domination, Engineering, "God", [V] Any Yeti

-Plays on your Human Minion (The Great Intelligence). This Character may use that Minion's Traits, Qualities and special abilities. When that Minion leaves play, you may destroy this Character or return it to hand.

"Formless in space... It used my mind... it controls my body..."

-Brains: +3, Brawn: +0, Bravery: +2

E. *The Headmaster - Imperial Dalek Tool, Human [1]

-Native: Earth Present (1963)

-Bureaucrat, Minion (Daleks), Tracking, Victim

"Renegade Daleks have defied the will of the Emperor Dalek. They must be located and destroyed."

-Brains: 3, Brawn: 6, Bravery: 2

E. *The Host - Wolf Boy, Werewolf [2] /10D/

-Native: Earth Victorian Era (1879)

-Aware, Creature, Gloating, Screamer

-May be swapped in or out for a Werewolf Monster card.

"Stolen away at night by the brethren from my cultivation. I carved out his soul and sat in his heart."

-Brains: 6, Brawn: 4, Bravery: 7

E. *The Jagrafess - Editor in Chief, Jagrafess [4] /PD/

-Native: Earth Orbit Far Future (200,000)

-Aware (2), Creature, Domination, History, Screamer, Vampire, [V] The Editor

-When your opponent Rolls the Dice, the rolled number is +1 or -1 (your choice).

"...your master, and humanity's guiding light: the Mighty Jagrafess of the Holy Hadrojassic Maxarodenfoe."

-Brains: 7, Brawn: 10, Bravery: 6

E. *The Marshal - True Military Mind, Human [3] /AF/

-Native: Atrios Present (1979)

-Bureaucrat, Gloating, Madman, Marksman, Minion (Black Guardian)

-Fights may not be prevented here.

"You don't beg for peace... you win it!"

-Brains: 5, Brawn: 7, Bravery: 7

E. *The Master (1) - Academy Initiate, Gallifreyan [1] /LoT/

-Native: Gallifrey

-Aware, History, Madman, [V] The Sound of Drums
-Once per turn, if at your Untempered Schism, you may take a Vortex card of your choice from under this Spacetime card into your hand.
"You stand there, eight years old, staring at the raw power of time and space... just a child."
-Brains: 9, Brawn: 1, Bravery: 5

E. *The Master (13) - Arch Villain, Timelord [5] /Inv/

-Native: Gallifrey
-Aware, Charisma, Domination, Engineering (2), Marksman, Running, Science, Thief, [V] Trance
-May replace a Character of any required species when Reaching an Apocalypse Goal here.
"I... am the Master, and you... will obey me."
-Brains: 13, Brawn: 6, Bravery: 8

E. *The Master (13) - Desiccated Husk, Timelord [4] /DoG/

-Native: Gallifrey
-Computers (2), Creature, Domination (2), Gloating, Madman, Marksman, Science, Thief, [V] Cheat Death
-Nemesis: The Doctor. Counts as a TARDIS Character for Cheat Death.
"Only hate keeps me alive."
-Brains: 12, Brawn: 4, Bravery: 8

E. *The Master (13) - Serious Threat to Peace, Timelord [5] /TL/

-Native: Gallifrey or Expansion Era (2540)
-Bureaucrat, Charisma, Domination, Engineering, Gloating, Marksman, Pilot, Science, Thief
-Fights you initiate cannot be prevented here. Your Ogrons here gain Minion (The Master).
"That should stir things up. It can't be long now before they declare war on each other."
-Brains: 12, Brawn: 6, Bravery: 8

E. *The Master (13) - Warmonger, Timelord [5] /LoT/

-Native: Earth Present (1971)
-Charisma, Domination, Engineering, History, Pilot, Running, Science, Thief, [V] Any Attack card
-Nemesis: The Doctor (3). If a single opposing Ally here is the same species as at least 3 of your Enemies here, you may destroy that Ally.
"He wants only to provoke a war."
-Brains: 12, Brawn: 6, Bravery: 8

E. *The Master (14) - Bad Cat Man, Timelord/Feline [4] /LoT/

-Native: Planet of the Cheetah People Present (1989)
-Aware, Domination, Gloating, Madman, Screamer, Thief, Tracking, [V] Eye of the Cat
-Nemesis: The Doctor (7). If this Character's Nemesis at another Spacetime card with the same era, you may [V] Kitling and place it directly there (for free). Catflap may not play on this Character.
"If I am to become an animal... then like an animal, I will destroy you, Doctor. I will hunt you, trap you, and destroy you."
-Brains: 10, Brawn: 6, Bravery: 8

E. *The Master (14) - Game Master, Timelord [5] /RD3/

-Native: Gallifrey
-Aware, Domination, Engineering, Gloating, History, Pilot, Thief, [V] Any Dice card
-Nemesis: The Doctor (when this Master is played, name which generation). If at a Dimensional Spacetime card, gains "God". Puzzle cards faced by your opponent here are +5 to any required Quality.
"I'm still toying with you... you amuse me."
-Brains: 12, Brawn: 4, Bravery: 7
(from *Destiny of the Doctors*)

E. *The Master (14) - Jealous Nemesis, Timelord [5] /DoG/

-Native: Gallifrey
-Aware, Computers (2), Domination, Gloating, History, Marksman, Thief, [V] Enemy Mine!
-Nemesis: The Doctor (6). If your Doctor here, opposing unique Enemies here are -1 to all

Qualities.

"There is some evil in all of us..."

-Brains: 12, Brawn: 5, Bravery: 8

E. *The Master (14) - Kalid, Timelord [4] /TM/

-Native: Gallifrey

-Aware, Computers, Domination (2), Engineering, Gloating, History, Madman, Thief, [V] Time Contour

-Your Puzzle cards play at -1 Cost here.

"Behind every illusion, there's a conjurer."

-Brains: 11, Brawn: 5, Bravery: 7

E. *The Master (14) - Portreeve, Timelord [4] /PD/

-Native: Gallifrey

-Aware, Charisma, Computers, Domination, Gloating, Madman, Thief, [V] Escher Maze

-Nemesis: The Doctor (5). If you have a kidnapped TARDIS Character or Ally here, opposing TARDIS Characters here lose their first listed Trait.

"I've contented myself with one small, simple town... for the final meeting of the Doctor with his Master!"

-Brains: 12, Brawn: 5, Bravery: 7

E. *The Master (14) - The Doctor's Nemesis, Timelord [5] /TL/114

-Native: Gallifrey

-Aware, Computers, Domination, Engineering, Gloating (2), Madman, Marksman, Science, Thief, [V] Control Bracelet

-Nemesis: The Doctor (4). Once per game, if an opposing Doctor is destroyed here, score 1 point.

"Envy is the beginning of all true greatness."

-Brains: 13, Brawn: 6, Bravery: 8

E. *The Master (14) - Unbalanced Schemer, Timelord [4] /LoT/

-Native: Gallifrey

-Aware, Domination, Gloating, Madman, Marksman, Thief

-Nemesis: The Doctor (6). Once per game, you may switch your Goal here with one of your other Goals in play (each must be playable at its new location).

"He'd get dizzy if he tried to walk in a straight line!"

-Brains: 10, Brawn: 6, Bravery: 7

E. *The Master (15) - Not Dead Yet, Deathworm/Timelord [4] /AF/

-Native: Skaro

-Creature, Domination, Poison, Thief

-Plays on your non-unique Human. The Master may use that Character's Traits, Qualities and special abilities. When that Character leaves play, you may place The Master on another such Character here. If none exists, destroy The Master.

"In the fight for survival, there are no rules."

-Brains: +5, Brawn: +1, Bravery: +3

E. *The Master (16) - Devil Incarnate, Timelord [5] /AF/

-Native: Earth Postmodern Era (1999)

-Aware, Domination (2), Gloating, Madman, Poison, Screamer, Thief, Tracking

-Nemesis: The Doctor (8). If a TARDIS Character with Victim here at the start of your turn, you may destroy ? cards from hand to destroy that Character, where ? = the Cost of that Character.

"Life is wasted on the living!"

-Brains: 11, Brawn: 7, Bravery: 9

E. *The Master (17) - Reborn, Timelord [5] /10D/

-Native: Gallifrey

-Computers, Engineering (2), Gloating (2), Madman, Science, Thief, [V] Once a Thief...

-May act as a Character with "God" when attempting to Reach Steal Blue Box. Your opponents may not play Timelord-related Conditions or Bang! cards on this Character.

"The Professor was an invention, so perfect a disguise that I forgot who I am."

-Brains: 12, Brawn: 4, Bravery: 8

E. *The Master (17) - The Camp One, Timelord [5] /RD4/

-Native: Gallifrey

-Charisma, Engineering, Gloating, History, Science, Screamer, Thief, Tracking

-Nemesis: Any Unbound Doctor. Unbound. At the start of your turn, if an Unbound Doctor here, you may [V] a Nemesis-related Condition.

"It will be the deadly vengeance of deadly revenge!"

-Brains: 11, Brawn: 5, Bravery: 8

(From The Curse of the Fatal Death)

E. *The Master (18) - Harold Saxon, Timelord [6] /LoT/

-Native: Earth Postmodern Era (2008)

-Aware, Bureaucrat (2), Charisma (2), Demolitions, Domination, Engineering, Gloating, Madman, Poison, Science

-Nemesis: The Doctor (10). If this Character just Reached a Goal, you may [V] a Goal.

"The Master is Prime Minister of Great Britain."

-Brains: 13, Brawn: 5, Bravery: 8

E. *The Master (18) - Hungry Madman, Timelord [5] /DoG/

-Native: Gallifrey

-Aware, Computers, Domination, Engineering, Gloating, Laser, Madman, Running, Screamer, Thief, Vampire

-Nemesis: The Doctor (10). When you destroy an opposing Character here, this Master is +2 to all Qualities until the start of your next turn.

"You are diseased. Albeit a disease of our own creation."

-Brains: 12, Brawn: 10, Bravery: 7

E. *The Master (18) - Your Lord and Master, Timelord [5] /LoT/

-Native: Earth or Paradox Earth Postmodern Era (2009)

-Aware, Bureaucrat (2), Domination, Engineering, Gloating, Madman, Marksman, Science, [V] Laser Screwdriver

-Nemesis: The Doctor (10). Your Toclafane Characters may play here regardless of Nativity.

"You're changing history. Not just Earth, the entire universe." "I'm a Time Lord. I have that right."

-Brains: 12, Brawn: 6, Bravery: 9

E. *The Rani (3) - Amoral Scientist, Timelord [5] /LoT/

-Native: Gallifrey

-Aware (2), Charisma, Domination, Medicine, Poison, Science (2), Thief, [V] Aggrometer

-At any time, you may destroy a Minion (The Rani) here to draw ? cards, where ? = the Cost of that Minion.

"Will you come into my parlour, said the spider to the fly."

-Brains: 12, Brawn: 5, Bravery: 9

E. *The Rani (3) - Impatient Renegade, Timelord [5] /TL/146

-Native: Gallifrey

-Aware, Domination, Engineering, Medicine (2), Poison, Science, Thief, [V] Master of Disguise

-At the start of each of your turns, choose a Trait on each opposing Doctor here; that Doctor loses that Trait until the start of your next turn.

"I've had enough of this drivell."

-Brains: 12, Brawn: 5, Bravery: 7

E. *The Rani (3) - Mistress of the Autons, Timelord [5] /RD4/

-Native: Gallifrey

-Charisma, Domination, Engineering, History, Medicine, Science, Thief

-Unbound. May act as the Nestene Intelligence. Your Autons here gain Minion (The Rani). All your Autons here may move with The Rani's TARDIS.

"...the return of the Autons..."

-Brains: 12, Brawn: 5, Bravery: 8

(From The Lost Season - Yellow Fever and How to Cure It)

E. *The Second (9) - Time War Chancellor, Timelord [2] /DoG/

-Native: Time War

-Aware, Bureaucrat, History, Minion (Rassilon), Science

-While in play, all your Gallifrey Spacetime cards may act as Time War for purposes of Nativity.

"This is the final hour."

-Brains: 11, Brawn: 4, Bravery: 6

E. *The Shadow - Agent of Chaos, Chaosian [3] /AF/

-Native: The Shadow's Domain Present (1979)

-Aware, Domination, Minion (Black Guardian), Thief

-At the start of your turn, choose a unique Character in this era (except a Timelord). It gains Minion (Black Guardian) until the start of your next turn.

"I have waited so long, even another thousand years would be nothing for me."

-Brains: 10, Brawn: 4, Bravery: 7

E. *The Sibyl - High Priestess, Human/Pyrovile [2] /AiH/

-Native: Earth Antiquity (79)

-Aware (2), Gloating, History, Minion (Pyrovillian), Screamer, [V] Prophecy

-Counts as a Character with "Priest" in its subtitle.

"The heavens have blessed me."

-Brains: 7, Brawn: 3, Bravery: 5

E. *The Valeyard (12) - Sly Prosecutor, Timelord [4] /DoG/

-Native: Gallifrey

-Aware, Bureaucrat, Computers, Gloating, History, Madman, Running

-Nemesis: The Doctor (6). Unbound. At the start of your turn, choose a Doctor in play. This Character gains any of that Doctor's Traits he does not already have until the start of your next turn.

"The same person cannot be both prosecutor and defendant."

-Brains: 12, Brawn: 5, Bravery: 8

E. *The Valeyard (12) - Ultimate Foe, Timelord [4] /DoG/

-Native: Gallifrey

-Computers, Demolitions, Domination, Gloating, History, Madman, Poison, Thief

-Nemesis: The Doctor (6). Unbound. If Inside the Matrix, is +2 to all Qualities and once per turn, may [V] any Puzzle card.

"An amalgamation of the darker sides of your nature, somewhere between your 12th and final incarnation."

-Brains: 12, Brawn: 5, Bravery: 9

E. *The Visionary (10) - Mad Seer, Timelord [2] /DoG/

-Native: Time War

-Aware (2), History, Madman, [V] Any Condition with "Aware (2)" in its game text

-Your other Timelords here are +1 Brains.

"...ending, burning, falling, all of it falling, the black and pitch and screaming fire, so burning..."

-Brains: 11, Brawn: 3, Bravery: 7

E. *The Wire - Alien Program, Electrical [4] /S10/

-Native: Modern Era (1953)

-Aware, Domination, Gloating, Machine, Screamer, Vampire, [V] Face Sucking

-At the start of your turn, you may [V] Bald-Faced to play it here (paying its Cost -1).

"HUNGRYYYYYYYYYYYYY!!!!!"

-Brains: 7, Brawn: 0, Bravery: 8

E. Tlotoxl - High Priest of Sacrifice, Human [3]

-Native: Earth Middle Ages (1450)

-Aware, Gloating, History, Science, [V] Sacrifice

-When a Victim is destroyed here, draw a card.

"A local butcher, by the look of him."

-Brains: 8, Brawn: 4, Bravery: 7

E. *Toberman - Brute, Human [1]

-Native: Expansion Era (2486)

-Minion, Running

-At the start of every turn, you may select an Enemy's name or species (except Human and Robot) at the same Spacetime card to attach to the Minion Trait. If you selected Cybermen, Toberman is +2 Brawn and gains Machine.

"...has very strong hands, enough to do a good deal of damage."

-Brains: 2, Brawn: 8, Bravery: 8

E. *Tobias Vaughn - Cyber Manipulator, Human [5] /AF/

-Native: Earth Present (1969)

-Aware, Bureaucrat, Charisma, Computers (2), Domination, Gloating, Machine, Madman, Victim, [V] Revival

-+1 Brains and Bravery if any cards under this Spacetime card.

"Underneath all that charm, there was something... odd, sinister, almost inhuman."

-Brains: 9, Brawn: 8, Bravery: 8

E. **Toclafane - Evil Sphere**, Toclafane [3] /LoT/

-Native: Paradox Earth Postmodern Era (2009) or Utopia Dark Night Era (100,000,000,000,001)

-Creature, Laser, Machine, Madman, Minion (The Master), Troop

-At the start of your turn, one Toclafane here may move to one of its Native Spacetime cards (not cumulative).

"Human race... Greatest monster of them all."

-Brains: 4, Brawn: 9, Bravery: 7

E. **Toy - Toymaker's Plaything**, Human [1] /7Dr/

-Native: Toymaker's World

-Minion (Toymaker)

-When played, add 2 Traits of your choice this Character does not already have (except "God" and UNIT). If Machine is added, species changes to Robot.

"The fact is that we are victims of the Toymaker, the same as you are."

-Brains: 5, Brawn: 4, Bravery: 6

E. *Toy Soldier - Wound Up Tight**, Robot [2] /AW/

-Native: Land of Fiction or Toymaker's World

-Machine, Marksman, Minion, Tracking, Troop

-This Minion is attached to The Controller if played at Land of Fiction, to Toymaker if played at Toymaker's World, or to your choice of either if played elsewhere.

"As for their military affairs, I knew not what they meant."

-Brains: 1, Brawn: 8, Bravery: 5

E. *Toymaker - Celestial Gamester, Great Old One [4] /7Dr/

-Native: Toymaker's World

-Aware, Domination, Engineering, Gloating, "God", History

-Once per turn, you may destroy a card from hand to [V] a Puzzle card.

"You will become my perpetual opponent. We shall play endless games together, your brain against mine."

-Brains: 12, Brawn: 4, Bravery: 9

E. *Trantis - Argumentative Delegate, Alien of the Tenth Galaxy [4] /KTT/

-Native: Twilight Era (4000)

-Aware, Bureaucrat, History, Poison, Running, Vampire

-At the start of your turn, you may destroy a card from hand to look at the top 3 cards of an opponent's deck.

"As representative of the largest of the outer galaxies, I have the right to know!"

-Brains: 7, Brawn: 5, Bravery: 6

E. **Trin-E - Extreme Machine, Robot [2] /9D/

-Native: Earth Orbit Far Future (200,100)

-History, Machine, Medicine (2), Poison

-At the start of your turn, freeze this Character to destroy one Character with Extreme

Makeover played on it here.
"Lantern jaws are so last year."
-Brains: 5, Brawn: 8, Bravery: 5

E. **Ulf and Sven - Viking Raiders**, Human [2] /AiH/

-Native: Earth Middle Ages (1066)
-Running, Thief, Tracking, Troop
-Counts as one Character. For each of your Blade cards here, this Character is +1 Brawn.
"...a small band of men. They must have come from one ship."
-Brains: 4, Brawn: 7, Bravery: 6

E. *Ulysses Meregrass - Military Adviser, Anuran [2] /S10/

-Native: Twilight Era (3963)
-Computers, Creature, Pilot, Thief, Victim, [V] Any Weapon
"Interesting euphemism for gun-running."
-Brains: 6, Brawn: 7, Bravery: 5

E. **Utopian - True Face of the Toclafane**, Toclafane [3] /LoT/

-Native: Utopia Dark Night Era (100,000,000,000,001)
-Creature, History, Laser, Machine, Madman, Minion (The Master), Tracking
-May act as a Human Character.
"All that human invention that had sustained them across the eons. It all turned inwards. They cannibalised themselves."
-Brains: 5, Brawn: 8, Bravery: 8

E. *Uvodni Mistress - War Time Recruiter, Computer [3] /MoW/

-Native: Postmodern Era (2008)
-Bureaucrat, Computers, History, Machine, Madman
-At the start of your turn, you may destroy ? cards from hand to [V] one Character with Troop, where ? = the Cost of that Character.
"I'm not programmed for peace."
-Brains: 5, Brawn: 0, Bravery: 7

E. *Vardan - Electromagnetic Invader**, Vardan [3] /LoT/

-Native: Far Future (16,000)
-Aware, Computers, Domination, Gloating, Laser, Minion (Sontarans), Troop
-At the end of your turn, you may move this Character to any Spacetime card in the same era or to any Spacetime card without an era.
"The Vardans can travel along wavelengths of any sort?"
-Brains: 7, Brawn: 9, Bravery: 6

E. *Varl - Sontaran Major, Sontaran [2] /7Dr/

-Native: Present (1985)
-Demolitions, Engineering, Marksman, [V] Radio Beacon
-While in play, your opponents may not take control of your Sontarans.
"I do not take orders from civilians!"
-Brains: 5, Brawn: 8, Bravery: 7

E. *Vasor - Lascivious Trapper, Human [2] /RU/

-Native: Marinus Present (1964)
-Aware, Gloating, Medicine, Thief, Tracking, Victim, [V] Once a Thief...
"Last year I broke the back of a wolf with my bare hands... Most men fear me."
-Brains: 3, Brawn: 7, Bravery: 5

E. **Vervoid - Endangered Species**, Vervoid [1] /TL/144

-Native: Imperial Era (2986)
-Aware, Creature, Poison, [V] Toxic Breath
-When an opponent destroys a copy of this Character in a fight, that opponent must either lose a point (the first time this happens to that opponent) or destroy a card from hand (all subsequent times).
"We must not make animalkind aware of our existence... If we are to kill them all, we must hunt them down secretly."

-Brains: 2, Brawn: 8, Bravery: 5

E. *Vervoid Intruder - Hidden Plant**, Vervoid [2] /IS/

-Native: Imperial Era (2986)

-Aware, Creature, Poison, Thief, Troop, [V] Sneaking Around
"It's obscene!"

-Brains: 4, Brawn: 7, Bravery: 6

E. **Vespiform - Giant Wasp**, Vespiform [1] /S10/

-Native: Victorian Era to Modern Era

-Creature, Poison, Troop

-Counts as a Monster card with "Giant" in its title for Atavistic Mutations.

"Vespiforms have got hives in the Silifax Galaxy."

-Brains: 5, Brawn: 7, Bravery: 6

E. *Victor Kennedy - Abzorbaloff, Abzorbaloff [3] /10D/

-Native: Postmodern Era (2007)

-Creature, Gloating, Running, Vampire

-At the start of your turn, you may destroy cards from hand with a total Cost of 8 or more to place the Character with the lowest Brains here under this Character.

"You're some sort of... Absorbathon! An Absorbalong! An Absorbaloff?" "Yes, I like that."

-Brains: 6, Brawn: 8, Bravery: 6

E. *Victor Kennedy - Untouchable, Abzorbaloff [3] /10D/

-Native: Earth Postmodern Era (2007)

-Aware, Computers, History, Thief, Torchwood

-Once per turn, you may freeze all Characters with Minion (Victor Kennedy) here to draw up to ? cards, where ? = the number of Characters you just froze.

"I don't like to be touched literally, or metaphorically, thank you very much, I haven't got the time. Bleeding hearts outside!"

-Brains: 7, Brawn: 5, Bravery: 5

E. *Viral Cyberman - Efficient Converter**, Cyberman [3] /RD3/

-Native: Far Future

-Aware, Laser, Machine, Poison, Troop

-Unbound. Cyber Conversion plays here for free.

"The Cybermen brought a virus to Earth. It attacked the nervous system of all living things, transforming them into a techno-organic hybrid."

-Brains: 6, Brawn: 10, Bravery: 8

(from *Real Time*)

E. *Vogel - Devoted Accountant, Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Bureaucrat, Computers, Screamer, Victim

-Your Kara here is +1 Brains. Opposing Characters with Bureaucrat are played at +1 Cost here (maximum: 6).

"Good secretaries are very hard to find."

-Brains: 7, Brawn: 3, Bravery: 7

E. **Voord - Aggressor Species**, Voord [1] /RU/

-Native: Marinus Present (1964)

-Minion (Yartek), Pilot, Screamer, Thief, Troop

"It is many years since their last assault but now they have returned and if they continue to come, they're bound to succeed eventually."

-Brains: 2, Brawn: 7, Bravery: 6

E. *War Chief (2) - Weapons Broker, Timelord [5] /DoG/

-Native: Gallifrey

-Aware, Domination, Engineering, Gloating, History, Science, Thief, Victim, [V] Any Weapon or Character with Troop

-At the start of a fight involving opposing Allies here, you may draw an extra Tactic card from Battle Plans.

"We have soldiers from most of the major wars..."

-Brains: 10, Brawn: 5, Bravery: 7

E. **Weeping Angel - Lonely Assassin**, Quantum Angel [2] /TM/

-Native: Earth Antiquity to Postmodern Era

-Creature, History, Running (2), Thief (2), Tracking, Vampire

-If there are ?+1 or more opposing Characters with Aware here, where ? = the number of Quantum Angels here, this Character is frozen.

"The only psychopaths in the universe to kill you nicely."

-Brains: 4, Brawn: 7, Bravery: 5

E. *West Lodge Foamasi - Rogue Reptile**, Foamasi [2]

-Native: Colonial Era (2290)

-Computers, Creature, Thief, Troop

-The first opposing Character played here each turn is +1 Cost (maximum: 6) unless The Doctor here.

"With assorted colleagues, they've been systematically trying to run this planet down."

-Brains: 4, Brawn: 7, Bravery: 5

E. **White - Republican Guard**, Human [1] /AW/

-Native: Parallel Earth Present (1969)

-Marksman, Tracking, Troop, Victim

-Unbound.

"Marvellous, isn't it? The world's going up in flames and they're still playing at toy soldiers."

-Brains: 3, Brawn: 7, Bravery: 5

E. *White Dalek - Healer's New Breed**, Dalek/Human [2] /AW/

-Native: Necros Twilight Era (4615)

-Laser, Machine, Medicine, Minion (Davros), Troop

"Creatures of hate!"

-Brains: 3, Brawn: 10, Bravery: 6

E. *White Robot - Immaculate Machine**, Robot [2] /AW/

-Native: Land of Fiction

-Aware, Laser, Machine, Minion (The Controller), Thief

"They don't look very friendly."

-Brains: 4, Brawn: 9, Bravery: 6

E. *William Shakespeare - Time Meddler, Human [2] /RD4/

-Native: Earth Renaissance (1597)

-History, Madman, Marksman, Thief, [V] Hitching a Ride

-Counts as User of any Weapon. +1 to all Qualities if a Meddling Goal here.

"Playwrights from the 16th century don't normally carry rayguns."

-Brains: 7, Brawn: 7, Bravery: 7

("Now is the winter of our discontent made glorious summer...")

(From The Kingmaker)

E. **Wirrn - Swarming Alien**, Wirrn [3] /7Dr/

-Native: Far Future (16,000)

-Creature, Poison, Tracking

-When you destroy an opposing Character in a fight here, you may place that Character underneath this card instead of the discard pile (maximum: 1 per Wirrn); this Wirrn gains all of that Character's Traits.

"In one generation, the Wirrn will become an advanced technological species."

-Brains: 4, Brawn: 8, Bravery: 8

E. *Wirrn Convict - BEM, Wirrn [1] /KTT/

-Native: Hyperspace (or any Spacetime card where you have a Wirrn)

-Creature, Poison, Thief

-If the difference between your points and any opponent's points is higher than 3, this Character is +2 to all Qualities.

"If there is anything alive, it'll be furious at all the delay."

-Brains: 5, Brawn: 7, Bravery: 5

E. *Wirrn Queen - The Progenitor, Wirrn [4] /7Dr/

-Native: Far Future (16,000)

-Creature, Domination, Engineering, Poison, Thief

-Your other Wirrn play here at -1 Cost.

"Amazing willpower... I could feel it struggling against death until its task was done."

-Brains: 7, Brawn: 8, Bravery: 9

E. *Yartek - Seeker of the Keys, Voord [3] /RU/

-Native: Marinus Present (1964)

-Computers, Domination, Gloating, Thief

-Once per turn, if any other Voord here, you may destroy any Danger card here by destroying ? cards from hand, where ? = that Danger card's Cost.

"He and his followers, the Voords, were able to rob, exploit, kill, cheat."

-Brains: 8, Brawn: 6, Bravery: 7

E. **Yeti - Abominable Snowman**, Yeti [2] /Inv/

-Native: Earth Modern Era (1935)

-Machine, Minion (The Great Intelligence), Tracking

-Once per turn, you may destroy a Weapon here (not cumulative).

"Did you see what it did to my sword though? Broke it like it was a piece of wood."

-Brains: 1, Brawn: 9, Bravery: 5

E. **Yeti Mark II - Web Spinner**, Yeti [3] /Inv/

-Native: Earth Present (1966)

-Machine, Marksman, Minion (The Great Intelligence), Thief, Tracking

"Bleep... Bleep... Bleep... Bleep... Bleep... Bleep..."

-Brains: 3, Brawn: 9, Bravery: 7

E. **Zarak - Dark Xeraphin, Xeraphin [3] /TM/

-Native: Earth Prehistory (140,000,000 B.C.)

-Aware, Creature, Domination, Minion (The Master), Vampire, [V] Plasmaton Snake

-Nemesis: Anithon.

"The force that shapes and binds us shall be feared and adored... We shall be divinity."

-Brains: 8, Brawn: 0, Bravery: 6

E. *Zargo - Royal Vampire, Lesser Vampire [2] /DoG/

-Native: Vampire Planet (E-Space)

-Bureaucrat, Minion (King Vampire), Pilot, Vampire

-Once per game, when this Character is about to be destroyed in a fight, you may destroy a card from hand to prevent that.

"A ship of state must have a pilot."

-Brains: 5, Brawn: 8, Bravery: 6

E. *Zephon - Influential Delegate, Alien of the Fifth Galaxy [3] /KTT/

-Native: Twilight Era (4000)

-Bureaucrat, Computers, Creature, Gloating, [V] Universal Council

-At the end of your turn, you may place this Character under your draw deck to place one opposing Enemy here under its owner's draw deck.

"If I go, the Masters of Celation and Beaus go with me!"

-Brains: 8, Brawn: 3, Bravery: 8

E. *Zondal - Frozen Warrior**, Ice Warrior [2] /TL/38

-Native: Earth Twilight Era (5000)

-Aware, Engineering, Laser, Pilot

-May be played during Set-Up at any Spacetime card of an era between Prehistory and Twilight Era; remains frozen until an unfrozen Ice Warrior here.

"Our spaceship crashed at the foot of the ice mountain."

-Brains: 5, Brawn: 10, Bravery: 7

Artifacts

AR. 3D Glasses, Artifact [1] /TL/179

-User: The Doctor or any Earth Present Era Native.

-At the start of each opponent's turn, that opponent must show you ? Unbound cards in his or her hand, where ? = the number of 3D Glasses you have in play. Destroy this Artifact at any time to [V] a non-Character Unbound-related card.

"What is it with the glasses?" "I can see! ...Void stuff!"

AR. *500 Year Diary, Artifact [2] /TL/29

-User: The Doctor.

-If this Spacetime card has the same era or location as another Spacetime card in play where a Goal has been Reached or Opposed, or if there is an opposing non-Human Character here of the same species as an opposing Character at another Spacetime card, your Doctor here is +2 Brains and your other TARDIS Characters here are +1 Brains.

"But you don't know where we've landed!"

AR. Alien Contact Lenses, Artifact [1] /TW3-T29/

-User: Any Character with both Aware and Torchwood.

-At any Spacetime card with the same location and era as the one where you have this Artifact and its User: Your Characters with both Computers and Torchwood here all gain Aware (if they do not already have it), and Puzzle cards here are -2 to any required Quality (cumulative).

"When you wear these, they'll transmit a picture and we can see what's going on."

AR. Alien Gun, Artifact [2] /10D/

-User: Any non-Human Enemy with Marksman.

-Weapon. Your Users here are +1 Brawn (cumulative) and gain Laser (not cumulative).

"Power up. Fully armed and ready."

AR. Alien Organ, Artifact [2] /TW3-T27/

-User: Any Character where any player has Torchwood or UNIT.

-When played, choose a Character here. That Character is +2 to all Qualities (not cumulative).

When this Character is destroyed, you may choose another Character here as if this Artifact had just been played.

"Some say they're positively beneficial. They release endorphins into the blood stream."

AR. Alien Scanner, Artifact [2] /AiH/

-User: Any Torchwood.

-Your Users here are +1 Brains (cumulative). At the start of each of your turns, one of your Users here gains the Trait of your choice (except Creature, "God", Machine, Minion or Vampire) until the end of your turn (no User may gain more than one Trait each turn from this Artifact).

"It was the best of times, it was the worst of times..."

AR. *Ambulance, Artifact [3] /AF/

-User: Any Medicine Native to Modern Era or later.

-Vehicle. Plays only on an Earth Spacetime card of Modern Era or later. When a fight is started at another Earth Spacetime card in the same era, you may move this card to that Spacetime card with any of your Native Characters with Medicine here. If you do so, you may [V] one Medicine-related Condition.

"Where we're goin', he better be rich."

AR. Ancient Scrolls, Artifact [1] /AiH/

-User: Any Native of Antiquity or any Character with History (2).

-Your Users here are +1 Brains (cumulative). You may destroy this Artifact when you Roll the Dice to change the number rolled to any number matching the generation number of one of your Timelords in play.

"We have found it, Sister Spurrina. In the 13th book of the Sibylline oracle. The blue box. A temple made of wood..."

AR. *Ancient Weapon, Artifact [2] /PD/

-User: Any Sycorax or any Character at an Earth Spacetime card with an era between Antiquity and the Renaissance (or any Tara Spacetime card).

-Weapon. Your Users here are +1 Brawn (cumulative).

"I can't see what's wrong with a good, old-fashioned broadsword."

AR. Appropriate Garb, Artifact [1] /AW/

-User: Any TARDIS Character.

-Your TARDIS Characters (except The Doctor(6)) here may act as Natives of any Spacetime card where they are located. Destroy this Artifact if your Doctor (5) here.

"Tara... Tara... Tahiti?"

AR. *Artifact of Rassilon, Artifact [2] /KTT/

-User: Any Timelord at a Gallifrey Spacetime card.

-When played, select any Trait. All your Timelords here have that Trait while Artifact is here (twice that Trait if at a Gallifrey Spacetime card).

"The Black Scrolls of Rassilon... The Harp of Rassilon... The Coronet of Rassilon... The Seal of Rassilon..."

AR. Artillery, Artifact [2] /7Dr/

-User: 2 Troop.

-Weapon. Your Characters with Troop here are +2 Brawn.

"I shall count to ten. If you still stupidly remain silent we shall fire. One..."

AR. Axonite, Artifact [2] /Inv/

-User: Any Axon.

-Once per turn, at the start of your turn, you may destroy your Condition that has no cards placed under it here to draw ? cards, where ? = the Cost of that Condition. At any time, you may destroy this Artifact to [V] Axos, any Axon, or Planetary Infection.

"The chameleon of elements... It is a thinking molecule."

AR. *Axos, Artifact [4] /Inv/

-User: Any Axon.

-Vehicle. At the end of your turn, your Axon may move this card from one Spacetime card to any other Spacetime card that features the same era, but a different location. Your Characters working with that Axon may move with it. Once per turn, you may destroy ? cards from hand to [V] any Axon Character or Axonite, where ? = the Cost of that card.

"Don't you see? We're dealing with one single living creature."

AR. Banana, Artifact [1] /9D/

-User: Any TARDIS Character or Human Ally.

-At the start of your turn, if your User here has Thief, you may swap control of this Artifact and any Weapon controlled by your opponent here. At any time, destroy Banana to make a User here +1 to any Quality until the start of your next turn.

"Don't drop the banana!" "Why not?" "Good source of potassium!"

AR. Betamax, Artifact [3] /S10/

-User: The Doctor.

-At the start of any of your turns you may [V] any card you already have in play here and place it under this Artifact (limit: 1). If a copy of the card under this Artifact is not in play here at the start of any of your turns, you may play it here as if from hand. You may destroy this Artifact when you score points to destroy a Machine Enemy here.

"I turned the receiver back into a transmitter and I trapped the Wire in here."

AR. *Berserker Pendant, Artifact [3] /SJA2-SJ10/

-User: Any Character where any player has either Adventurer or Torchwood.

-At the start of each of your turns, choose one Character (except an opposing TARDIS Character, Adventurer or unique Torchwood Ally) here to gain Berserker species and Domination (2), and is +2 Brawn until the start of your next turn. If an opposing Character, it becomes an Enemy under your control.

"Everytime you use it, it changes you."

AR. *Beryllium Clock, Artifact [2] /AF/

-User: Any Character with both Engineering and Science.

-Temporal. If your TARDIS here, your Temporal Conditions, Countdown and Deadline may play here at -1 Cost. Destroy this Artifact at any time to [V] a Spacetime card of the same

location and era as one you have in play, but with a later date.

"It isn't just any old clock. It happens to be the most accurate atomic clock in the world."

AR. *Bessie, Artifact [3]

-User: The Doctor.

-Vehicle. Plays only on Earth Present. Once per turn, you may move it with your Doctor and up to 3 other Characters to another Earth Present Spacetime card. Return to hand at any time to remove up to 4 Characters from a just-started fight.

"Jump in."

AR. Big Gun, Artifact [2] /MoW/

-User: Any Human with Marksman Native to Alternate Earth.

-Weapon. Your Users here are +1 Brawn and +1 Bravery. When you use a Tactic card here, that card's bonus to your Characters is +1. (Cumulative.)

"We beat them before, we can beat them again... The fight goes on."

AR. Bio-Damper, Artifact [1] /AF/

-User: The Doctor.

-Place on one of your Characters here. Opponents may not play Conditions or Bang! cards on this Character. Countdown plays on this Artifact as if it were a Condition.

"Should keep you hidden. With this ring, I thee bio-damp."

AR. *Black Orchid, Artifact [1] /AiH/

-User: Any unique Character with Tracking Native to Earth Victorian Era or Modern Era.

-Any time another Character steals or takes control of one of your Artifacts here, you may select this Artifact to be stolen or taken control of instead.

"...the Black Orchid is sacred. They cut out his tongue."

AR. *Blade**, Artifact [2] /7Dr/

-User: Jamie McCrimmon or Leela or any Human Native to Antiquity or Middle Ages.

-Weapon. Your Characters with Thief here are +1 Brawn (or +2 if any Jamie McCrimmon or Leela). (Cumulative up to a maximum of +3 Brawn.)

"You get on with your butchery!"

AR. *Block Transfer Tapestry, Artifact [3] /PD/

-User: The Master.

-At the start of each of your turns, if you have a User and 2 Computers here, you may Roll the Dice. You may then [V] one of the following cards with a Cost equal to the number rolled: Any Danger or Puzzle card, or any Character Native to this Spacetime card. If you cannot [V] such a card, place a card from hand under this Artifact. Destroy this Artifact when there are 3 cards under it.

"The tapestry has the power to build and hold in space whole worlds of matter."

AR. Blowpipe, Artifact [2] /DoG/

-User: Any Character with Poison.

-Weapon. Your Users here are +1 Brawn (cumulative) and gain Marksman (not cumulative).

"A violent action is causing an equally violent reaction."

AR. *Celery, Artifact [1] /7Dr/

-User: The Doctor.

-When a Character here is about to be destroyed by a Poison-related Danger or Monster card, destroy this Artifact to prevent it. While The Doctor (5) here, your opponents may not look at any cards in your draw deck.

"Doctor, why do you wear a stick of celery in your lapel?" "If the gas is present, the celery turns purple."

AR. *Cerebraton, Artifact [3] /AF/

-User: Professor Watkins or Tobias Vaughn.

-Weapon. Opposing Characters here are -2 Bravery (to all Qualities if a non-Robot Character with Machine) in any fight. Destroy this Artifact at any time to destroy one non-unique Cyberman here.

"The teaching power of the machine didn't worry them, but ah...when I generated some

emotion pulses... I'm convinced, Packer, that emotion could be used to destroy them."

AR. *Chameleon Arch, Artifact [2] /10D/

-User: Any TARDIS.

-At the start of any of your turns, select one of your Timelords here. Its generation is replaced by the [fob] icon and its species is changed to any species of your choice (except Robot or Cyberman). You may [V] Timelord Fobwatch and play it directly here (for free). Destroy this Artifact if you do not have a TARDIS here.

"Re-writes my biology. Literally changes every single cell in my body. I've set it to human."

AR. Cloning Chamber, Artifact [3] /MoW/

-User: Any Sontaran with Medicine or Science.

-If your User here, one of your non-Native Force-Grown Clones may play here regardless of Nativity each turn. Once per turn, you may destroy ? cards from hand to [V] a Force-Grown Clone, where ? = that Force-Grown Clone's Cost.

"Someone's growing a body. A human body."

AR. *Commandeered TARDIS, Artifact [3] /LoT/

-User: Any unique Timelord Enemy.

-Temporal. Vehicle. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. Up to 2 Characters working with that User may move with it. Cards that refer to a TARDIS also refer to this Artifact.

"But he's got a TARDIS. Maybe the Master went back in time and has been living here for decades."

AR. Concorde, Artifact [3] /TM/

-User: Any Pilot Native to Earth Present or Postmodern Era.

-Vehicle. Plays only at an Earth Present or Postmodern Era Spacetime card. At the end of your turn, your Pilot may move this card from this Spacetime card to a Spacetime card of the same location and era. Your Characters and TARDIS working with that Pilot and may move with it.

"What did I tell you, Doctor? Finest aircraft in the world."

AR. Control Bracelet, Artifact [1] /Inv/

-User: Any Enemy with Domination.

-When a Character with less than 8 Brains is kidnapped here, you may place this Artifact on that Character. It is now an Enemy under your control and gains Minion (attached to a User of your choice here). At the start of your turn, you may free Character by placing Artifact on another kidnapped Character. If Artifact destroyed, free this Character.

"It's a device used on prison planets to control difficult prisoners."

AR. *Courtesy Node 710/Aqua, Artifact [2] /TL/198

-User: Any Character with Computers at a Spacetime card of Twilight Era or later.

-Your opponents may not take a card from under your Museum card here. At any time during your turn, you may destroy this Artifact and freeze your User here to [V] one card of your choice from under a Museum card here.

"Please enjoy the Library and respect the personal access codes of all your fellow readers, regardless of species or hygiene taboo."

AR. Credit, Artifact [1] /IS/

-User: Any Bureaucrat or Thief.

-At the start of any of your turns, you may destroy one Credit to spend 1 more point in Cost this turn (or 2 points if a Profit Goal is playable here). (Not cumulative.)

"Pocket money. Don't spend it all on sweets."

AR. Crystal Link, Artifact [1] /DoG/

-User: Any Minion (Black Guardian).

-Guardian. Your Users here are +1 to all Qualities (not cumulative) and may act as Enemies. At any time, you may destroy this Artifact to [V] any Guardian card.

"Waking or sleeping, I shall be with you."

AR. Cyber Bomb, Artifact [5]

-User: Cyber Leader or Cyber Lieutenant.
-Plays to destroy all Natives of this Spacetime card here at the start of your next turn (then, destroy this Artifact). Opponent may destroy this Artifact by freezing any Character here that has both Demolitions and more than 8 Brains.
"Let the Earth see the effectiveness of Cyber technology. Explode the bomb!"

AR. *Cyber Head, Artifact [3] /9D/

-User: Any Cyberman with more than 6 Brains.
-Your Cybermen are played at -1 Cost here. Cybermen are +2 Bravery here. The Doctor is -1 to all Qualities here.
"Old friend of mine. Old enemy. The stuff of nightmares, reduced to an exhibit. I'm getting old."

AR. Cyber Ship, Artifact [4] /7Dr/

-User: Any Cyberman Pilot.
-Vehicle. Alien Invasion may be Reached with 4 Native Cybermen instead of listed Character requirements here. At the end of your turn, your Cyberman Pilot may move this card from one Spacetime card to another of the same era. Your Characters working with that Pilot, and any Characters you have kidnapped here, may move with it.
"We have brought up reinforcements with other weapons, newer functions... You cannot stop us now."

AR. *Cyberman Timeship, Artifact [5] /MoW/

-User: Cyber Leader or 3 Cybermen.
-Temporal. Vehicle. At the end of your turn, you may move Artifact and up to 3 Cybermen and 2 of their Minions here to any Spacetime card. Bang! cards that refer to a TARDIS also refer to this Artifact.
"The time vessel needs a crew of three, at minimum."

AR. Cybus Earpiece, Artifact [2] /10D/

-User: John Lumic.
-At any time, place on an opposing Human Character with less than 8 Bravery here (if that Character is destroyed, this Artifact is not). At the start of your turn, you may take control of this Character until the end of your turn (while under your control, this Character becomes an Enemy).
"They get it direct. Downloaded right into their heads."

AR. Dalek Saucer, Artifact [4] /Inv/

-User: Any Dalek Pilot.
-Vehicle. Alien Invasion may be Reached with 4 Native Daleks instead of listed Character requirements here. At the end of your turn, your Dalek Pilot may move this card from one Spacetime card to another of the same era. Your Characters working with that Pilot, and any Characters you have kidnapped here, may move with it.
"Once they've got you aboard a saucer, there isn't a hope."
alt: "It's the Daleks! They're taking people to their spaceship!" (RD4)

AR. *Dalek Timeship, Artifact [5] /KTT/

-User: Dalek Supreme or 3 Daleks.
-Temporal. Vehicle. At the end of your turn, you may move Artifact and up to 3 Daleks and 2 of their Minions here to any Spacetime card. Unless a Dalek with Pilot moves with it, Bang! cards that refer to a TARDIS also refer to this Artifact.
"Our time machine is now in pursuit. Nothing can match Dalek technology."

AR. Dalekanium, Artifact [2] /10D/

-User: Any Dalek.
-Your Daleks here are +1 Bravery (cumulative). At the start of your turn, you may destroy this Artifact to give one of your Users here one Trait required by a Goal here until the end of your turn.
"What sort of metal is this anyway?"

AR. Data Chip, Artifact [2] /S10/

-User: Any Character at a non-Earth Spacetime card where Quest Goals are playable.

-For each Data Chip you have here, you may ignore one Trait requirement on a Quest Goal here. If no Quest Goal here, your Characters here are +1 Brains (maximum: +2).
"It's a data chip. Part of a black box recorder..." "You need to find each one to find the next."

AR. Deflector Fan, Artifact [2] /PD/

-User: The Doctor.

-Defense. In any fight involving an opposing Laser or Weapon here, when your Character here is chosen to be destroyed, you may destroy this Artifact instead.

"That's Linx... I'll try and keep him busy."

AR. Demeter Seeds, Artifact [1] /IS/

-User: Any Ally with Science.

-Your Users here are +1 Brains (cumulative). You may destroy this Artifact when a card here allows you to draw a card to draw 3 cards instead.

"Food of the gods... They'll increase potential yield threefold, and even more, they'll grow in desert sand."

AR. Dimension Jump, Artifact [1] /IS/

-User: Any Ally or TARDIS Character Native to Alternate Earth

-At the end of any of your turns, this Artifact and your User here may move between a Dimensional Spacetime card and a non-Dimensional Spacetime card in the same era.

"Man, this thing rips a hole in the fabric of space."

AR. Dinosaur Embryo, Artifact [2] /LoT/

-User: The Rani.

-While here, your User is +1 Brains (cumulative). At the start of any of your turns, you may destroy this card to [V] any Monster card with the letters "saur" in its title and immediately place it here for free.

"Embryos of the tyrannosaurus rex. She must have popped back to the Cretaceous Age and brought back a few. Nasty creatures. Vicious teeth. Bite your leg off, chew it all up, bone and all, all in one go."

AR. DNA Scanner, Artifact [2] /AiH/

-User: The Doctor, Mr. Smith, or any Ally with Science (2).

-If Reaching a Goal here requires a specific species, Characters of that species are -2 Brains (not cumulative). You may destroy this Artifact at any time to [V] any non-Earth Base Spacetime card directly into play (for free).

"I'm just rigging up a crude little DNA scan for this beastie. If I can get a chromosomal reading, I'll find out where it's from."

AR. *Doctor's Orders, Artifact [1] /10D/

-User: Any TARDIS card.

-If neither your Doctor nor any of your Characters who may act as The Doctor are here, one of your TARDIS Characters here may act as The Doctor. If your Doctor is here, you may destroy this Artifact to [V] any Artifact whose User is a TARDIS card.

"Martha, before I change here's a list of instructions for when I'm human. One..."

AR. *Dog Whistle, Artifact [1] /KTT/

-User: The Doctor

-Once per turn, freeze your Doctor here to do one of the following: [V] any TARDIS Character K9 directly to where your Doctor is by destroying a card from hand; or [V] any Ally K9 by destroying ? cards from hand, where ? = the Cost of that K9; or freeze one Mandrel here for an entire turn. Then, you may unfreeze your Doctor by destroying a card from hand.

"Oh, that's one of those high-frequency whistles..." "Yes, something like that."

AR. Dogon Sixth Eye, Artifact [1] /TM1-9/

-User: Any Torchwood or any Human with the word "Collector" in its title or subtitle.

-When your User is destroyed here, place this Artifact under it instead. At the end of your next turn, destroy that User (this Artifact is not destroyed).

"It's the one in the back. Lets you see behind you, where you've been. Kinda puts things in perspective."

AR. Dummy Soldier, Artifact [2] /PD/

-User: Any Character with Engineering and more than 7 Brains.

-During any fight, your Characters with Troop here are +1 Bravery, +2 if you did not start that fight (cumulative).

"They do not move or fall. They are not living men."

AR. Electric Sword, Artifact [2] /AW/

-User: Any male Native of Tara.

-Weapon. Your Natives of the Colonial Era here are +1 Brawn (cumulative). When you win a fight that would destroy a Character here, you may destroy a Weapon instead.

"Electrically charged... control's in the hilt, I see."

AR. Elixir of Life [2] /LoT/

-User: Any Character with "Karn" in its title or subtitle.

-Your Users here are +1 Bravery (cumulative). If your User here, you may place this Artifact out of play at any time to take a Character just destroyed here from your discard pile and place it directly here (for free).

"The impossible dream of a thousand alchemists, dripping like tea from an urn."

AR. Emergency Medical Kit, Artifact [2] /7Dr/

-User: Any Medicine.

-Your Medicine here is +1 Brains (cumulative). Once per turn, when a Character is about to be destroyed, you may freeze one Character with Medicine here to freeze that Character instead (not cumulative).

"There must be something there that would help Sarah..."

AR. EMP Transmitter, Artifact [2] /MoW/

-User: Bannakaffalatta or any Character with both Engineering (2) and Science.

-Weapon. At the start of any fight here, for every EMP Transmitter here, you may freeze one random opposing Machine Character here until the end of this turn. At any time, you may destroy this Artifact to freeze all opposing Machine Characters here until the start of your next turn.

"Electromagnetic pulse took out the robotics."

AR. *Energized Bat, Artifact [2]

-User: Ace.

-Weapon. Your Characters here are +1 Brawn (+3 if Ace).

"Wicked!"

AR. *Eradicator, Artifact [3] /7Dr/

-User: Any Character Native to Inter Minor.

-Weapon. One Character with Marksman here is +5 Brawn in any fight not involving a Machine Character. May substitute for a Dalek to start a fight with Exterminate! Destroy at any time to destroy a Monster card here.

"The eradicator was designed only for use against organic molecules."

AR. *Excalibur, Artifact [2] /RU/

-User: Any unique Character native to Thirteen Worlds.

-Weapon. Your Characters here are +1 Bravery (and +1 Brawn if a User). Once per game, you may either move all your Characters Native to Thirteen Worlds here, or [V] any Character with "King" in its title or subtitle. This Artifact may not be destroyed.

"King Arthur's sword, Excalibur, wrought by the lonely maiden of the lake."

AR. *Extrapolator, Artifact [2] /AF/

-User: Blon Sliheen or any Character with both Pilot and Science Native to Twilight Era or later.

-Vehicle. When your User is about to be destroyed, you may move this card and that Character from this Spacetime card to a Spacetime card of the same era (even if you have no Goal there).

"A pan-dimensional surfboard!"

AR. *Eye of Harmony, Artifact [2] /AF/

-User: Any Timelord.

-Temporal. At the start of your turn, you may either "open the Eye" by exposing your hand, face up on the table, or "close the Eye" by hiding your hand again. While the "Eye is open", your opponent must show you every card they draw from their draw deck; when it is a Bang! card, you may draw a card. Destroy this Artifact if no TARDIS here at the start of your turn. "We're seeing what he's seeing."

AR. Fang of the Cave Bear, Artifact [1] /TM/

-User: The Doctor, any Character with History (2), or any unique Character Native to Earth Prehistory with more than 3 Brains.

-At the start of any opponent's turn, you may freeze one of that opponent's non-Creatures Native to Earth Prehistory here until the start of your turn. Destroy this card at any time to destroy a just-played Minion-related Condition or Bang! card or to [V] any non-Creature Native to Earth Prehistory.

"A totem of great power."

AR. *Fault Locator, Artifact [2] /TM/

-User: Your TARDIS card.

-When your opponent plays a Condition on your TARDIS card here, it plays at +1 Cost. When your opponent plays a Bang! card on your TARDIS card here, that opponent must destroy a card from hand. TARDIS Fault requires only 2 Engineering to make a TARDIS card move here.

"If one small piece of apparatus fails, a little valve illuminates and tells me precisely where the fault is. Can you imagine what would happen, if the whole of it lights up?!"

AR. *Food Machine, Artifact [2] /TM/

-User: Your TARDIS card.

-Your TARDIS Characters here are +1 Brawn. At the start of any of your turns, you may freeze your TARDIS Character with Medicine here; your Characters cannot have their Qualities lowered here until the start of your next turn.

"It registered empty, but it wasn't."

AR. Galley, Condition [2] /AiH/

-User: Any Antiquity Native.

-Vehicle. Plays only in Earth Antiquity. At the end of any turn where you spent at least 1 less point in Cost than you were allowed, or have a kidnapped Character here, you may move this card from this Spacetime card to a Spacetime card of the same location and era with up to 4 of your Characters and any Characters you kidnapped here.

"Ready? Row! In out, in out, in out, in out, in out, in out, in out..."

AR. *Gauntlet of Rassilon, Artifact [2] /DoG/

-User: Rassilon.

-Weapon. At the start of each of your turns, choose one of your Timelords with "President" in its title or subtitle here; it gains Laser and is +2 Brawn until the start of your next turn. You may destroy this Artifact at any time to destroy a Condition here.

"On your knees, mankind."

AR. *Genesis Ark, Artifact [4] /RU/

-User: Any Timelord Ally or Cult of Skaro Dalek.

-If your Timelord Ally here at the end of any of your turns, you may place one random opposing Dalek here under this Artifact. If you have a Cult of Skaro Dalek here at the end of any of your turns, you may take a random Dalek under this Artifact and place it here (it is under your control), or [V] any Dalek. If you have a Cult of Skaro Dalek here, your Daleks may play here regardless of Nativity.

"It's a prison ship."

AR. *Ghost Machine (Past), Artifact [3] /TW1-T3/

-User: Any unique Torchwood.

-Temporal. At the start of any of your turns, before cards are played, you may freeze your User with Aware here to [V] a Character Native to this Spacetime card's previous era and play it here for free. At the end of that turn, reshuffle that Character into your draw deck.

"I've just seen a ghost."

AR. *Gracht Family Emblem, Artifact [2] /AW/

-User: Count Grendel.

-Key. Your Artifacts cannot be destroyed here. While in play, your Count Grendel and your Minions attached to Count Grendel are +1 Bravery.

"Is it important?" "Only to superstitious fools... It's supposed to guard our fortunes."

AR. *Great Seal of Diplos, Artifact [1] /KTT/

-User: Cessair of Diplos.

-Key. Once per turn, you may exchange one Character here with any Character in your hand, or one Artifact here (except this one) with any Artifact in your hand (if its User is here). You must pay the played card's Cost each time you do this.

"The power to transform objects or at least their appearance..."

AR. Halo, Artifact [1] /IS/

-User: Host.

-Weapon. Your Users here are +1 Brawn (cumulative) and gain Marksman (not cumulative). Once per turn, destroy a copy of this card to start a fight involving your User. If you have more Brawn than your opponent here, a random opposing Victim is destroyed.

"Information: We now have only one function... To kill."

AR. **Handgun, Artifact [1]

-User: Any Ally or Enemy with Marksman.

-Weapon. All your Humans are +1 Brawn (cumulative). When you lose a fight here, one Handgun here falls under winner's control (there is no limit to the number of Handguns you may control, though you may only ever have two you own in play).

"The gun! He should've taken it."

alt: "After six attempts on my life, I am hardly unprepared." (RD2)

AR. Hansom Cab, Artifact [2] /TL/161

-User: Any Renaissance or Victorian Era Native.

-Vehicle. Plays only in Earth Renaissance and Earth Victorian Era. At the end of any turn where you spent 1 less point in Cost than you were at least allowed, you may move this card from this Spacetime card to a Spacetime card of the same location and era with up to 4 of your Characters here.

"Driver! Be swift! The chase is on!"

AR. Helicopter, Artifact [3] /9D/

-User: Any Pilot or Troop.

-Vehicle. Plays only in Earth Present and Earth Postmodern Era. At the end of your turn, your Pilot or Troop may move this card from this Spacetime card to a Spacetime card of the same location and era. Your Characters working with that Pilot or Troop may move with it.

"Attention all personnel, Bad Wolf One descending, Bad Wolf One descending."

AR. *Helmet of Theron, Artifact [2]

-User: Any Argolin.

-Your Characters with Troop here are +1 Brawn and Bravery. Your Characters with Bureaucrat here are +1 Brains. Destroy at any time to destroy any card with the word "Tachyonic" in its title or any Troop-related Attack card.

"His ambition laid waste the planet. We keep it there to remind us to live in humility... and to die with grace."

AR. *Holy Ghanta, Artifact [3] /Inv/

-User: Any Character with "Monk" in its subtitle.

-Opposing Characters cannot start fights involving your User here unless they destroy ? cards from hand, where ? = the number of Users you have here. If you have a User here, you may destroy this Artifact at any time to freeze all opposing Human Characters here.

"It's going to guarantee us the welcome of a lifetime."

AR. Hydroxiding Spoon, Artifact [2] /S10/

-User: The Doctor.

-Your Machine Characters here are -1 Brawn. At the end of any fight here, you may destroy

this Artifact to destroy a random opposing Machine or non-Temporal Artifact.
"I like to stir things up."

AR. *i-Pod, Artifact [3] /9D/

-User: Any Character with History Native to the Far Future or later.
-At the start of each of your turns, name your choice of Poison, Running or any one Quality. Your Characters here gain the named Trait or are +2 to the named Quality until the end of your turn.
"Tainted love... Now I know I've got to run away..."
-DISC CHANGE-
"I'm addicted to you... Don't you know that you're toxic..."

AR. *Ianto's Diary, Artifact [1] /RU/

-User: Ianto Jones.
-Your User here gains History. You may destroy this Artifact at any time to [V] one of the following: A Torchwood-related Artifact, a Character that matches your User's Nativity exactly, or any Jack Harkness.
"All human record is a lie."

AR. Ice Gun, Artifact [2] /TM/

-User: Any Character with Marksman at a Twilight Era Spacetime card.
-Weapon. At the start of any fight here, you may randomly select one opposing Character to be frozen until the end of that fight. Dalek Pyro's game text is suspended here.
"Excellent, ice gun!" "Fire extinguisher."

AR. *Immortality Gate, Artifact [3] /DoG/

-User: Any Vinvocci.
-When played, name a species here. When your Character of that species is about to be destroyed here, you may destroy ? cards from hand to prevent that Character's destruction, where ? = that Character's Cost (cumulative).
"We calculate, that if this device can be fully repaired... it can restore the body, forever."

AR. Impregnated Parasites, Artifact [2] /LoT/

-User: The Rani.
-At any time, place on your non-Machine Character with less than 7 Brawn here (or an opposing non-Machine Character with less than 7 Brawn you kidnapped here). It is now an Enemy under your control and gains Minion (attached to a Character with Domination of your choice here). If Artifact destroyed, free this Character.
"I knew it wouldn't be hypnotism. Not with a chemist of your calibre."

AR. Info-Spike, Artifact [2] /IS/

-User: Adam Mitchell or Cathica.
-Your Users with Computers here are Computers (2). For every User you have here at the start of your turn, you may draw 1 card from your draw deck, then shuffle 1 card from hand into your draw deck (cumulative).
"You *are* the computer. You can transmit any piece of information from the archive of Satellite Five."

AR. Infostamp, Artifact [2] /DoG/

-User: Jackson Lake or any Cyberman.
-Weapon. Your Users here gain History (non-cumulative). Once per turn, at the start of any fight involving an opposing Machine here and started by your opponent, you may destroy this Artifact to destroy an opposing Machine here of that opponent's choice.
"Compressed information. Tons of it! That's the history of London, 1066 to the present day. This thing's like a disk... a Cyberdisk!"

AR. *Jackson Lake's TARDIS, Artifact [3] /DoG/

-User: Jackson Lake.
-Vehicle. At the end of any turn where you spent at least 1 less point in Cost than you were allowed, you may move this card from this Spacetime card to a Spacetime card with the same location and era with your Doctor and up to 3 of your other Characters here. [V] any Vehicle-related Tactic card from your draw deck.

"T-A-R-D-I-S, it stands for Tethered Aerial Release Developed In Style!"

AR. Janis Thorn, Artifact [2]

-User: Leela.

-Weapon. Your Characters with Poison are +1 Brawn and may destroy this Artifact at the start of any fight to make one opposing Character's Qualities all 0 until the end of that fight.

"...poisoned... intravenously."

AR. Jelly Babies, Artifact [1]

-User: The Doctor.

-User gains Charisma (cumulative). Once per turn, you may destroy a copy of this Artifact to freeze a Human with less than 6 Brains here (up to 2 Humans with less than 6 Brains if The Doctor (4) is here).

"Have a Jelly Baby!"

AR. *Journal of Impossible Things, Artifact [1] /10D/

-User: Any Character with a [fob] icon.

-At the start of your turn, choose one Trait printed on the top card of your discard pile. Your Users here gain that Trait until the start of your next turn.

"I sometimes think how magical life would be if stories like this were true."

AR. *K-NEL, Artifact [3] /RD5/

-User: K9.

-Vehicle. At the end of your turn, your K9 may move with this card from one Spacetime card to any other Spacetime card that features the same era, but a different location. Your K9 here counts as a Timelord Character with "CIA" in his subtitle for CIA-related cards, and if you don't have The Doctor here, may act as The Doctor.

"She flies like a bird."

(from K9 and the Time Trap)

AR. *Keller Machine, Artifact [3] /TL/55

-User: The Master.

-Your Enemies here are +? Brawn, where ? = the number of opposing Enemies in this Spacetime card's era (maximum: 3). Once per turn, if you do not start a fight here, you may [V] Hallucinations and play it here directly (for free). When you do so, each player must destroy one of their Victims here.

"The negative impulses are stored in that reservoir box there."

AR. Key of Marinus, Artifact [1] /RU/

-User: Any Character at a Marinus Spacetime card.

-Key. Only one copy of this Artifact may be played each full turn (regardless of which player does so). Your Characters with Tracking here are +1 Bravery (cumulative).

"The other four were taken and put in places of safety all over Marinus."

AR. Knick Knacks, Artifact [1] /AF/

-User: The Doctor.

-At any time, you may destroy this Artifact to do one of the following: Freeze a Character with Troop for an entire turn, [V] any non-Weapon Artifact with a printed Cost of 1 and place it directly here for free, or prevent another Artifact here from being destroyed.

"Where is that pass? It must be somewhere."

AR. *Koh-i-noor Diamond, Artifact [2] /10D/

-User: Queen Victoria or any Character with Thief (2)

-If you have all the requirements to Oppose an opponent's Goal here, you may destroy this Artifact to destroy a Puzzle card here. If Queen Victoria and your Troop here, this Artifact may not be stolen.

"He always said... the shine was not quite right. But he died with it still unfinished."

AR. *Kontron Crystal, Artifact [2] /PD/

-User: Any Timelord with Engineering.

-Temporal. Once per full turn, you may unfreeze your User during an opponent's turn, interrupting it until that User is frozen again. Any Weapon's bonus to opposing Characters'

Qualities here also applies to your Users here.

"I timeslip 10 seconds into the future. As I did so, I projected an image of myself."

AR. Krillitane Oil, Artifact [1] /PD/

-User: Any Krillitane.

-Your non-Krillitane Characters here are +1 Brains when facing Puzzle cards or attempting to Reach a Goal here. At the start of any of your turns, you may destroy this Artifact to destroy a random Krillitane here (up to random 2 Krillitanes if you have Demolitions here).

"And their learning power is being accelerated by the oil! That oil from the kitchens, it works as a... as a... conducting agent. Makes the kids cleverer."

AR. *Laser Screwdriver, Artifact [2] /LoT/

-User: The Master.

-Weapon. Your User here gains Laser, and is +3 Brawn in any fight. If your User here, Tachyonic Ageing is cumulative when played on a Timelord here. When you score points here, you may [V] Moves: The 18th Master.

"Who'd have sonic?"

AR. *Last Dodo, Artifact [3] /RD5/

-User: Any Character with both History and Science.

-If no opposing Characters here, your score is +1 points. During random selections, this Artifact counts as the Character with the lowest Brawn, Brains and Bravery (or lowest total of any of those Qualities) here.

"Creature: Dodo. Points: 800."

(from The Last Dodo)

AR. Makeshift Time Machine, Artifact [2] /RU/

-User: Any Unbound Torchwood or UNIT Character.

-Temporal. Vehicle. At the start of your turn, one of your Characters may move to or from one Spacetime card to or from any other Spacetime card.

"The mirrors are just incidental. They bounce chronon energy back into the centre which we control and decide the destination."

AR. *Martian Death Seed**, Artifact [2]

-User: Any Ice Warrior.

-Plays on a Spacetime card. Any Human here is -1 to all Qualities, and any Ice Warrior here is +1 to all Qualities (cumulative). Destroy to give one Ice Warrior here Science. The Doctor may destroy this card with 2 Science and 30 Brains here.

"Fungi which grow and burst, spreading their spores over large areas."

AR. Medicine Bag, Artifact [2] /S10/

-User: Any Character with Medicine.

-Your Characters with Science here gain Medicine (not cumulative). Once per turn, when a Character is about to be destroyed by a Medicine or Poison-related card, you may freeze one Character with Medicine here to freeze that Character instead (cumulative).

"Get me intravenous solutions for every single disease."

AR. Metal Spider, Artifact [3] /9D/

-User: Cassandra or Adherent of the Repeated Meme.

-Users here gain Charisma and Computers. This Artifact may join and follow any group of Allies and TARDIS Characters here. Your Puzzle, Danger and Monster cards that require Computers here gain one more Computers requirement. (Not cumulative.)

"My spiders have control of the mainframe... you all carried them as gifts, tax-free, past every codewall."

AR. Metebelis Crystal, Artifact [2]

-User: Any Character with Running or Thief at Metebelis 3.

-Opponent cannot play Domination-related cards here. Once per turn, return one Ally or TARDIS Character you own here to your control, destroying any card played on it by your opponent.

"Watch it carefully... Strange stones these Metebelis sapphires... Look into the blue light..."

AR. Mobile Phone, Artifact [2] /9D/

-User: Any Human Native to the Postmodern Era.

-Once per turn, destroy a card from hand to do one of the following: *Call home* - Play (at -1 Cost) a Native of the Postmodern Era at a Spacetime card to which it is Native if this Artifact and its User are at any other Spacetime card; *Call for help* - Give your User here one Trait from one of your other Characters here; *Caller I.D.* - Look at the top or bottom card of your deck.

"Think that's amazing, wait till you see the bill."

AR. *Mona Lisa, Artifact [2] /TM/

-User: Any Character with History and Thief.

-All Characters here are +1 Brains and Bravery. You may destroy this Artifact at the start of your turn to spend +1 points in Cost.

"It's quite good." "Quite! That's one of the great treasures of the universe and you say 'quite'?"

AR. Monoptican, Artifact [1] /IS/

-User: Any Urbankan.

-At the start of your turn, each of your opponents with a Character here must show you one random card from hand unless that player also has an Artifact with "Sonic" in its title here (cumulative, maximum: the number of Characters that opponent has here). Your Minions are +1 Brains here (cumulative).

"You must be having a ball."

AR. Movellan Ship, Artifact [3] /MoW/

-User: Any Movellan.

-Vehicle. This Spacetime card gains Base while this Artifact is here. At the end of your turn, your Movellan Pilot may move this card from one Spacetime card to another of the same era. Your Characters working with that Pilot may move with it.

"Interesting technique. Camouflage and defense."

AR. Movellan Virus, Artifact [4]

-User: Any Character with Poison or any Movellan.

-Destroy this Artifact at the start of your turn to destroy all Daleks at this Spacetime card. If you have 3 Daleks in play, prevents your opponents from destroying their Movellan Virus.

"The virus is only partial to Dalek, it will die once it does its work."

AR. Multi-Grade Anti-Oil, Artifact [1] /TM/

-User: The Doctor.

-Destroy this Artifact at any time to do one of the following: Freeze an opposing Machine Enemy here until the start of your next turn, make Monster cards requiring Computers or Engineering here -5 to any required Quality, or prevent a non-Temporal Vehicle at a Modern Era Spacetime card or later from moving this turn.

"If it moves, it doesn't."

AR. *Munch's Scream, Artifact [2] /RD5/

-User: Any Character with both History and Thief.

-Opposing Characters here are -? Bravery and your Characters with Madman here are +? to all Qualities, where ? = the number of total Screamer here. At any time, you may destroy this Artifact to freeze all opposing TARDIS Characters here.

"He heard a scream, an infinite scream passing through nature."

(from *Dust Breeding*)

AR. Mystery Box, Artifact [2] /S10/

-User: Any Adventurer.

-Once per turn, at the start of that turn, you may reveal the top card of your draw deck. If it is an Artifact, a Puzzle card, K9 or a Cybermat, you may destroy this Artifact to place that card directly into play here (for free, regardless of Nativity).

"What is that?" "How should I know?"

AR. Nestene Energy Unit, Artifact [2]

-User: Any Auton.

-While in play, your Autons are all +2 Brains. Destroy at any time to destroy one Ally here (that

has the UNIT Trait, if possible) and [V] Nestene Intelligence (both must be possible). (Cumulative.)

"There's some form of intelligence inside that globe?"

AR. Nitro 9, Artifact [2]

-User: Ace.

-When your Attack card just destroyed a Character here, destroy this Artifact to destroy another opposing Character randomly. Or, if you have 3 Demolitions here, destroy to also destroy a Puzzle card here.

"Ace! Give me some of that Nitro 9 that you're not carrying!"

AR. Non-Stick Bullets, Artifact [1] /RU/

-User: Any Marksman with UNIT or Torchwood.

-Your Users here are +1 Brawn in fights involving Characters with Creature or Machine (cumulative). Destroy this Artifact when your User faces a Monster card to make your total Brawn here +5.

"Armour-piercing, solid core with a Teflon coating. Go through a Dalek."

AR. *Omega's TARDIS, Artifact [4] /LoT/

-User: Omega.

-Temporal. Vehicle. May play without a User where a Resurrection Goal is playable. User may play here. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. You may move up to 3 Minions or Characters you have kidnapped here with it. Cards that refer to a TARDIS also refer this Artifact.

"That wasn't here before."

AR. Ood Tonic, Artifact [1] /S10/

-User: Any unique Ood.

-At any time, you may destroy this Artifact and a Human Character here to [V] an Ood with the same or a lower Cost and play it here directly (for free; regardless of Nativity).

"Ood-graft suspended in a biological compound."

AR. *Osiran War Missile, Artifact [3]

-User: 3 Minions if you have a "God" in play.

-Plays to destroy one other Artifact anywhere in play. Then, destroy this Artifact.

"It transposes with its projection... Pyramid power."

AR. *Osmic Projector, Artifact [3] /7Dr/

-User: Any Sontaran with Science.

-Temporal. Once per turn, while your Sontaran is here, you may move to this Spacetime card one of your Characters at a Spacetime card of a different era from this one. At the end of any of your turns, you may destroy this Artifact to move all your Characters here to a Spacetime card of a different era.

"Someone's operating a matter transmitter. The really odd thing is, there's a time transference too."

AR. *Osterhagen Key, Artifact [3] /IS/

-User: Any Native of Earth with Demolitions and UNIT.

-If you have 3 Users at an Earth Spacetime card at the start of any of your turns, you may destroy this Spacetime card and all cards here (TARDIS cards and Temporal Vehicles may move just before this happens). Each player may only have one Spacetime card destroyed this way each game.

"There's a chain of twenty-five nuclear warheads placed in strategic points beneath the Earth's crust."

AR. *Paradox Machine, Artifact [3] /LoT/

-User: Any unique Timelord Enemy.

-Temporal. If at an Earth Spacetime card, that Spacetime card counts as a Paradox Earth Spacetime card with the same date. If your TARDIS here, Enemies Native to a different location and era may play here. If this Artifact is destroyed, all Enemies not Native to this Spacetime card are shuffled into their owner's deck.

"If you're the future of the human race, and you've come back to murder your ancestors, you

should cancel yourselves out. You shouldn't exist."

AR. *Paradoxical Envelope, Artifact [3] /TM/

-User: Sally Sparrow or any Ally with History (2).

-When played, immediately select one Plot card from your side-hand, [V] any or all cards referred to by that Plot card's game text (place them under this Artifact), and return Plot card to side-hand. If your Doctor here, you may draw cards from under this Artifact instead of draw deck.

"How did the Doctor know where to write the words on the wall? How could he get the transcript? Where did he get all that information from?"

AR. *Paradoxical Portrait, Artifact [3] /TL/151

-User: Any Character with History (2).

-Temporal. Only plays where you do not have a TARDIS. When played, name one of your non-Timelord TARDIS Characters in play. That Character cannot be randomly chosen to be destroyed except here. If destroyed (except here), player responsible for its destruction must destroy all cards in hand.

"I'll tell you... 350 years ago!"

AR. Perception Filter, Artifact [1] /LoT/

-User: Jack Harkness or The Doctor.

-When a fight is started here, you may choose one of your Characters to not participate in that fight (cumulative). Any card that can specifically [V] TARDIS Key may also [V] this Artifact.

"Doesn't make us invisible, just unnoticed."

AR. Portable Prison Cell, Artifact [2] /TW1-T2/

-User: Any unique Torchwood.

-At the start of your turn, before cards are played, you may destroy a card from hand to place this Artifact on an Ally or Enemy here. That Ally or Enemy is kidnapped. At the start of your next turn, destroy this Artifact and free that Ally or Enemy.

"It's a sort of inflatable cell. Power runs down after an hour, though."

AR. *Precious Mineral, Artifact [2] /KTT/

-User: Any Bureaucrat or Thief.

-Key. Destroy to return to owner's hand any Ally or Enemy with Bureaucrat or Thief here, or to score +1 points from a just Reached or Opposed Profit Goal here.

"Jethrik, the rarest, the most valuable element in the galaxy!"

AR. *Project Indigo, Artifact [2] /IS/

-User: Any unique Character with UNIT

-At the start of your turn, you may move Artifact and its User here to any Spacetime card in the same era as this one. Unless that User is Martha Jones, that User is frozen.

"Experimental teleport salvaged from the Sontarans. But they haven't got co-ordinates or stabilisation!"

AR. *Prop Gun**, Artifact [1] /10D/

-User: Any Human Ally without Marksman.

-May act as a Weapon. All your Humans here are +1 Bravery (cumulative). When you lose a fight here, one Prop Gun here is destroyed.

"Oh come on! It's not real! ...It was either that or a spear."

AR. *Psychic Paper, Artifact [2] /9D/

-User: The Doctor or Jack Harkness.

-Users here gain Charisma. When facing a Puzzle, you may ignore one of its required Traits (your choice).

"It shows them whatever I want them to see. Saves a lot of time."

AR. *Psychic Projector, Artifact [2] /AiH/

-User: Any unique Torchwood.

-Temporal. If you have Medicine here at the start of any of your turns, you may freeze your User here to add its Traits and Qualities to your Allies and TARDIS Characters' totals at a Spacetime card in an earlier era until the end of that turn (Characters need not be at that

Spacetime card when you announce your target).

"I can go into Tommy's mind." "As a psychic projection, yes, if we're lucky."

AR. *Puzzle Box, Artifact [2] /TM/

-User: Countess Scarlioni or any Character with History (2).

-No player can steal your Artifacts here unless that player has Thief (2) here.

"It's a very rare and precious Chinese puzzle box. You won't be able to open it, so put it down."

AR. *Randomiser, Artifact [1] /AF/

-User: The Doctor.

-Temporal. If your TARDIS here, Black Guardian is not considered to be at this Spacetime card; if you just Opposed a Goal, you may unfreeze your Characters to immediately move them with that TARDIS to a Spacetime card of an opponent's choice (you choose that opponent).

"It's fitted to the guidance systems and operates under a very complex scientific principle called pot luck. No one knows where we're going, not even the Black Guardian." "Not even us."

AR. Record of Rassilon, Artifact [1] /DoG/

-User: Any Timelord.

-If at a Gallifrey Spacetime card or your TARDIS here, your Users here are +2 to all Qualities in fights involving opposing Characters with Vampire. (Not cumulative.)

"It's to do with... vampires."

AR. *Recorder, Artifact [1] /KTT/

-User: The Doctor.

-Once per turn, if your Doctor here, you may do one of the following things: Freeze your Doctor to freeze one "God" or Madman until the start of your next turn; or destroy this Artifact to ignore any one Trait required to Oppose a Goal this turn.

"Are we going to take this attitude to my music all the time?"

AR. *Regenerator, Artifact [4] /DoG/

-User: Any non-Doctor Timelord or any Kastron.

-If your User here: When your Timelord Character is destroyed here, you may suspend play to [V] Regeneration; when your unique non-Timelord Character is destroyed here, you may [V] any Character with the same title as that Character and immediately play it here for free by destroying ? cards from your hand, where ? = the Cost of the Character being played.

"Used by Time Lords in cases of acute regenerative crises."

AR. *Resurrection Glove (Left), Artifact [2] /TW2-T20/

-User: Jack Harkness or any Character with "Priest" in its title or subtitle.

-At the start of any of your turns, if your User here and you have a Character Native to this Spacetime card in your discard pile, you may play it here (paying its Cost). From that point on, while this Artifact is in play, when one of your Characters is destroyed, place it out of play instead.

"They tend to come in pairs."

AR. *Resurrection Glove (Right), Artifact [2] /TW1-T8/

-User: Gwen Cooper or Suzie Costello.

-At the start of any of your turns, if your User here and you have a Character Native to this Spacetime card in your discard pile, you may place it here. At the end of this turn, place that Character out of play.

"Reaching into the dark, finding the dead..."

AR. *Rift Key, Artifact [2] /AiH/

-User: Any unique Torchwood.

-Temporal. When your Character moves from any Spacetime card it is not Native to to any Spacetime card it is Native to and you move this Artifact with it, you may destroy this Artifact to destroy a Temporal card at either Spacetime card.

"It's basically a key. Once you're inside the time-shift, you can close the door behind you."

AR. *Rift Manipulator, Artifact [2] /PD/

-User: Any unique Character with Torchwood.

-Temporal. Once per turn, if Torchwood Hub and your Character with Torchwood here, you may Roll the Dice. If the number rolled is even, you may [V] any Temporal card. If the rolled number is odd, the opponent of your choice may destroy ? cards from hand to [V] any Temporal card or Enemy with "God", where ? = the Cost of that Temporal card or Enemy. "If we don't do this properly, anything could happen."

AR. *River's Sonic Screwdriver, Artifact [2] /EoT

-User: River Song

-May act as Sonic Screwdriver. Your User here gains Thief and is +1 to all Qualities when facing Puzzle cards. When your User here is destroyed, you may also destroy this Artifact to shuffle User into your draw deck instead.

"Why? Why would I give her my screwdriver?"

AR. Rocketship, Artifact [4]

-User: Any Pilot from Near Future era or later.

-Vehicle. Plays only in Near Future era or later. At the end of your turn, your Pilot may move this card from one Spacetime card to any other Spacetime card that features the same era, but a different location. Your Characters working with that Pilot may move with it.

"With T-Mat dead, there is no other way. Your rocket is the only way of reaching the moon."

alt: "Humans... Brilliant humans... Humans that can travel all the way across space..." (RD2)

AR. *Rogue TARDIS, Artifact [5] /RD2/

-User: 2 Timelords at a Gallifrey Spacetime card.

-Temporal. Vehicle. At the end of each of your turns, move this card to a different Spacetime card. If it starts from a Spacetime card where there is a TARDIS, that TARDIS may not move for one full turn. If it starts from a Spacetime card where there is no TARDIS, you may move any one Character here with it.

"We hear the memories of our matrices, of our prototypes, of our previous marks, the race memories of TARDIS-kind distilled and dripping in our birth canals."

(from *The Taking of Planet 5*)

AR. *Romana's TARDIS, Artifact [5] /RD5/

-User: Romana.

-Temporal. Vehicle. May play without a User. User may play here. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. 2 of your Characters working with that User may move with it. Non-Timelord TARDIS Characters here are +1 to all Qualities. Cards that refer to a TARDIS also refer this Artifact.

"This inn, this shack of light and raucousness..."

(from *Tomb of Valdemar*)

AR. Sanctuary Base, Artifact [4] /AW/

-User: 4 Humans (or Ood) with Engineering at a non-Earth Spacetime card.

-Your Characters here that meet at least one Trait requirement for Opposing a Goal here cannot be targeted by Danger or Monster cards. Opponent may destroy this Artifact by freezing 2 Enemies with Engineering or Demolitions here.

"You know, a thing about kits: This place was put together like a flat-pack wardrobe, only bigger.... and easier."

AR. *Sash of Rassilon, Artifact [2] /DoG/

-User: Any Timelord with "President" in its title or subtitle.

-When a random selection is made here, you may destroy a card from hand to exclude a Timelord of your choice (one with "President" in its title or subtitle if possible) from that random selection.

"It protects its wearer from being sucked into a parallel universe."

AR. *Scarf, Artifact [1]

-User: The Doctor.

-Weapon. Once per turn, if your Doctor here, you may do one of the following things: Freeze one Enemy with less than 7 Brawn until the start of your next turn; or add +5 to your Doctor's Quality required to overcome a Puzzle card.

"Madame Nostradamus made it for me. A witty little knitter."

AR. Sea Devil Blaster, Artifact [2] /MoW/

-User: Any Sea Devil.

-Weapon. This Artifact plays at -1 Cost if another Sea Devil Blaster in play. Your Sea Devils here are +1 Brawn (cumulative).

"It's a gun."

AR. **SIDRAT, Artifact [5] /DoG/

-User: War Chief.

-Temporal. Vehicle. May play without a User where a Meddling Goal is playable. User may play here. At the end of your turn, any Timelord may move this card from one Spacetime card to any other Spacetime card. All your Characters with Troop and TARDIS Characters working with that Timelord may move with it. Cards that refer to a TARDIS also refer this Artifact.

"But who else would have space-time machines like the TARDIS?"

AR. Silurian Battle Cruiser, Artifact [4] /MoW/

-User: Any Silurian.

-Vehicle. Alien Invasion may be Reached with 4 Native Silurians instead of listed Character requirements here. At the end of your turn, your unique Silurian may move this card from one Spacetime card to another of the same era. Your Characters working with that Silurian, and any Characters you have kidnapped here, may move with it.

"Are you telling us not to defend ourselves?" "I'm saying you have no defense."

AR. Skeleton Key, Artifact [2] /7Dr/

-User: Jo Grant or any Character with Thief (2).

-When one of your Characters here is kidnapped, you may place Skeleton Key on that Character. At the start of any of your turns, you may release all Characters here that do not have a Prisoner card played on them.

"Sonic screwdriver?" "No, that only works on electronic locks... We need something far more primitive."

AR. Skinsuit, Artifact [2] /9D/

-User: Any Raxacoricofallapatorian, Foamasi or Character with [V] Skinsuit.

-When played, place on a User of your choice. When a unique non-Machine Ally has just been destroyed here, place that Character under this Artifact (limit: 1) instead of in discard pile. This Skinsuit's User gains all of that Character's Traits it does not already have and may be excluded from fights started by an opponent.

"They turn the body into a suit... for the thing inside..."

AR. Sniper Rifle, Artifact [2] /DoG/

-User: Any Character with Marksman.

-Weapon. At the start of each of your turns, choose a User here to gain Aware and Thief (not cumulative). If a Historical Goal here, you may destroy this Artifact and ? cards from hand at any time to destroy a Bureaucrat here, where ? = the Cost of that Bureaucrat.

"Only in mathematics will we find truth."

AR. *Sonic Blaster, Artifact [2] /9D/

-User: Jack Harkness.

-Weapon. Your Jack Harkness here gains Demolitions, and is +2 Brawn in any fight. Destroy this Artifact at any time to [V] up to 2 Escape cards.

"Sonic blaster, 51st century. Weapon factories of Villengard."

AR. Sonic Booster, Artifact [2] /Inv/

-User: Nyssa or any Character with Engineering (2).

-Weapon. At any time, destroy this Artifact to start a fight involving your Engineering. No Bang! cards may be played during this fight. If you have more Brains than your opponent here, one random opposing Machine is destroyed.

"If we connect it to a frequency accelerator... we just get a high enough pitch to vibrate the android to pieces."

AR. *Sonic Cannon, Artifact [3] /AW/

-User: D.J.

-Weapon. At the start of any fight, if your Marksman here, you may destroy ?-1 cards (minimum: 1) from hand to destroy a Machine Enemy with a Cost of ? here. You may shuffle this Artifact into your deck at any time to destroy Musical Key here.

"This is a highly directional ultrasonic beam of ROCK 'N' ROLL!"

AR. *Sonic Lance, Artifact [2] /MoW/

-User: The Doctor.

-Weapon. Your Doctor here gains Engineering and is +2 Brawn in fights.

"I wouldn't advise sticking it in the Cyber Controller. He might snap your hand off."

AR. *Sonic Lipstick, Artifact [2] /SJA-SJ3/

-User: Sarah Jane Smith.

-Your User here gains Thief, and once per turn, may suspend the game text of one Artifact here until the end of that turn (except another Artifact with the word "Sonic" in its title). Destroy a card from hand at any time to [V] an Escape card.

"Either let my son and his friend go, or I destroy the talisman with sonic disruption."

AR. *Sonic Screwdriver, Artifact [2]

-User: The Doctor.

-Your Doctor here gains Engineering, and is +3 Brawn in any fight involving Robot Enemies. Destroy a card from hand at any time to [V] an Escape card.

"It's a sonic screwdriver - never fails."

alt: "Who looks at a screwdriver and thinks 'Oooh, this could be a little more sonic?'" (RD1)

AR. Sontaran Wand, Artifact [3] /PD/

-User: Any Sontaran.

-Weapon. This Artifact plays at -1 Cost if another Sontaran Wand in play. Your Sontarans are +1 Brawn here (cumulative). Once per turn, when your Sontarans would destroy a Character in a fight here, they may instead take control of that Character.

"Magic weapons? Like that that smote the sword from my hand?"

AR. Spacesuit, Artifact [2] /AW/

-User: Any Character not Native to Modern Era or before.

-When you face a Danger card here, choose 2 of your Characters. They may not be targeted by that Danger card.

"Oxygen-nitro balance, gravity... It's been ages since I wore one of these."

AR. *Starry Night, Artifact [3] /TL/213

-User: Vincent Van Gogh or any Character with both History and Thief.

-Your Characters with Aware (2) here are +2 to all Qualities. Opposing Characters without Aware here are -1 to all Qualities. When a card not Native to this Spacetime card is played here, you may look at 2 random cards from all opponents' hands and 1 from all opponents' side-hands.

"I've seen many things, my friend, but... nothing quite as wonderful as the things you see."

AR. Staser, Artifact [2] /LoT/

-User: Any Character with Marksman Native to Gallifrey.

-Weapon. Your Users here are +1 Brawn (cumulative). Once per turn, when your Gallifrey Native would destroy a Character in a fight here, they may instead kidnap that Character.

When a Timelord is destroyed in any fight involving this Artifact, its player cannot use Regeneration to [V] a Timelord of the same name.

"Please, don't fire that thing."

AR. *Stone Spaceship, Artifact [4] /TM/

-User: Control, Josiah or Light.

-Vehicle. At the end of your turn, your User may move this card from one Spacetime card to any other Spacetime card that either features the same era, but a different location, or the same location but a later era. Up to 3 Characters working with that User and any Husks here may move with it.

"...faster than the speed of Light".

AR. *Taranium Core, Artifact [3] /KTT/

-User: Mavic Chen or Dalek Supreme.

-When Time Destructor is played here, your entire hand is destroyed. May be placed out of play (with any card played on it) by any player that has 2 Engineering and 2 Science here.

"A full emm of taranium, the rarest mineral in the universe. It's taken fifty Earth years to acquire even this amount."

AR. TARDIS Key, Artifact [2] /9D/

-User: The Doctor.

-Once per turn, you may play one TARDIS Character directly to your TARDIS card regardless of Nativity (not cumulative). Destroy at any time during your turn to unfreeze one TARDIS Character here.

"...about time you had one."

AR. *TARDIS Manual, Artifact [1]

-User: Any TARDIS Character.

-If your TARDIS card here, you may, at any time, destroy this Artifact or a TARDIS card from hand or the top 3 cards of your draw deck to destroy a Temporal card here.

"I found it in the workshop propping open a vent." "Oh yeah, started reading that once."

AR. TARDIS Power Cell, Artifact [1] /10D/

-User: Any TARDIS card.

-Temporal. Weapon. When you destroy a card from hand, you may place it under this Artifact instead (limit: 1). Once per full turn, you may destroy the card under a TARDIS Power Cell here to do one of the following: Destroy a Machine Enemy involved in a just-started fight here; make your Doctor here +2 Bravery (cumulative); or destroy Sideways.

"It's tiny. One of those insignificant little power cells that no one ever bothers about, and it's clinging onto life. But with one little ounce of reality tucked away inside."

AR. *Telepathic Pendant, Artifact [3] /TW1-T7/

-User: Any Arcateenian or Toshiko Sato.

-An opponent cannot attempt to Reach a Goal, Oppose a Goal, score points from a Purpose card, or start a fight here unless having first announced it at the start of your preceeding turn. If an opponent does not attempt an announced action, that opponent must destroy a card from hand.

"With this, you can read people's minds. It levels the pitch between Man and God."

AR. *Telepathic Recorder, Artifact [3] /S10/

-User: Any Vespiform.

-Your Users here gain Domination. At the start of any of your turns, you may name one non-Vespiform Character here. That Character also gains Domination and one of your Vespiforms here may use that Character's special ability as if it were its own until the start of your next turn.

"It beamed your full identity directly into your mind. And, at the same time, it absorbed the works of Agatha Christie directly from Lady Eddison."

AR. *The 200, Artifact [3] /S10/

-User: Lady Christina.

-Vehicle. Plays only in Postmodern Era. At the end of your turn, your Pilot may move this card from this Spacetime card to a Spacetime card of the same location and era. Your Characters working with that Pilot may move with it. Your Natives of Earth Postmodern Era here are +1 to Bravery if at a non-Earth Spacetime card. [V] The 200 Passengers

"Anti-gravity clamps. Didn't I say?"

AR. *The Crucible, Artifact [4] /IS/

-User: Davros or Supreme One.

-Vehicle. This Spacetime card counts as a Base. If a Spacetime card here is destroyed, you may immediately move this Artifact and all your Enemies, Artifacts and kidnapped Characters here to any other Spacetime card in play.

"There's a massive Dalek ship at the centre of the planets."

AR. *The Doctor's Hand, Artifact [2] /10D/

-User: Jack Harkness or The Master.

-At the end of your turn, you may move this Artifact and one of its Users to any Spacetime card where a player has The Doctor if that Spacetime card has the same era as the Spacetime card where you have this Artifact. If your Master here, any opposing Doctor here is -3 to all Qualities.

"I said I had a Doctor detector."

AR. *The Eye of Horus, Artifact [3]

-User: Any "God".

-If your "God" is here at the start of your turn, choose an opponent's "God" to be frozen until the start of your next turn. Artifact destroyed if opposing Minions with a total of more than 12 Brawn are ever here.

"... Your interference has condemned me forever to remain a prisoner in the Eye of Horus."

AR. *The Hand of Omega, Artifact [5]

-User: The Doctor, Rogue Black Dalek or Davros.

-At the start of your turn, place on your other Spacetime card where points have not yet been scored. From now on, you can [V] one Temporal card (or Energized Bat) each turn, and all your Temporal cards are played at -1 Cost. Unless it is a Gallifrey Spacetime card, it is destroyed along with this Artifact and all cards there not aboard a TARDIS.

"It's called that because Timelords have an infinite capacity for pretension. The Hand of Omega is a mythical name for Omega's remote stellar manipulator, a device used to customize stars with."

AR. *The Infinite, Artifact [3] /S10/

-User: Any Great Old One.

-Immediately move this Artifact to a Spacetime card where you have no Characters. Once per turn, if you have a Character here, you may [V] a card that Character specifically refers to.

"The legendary starship with the power to create your heart's desire."

AR. *The Master's Ring, Artifact [2] /DoG/

-User: The Master or any Minion (The Master).

-Once per turn, you may [V] The Master. If you have The Master here, he is +1 to all Qualities and your Characters with Minion (The Master) are +1 Bravery here.

"Part of him survived!"

AR. *The Master's TARDIS, Artifact [5] /Inv/

-User: The Master.

-Temporal. Vehicle. May play without a User where an Apocalypse Goal is playable. User may play here. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. You may move up to 2 Characters you have kidnapped here with it. If an opposing Doctor here, your User is +1 to all Qualities. Cards that refer to a TARDIS also refer this Artifact.

"I must have my TARDIS!"

AR. *The Monk's TARDIS, Artifact [5] /KTT/

-User: Meddling Monk.

-Temporal. Vehicle. May play without a User where a Historical Goal is playable. User may play here. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. 2 of your Characters working with that User may move with it. When attempting to Reach a Meddling Goal here, any Quality required to overcome a Puzzle card is -5. Cards that refer to a TARDIS also refer this Artifact.

"It usually blends in with its surroundings..."

AR. *The Pandorica, Artifact [5] /RU/

-User: Any unique Enemy with no location in its Nativity.

-Once per game, you may make an opponent move a TARDIS card here. If an opposing Doctor is kidnapped here, immediately place him under this Artifact. To free this Doctor, its owner must destroy ? of his or her cards in play, where ? = this Doctor's Cost. Then, change game text to: Once per turn, you may place a Character here under this Artifact and move The Pandorica to another Spacetime card. At the start of your next turn, place Character here.

"It was built to contain the most feared thing in all the universe."

AR. The Rani's TARDIS, Artifact [5] /LoT/

-User: The Rani.

-Temporal. Vehicle. May play without a User where an Experiments Goal is playable. User may play here. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. 2 of your Characters working with that User may move with it. At the start of your turn, you may move this card to any Spacetime card where you have User. Cards that refer to a TARDIS also refer this Artifact.

"A TARDIS linked to a Stattenheim remote control."

AR. *The Source, Artifact [4] /S10/

-User: Any Character at a Messaline Spacetime card.

-If at a non-Earth Spacetime card: That Spacetime card becomes a Base; your Force-Grown Clones, Hath and Humans play here at -1 Cost. At any time, you may destroy this Artifact to take a just-destroyed Character from your discard pile into hand.

"It's used to make barren planets habitable. Look around you! It's not for killing, it's bringing life."

AR. *The Valiant, Artifact [3] /TL190/

-User: Character with UNIT Native to Postmodern Era or The Master (18).

-Vehicle. Plays only in Earth Postmodern Era. At the end of your turn, your UNIT Character or The Master may move this card from one Spacetime card to any other Earth Postmodern Spacetime card. Your UNIT Characters or Characters with Minion (The Master) working with that Character may move with it (along with any Characters you kidnapped here).

"A ship for the 21st century, protecting the skies of planet Earth."

AR. Thief's Kit, Artifact [1] /S10/

-User: Any Thief.

-Your Users here are +1 Brains (cumulative). If your opponent has an Artifact here (except one whose User is The Doctor), you may [V] Once a Thief... (once per turn; not cumulative). At any time, you may destroy this Artifact to [V] Skeleton Key.

"Ooh... someone came tooled up... the sort of stuff a thief would use."

AR. Thumbscrews, Artifact [1] /TM/

-User: Any Enemy Native to Middle Ages or Renaissance.

-If you have kidnapped a Character here, you may ask its owner to destroy a card from hand (once per Character per turn). If he or she does not, you may draw a card.

"Ah!" "I haven't started yet." "I know, it's just his hands are cold."

AR. *Time Cabinet, Artifact [3]

-User: Magnus Greel.

-Temporal. Vehicle. At the end of your turn, you may move Artifact and up to 4 Enemies here to any Spacetime location. When you do, reveal the top card of your deck. If it is a Bang! card, one Character that just moved is destroyed (your choice).

"The power source... is a zigma beam. At the moment, it's like a piece of elastic, fully stretched..."

AR. *Time Dams, Artifact, [4] /KTT/

-User: Queen Xanxia or any non-Native of Earth with 2 Science.

-Temporal. When a card is played or destroyed here, you may place one card from hand under this Artifact to return the played or destroyed card to its owner's hand. When there are 4 cards under this Artifact, place Time Dams and all cards under it out of play.

"They can slow down the flow of time... given enough energy."

AR. *Time Ring, Artifact [2] /LoT/

-User: Any Timelord with "CIA" in its title or subtitle.

-Temporal. At the start of any of your turns, User may move to any Spacetime card with Artifact. At the end of that turn, you may return User to any Gallifrey Spacetime card, with or without this Artifact. At the end of any of your turns, this Artifact and any of your TARDIS Characters here may move to any Spacetime card where you have a TARDIS card. At any time, you may move this Artifact to your User.

"Be careful not to lose it. That time ring is your lifeline."

AR. *Time-Sealed Orders, Artifact [2] /AiH/

-User: Any Torchwood.

-Temporal. When attempting to Oppose a Goal or score points from a Purpose card involving your User, the last Puzzle card you must face before that attempt is -5 to any required Quality. At any time, destroy this Artifact to [V] Torchwood Assignment.

"It's a Temporal lock tied in with the rift frequencies at the hospital. When the rift nears completion the box will open..."

AR. *Timelord Casket, Artifact [2] /AF/

-User: Any Timelord.

-You may play your Deathworm for free directly under this Artifact, or when your Timelord Enemy is about to be destroyed here, place it under this Artifact instead (limit: 1 Character per Timelord Casket). At the end of your turn, you may move this Artifact to an opponent's TARDIS. At the start of any of your turns, destroy this Artifact to play the Character under it here regardless of Nativity.

"Even in death, I couldn't trust him."

AR. **Timelord Fobwatch, Artifact [2] /10D/

-User: Any Character with a [fob] icon.

-At any time, you may swap a [fob] icon Character in or out here for free, suspending play to do so. If no Timelord here, any Character with Aware (2) here may act as a Timelord.

"This watch is me."

AR. *Timelord Killer, Artifact [2] /LoT/

-User: Martha Jones.

-Weapon. Enemy Timelords here are -1 to all Qualities. At any time, if an opposing Enemy Timelord here, you may destroy this Artifact to Roll the Dice. If your roll is higher than that of the Enemy Timelord's Bravery, destroy that Enemy Timelord. If your roll is equal or lower than that of the Enemy Timelord's Bravery, its owner must show you his or her hand.

"Four chemicals, slotted into the gun, inject him... kills a Time Lord permanently."

AR. *Timeship, Artifact [5] /9D/

-User: Jack Harkness.

-Temporal. Vehicle. Plays without a User in Twilight Era or later. At the end of your turn, User may move this card from one Spacetime card to any other Spacetime card. 2 of your Characters working with that User may move with it. Once per game, you may [V] either Nanogenes or Recall Button.

"This is a Chula ship." "Only this one *is* dangerous."

AR. *Timey-Wimey Detector, Artifact [2] /TM/

-User: The Doctor.

-Temporal. When a Temporal card is played here, or a Temporal Artifact or TARDIS card moves to this Spacetime card, you may draw a card.

"Tracked you down with this. This is my timey-wimey detector. It goes ding when there's stuff."

AR. *Tissue Compression Eliminator, Artifact [2] /PD/

-User: The Master.

-Weapon. Your Master is +1 Brawn here. Once per turn, if your Master here, you may do one of the following things: Freeze your Master to destroy one Ally with a Cost of 1 or less here (its owner must destroy a card from hand); or add +5 to your Master's Quality required to destroy a Monster card.

"The mark of the Master."

AR. Tool Kit, Artifact [2] /Inv/

-User: Any Character with Engineering.

-Your Characters with Engineering here are +1 Brains (cumulative). Once per turn, if your User here, you may play any other Artifact here at -1 Cost (not cumulative). Destroy this Artifact at any time to destroy Misjump or TARDIS Fault played here.

"We'll need a heavy-duty cable and an adapter."

AR. Torch, Artifact [2] /AiH/

-User: Any Character Native to Earth Antiquity or Earth Middle Ages.
-Weapon. Your Users here are Brawn +1 (cumulative) and gain Laser (not cumulative).
"Leave now and start the fires."

AR. *Torchwood SUV, Artifact [2] /TW1-T6/

-User: Any Torchwood.
-Vehicle. Plays only in Earth Postmodern Era. At the end of your turn, your Torchwood Character may move this card from one Spacetime card to any other Earth Postmodern Era Spacetime card. Your Torchwood Characters working with that Character may move with it. When facing Puzzle cards here, one of your Torchwood Characters here gains Computers or Tracking (your choice).
"Is that ours?"

AR. Transmat Capsule, Artifact [3] /DoG/

-User: Any non-Human Character Native to Present or Postmodern Era.
-Vehicle. At the end of your turn, you may move this Artifact and any of your Characters here from an Earth Orbit Spacetime card to an Earth Spacetime card in the same era, or vice-versa.
"It's a pity those things don't have a wider range."

AR. Trickster's Ring, Artifact [2] /S10/

-User: Trickster or any Minion (Trickster).
-At the start of each of your turns, choose one opposing female Ally or TARDIS Character here. Your Users gain one of her Traits (your choice) until the start of your next turn. This card is cumulative, but the same Trait may not be gained more than once per turn.
"The moment you put that ring on my finger, I was your puppet."

AR. *Trojan Horse, Artifact [5] /TL/19

-User: The Doctor or any Character with Engineering Native to Earth Antiquity.
-When played, immediately [V] up to 4 Troop Native to this Spacetime card and place them under this Artifact. If any Enemies here at the start of your turn, you may place the Characters under this card into play here (for free) and immediately destroy this Artifact and 2 cards from hand to [V] a Troop-related Attack card directly to table (for free).
"We build it hollow, and we fill it with soldiers, and leave it on the sandy plain for the Trojans to capture it. Hmm?"

AR. *Ultima Machine, Artifact [5] /7Dr/

-User: A Character with Computers (2).
-At the start of each of your turns, choose one: +10 to your total Brains when meeting a Puzzle card or Goal's requirements; or all players must reveal their hands to each other; or destroy this Artifact to [V] a "God" directly to this Spacetime card at 0 Cost.
"In the future, we'll have many more computing machines... thinking machines!" "Yes, but whose thoughts will they think?"

AR. *Umbrella, Artifact [1] /7Dr/

-User: The Doctor.
-When you play a Defense or Escape Bang! card here, immediately draw a card (2 if The Doctor (7) is here). Each time you score points (except for Reaching a Goal), you may take one Defense or Escape card from your discard pile and place it under your deck.
"Feel the rain, Doctor..."

AR. *UNIT Mobile HQ, Artifact [2] /Inv/

-User: Any UNIT.
-Vehicle. Plays only in Earth Present era. At the end of your turn, your UNIT Character may move this card from one Spacetime card to any other Earth Present Spacetime card. Your UNIT Characters working with that Character may move with it.
"Hello Greyhound, this is Trap One. Do you read me? Over."

AR. Varied Coinage, Artifact [1] /RU/

-User: The Doctor or any unique Character where you have a Temporal Vehicle.
-At the start of any of your turns, you may destroy one copy of this card to make all your Characters here count as Natives of this Spacetime card until the start of your next turn.

"Do you mind? It's a very valuable piece of coinage."

AR. Venerable Twig, Artifact [2] /9D/

-User: Any Tree.

-Your Trees here are +1 to all Qualities. At any time, place this card out of play to [V] any Tree directly to this Spacetime card (for free).

"The gift of peace, I bring you a cutting of my grandfather."

AR. Video Phone, Artifact [2] /DoG/

-User: Any Human Native to Postmodern Era.

-Once per turn, destroy a card from hand to do one of the following: *Call contact* - Give your User here one Trait from one of your other Characters at a Postmodern Era Spacetime card until the end of this turn; *Take picture* - Take one of your Conditions here into your hand; *Internet Access* - Draw a card.

"Here they come. The human race. The end comes, as it was always going to. Down a video phone!"

AR. *Void Ship, Artifact [3] /RU/

-User: Any Cult of Skaro Dalek.

-Temporal. Vehicle. At the end of your turn (or at any time, suspending play, if you destroy your entire hand), you may move Artifact and all Cult of Skaro Daleks here to or from any Dimensional Spacetime card. This movement may not be prevented or modified by another player.

"It's a vessel designed to exist outside time and space. Travelling through the Void."

AR. Voodoo Doll, Artifact [3] /PD/

-User: Any Carrionite or Character with the word "Voodoo" in its title or subtitle.

-At the start of your turn, you may Roll the Dice and choose one non-Carrionite Character here with any printed Quality equal to the rolled number. That Character gains Minion (Carrionites) and is under your control until the end of the turn. Then, if you owned that Character, you may destroy it to draw ? cards, where ? = Character's Cost.

"Now, you might call that magic. I'd call that a DNA replication module."

("But the counterfeit of a man.")

AR. Vortex Manipulator, Artifact [3] /LoT/

-User: Jack Harkness or John Hart.

-Temporal. At the start of your turn, you may move Artifact, its User and up to 2 Characters here to any Spacetime card in the same era as this one (in any era if The Doctor or John Hart here). When you do, all Characters you moved are frozen until the end of this turn.

"The moral is, if you're gonna get stuck at the end of the universe, get stuck with an ex-Time Agent and his vortex manipulator."

AR. *Warp Star, Artifact [3] /IS/

-User: Any Adventurer Sarah Jane Smith.

-At the start of your turn, if you have Demolitions here, you may name an opponent's card here (except a Spacetime card, TARDIS card or Goal). Unless that opponent destroys ? cards from hand, where ? = the named card's Cost, you may destroy this Artifact to destroy the named card at the end of your turn.

"A warpfold conjugation trapped in a carbonised shell. It's an explosion... An explosion waiting to happen."

AR. *Water Pistol, Artifact [2] /AiH/

-User: The Doctor or Graske.

-Weapon. Your User here is +2 Bravery. When facing Monster cards, your User is +5 Brawn. If your User has Poison, you may destroy this Artifact at the start of any fight it is involved make this User +5 to the Quality of your choice or to draw an extra Tactic.

"You fought her off with a water pistol. I bloody love you."

AR. Web-Gun, Artifact [2] /Inv/

-User: Any Yeti.

-Weapon. Your Yeti gain Poison and are +1 Brawn here. When your Yeti would destroy a Character in a fight here, they may instead destroy a Demolitions-related Artifact here.

"The trouble is, every time we lay the charges, the Yeti cocoon them."

AR. *Web-Star, Artifact [4] /AF/

-User: Any Racnoss.

-Vehicle. At the end of your turn, your Racnoss may move this card from one Spacetime card to any other Spacetime card that features the same era, but a different location. Your Characters working with that Racnoss may move with it. Your Racnoss here gain Laser.

"I shall descend this night - I shall descend upon this Earth and shine!"

AR. *Whomobile, Artifact [3] /TL/73

-User: The Doctor.

-Vehicle. Plays only on Earth Present. At the end of your turn, you may move Artifact with your Doctor and up to 3 other Characters to another Earth Present Spacetime card. If an opponent's Vehicle moves from this Spacetime card to another Earth Present Spacetime card, you may immediately move this Artifact with your Doctor and up to 3 other Characters to that Spacetime card.

"I've just spotted a silver hovercraft being chased by an old crock at ninety miles an hour."

AR. Winch, Artifact [2] /S10/

-User: Lady Christina or any Character with Thief (2).

-You may replace one single Trait or one Artifact required by a Danger, Monster or Puzzle card that also requires Bravery here with Winch. At any time, destroy this Artifact to look at the cards under a Museum card here (once per game, if your User here, you may take one random card from under that Museum card). (Not cumulative.)

"Quite the mystery, aren't you? ...Carrying a winch in her bag."

AR. Wind-Up Mouse, Artifact [1] /S10/

-User: The Doctor.

-Once per turn, you may freeze an opposing Character with Troop here until the start of your next turn. When your Characters face a Danger card that can destroy Characters here, you may destroy this Artifact to gain +7 to your total for any Qualities required by that Danger card.

"I was gonna distract him, not clobber him!"

AR. Yeti Control Sphere, Artifact [2] /Inv/

-User: Padmasambhava or any Yeti.

-Your Yeti here are +1 Brains. When your Yeti is destroyed here, return that Yeti to hand. At any time, you may destroy this Artifact to play a Yeti to this Spacetime card for free (ignoring its Nativity).

"That sphere is like a brain. They had to get it back."

AR. *Z-Neutrino Catalyser, Artifact [2] /IS/

-User: Doctor Blue or any Character with Dalek Killer played on it.

-Weapon. When an opponent starts a fight here, name a species. For each of your Characters destroyed during or as a result of this fight, you may destroy one random opposing Enemy of the named species (2 if you named Daleks).

"A Z-Neutrino biological inversion catalyser... Davros said he built those Daleks out of himself. His genetic code runs through the entire race. If I can use this to lock the Crucible's transmission onto Davros himself..."

AR. Zero Cabinet, Artifact [2] /PD/

-User: Any TARDIS card.

-At the start of each of your turns, place this Artifact on one of your Timelords here until the start of your next turn. If one of your opponents plays a Condition on this Timelord, that Condition is destroyed and this Timelord is frozen. If you have Zero Room here, you may destroy it at the start of any of your turns to spend +2 points in Cost on that turn.

"We make another Zero Room out of what's left."

Conditions

C. +1 Second, Condition [2] /IS/

-Temporal. Plays on any Spacetime card. All Spacetime cards with +1 Second count as if they have the same era. When a TARDIS card or Vehicle moves between this Spacetime card and a Spacetime card without +1 Second on it, its controlling player must destroy ? cards from

hand, where ? = the Cost of this Spacetime card.

"A second out of sync with the rest of the universe. Perfect hiding place, tiny little pocket of time."

C. *A Hero, Condition [?] /7Dr/

-Plays on your Doctor, where ? = Cost of that Doctor. He is +3 to one Quality of your choice. You may change which Quality at any time by destroying a card from your hand.

"I owe it to my friend because I got her into this. So you see, I'm not gonna let you stop me now!"

alt: "As far as I'm concerned, you've got to earn that title." (10D)

C. A Holiday for the Doctor, Condition, [3] /KTT/

-Once per game, play on any TARDIS card. Its owner may only score points from Reaching Goals until that TARDIS card moves to a Holiday Spacetime card (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"I like the sound of Argolis..."

C. A Little Drunk, Condition [2] /AiH/

-Plays on any Holiday Spacetime card. Opposing Humans here are -1 to both Brains and Brawn, and +1 to Bravery (not cumulative). After any fight here, destroy this Condition.

"You know Ian, I could get used to this sort of life." "I already have."

C. A Long Way Up, Condition [0] /AiH/

-Escape. Plays on any Spacetime card. Once per turn, if your Character has been kidnapped here, you may place a card from hand under this Condition. Once per turn, the player who kidnapped that Character may take one of his or her Characters with Marksman or Tracking here into hand to destroy a card under this Condition. When there are 2 cards under this Condition, free your kidnapped Characters here. Then, destroy this Condition.

"There is another way... Straight up."

C. A Look Round, Condition [1] /Inv/

-Plays on any Spacetime card your TARDIS card has moved to at the end of the last turn and freeze all your TARDIS Characters there until the start of your next turn. Any Danger, Monster or Puzzle cards your Characters encounter here are -10 to any required Quality.

"Is it safe?" "Oh, I shouldn't think so for a moment."

C. *A Magnet for Trouble, Condition [5] /9D/

-Plays on an opposing TARDIS Character. Your Danger cards, Monster cards and Enemies play at -1 Cost here. Destroy this Condition when this Character is swapped out.

"When disaster comes, he is there. He brings the storm in his wake, and has one constant companion... Death."

C. *A Mere Utility, Condition [2] /TL/115

-Prisoner. Plays on any Ally or TARDIS Character with a Quality higher than 7 (or Adric) you kidnapped. Your Enemies here are +1 to that Ally or TARDIS Character's highest Quality (in case of a tie, 2 or 3 highest Qualities).

"Perhaps this little demonstration will give you some glimpse of my real power." "Power you're getting from me! From my computations!"

C. A Simple Operation, Condition [2] /7Dr/

-Prisoner. If you have an Enemy with both Medicine and Science here, plays on a non-Machine Ally or TARDIS Character you kidnapped. It gains one species of your choice among the species at this Spacetime card, and becomes an Enemy under your control.

"I have no doubt you could augment an earwig to the point where it understood nuclear physics..."

C. *A Stitch in Time, Condition [3] /AiH/

-Purpose. Temporal. If you have no other Purpose card in play, plays on your Ally at a Spacetime card it is not Native to where you have Torchwood. If you have Torchwood here and move this Character to a Spacetime card it is Native to without using a TARDIS card, score 2 points. Then, destroy this Condition and you may destroy one opposing Temporal

card either at Character's destination or where you have Torchwood.
"When you go back to 1918, your life will be like a thread, stitching time back together again."

C. A Target on Your Chest, Condition [3] /9D/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has Charisma here must select one of his or her Character with Charisma (except The Doctor) to be placed under this Condition. At the end of your turn, players that can show a card that Costs more than 3 from hand may place their Character back into play. Then, destroy this Condition and any Characters under it. (Not cumulative.)

"Okay. Maybe not *this* tee-shirt."

C. A Time for Everything, Condition [1] /10D/

-Plays to destroy your unique Ally or Artifact to draw ? cards, where ? = the Cost of that Ally or Artifact.

"Everything has its time. You know that, old friend, better than most."

C. *A Wound in Time, Condition [3] /TM/

-Temporal. Plays on any Meddling Goal that has not been Opposed or any Temporal card at a Spacetime card. You may immediately [V] Reaper and play it here for free. Any player with such cards here must destroy ? cards from hand at the start of each of his or her turns, where ? = the number of such cards here.

"Time's been damaged and they've come to sterilize the wound."

C. *Abaddon, Condition [4] /TW1-T13/

-Monster. Plays on any Spacetime card. At the start of owner's turn, two random non-unique Characters here are destroyed (if no non-unique Characters here, one random unique Character). May be destroyed by any player that shuffles into his or her deck Jack Harkness with Torchwood or a Timelord or a "God" from this Spacetime card.

"From out of the darkness, he is come!"

C. Accelerate Life Cycle, Condition [3] /IS/

-Attack. Plays on table. Destroy to start a fight involving an opposing Creature. If you have more Science and Brains than your opponent here, two random opposing Characters with Creature are destroyed.

"Spring, summer, autumn, all condensed into a few moments."

C. *Acid Bath, Condition [1]

-Plays on table. When an opponent's card is destroyed, place it here instead of discard pile. When there are 3 cards here, destroy this Condition and place all cards here out of play.

"You'll forgive me if I don't join you."

C. Acid Plant, Condition [2] /PD/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Science and more than 20 Brains here must select one of his or her Characters with Aware here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Although it is a very beautiful specimen, it has the nasty habit of ejecting an acidic fluid into the face of the admirer."

C. *Act Normal, Condition [3] /TL/214

-Purpose. If you have no other Purpose card in play, plays on any Earth Spacetime card. Your opponent's Native Enemies may now play here without a Goal card. If you have The Doctor (or a non-Human TARDIS Character) with both Aware and History here, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition, and that Doctor or TARDIS Character gains Impostor.

"I'm a normal bloke. What do normal blokes do?"

C. Adrift, Condition [3] /IS/

-Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here until they first place a random Character here under this Condition. Then, destroy this Condition and unless you immediately destroy one of your Artifacts here (or Bounce Back from hand), the Character under it as well.

"In space forever... going nowhere."

C. *Adventures in History, Condition [2]

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Historical Goal is playable. If you have The Doctor and 2 History there, destroy a card from hand once per turn for 2 turns to score 1 point, then destroy this Condition.

"You can't rewrite history, not one line!"

C. Adventures in Time and Space, Condition [3] /KTT/

-Once per game, plays on any TARDIS card. Its owner may only score points from Reaching Goals until that TARDIS card moves to 3 different Spacetime cards (from when this card is played). Then, destroy this Condition.

"I've just decided to go and find out what our next destination is."

C. Aerial Assault, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your non-Temporal Vehicle and your Character with both Laser and Pilot. If you have more Characters with Pilot than your opponent here, one random opposing Vehicle here is destroyed.

"What's that noise?" "Saucer overhead."

C. Aerial Patrol, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 20 Bravery and either 3 Running or a Vehicle here must select one of his or her Characters without Running here to be destroyed. Then, destroy this Condition. During fights involving Brawn here, your total Brawn here is +2 for every Character with Pilot you have here. (Not cumulative.)

"You were a fool, Doctor, to venture into my domain."

C. *Aim for the Eyepiece, Condition [2]

-Attack. Plays on table. Destroy at the start of a fight involving your Marksman or Laser. Opposing Daleks (except Davros and Mutants) are -4 Brawn for the duration of that fight.

"My vision is impaired. I cannot see."

alt: "It's their weakest point." (9D)

C. Air Strike, Condition [2]

-Attack. Plays to destroy any Monster card where you have Demolitions and Pilot. Then, destroy this Condition.

"I've been onto the RAF. They'll be flying a low-level strike with HE grenades... There'll be nothing left alive in that whole area."

C. Alien Autopsy, Condition [2] /9D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Medicine and Science.

"I've x-rayed the skull. It's wired up inside like nothing I've ever seen. No one could make this up."

C. **Alien Base, Condition [3] /KTT/

-Plays on a non-Gallifrey Spacetime card where you have Reached a Goal or where you have played Alien Spearhead (destroying that card). This Spacetime card is now a Base, and you may play Enemies here without a Goal card and at -1 Cost.

"Inform base security that a further intruder craft has been located!"

C. Alien Language, Condition [3] /KTT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 25 Brains and 3 different species.

"What's it say?" "I don't know, I can't read the script."

C. *Alien Museum, Condition [3] /9D/

-Museum. Plays on any Earth Spacetime card. Once per turn, if your Native Bureaucrat here, you may place one Artifact or non-Human Character from your hand under this card

(maximum: 3). Once per turn, if your Thief or an opposing Thief (2) here, its player may destroy a card from hand to take a random card from under this card and place it directly into

play here under that player's control regardless of User or Nativity.
"If someone's collecting aliens, that makes you Exhibit A."

C. **Alien Spearhead, Condition [3]

-Plays on a Spacetime card where you have no Goal. You may not play a Goal card at this location, but may play Native Enemies here. Destroy at the end of any turn if you have no Enemies here. May be played during Set-Up if the total Cost of your starting TARDIS Characters is less than 8.

"There's something... Some warning. Some menace."

C. All in This Together, Condition [5] /9D/

-Plays on any Human Enemy where you have a TARDIS Character (at -2 Cost if you own that Enemy). It becomes an Ally under your control. Up to 2 Minions attached to that Enemy (your choice) here become Allies under your control as well.

"What's your nearest town?" "Salt Lake City." "Population?" "One million." "All dead."

C. **All It Was Cracked Up to Be, Condition [2] /RU/

-Temporal. Plays on table. Once per turn, you may destroy a copy of Cracks you have in play to take one card of your choice from your discard pile and return it to hand for every copy of this Condition you have on table.

"My time stream... unraveling... erasing... closing."

C. Alligators in the Sewers, Condition [3] /Inv/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Marksman and more than 20 Bravery here must select one of his or her Characters with Thief here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"There are lots of animals that escaped from zoos during the plague."

C. *Already There, Condition [3] /10D/

-Plays on table. If you just played a Goal, you may destroy this Condition to [V] a Native Enemy directly into play at that Spacetime card (for free) at the Spacetime card where you played that Goal.

"We went flying all round the universe while he was here all the time."

C. Ambition, Condition [2] /MoW/

-Plays on your unique Enemy Minion. It is +1 to all Qualities and if a Character it is attached to is here at the start of any turn, this Minion gains one Trait of your choice from that Character until the start of your next turn. If a Goal is Opposed here, destroy this Condition.

(Cumulative.)

"It was never big enough for me." "I like your ambition."

C. Ambushed, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving 2 of your Minions. If you have more Brawn than your opponent here, randomly choose an opponent's Character here. If it is an Ally, it is destroyed. If it is a TARDIS Character, it is kidnapped.

"Man who goes too quickly may step in bear trap."

C. Amnesia, Condition [2] /TM/

-Plays on any Spacetime card. Name a Trait. Unless a player has a Character with more than 11 Brains here, all of that player's Characters here loses one level of that Trait until the start of your next turn. At the start of your next turn, destroy this Condition.

"What happened?" "I don't know."

C. *An Aside, Condition [1] /7Dr/

-Plays on table. At the start of your turn, you may place a card from hand on top of this card face up (maximum: 2). Cards here are still considered part of your hand, but opponents cannot force you to destroy them.

"I need time to think! The execution was a hoax. The general is obtuse, but he's a loyal government servant and he would not have deceived me unless... unless his orders came from a higher authority."

C. An Example Made, Condition [3]

-Prisoner. Plays on an Ally you kidnapped to destroy it. Its owner must also destroy ? cards from hand, where ? = the Cost of that Character.

"All the functions of the Punishment Dome are recorded as warnings to miscreants everywhere."

C. An Ordinary Life, Condition [2] /TL/159

-Plays on any Spacetime card. If any player has no Doctor here, his or her TARDIS Characters here are -2 to all Qualities (-3 if Rose Tyler). (Not cumulative.)

"Is that it then, dishing out chips?"

C. Anachronism, Condition [?] /AiH/

-Plays to destroy an opposing Artifact at a Spacetime card its User there is not Native to. ? = that Artifact's Cost. Then, destroy this Condition.

"You still say this is 'tenth' century England?"

C. Ancestral Knowledge, Condition [2] /MoW/

-Plays on your Human Character and immediately take any Characters Native to Prehistory you have in your discard pile and place them on table (they are considered Conditions). At the start of your turn, this Character gains either one Trait from a Native to Prehistory on table (if that Native is non-Human) or all Traits from a Native to Prehistory on table (if that Native is Human) until the start of your next turn. (Not cumulative.)

"It's thrown his mind back millions of years!"

C. Ancient Dance, Condition [2] /IS/

-Moves. Plays on your non-unique Character Native to Middle Ages or earlier. At any time, if two other non-unique Characters Native to the same location and era here, destroy this Condition to do one of the following: [V] a "God", freeze a "God" of your choice here, or freeze ? of your non-unique Characters with this Character's Nativity to freeze ? random opposing Characters here.

"Such concepts are for the primitive."

C. Android Decoy, Condition [1] /AW/

-Plays on any Spacetime card where you have Engineering. When your unique Character here is about to be destroyed, you may destroy this Condition or your non-unique Machine here instead.

"We use... the android copy of me to create a diversion, to distract their attention... to draw their fire."

C. *Anti-Matter Organism, Condition [3] /KTT/

-Monster. Plays on any Spacetime card (except Omega's Planet) if Omega's Planet in play. At the start of owner's turn, one random Character or Artifact here moves to Omega's World (if The Doctor, its owner may move his or her TARDIS card there as well). May be destroyed by any player that has 3 Science and more than 20 Brains here. (Not cumulative.)

"Feed it with useless information... I wonder if I have a television set handy."

C. Anxiety Rising, Condition [2] /7Dr/

-Plays on any Spacetime card. At the start of any of your turns, you may [V] a Monster card directly here, paying its Cost (then, destroy this Condition). All opposing Characters here are -1 Bravery until the start of your next turn

"I suppose we're due for the monster bit just about now." "Yes, very probably."

C. *Any Volunteers?, Condition [2] /9D/

-Plays on table. Your Allies without Troop and with 3 or more [diamond] icons are +1 Brawn and gain Troop.

"There's an army about to attack... I need every last citizen to mount a defense!"

C. Apocalyptic Vision, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 30 Bravery here must select two of his or her Characters with less than 6 Bravery here to be frozen until the start of their player's next turn. Then, destroy this Condition. During fights involving Bravery here, your opponent's total Bravery here is -5. (Not cumulative.)

"We live in evil times."

C. Appointed Time, Condition [2] /AW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Bureaucrat, Thief and 2 Running here (with a minimum of ? Characters, where ? = number of opposing Troop here +1).

"If I fail to appear at the right moment, I forfeit my right to the crown."

C. *Archangel, Condition [5] /LoT/

-Plays on your Timelord with Computers (if kidnapped, it is immediately freed). It gains "God" and is +2 to all Qualities. You may immediately destroy any Conditions that have been played on this Character by an opponent. Once per game, at the start of any of your turns, you may destroy this Condition to return a Goal card here to its owner's hand.

"I've had a whole year to tune myself into the psychic network and integrate with its matrices."

C. *Armed Rebellion, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on any non-Earth Spacetime card where a Capture Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have The Doctor, 2 Charisma, Marksman, 25 Bravery and more Brawn than opponent here (minimum 25), destroy 1 random Ally here at the end of your next turn to score 2 points, then destroy this Condition.

"I think we'll leave the Varosians to work out their own idea of justice, Peri."

C. Article 17, Condition [2] /DoG/

-Escape. Plays on your unique Character kidnapped by an opponent. It may act like a Character that is not kidnapped, except that it still counts as kidnapped Character and you may not move it away from this Spacetime card.

"I invoke Article 17 of the Constitution, which is a guarantee of liberty!"

C. Artron Touch, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your TARDIS Character or Ally where you have a TARDIS. If you have more Bravery than your opponent here, one random opposing Enemy (with "God" if possible) is frozen until points are scored at its location or its controlling player destroys ? cards from hand, where ? = the Enemy's Cost (minimum: one full turn).

"I can get close to the Trickster with this."

C. *Assurances, Condition [3] /10D/

-Plays on table. Name a card type and an opponent. That opponent must immediately place a card of that type from his or her hand (or any card if no card of that type in his or her hand) on this Condition. At the start of his or her turn, that opponent may take the card on this Condition back into hand and replace it with another card of the same type (or any card if no card of that type in his or her hand).

"Trust me on this!"

C. At Gunpoint, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Marksman or Laser. If you have more Brawn than your opponent here, one random opposing Character is kidnapped.

"Should any of the crew attempt to interfere... they are to be restrained."

C. At the Crack's Mouth, Condition [3] /RU/

-Danger. Plays on any Spacetime card where you have Cracks. At the start of your next turn, any player that does not have 2 Characters with at least 5 [Trait] icons and more than 25 Bravery here must select either two of his or her non-unique Characters here to be placed out of play. Then, destroy this Condition. (Not cumulative.)

"Before you sent Pedro, you sent Crispin and Philip and now you can't even remember them..." "Who's Pedro?"

C. At the Scene, Condition [2] /PD/

-Plays on any Spacetime card. For every Ally you have here, you may freeze one TARDIS Character without 2 Charisma of your choice until the start of your next turn. Then, destroy this

Condition. (Not cumulative.)
"We're perfectly harmless, unfortunately."

C. ATMOS, Condition [2] /MoW/

-Plays on any non-Temporal Vehicle. Its Users gain Tracking here. At the end of any of any of your turns, you may destroy ? cards from hand to destroy this Condition, this Vehicle and one of its Users here, where ? = the total Cost of that Vehicle and its User.

"Stands for 'Atmospheric Emission System'. The ATMOS in your car reduces CO2 emissions to zero."

C. Attack on the Senses, Condition [2] /DoG/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Domination. If you have more Bravery than your opponent here, an opposing Doctor of your choice (or if none there, a random opposing Character with Aware) is frozen until the start of your next turn.

"He's merely being reduced to a catatonic state... The violent assault on his senses will trip a defensive mechanism and his brain will switch off."

C. Auditions, Condition [3] /TL/151

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot attempt to Reach or Oppose a Goal here until overcome. When an opponent attempts to do so, show a Character card from hand (then, destroy that Character). If your opponent has a Character here with any printed Quality identical to shown Character, this Puzzle is overcome. Then, destroy this Condition. If you cannot show a Character from hand, destroy this Condition.

"Give me an A-flat." "Eh?" "No, A-flat."

C. Automated Oil Rig, Condition [3] /S10/

-Monster. Plays on any Spacetime card (at -1 Cost if Profit Goals are playable here). At the start of owner's turn, one random Thief here is destroyed unless that Character also has Pilot. May be destroyed by any player that has 2 Pilot and more than 20 Brains here. (Not cumulative.)

"Lucky they're not good shots." "Define 'lucky'."

C. Automatic Receptionist, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card of the Present Era or later. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Computers or 3 Bureaucrat or a Character with Computers (2).

"One moment... .. Party not available."

C. Auton Factory, Condition [2]

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Autons Native to that Spacetime card.

"The face was smooth, shiny... it was plastic! Made in the factory!"

C. At the End of His Rope, Condition [2] /PD/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by placing a random Character here under this Condition (until overcome) and then still having 2 Characters with a total of 12 Brawn here.

"He's standing on the edge of oblivion."

C. Awaken Cybermats, Condition [2]

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Cybermats Native to that Spacetime card.

"Place the Cybermats on the runway. Cybermats will attack."

C. Axis of Evil, Condition [2] /PD/

-Plays on table (even during Set-Up). If you have Reached, but not Opposed a Goal this game, destroy this Condition to [V] a Goal card and place it directly into play for free, and choose an opponent without a Goal that has not been Reached or Opposed yet to do the same. If that opponent cannot, he or she loses 1 point. This Condition may not be destroyed by another player.

"Cybermen plus Daleks. Together, we could upgrade the universe."

C. *Babel Masters, Condition [2] /RD1/

-Plays on table. Name a noun or verb. When any player plays a card with that noun or verb in its title or subtitle, that card is destroyed. Then, destroy this Condition, or place it out of play if that player destroys a card from hand with the named noun or verb in its title or subtitle.

"We're <bleep>ed."

(from ...lsh)

C. Back to Hell, Condition [3] /RU/

-Attack. Temporal. Plays on table. Destroy to start a fight involving your Character with Science. If you have more Brains than your opponent and either a Temporal Artifact or Temporal Condition here, one opposing unique Character or all opposing non-unique Characters (owner's choice) are moved either to The Howling or to a Spacetime card one Character being moved is Native to (your choice).

"You're sending the Daleks and Cybermen to Hell."

C. *Back-Up Plans, Condition [2] /TM/

-Plays on table. Any player that does not have a Goal that has not been Reached yet in play may only spend 1 less point in Cost than he or she is allowed each turn. You may play Countdown on this Condition, but your opponents may not.

"They survived. They always survive... when I lose everything."

C. Bad Medicine, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Medicine and more than 20 Brains here must select one of his or her Characters here to be destroyed. Then, destroy this Condition. During fights involving Brains here, your opponent's total Brains here is -5. (Not cumulative.)

"His respiration rate has increased." "That's an adrenaline response, and there's a massive blood sugar demand."

C. *Bagged and Tagged, Condition [2] /AF/

-Plays on any Spacetime card (maximum: 1 per Spacetime card). Any Character destroyed here is placed under this card instead. When points are scored here, destroy this card and place all Characters under it in their owners' discard piles.

"John Doe, on the toe."

C. Bait, Condition [2] /Inv/

-Prisoner. Plays on an opposing Character you kidnapped. You may [V] an Enemy with up to ? Bravery, where ? = the number of Traits on that kidnapped Character. Then, destroy this Condition.

"Look, nobody is going to rescue me, least of all an abominable snowman. And hasn't it occurred to you, that innocent or guilty, whatever's been killing your monks may very well kill me!"

C. Bald-Faced, Condition [3] /S10/

-Prisoner. Plays on a Human where you have a unique Character with "God" or Vampire (limit: one per Human). That Human is immediately kidnapped. Your unique Characters with "God" or Vampire here are +1 to all Qualities (cumulative).

"Taking people's faces, their essences, it stuffs itself."

C. Bare Hands, Condition [2] /9D/

-Attack. Plays on table. Destroy to start a fight involving your Creature with Tracking. If you have more Brawn than your opponent here, one random opposing Character is destroyed.

"Let the sport begin."

C. Basic 30, Condition [1] /AW/

-Plays on table. Your Ood and Characters with Domination are +1 Brains (cumulative). At the end of your turn, you may destroy this Condition to freeze one player's Ood or Characters with Domination until the start of your next turn.

"They're screaming inside their heads." "Or something's shouting at them."

C. Batting a Thousand, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Weapon. If you have more Bravery than your opponent here, one random opposing Character is returned to owner's hand for each of your Weapons here.
"Who're you calling small?!?"

C. Battle Plans, Condition [0] /MoW/

-Play one on table during Set-Up (may not leave play). You may place any number of Tactic cards under this Condition. When a fight in which your Characters are involved starts, draw two random cards from under this Condition. You may immediately play one of the drawn cards. Any card not played immediately is returned to under this Condition at the end of the fight. Or stock in deck and use as follows: Play at the start of a fight (like a free Bang! card) to draw an extra Tactic card from Battle Plans.
"We are now at Battle Status One. Rejoice!"

C. *Beat Them to It, Condition [3] /S10/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Quest Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies and/or TARDIS Characters with 5 Tracking (or 3 Tracking and 2 History) and 30 Brains, destroy a card from hand once per turn either for 2 turns to score 3 points, or for 3 turns to Oppose an opponent's Quest Goal here regardless of its requirements. Then, destroy this Condition.
"Are we going on a quest, then?"

C. Beauty I Must Have, Condition [2] /7Dr/

-Attack. Plays on table. Destroy to start a fight involving your male Madman. If that Character has total Qualities higher than an opposing female Character of your choice here with Charisma, that female is kidnapped.
"My exquisite child, how could I ever let you go? The sight of beauty is so important to me."

C. *Behind the Looking Glass, Condition [2] /10D/

-Prisoner. Plays on table. At the end of any of your turns, you may place any Character you kidnapped under this Condition (limit: 1). At the start of each of your turns, your Doctor gains one of this kidnapped Character's Traits until the end of that turn. If this kidnapped Character is freed, its owner may place it at any Spacetime card it is Native to.
"He trapped her inside a mirror. Every mirror. If ever you look at your reflection and see something move behind you, just for a second, that's her."

C. Big Bang 2, Condition [3] /RU/

-Temporal. Plays once per game to take all your Spacetime cards where there are no Characters back into hand (destroying any cards on or under it). You may immediately [V] up to ? Spacetime cards, where ? = the number of Spacetime cards taken into hand. Then, play ? Spacetime cards from hand for free and destroy this Condition.
"Relight the fire. Reboot the universe."

C. Big Game Hunter, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Running, 2 Thief and more than 25 Brains here must select one of his or her Characters with Running or Thief here to be destroyed. Then, destroy this Condition. (Not cumulative.) During fights involving Brawn here, your total Brawn here is +2 for every Character with Tracking you have here.
"I'm very close to you, Doctor. You better start running!"

C. Big Red Button, Condition [1] /Inv/

-Plays on any Spacetime card where you have an Enemy with Gloating. Your opponent cannot start fights against your Enemies here unless he or she has more Bravery here than you do.
"A great big threatening button which must not be pressed under any circumstances, am I right?"

C. Binned, Condition [3] /9D/

-Danger. Plays on a Spacetime card where you have an Auton or Nestene. At the start of your next turn, you may destroy this Condition to kidnap one random opposing Ally here. If you cannot, destroy this Condition or return it to your hand.

"BURP!"

C. *Black Archive, Condition [3] /EoT/

-Museum. Plays on table during Set-Up. Once per turn, you may take a Torchwood-related Artifact from your hand and place it under this card (limit: 3). If you have no Torchwood in play, your UNIT Characters count as Torchwood Characters. At the start of any of your turns, if you have no Torchwood in play, you may play an Artifact of your choice from under this card. Or once per game plays to [V] up to 3 Torchwood-related Artifacts and place them under your Black Archive on table (then, destroy this Condition).

"The most extensive collection of alien artifacts anywhere on Earth."

C. Black Guardian Contract, Condition [2] /DoG/

-Guardian. Plays on table. Destroy at the start of your turn and freeze your Minion (Black Guardian) for the rest of that turn; until the start of your next turn, no player may play a Bang! card.

"You will absorb my will. You are to be consumed with my purpose."

C. *Black Hole, Condition [3] /IS/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Pilot here must select one of his or her Vehicles here to be destroyed. Then, destroy this Condition and up to ? random opposing Characters, where ? = that Vehicle's Cost -1. (Not cumulative.)

"Quirky phenomena, black holes. They can gulp with unpredictable turbulence."

C. *Black Shadow Contract, Condition [3] /RD3/

-Plays on any unique Character that doesn't have the word "The" in its title. If you have an Enemy with Creature here, you may destroy this Condition and ? cards from hand to destroy the Character on which this Condition was played, where ? = that Character's Cost.

"It's a curse. You get given the Black Shadow and it means you're marked for death."

(from The Resurrection Casket)

C. Blinding Flash, Condition [3] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your Carrionite, Character with Laser or Character with "Karn" in its title or subtitle. Unless your opponent has only Machines or Timelords here, take this Condition from discard pile and place it on one random opposing Character with Aware; it may no longer contribute to its controlling player's total Qualities and loses 1 Aware.

"I can't see! I've gone blind!"

C. Blessed Out, Condition [3] /10/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Medicine and more than 20 Bravery here must select one of his or her Characters with less than 6 Bravery here to be destroyed. May be destroyed by any player that has 4 Medicine here. (Not cumulative.)

"Everyone tried it. They couldn't stop. A virus mutated inside the compound and became airborne. Everything perished..."

C. *Block Transfer Computation, Condition [4] /PD/

-Plays on table. At the start of each of your turns, if you have 5 Computers in play, you may Roll the Dice. You may then [V] any card (except a Character or Spacetime card) with a Cost equal to the number rolled. If you cannot [V] such a card, place a card from hand under this Condition. Destroy this Condition when there are 3 cards under it.

"Creating solid objects through pure mathematics."

C. *Blocked TARDIS, Condition [2] /Inv/

-Plays on an opponent's TARDIS. This TARDIS may not move unless opponent has 20 Brawn here. Destroy this Condition when this TARDIS moves.

"The whole bridge has collapsed."

C. Blood Bank, Condition [3] /DoG/

-Prisoner. Plays on any Spacetime card. For every kidnapped Character you have here, your Characters with Vampire here are +1 to all Qualities. (Not cumulative.)

"A feeding system for something that lives on human blood."

C. Blood Control, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Domination at a Spacetime card where you have a Goal that has not been Reached or Opposed. If you have more Bravery than your opponent here, 3 random opposing Human Characters are frozen until either a Goal is Reached or Opposed here, or an opponent freezes their Doctor with Domination or Medicine here for an entire turn.

"They're all A positive."

C. *Bluff, Condition [3] /Inv/

-Plays on table. At the start of your turn, you may place a card from hand under this Condition. Name a card. The opponent on your left must either agree or disagree that the named card is under this Condition, then show the card. If your opponent is correct, place the card back into hand and destroy this Condition. If incorrect, you may play the card for free.

"I command you to leave this world with the authority of... the Slitheen Parliament of Raxacoricofallapatorius... as sanctioned by... umm... the mighty Jagraffess and... oh, the Daleks!"

C. Bombardment, Condition [4] /AiH/

-Attack. Destroy to start a fight involving your Demolitions at your Spacetime card. If you have more Marksman than your opponent has Thief here, two random opposing Characters here are destroyed. During this fight, the word "here" applies to any Spacetime card with the same location and era as the Spacetime card where you started the fight.

"Get down! ...Something's annoyed them!"

C. *Bonfire, Condition [2] /TL/71

-Plays on table. When a Machine Enemy is destroyed at a Spacetime card where you have Characters, you may place this Condition on that Spacetime card and that Enemy under this Condition (maximum: 1). Your Allies and TARDIS Characters here are +2 Brawn in fights involving opposing Characters with the same species as the Enemy under this Condition.

"Total extermination - fire, fire, fire!"

C. Boredom, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal, score points from a Purpose card or start a fight here unless they first overcome with 18 [Trait] icons here.

"What a nice bench. What will they think of next?"

C. Brain Damage, Condition [2] /LoT/

-Plays on table. When one of your opponents plays a unique Character, immediately place one copy of this Condition in play on that Character. It is -3 Brains and loses one Trait of your choice.

"If there was no cerebral damage, Morbius will live again!"

C. Brain Freeze, Condition [2] /RU/

-Attack. Plays on table. Destroy to start a fight involving your Timelord with Domination. If you have more Brains than your opponent here, one random opposing Character with neither Creature nor Machine is kidnapped.

"Time and Time Lords wait for no man."

C. Break Conditioning, Condition [3]

-Plays on any Human Minion where you have a TARDIS Character (at -2 Cost if you own that Minion). It becomes an Ally under your control. If the Enemy to whom that Minion is attached has Domination, its owner may freeze that Enemy for a turn to destroy this Condition and return the Minion to its control.

"I can't stand the confusion in my mind!"

C. Breaking Free, Condition [2] /KTT/

-Escape. Plays to free your kidnapped Character with at least 9 Brawn. Then, destroy this Condition and one random opposing Troop here.

"That thing downstairs is going to kill every last one of us. No one on this base is safe. No one

on this planet."

C. Brief Romance, Condition [3] /AiH/

-Puzzle. Counts as a card with "Kiss" in its title. Plays on any Spacetime card (maximum: 1 per Spacetime card). Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by freezing both a male and a female Character here (a Torchwood Character may act as either gender).

"I won't even be able to write to you. You're going to be so far away." "I worried you'd see me getting older."

C. Brigands, Condition [2] /AiH/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 21 Brawn here must select one of his or her Characters with Victim here to be destroyed and one of his or her Artifacts with a Cost of 1 or 2 to be stolen by the player to his or her left. Then, destroy this Condition. (Not cumulative.)

"It's a lonely stretch of road. Maybe he was set upon by robbers?"

C. *Brinkmanship, Condition [2] /AF/

-Plays on any Spacetime card. Each time one of your opponents moves a Vehicle here from a Spacetime card with a different location, he or she must either destroy one Character moving with that Vehicle or a Condition he or she has in play.

"One move across the buffer zone, Marshal, and your entire fleet will be destroyed."

C. *Broker Peace, Condition, [2] /MoW/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card. If you have The Doctor, 2 Charisma and both a unique Human Ally with Bureaucrat and a unique non-Human Enemy with Bureaucrat here, place a card from hand under this Condition at the end of every player's turn in which no fight was started here. When you have four cards under this Condition, destroy this Condition to score 3 points. Your Enemies may now work with your Allies and TARDIS Characters here.

"Leave them alone. Let me try and make contact with them."

C. Brought to Book, Condition [3] /AW/

-Prisoner. Plays on any Character you kidnapped. If a "God" here, you may take a copy of this Character from outside the game and place it here. It is an Enemy under your control, is a Land of Fiction Native, and is -3 to all Qualities. If this Character is freed, destroy this Condition and place out of play your copies of this Character brought from outside the game.

"They're no longer human beings, just fictional characters."

C. Bubble Memory, Condition [1] /PD/

-Plays one on table during Set-Up; when you place a card out of play, you may place it under this Condition instead. Or stock up to 4 in deck and use as follows: Plays to choose a card from under Bubble Memory and place it on top of your draw deck; then, destroy this Condition. "Bubble memory's non-volatile. Remove the power and the bit patterns are still retained in tiny magnetic domains inside these chips."

C. Bumbling Bureaucrat, Condition [3] /Inv/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by freezing one of the following: your Brigadier, your Doctor, your Enemy with a Cost of at least 4, or your Character with 2 Bureaucrat.

"You are our man on the spot, Chinn... in more ways than one."

C. Bung a Rock at It, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your TARDIS Character where you have no Weapon. If you have more Bravery than your opponent here, the opposing Enemy with the most Brawn is frozen for an entire turn (owner's choice if tie).

"Have you thought up some clever plan, Doctor?" "Yes, Jamie, I believe I have."

C. But a Scratch, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Poison. If you have more Brains than your opponent here, one random opposing Character is frozen until the owner has 2

Medicine here (or destroyed if fight was started by an Enemy).
"A little horticulture will go a long way."

C. Calculated Murder, Condition [2] /PD/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Thief. If that Thief has more Brains than a random opposing Character here, that opposing Character is destroyed.

"I can still feel it on my hands, Rhys' blood."

C. Call on Witnesses, Condition [2] /DoG/

-Plays to [V] up to 2 unique Allies and/or TARDIS Characters (whose combined Cost is no more than 5) directly into play at a Gallifrey Spacetime card (for free, regardless of Nativity). Then, destroy this Condition. On your next turn, you have ? fewer points to spend in Cost, where ? = the Cost of the just-placed Character with the highest Cost.

"I've sent you two star witnesses. I knew you'd need them."

C. *Call Them Off, Condition [2] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached an Invasion Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost. Then, destroy this Condition. (Each Reached Goal may only be Opposed this way once per game.)
"The entire invasion fleet is being held up."

C. Can You Face the Truth?, Condition [2] /10D/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has Creature, Machine, Madman or Vampire here must select one of his or her Characters with one of those Traits here to be shuffled back into its owner's deck. Then, destroy this Condition. (Not cumulative.)

"It's still got a human brain... imagine its reaction if it could see itself."

C. *Captivated, Condition [2] /TW2-T23/

-Prisoner. Plays on any Spacetime card. Your Characters with Vampire here are +? to all Qualities, where ? = the number of Characters you have kidnapped here (maximum: +3).
"...they're looking for a new audience."

C. Cardboard Hero, Condition [2] /AW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has less than 4 Characters here must select one of his or her TARDIS Characters here to be frozen until either its owner destroys a Character with the same Cost from hand or a Puzzle is overcome here. Then, destroy this Condition. (Not cumulative.)

"A McCrimmon never died without a fight yet!"

C. Carnosaur, Condition [3] /TL/51

-Monster. Plays on any Spacetime card (at -1 Cost if your Silurian here). At the start of owner's turn, one random Thief here is destroyed unless that Character also has Machine or is either a Sea Devil or Silurian. May be destroyed by any player that has 3 Science and either Dog Whistle or more than 28 Brains here. (Not cumulative.)

"Well it was certainly some kind of dinosaur, certainly nothing that I've ever seen before though." "In museums you mean?"

C. *Casualties, Condition [4] /7Dr/

-Plays on table. Destroy at the end of any fight you lost to force your opponent to destroy ? Troop or Victim Characters at that Spacetime card, where ? = the Cost of the Attack card used to start that fight.

"In times of war, the innocent die too."

C. *Catflap, Condition [2] /LoT/

-Plays on your Feline (except The Master). At the end of your turn, that Feline may move to a Spacetime card whose location it is Native to with up to ? other Characters (where ? = this Feline's Cost). Or plays to move your Kitling to another Spacetime card and then destroy this Condition.

"You can carry your prey home."

C. Cave-In, Condition [3] /KTT/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Laser and more than 20 Brawn here must select one of his or her Characters without Thief here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"I'll close the catacombs forever."

C. Ceiling Trap, Condition [2] /RU/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have either 3 Thief or both Screamer and 20 Bravery here must select one of his or her Characters with Thief here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"This whole place is one big booby trap."

C. *Celestial Intervention Agency, Condition [0] /RD4/

-Plays on table during Set-Up. Your Timelord Allies with "CIA" in their title or subtitle may act as TARDIS Characters where you do not have a card titled "The Doctor". Those Characters are +3 to all Qualities when Opposing a Meddling Goal or any Goal at a Gallifrey Spacetime card. Of those Characters, the one with the highest generation number may act as The Doctor (with the same generation number).
"Only the field agent can decide when intervention is necessary."
(From Doctor Who RPG)

C. Chain Lightning, Condition [5] /9D/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with both Laser and Science. If you have more Brains than your opponent here, three random opposing Characters with neither Aware nor Science are destroyed. (Cannot be tripled by Special Weapons Dalek.)
"It's draining the power supplies of the whole of Utah... Sir! The entire West Coast has gone down!"

C. Champion's Challenge, Condition [1] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your unique Character (your choice). If your Character has higher total Qualities than one random opposing unique Character here, you may use the Spacetime card where this fight occurred as if you had played it (your opponent may no longer do so).
"For the planet?" "For the planet."

C. *Change..., Condition [2] /TL/134

-Purpose. Plays on your Doctor. When an opponent scores points here, score ? points if you swap this Doctor for another Doctor with a different generation at the start of your next turn. ? = half the points just scored by your opponent, rounded up. Then, destroy this Condition and place all the Doctors in your discard pile out of play.
"...and, it seems, not a moment too soon."

C. *Change of Controller, Condition [2] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Character with Computers. If you have more Brains than your opponent here, one random opposing Robot or Pilot Fish becomes an Ally (if your Character with Computers was a TARDIS Character or Ally) or an Enemy (if your Character with Computers was an Enemy) under your control.
"There's a second remote control for the robots. They're not scavengers anymore. I think someone's taken possession."

C. *Change of Venue, Condition [4] /10D/

-Plays on any Spacetime card where there is a Goal that has not yet been Reached or Opposed to move all Characters, Artifacts and Goals there to any other Spacetime card in the same era (regardless of Goals playable there). When a Goal is Reached or Opposed there, move all Characters, Artifacts and TARDIS cards there back to this Spacetime card. Then, destroy this Condition.
"According to galactic law, they've got no jurisdiction over the Earth, and they isolated us."

C. Changing the Pattern, Condition [1] /AW/

-Plays on table. Destroy at the start of your turn to take up to the top 10 cards from your draw

deck into your hand, then place ? cards from your hand on top of your draw (in any order), where ? = the number of cards you just took into your hand.
"You're not dead! ...So free will is not an illusion after all!"

C. Changing the Plot, Condition [3] /TL/165

-Play one or more copies of this Condition to look through your Plot side-hand and for each of those copies, change one required card named by title on one of your Plots to any other card of the same type you name (changes all mentions of that specific card on this Plot card). If you now meet all requirements on that Plot card, play it and place this Condition on it. This Condition may only be destroyed when this Plot card leaves play.
"There is a man alive in the world, who wasn't alive before."

C. Checking In, Condition [2] /IS/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with either 4 Charisma or both Bureaucrat and Charisma.
"Are you next of kin?" "I don't know!"

C. Chemical Puzzle, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Science, 2 Aware and a Character with at least ?-1 Brains, where ? = the Brains of a randomly selected Character in your discard pile (if no Character there, ? = 8).
"The micro-key's in one of these jars. Come on, quick! Let's find it!"

C. Chemical Warfare, Condition [4]

-Attack. Plays on table. Destroy to start a fight involving your Poison. If you have more Brains than your opponent here, two random opposing Characters with neither Aware nor Running are destroyed.
"Masks down! Masks down!"

C. Childish Stratagem, Condition [2]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 21 Brains and either Science or a Scarf.
"Obviously the length of the lines provides a scale of measurement."

C. Chloroform, Condition [3] /9D/

-Attack. Plays on table. Destroy to start a fight (even between your Allies and an opponent's Allies) involving your Poison. If you have more Brawn than your opponent here, one random opposing Character is kidnapped.
"She's seen too much! Get her in the hearse!"

C. *Christmas Miracle, Condition [2] /AF/

-Purpose. Plays on table. If your Doctor and at least one other TARDIS Character move to an Earth Spacetime card with "December" in its title, you may freeze them until the start of your next turn and destroy this Condition to score 1 point.
"Oh, no, I forgot - you hate Christmas." "Yes, I do." "Even if it snows?"

C. Christmas Weather, Condition [1] /IS/

-Plays on any Holiday Spacetime card. If you have one or more Characters here at the start of your turn, Roll the Dice (not cumulative). If the number rolled is even, all Characters here are +1 Bravery until the start of your next turn; if the number rolled is odd, all Characters here are -1 Bravery until the start of your next turn (cumulative).
"Perhaps one day I'll get real snow."

C. Circuited, Condition [?] /IS/

-Prisoner. If you have Enemies with Domination and Engineering here, plays on a non-Machine Ally or TARDIS Character (except The Doctor) you kidnapped (? = the Cost of that Character). It gains Machine and the Android species, and becomes an Ally under your control.
"The subject is hypnotized and their memory recorded. The subject is then terminated and their body used to fertilize the floral chamber."

C. *Citizen of the Universe, Condition [2]

-Purpose. If you have no other Purpose card in play, plays on table. Each time The Doctor visits a different non-Earth Spacetime card, he may place a card from hand under this Condition and be frozen for the rest of this turn. When there are 4 cards here, destroy them and this Condition to score 2 points.

"I am a citizen of the universe, and a gentleman to boot!"

C. Classified, Condition [2] /PD/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Computers, 3 Bureaucrat, 2 UNIT or Torchwood.

"I can't get any photos, 'cause then it gets all classified and secret. Keeps locking me out."

C. Clarke's Law, Condition [2] /RU/

-Plays on any Spacetime card. Your Characters may meet Engineering requirements with History here, and History requirements with Engineering.

"Any advanced form of magic is indistinguishable from technology."

C. Claws!, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your Creature or Feline (each of these is +2 Brawn during this fight). If you have more Brawn than your opponent here, a random opposing Character with neither Running nor Thief is destroyed.

"Who needs arms when we have claws?"

C. *Cloaked TARDIS, Condition [2] /AF/

-Plays on your TARDIS; when an opponent is about to play a Condition or Bang! card on this TARDIS, that card is destroyed instead (along with this Condition). Or plays on an opponent's TARDIS card; when it next moves, its owner must destroy ? cards from hand, where ? = the number of TARDIS Characters moving with it (then, destroy this Condition).

"It's all right. Just a fault in the visual stabiliser circuit."

C. Cloaking Device, Condition [3] /9D/

-Plays on any Spacetime card (one may play during Set-Up). At any time, you may play a Temporal Artifact underneath this card at 0 Cost. At the start of any of your turns, you may destroy this Condition and reveal that Artifact by paying its normal Cost (even if no User here). Any opponent may destroy this Condition and force you to reveal that Artifact at the start of your next turn at +1 Cost by freezing his or her Character with 2 Aware here.

"First rule of active camouflage. Park somewhere you'll remember."

C. Clowning Around, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with either Domination, Machine, or Madman.

"You show yourself first. Your real self."

C. Clues, Condition [2] /TM/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Aware and a TARDIS, or 4 Aware and more than 30 Brains.

"I think perhaps, we've been given nothing else but clues."

C. Coat Stand, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your opponent's Robot. If you have more Brains than your opponent here, up to two random opposing Robots are frozen until opponent has 2 Computers here (minimum: an entire turn).

"Are they fast, as in nimble? We'll find out."

C. *Codeword: Blue Box, Condition [3] /9D/

-Plays on any Postmodern Era Spacetime card. When any Doctor moves to that Spacetime card, each player may [V] one of the following: an Attack card, a Prisoner card, up to 2 UNIT Characters (maximum total Cost: 5), or up to 2 Troop Characters. Then, destroy this

Condition.

"Voicemail dooms us all."

C. Cold Star, Condition [2] /TL/211

-Danger. Plays on any Spacetime card. The next time a player attempts to move Characters from this Spacetime card with a Vehicle or TARDIS card, if that player does not have Pilot and 3 Science here, he or she must freeze all of his or her cards here instead, and you may immediately destroy one Condition played on a TARDIS card that just attempted to move. Destroy this Condition if it freezes any cards here. (Not cumulative.)

"Is that possible?"

C. *Collapsing History Museum, Condition [3] /RU/

-Museum. Temporal. Plays on any Dimensional Spacetime card. Once per turn, if your Native Aware here, you may place one Artifact or Character from your hand under this card (maximum: 3). Once per turn, if your History or an opposing Thief (2) here, its player may destroy a card from hand to take a random card from under this card and place it directly into play here under that player's control regardless of User or Nativity.

"History has collapsed. Whole races have been deleted..."

C. Collared, Condition [3]

-Attack. Plays on table. Destroy to start a fight involving your Tracking. If you have more Brawn than your opponent here, up to two random opposing Characters are kidnapped.

"These metal straps, they won't budge!"

C. *Collect the Pieces, Condition [4] /TL/5

-Purpose. If you have no other Purpose card in play, plays on your Doctor. [V] 3 different Artifacts of which he is not a User, then place each of those Artifacts under a different Spacetime card. When your Doctor moves to one of these Spacetime cards, if there are no Puzzle cards there, freeze this Doctor to take the Artifact under it into hand to score 1 point (up to a maximum of 3, then destroy this Condition).

"We have one key, but there are three more to find."

C. *Companion Decision, Condition [?] /LoT/

-Plays on your non-Doctor TARDIS Character. Immediately [V] a Purpose card that can play here and play it directly here for free. If this Character attempts to score points from this Purpose card, its requirements are -5 to any Quality and no longer require The Doctor. When points are scored here, destroy this Condition. ? = that Purpose card's Cost.

"He knows about me. What about my family?" "Don't tell them anything!" "I'll do what I like!"

C. Companion Insecurity, Condition [2] /PD/

-Plays on any TARDIS Character (except The Doctor). This Character is -2 to all Qualities if another non-Doctor TARDIS Character (or any Sarah Jane Smith) here. (Not cumulative)

"If I were you, I'd go easy on the chips."

C. Companion Versus Companion, Condition [1] /IS/

-Attack. Plays on table. Destroy to start a fight involving your non-Doctor TARDIS Character (your choice). If your TARDIS Character has higher total Qualities than one random opposing TARDIS Character (except The Doctor) here, that opposing TARDIS Character is returned to its owner's hand.

"Adric, I'm warning you. Get out of my way!"

C. Comparing Notes, Condition [2] /PD/

-If an opponent has 2 non-Doctor TARDIS Characters at the same Spacetime card, plays to Roll the Dice twice. Any opposing Doctor at that Spacetime card is -? to all Qualities until the start of your next turn, where ? = half the difference between your two rolls (rounded up). Then, destroy this Condition. (Not cumulative.)

"Ho ho! Mate! The missus and the ex. Welcome to every man's worst nightmare."

C. Complications, Condition [2] /TM/

-Puzzle. Plays on any Spacetime card where an opponent has a Goal. No player's Characters can attempt to Reach a Goal here unless that player has another Goal that has not been Reached in play.

"She is incomplete."

C. Compound, Condition [2] /AF/

-Plays on any Spacetime card where you have a Human Enemy. At the start of your turn, you may destroy this Condition to [V] up to 3 Minions attached to that Enemy.

"They set up a whole community of their own. Factories. Houses. A vast network of industrial complexes. All of the local people have been bought out. Most of them join the company. The others..."

C. *Compute TARDIS, Condition [3] /PD/

-Purpose. If you have no other Purpose card in play, plays on a Spacetime card where a Quest Goal is playable. If you have Allies or TARDIS Characters with 4 Computers, 2 Science and either 30 Brains or a Logopolitan, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"It has to be measured in every dimension."

C. Computer Sync-Up, Condition [2] /MoW/

-Puzzle. Plays on any Near Future or later Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 5 Computers or a Character that has one of the following: Computers (2), Machine, or at least 9 Brains.

"The computer would burn out your mind in seconds."

C. Computer Trouble, Condition [2] /10D/

-Puzzle. Plays on any Spacetime card of the Present Era or later. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Computers and Engineering (3 Computers and 2 Engineering if an opponent has 3 Computers here).

"Oh, this computer! The Judoon must have locked it down."

C. Con Game, Condition [3] /KTT/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Profit Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies with 2 Thief, 2 Charisma and 20 Brains, destroy a card from the top of draw deck once per turn for 2 turns to score 2 points, then destroy this Condition.

"Scringestone found in a dead man's pocket? A lost mine? A phoney map? Are people still falling for that old guff?"

C. Concrete Prison, Condition [2] /TW3-T28/

-Prisoner. Plays on any Spacetime card. Characters here cannot be freed (by any means) unless their controlling player has either 30 Brawn or a non-Temporal Vehicle here.

"If I can't kill you, I can contain you."

C. *Conduit, Condition [4] /9D/

-Temporal. Plays on your Aware Ally and name one species (except Human and Timelord). If you freeze this Ally at the start of your turn, you may play non-Machine Characters of the named species here this turn, ignoring their Nativity.

"You've grown up on top of the rift. You're part of it. You're the key."

C. *Confrontation, Condition [2] /KTT/

-Plays on any Spacetime card where one of your opponents has a Goal. Destroy this Condition when your Doctor attempts to Oppose that Goal to reduce any one Quality requirement by 10.

"Why don't you just DIE!"

C. Consume Potential, Condition [1] /TM/

-Attack. Temporal. Plays on table. Destroy to start a fight involving your Quantum Angel at a Spacetime card one or two eras later than any other Spacetime card in play. If you have more Brains than your opponent here, one random opposing Character is moved to a Spacetime card one or two eras earlier (with the same location if possible) and you may draw ? cards, where ? = the Cost of that Character.

"You die in the past, and in the present they consume the energy of all the days you might

have had, all your stolen moments."

C. Contaminated Area, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card (even during Set-Up). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with Aware, Science and Tracking.

"I thought K-Block was closed down years ago because of radiation contamination."

C. Controlled Regeneration, Condition [2] /MoW/

-Plays on your non-Doctor Timelord with a generation number less than 13 (limit one per Timelord). Immediately [V] any unique Human Character and place it under this Character (that Human counts as in play for uniqueness). This Timelord is +1 generation and may use the special ability of the Character under it once per game. When this Timelord leaves play or is swapped out (or this Condition is destroyed), destroy the Character under it.

"But you can't wear *that* body... Well, then, go try another one, go on."

C. Cooling Tunnels, Condition [2] /10D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 20 Bravery and either Tracking or 2 Aware.

"How could I refuse an offer of cooling tunnels?"

C. Cordalaine Signal, Condition [2] /MoW/

-Defense. Plays on any Spacetime card where you have a Sontaran. While in play, Quality bonuses from Marksman-related Artifacts, Conditions and Tactics are suspended here, and opposing Characters with Marksman here are -1 Brawn.

"The room is contained within a Cordalaine signal exciting the copper surface of the bullet and causing expansion within the barrel, rendering your guns useless."

C. Corner of Your Eye, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal, score points from a Purpose card or start a fight here unless they first overcome with 3 Aware and 21 Bravery.

"Exactly where you don't want to look. Where you never want to look. The corner of your eye."

C. Coronic Acid, Condition [2] /7Dr/

-Attack. Plays on table. Destroy to start a fight involving your Science. If you have more Brains than your opponent here, 2 random opposing Sontarans are destroyed, or if none here, one random opposing Character.

"I took the precaution of having three canisters prepared before we left the station... just in case."

C. *Corpse Marker, Condition [2]

-Plays on any Character. At that Character's location, when an Attack card requires its owner to randomly select a Character to be destroyed, if this Character is part of that selection, it is automatically chosen. Corpse Marker moves to a Character of your choice at same location.

"On arrival, each would be marked with a disc like that to show it was a deactivated robot." "It seems our murderer has a sense of humor."

C. Corridors, Condition [2]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 20 Brains and either Tracking or 2 Running.

"All these corridors look the same to me."

C. *Cosmic Angst, Condition [2] /KTT/

-Temporal. Plays on table. When any player has more than one Timelord with the same title in play, each of those Timelords is Qualities -?, where ? = the number of Timelords with that title they have in play.

"Great chunks of my past... Detaching themselves like melting icebergs... I am being diminished, whittled away piece by piece..."

C. Council for the Defence, Condition [3] /TL/143

-Defense. Plays on table. When your Character is about to be kidnapped, destroy this Condition to prevent that (any Attack card responsible is still destroyed) and draw a card (if your Character had Thief, destroy a card from hand instead).
"You won't convict me by using shock tactics."

C. *Countdown, Condition [1] /7Dr/

-Plays on any Condition in play. At the end of each of your turns, place a card from hand under this Condition. When there are 3 cards under this Condition, return those cards to your hand and destroy both this Condition and the Condition it was played on.
"All functions are now on computer control preset."
alt: "Impact in 2:17..." (RD3)

C. *Counter-Plot, Condition [2] /AW/

-Plays where your opponent has a Goal. You may now play a Goal here as well. If a Goal is Reached or Opposed here, destroy this Condition and any Goal not yet Reached or Opposed here.
"Orcini will do his work, and we shall remain anonymous."

C. Cover Identity, Condition [2] /LoT/

-Plays on any Spacetime card. Your unique Characters who are the User of a Temporal Vehicle here are +1 to all Qualities if they are not Native to this Spacetime card. If one of those Users is an Enemy, this Condition adds Aware to the requirements to Oppose your Goal here. (Not cumulative.)
"I can't say I care much for your taste in clothes. Doesn't do a thing for you."

C. Crack Shot, Condition [3] /Inv/

-Plays on your Doctor or Character with Marksman (2). When facing a Danger, Monster or Puzzle card here, if the difference between any Quality requirement and that Quality's total here is less than this Character's lowest printed Quality, those requirements are met.
"I never miss."

C. Cracks, Condition [2] /RU/

-Temporal. Plays on any Spacetime card (limit: 1 per Spacetime card).
"It's a split in the skin of the world."

C. Cramming Them In, Condition [2] /RU/

-Plays on your card that allows Characters to move. The next time you move, you may move all your Characters at that Spacetime card regardless of Capacity or other limits referred to on that card. Then, destroy this Condition.
"I'm here with my wife and her sister and her husband and their kids and her daughter's kids. We've got the front room."

C. Crane Claw, Condition [3] /S10/

-Monster. Plays on any Spacetime card. At the start of your turn, if you have Computers here, one random Character with Running here is kidnapped. May be destroyed by any player that has Demolitions and more than 20 Brains here. (Not cumulative.)
"Keep to the perimeter. I've got this one."

C. Crash!, Condition [2] /IS/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Medicine and more than 20 Bravery here must select one of his or her Characters with either Pilot or Victim here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"Shuttle approaching on collision course, out of control."

C. *Crash Zone, Condition [3] /LoT/

-Plays on any Spacetime card from Imperial era or later. When a Vehicle moves to or from another Spacetime card in this era, or to a Spacetime card with a later date from a Spacetime card with an earlier date than this one (or vice-versa), it must stop here. If you have a Character with "Karn" in its title or subtitle here, you may destroy any non-Temporal Vehicle stopping here.
"You really can't go on dragging innocent space travellers to their deaths."

C. **Crashed Spacecraft, Condition [3]

-Plays on any non-Base Spacetime card. You may play up to 3 non-Native Enemies of the same species here, each at -1 Cost. (Not cumulative.)

"Polly, Ben, come in and meet the Daleks..."

C. Creating a Dilemma, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving at least 2 of your Marksman Allies. If you have more Brains than your opponent here, one random opposing Machine is destroyed.

"The conflict between duty and survival should cause enough confusion in their logic circuits for them to start making mistakes, which is exactly what we want."

C. Creature of the Will, Condition [3] /KTT/

-Danger. Plays on any Spacetime card where you have an Enemy with Domination or "God". At the start of your next turn, any opponent that does not have a TARDIS Character or Ally with either Domination or more than 8 Bravery here must select his or her Ally or TARDIS Character with the highest Brains here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"...but you will fight the dark side of my mind."

C. Creep Out, Condition [2] /AW/

-Attack. Plays on table. Destroy to start a fight involving your Creature or "God". If you have more Brains than your opponent has Bravery here, all opposing Characters with less than 7 Bravery here are frozen for an entire turn.

"Toby... I can see you... Don't turn around... If you look at me, you will die... I'm right behind you."

C. Criminal Record, Condition [3] /S10/

-Prisoner. Plays where you have 3 Troop to kidnap an opposing Thief. That Thief's player may destroy ? cards from hand at any time to free it, where ? = half its number of [trait] icons (round down). When the Character is freed, destroy this Condition.

"We're still collating charges, but he's been a very naughty boy."

C. Crossing Your Timeline, Condition [?] /TM/

-Temporal. Plays on your TARDIS Character. While in play, you may have another Character with the same title and subtitle here (destroy that other Character if it is ever not here). ? = half the number of [Trait] icons on this Character, rounded down.

"That's the first you and me. It's a very bad idea, two sets of us being here at the same time."

C. *Crusade, Condition [3] /AW/

-Purpose. If you have no other Purpose card in play, plays on any opposing unique Enemy with a Cost of 4 or more. When your Ally destroys this Enemy in a fight, score 3 points. Then, destroy this Condition.

"...to once again kill for honor and glory!"

C. Crushed, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving at least 2 of your Robots. If you have more Brawn than your opponent here, one opposing Victim of your choice is destroyed.

"You will seek out and destroy my enemies."

C. Cryo-Stasis, Condition [1] /IS/

-Plays on your Character under an opponent's control. It is frozen for ? turns, where ? = the number of cards currently played on it (minimum: 1). When unfrozen, destroy all cards played on it, and return it to your control and to its original card type.

"Stasis chamber! You gotta keep me... below minus 200. Freeze it out of me!!!!"

C. *Cryogenic Casket, Condition [2] /TW2-T16/

-Plays on your Torchwood Hub (even during Set-Up). Once per turn, your Ally Native to Earth Victorian Era, Earth Modern Era or Earth Present may play here.

"Torchwood have used alien cryogenics since Victorian times."

C. Cryogenic Prison, Condition [2]

-Prisoner. Plays on an Enemy you kidnapped. No Escape cards or other Prisoner cards may

be played on it. If the kidnapped Enemy's attached Minion with Engineering is unopposed here, this Condition is destroyed.

"The creatures of Earth have no stomach for judicial murder, they prefer to leave you to slowly rot and die. They call it being humane."

C. *Cult of Skaro, Condition [3] /RU/

-Plays on table. Your Cult of Skaro Daleks may play to any Spacetime card (regardless of Nativity). Your Cult of Skaro Daleks in play are +1 to all Qualities. Once per game, at the start of your turn, you may swap a Goal where you have a Cult of Skaro Dalek with a Goal from hand.

"A secret order. Above and beyond the Emperor himself. Their job was to imagine. Think as the enemy thinks. Even dared to have names."

C. Curious, Condition [2] /EoT/

-Plays on your TARDIS Character or Adventurer. This Character gains Aware. Once per turn, if an opposing Enemy here, you may destroy a card from hand to require that Enemy's player to play a Goal, Danger, Monster, or Puzzle card here at the start of his or her turn. If that player cannot, he or she must destroy 3 random cards from hand. (Not cumulative.)

"You were a privileged visitor here. You abused that privilege to pry into matters on the secret list."

C. *Cut Down to Size, Condition [0] /TL/65

-Plays on table. No player may spend more than 7 points in Cost on his or her turn. Destroy this Condition if, at the start of your turn, no player has been allowed to spend more than 6 points in Cost for an entire turn. Or plays on any Mini-Scope at +1 Cost; its owner must choose one card under it to place out of play (then destroy this Condition).

"We spent our last credit bar..."

C. Cut Off, Condition [2] /AF/

-Danger. Plays on any Spacetime card. At the start of your next turn, any opponent that does not have more than 21 Brawn (or 2 Computers and more than 16 Brawn) here must select one of his or her Characters without Running here to be destroyed unless its owner freezes all his or her Characters here until the start of your turn. Then, destroy this Condition. (Not cumulative.)

"They're increasing the pressure! Barbara, you must try and roll out, try and free yourself..."

C. Cyber Conversion, Condition [2]

-Prisoner. If you have a Cyberman there, plays on a Character you kidnapped. It is +2 Brawn, gains Machine and Minion (Cybermen), and becomes an Enemy under your control.

"You will become the first of a new race of Cybermen. You will return to the Earth and control it."

alt: "Cybermen will remove fear. Cybermen will remove sex and class and color and creed. You will become identical. You will become like us." (RD2)

C. Cyber-King, Condition [3] /TL/202

-Monster. Plays on any Spacetime card where you have a Cyberman. At the start of owner's turn, one random non-Cyberman Character here is destroyed unless that Character has Pilot. May be destroyed by any player that has 3 Engineering and Science here. (Not cumulative.)

"The Cyber-King will rise."

C. Cyberman Army, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving at least 2 of your Cybermen. If you have more Brawn than your opponent here, one random opposing Ally is destroyed.

"Are they robots?" "Much worse."

alt: "Delete! Delete! Delete!" (RD2)

C. Dalek Factor, Condition [2] /TM/

-Prisoner. If you have a Dalek there, plays on a Human Character you kidnapped. It is +3 Brawn, gains Minion (Daleks) and the Dalek species, and becomes an Enemy under your control.

"They've turned him into a Dalek."

C. Dalek Hunting, Condition [3]

-Attack. Plays on table. Destroy to start a fight involving your Engineering. If you have more Brains than your opponent here, randomly select one opposing Dalek. All opposing Characters with that Dalek's title here are destroyed.

"Dalek hunting is a terminal pastime." "So what are we doing?" "Dalek hunting."

C. *Dalek Killer, Condition [3] /9D/

-Plays on your Doctor. In fights involving opposing Daleks, he gains Marksman and is +2 to all Qualities. After any fight, if there is more than one opposing Dalek here, you may destroy one random opposing Dalek Character here.

"You would make a good Dalek."

C. Dalek Shuttlecraft, Condition [2]

-Plays on any Spacetime card where you have a Dalek. At the start of your turn, you may destroy this Condition to [V] up to 3 Daleks.

"The mothership's much larger."

C. Damaged Reputation, Condition [3] /TL/88

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Charisma or 2 Domination.

"They say the Evil One eats babies."

C. Danger of Drowning, Condition [2] /RU/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Screamer and more than 21 Bravery (or 2 Screamer and more than 30 Bravery if played on an Underwater Spacetime card) here must select one of his or her Characters without Creature here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"What are you doing in the lake?" "Drowning."

C. Dangerous Flight, Condition [2] /TM/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player with a non-Temporal Vehicle here, but not 3 Pilot, must select one of his or her Characters with Pilot here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Warp thrust from planet surface is untested. At power 3, it is suicide!"

C. Daunting Heights, Condition [2] /KTT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with either 25 Bravery or Umbrella.

"Now, what do we do? Fly?" "What a splendid idea."

C. Dead in Space-Time, Condition [2] /10D/

-Puzzle. Plays on any Dimensional Spacetime card. No player's TARDIS can move from here unless that player's Characters first overcome with TARDIS Power Cell, or Aware and 3 Science.

"The TARDIS draws its power off the universe, but it's the wrong universe. It's like diesel in a petrol engine."

C. *Dead Politicians, Condition [2] /10D/

-Plays on any Spacetime card where you have a Bureaucrat to destroy all your Characters with Bureaucrat there. Characters may not play here while this Condition is in play. After ? turns, destroy this Condition. ? = the number of Bureaucrats you just destroyed.

"But you're inside the Senate, right now. May the goddess Santori bless them... They died, Doctor. The city died."

C. *Deadline, Condition [3] /AF/

-Plays on your Apocalypse Goal. Your Enemies here are +2 Brains and gain Aware. At the end of each of your turns, place a card from hand under this Condition. When there are 3 cards under this Condition, return those cards to your hand and destroy both this Condition and ? of your Enemies here (maximum: 3); your opponents must destroy ? Allies here if possible. Destroy this Condition if Goal here is Opposed or destroyed.

"By midnight tonight, this planet will be pulled inside out. There will be nothing left."

C. Deadly Force, Condition [3] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Laser. If you have more Brawn than your opponent here, one random opposing Character is destroyed.
"...keep your heads down!"

C. Deadly Suggestion, Condition [3] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your Domination. Randomly choose one of your Characters with Domination here. Your opponent must then choose one of his or her Characters here with total Qualities lower than your Character's to be destroyed.
"The weak must be eliminated... so that the healthy can flourish. You know what to do, Midge."

C. Death Squad, Condition [3] /IS/

-Attack. Plays on table. Destroy to start a fight involving your non-unique Enemy. If you have more Brawn than your opponent here, ? random opposing non-unique Allies are destroyed, where ? = the number of non-unique Enemies you have here (maximum: 3).
"...our last evening on Titan."

C. Decadron Crucible, Condition [4]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome by placing a random Character here under this Condition and then still having 18 Brains. If not overcome by the end of this turn, both Condition and Character under it are destroyed.
"The two switches control your fate. Instant freedom or instant death."

C. Decimate!, Condition [4] /LoT/

-Attack. Destroy to start a fight involving at least 2 of your Characters with Laser and Machine. If you have more Brawn than your opponent here, ? random opposing Characters are destroyed, where ? = total Cost of opposing Characters here divided by 10 (rounded up).
"Shall we decimate them? That sounds good. Nice word, 'decimate'. Remove one-tenth of the population!"

C. Deep Hibernation, Condition [2] /MoW/

-Plays on any Spacetime card to freeze any of your Sea Devils and Silurians here until the start of your next turn. At the start of your next turn, destroy this Condition to move those Characters to another Spacetime card with the same location, but a later date.
"For 300 years, our Sea Devil brothers have remained entombed, waiting patiently for this day."

C. *Defending the Earth, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on any Earth Present Spacetime card. Your opponent's Native Enemies may now play here without a Goal card. For each turn you have 4 UNIT and 25 Brawn, and there are no non-Human Enemies here, destroy a card from hand to score 1 point (up to a maximum of 3, then destroy this Condition).
"Since UNIT was formed, there have been two attempts to invade this planet... We were lucky enough to be able to stop them."

C. *Deliver Prisoner, Condition [3] /AF/

-Prisoner. Purpose. If you have no other Purpose card in play, plays on your TARDIS card where you have kidnapped an Enemy. The next time you move that TARDIS card, you may move that kidnapped Enemy with it (your TARDIS card is -3 Capacity while doing so) to a Spacetime card to which it is Native and destroy this Condition to score 2 points.
"He demanded that I, the Doctor, a rival Time Lord, should take his remains back to our home planet, Gallifrey."

C. *Descent Into Hell, Condition [3] /AW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has 4 or more Characters here must select two of those Characters to be frozen (then destroy this Condition) until points are scored here. If these Characters are owned by any player except the scoring player, they are destroyed.
"You've gone beyond the oxygen field, you're on your own."

C. Desert Rose, Condition [3] /RD1/

-Plays on table. No player may have more than one copy of any card in play (destroy any duplicates). Destroy this Condition when an opponent scores points or, if you have Rose Tyler in play, destroy this Condition at the start of your turn to legally play a second copy of a [unique] Character already in play.

"This could be the rarest flower in the universe, the last of its kind... Or it could be one of billions."

(from The Monsters Inside)

C. Deserted Streets, Condition [2] /S10/

-Plays on any Spacetime card (at -1 Cost if that Spacetime card has "December" in its title). Your non-unique Characters here are excluded from random selections made by Attack, Danger and Monster cards.

"Where have you been living? London at Christmas? Not safe, is it? ...So everybody's scarpered, gone to the country."

C. *Desktop Options, Condition [2] /10D/

-Plays on table (even during Set-Up). Once per turn, you may place one TARDIS card-related Artifact or Condition from your hand under this card. Once per turn, you may take one TARDIS card-related Artifact or Condition on your TARDIS card and swap it (for free) for a card under this Condition.

"What have you done to my TARDIS? You've changed the desktop theme, haven't you? What's this? Coral? It's worse than the leopard skin!"

C. Despair, Condition [3] /RU/

-Plays on your opponent's table. That opponent can spend 1 less point in Cost than he or she is allowed each turn. At the end of each of that opponent's turns, he or she may place a card with a Cost of 3 or more from hand under this Condition. When there are 3 cards under this Condition, it is destroyed. (Not cumulative.)

"Who's going to listen to us? Refugees. We haven't even got a vote. We're just no one, Donna. We don't exist."

C. Dessication, Condition [3] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Vampire. If you have more Brawn than your opponent here, one random opposing Character is destroyed and you may draw a card.

"This body they found... When they touched it, it just disintegrated."

C. *Destroy Key to Time, Condition [3] /AF/

-Purpose. If you have no other Purpose card in play, plays on table. At the start of your turn, if your Doctor at a Spacetime card with any Key cards, destroy those Key cards (cards on those Key cards are shuffled into their owners' decks, except any TARDIS card and the cards aboard, which are moved to another Spacetime card by their owner.) Then, destroy this Condition to score ? points, where ? = the number of Key cards here (maximum: 3).

"We can't be too careful, can we? Or it would be a terrible tragedy for the universe."

C. *Deus ex Machina, Condition [2] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached an Apocalypse Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost. Then, destroy this Condition. (Each Reached Goal may only be Opposed this way once per game.)

"Planet Earth restored. None of it happened."

C. Diary Room, Condition [1] /9D/

-Prisoner. Plays on an opposing Character you kidnapped (one per Character). At the start of each of your turns, its owner must show you a card from hand.

"You are live on Channel Forty-Four Thousand. Please do not swear." "You have *got* to be kidding."

C. *Dice Pool, Condition [1] /PD/

-Play one on table during Set-Up (may not leave play). You may place any number of Dice

cards under this Condition (minimum: 10 different cards). You may not place more than ? copies of any one card under this Condition, where ? = no more than one number different from any other card under this Condition. When a card requires you to Roll the Dice, draw a random card from under this Condition. Or stock in deck and use as follows: Once per turn, plays to take a card of your choice from under Dice Pool into your hand.
"Through you I shall fulfill my destiny to bend the universe..."

C. *Difference of Opinion, Condition [3] /TL/43

-Plays on any Spacetime card. Conditions play here at +1 Cost, and any time a card requires a player to destroy a single card from hand, that player must destroy 2 cards instead. Any player with 5 Charisma here may destroy this Condition.
"The prisoners have attacked a Quark and escaped." "And once again you drop everything to hunt them! I have just completed calculating the remaining power levels of the Quark force; thanks to your foolish actions they are dangerously low!"

C. Differing Moralities, Condition [3] /9D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by selecting one species here and freezing all Characters of that species.
"You can't let them run around inside dead people!" "It's a different morality. Get used to it. Or go home."

C. Difficult Choice, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 TARDIS Characters (or 2 Torchwood Characters or 2 Adventurers) with a total of 15 Bravery or their player destroys one of his or her Victims here.
"If Pompeii is destroyed, then it's not just history, it's me. I make it happen."

C. *Digging Up the Past, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Resurrection Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies or TARDIS Characters with 2 History, 2 Science and 30 Brains here, destroy the top card of your deck once per turn for 2 turns to score 2 points, then destroy this Condition.
"How many thousands of years since the priests sealed the inner chamber?"

C. Dimensional Lure, Condition [3] /AW/

-Once per game, plays on any TARDIS Character. Its owner may only score points from Reaching Goals until that Character moves to a different Dimensional Spacetime card (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.
"There's something or someone out there that wants us to go out of the TARDIS."

C. *Disappearing Act, Condition [3] /TW2-T24/

-Purpose. If you have no other Purpose card in play, plays on your Torchwood Hub. If your Torchwood here, place a non-Adventurer, non-Torchwood, non-UNIT Ally here under this Condition once per turn for 3 turns to score 3 points. Then, destroy this Condition and all Characters under it.
"He's been here all along!"

C. Disastrous Consequences, Condition [3] /RU/

-Plays on table. When your opponent fails an attempt to Oppose your Goal, you may ignore any one specific required card or Trait on any attempt to Reach that Goal during your next turn. If you score points from that Goal on that turn, that opponent must destroy all of his or her non-unique Characters here.
"That's everyone. Every single person we know. The whole City."

C. Disinfection, Condition [1] /S10/

-Plays on your Character. You may ignore the game text of other Conditions played on this Character. At the start of your next turn, destroy this Condition.
"Commence stage one disinfection."

C. Dispensing Wisdom, Condition [2] /TL/123

-Plays on your Ally with more than 7 Brains. Your other Allies and TARDIS Characters here are +2 Brains and +1 Bravery while facing Danger, Monster and Puzzle cards. (Not cumulative.)

"Fear is the only poison."

C. Displaced Armies, Condition [2] /AiH/

-Temporal. Plays on any Spacetime card. At the start of your turn, before you have spent points in Cost, you may destroy this Condition to [V] up to 3 copies of the same Troop Character Native to a Spacetime card with an earlier era (or any era if this is Death Zone). You must play them here (disregarding their Nativity) this turn.

"Oh, they were Romans." "Oh, but that's impossible!" "Oh, lots of impossible things happen when you pass through time."

C. Dissension, Condition [2]

-Plays on table. When an opponent is about to use Bureaucrat, destroy this Condition to freeze all Characters at that location until the end of that opponent's turn.

"This unconsulted partner has no wish to marry. I am no sack of flour to be given in exchange!.. I will not have it!"

C. Distillation Chamber, Condition [2]

-Prisoner. Plays on an Ally or TARDIS Character you kidnapped to destroy it. Your Madman there is +? Brawn for the rest of this turn, where ? = the Cost of the Character destroyed.

"Simple, old-fashioned cannibalism. That machine just saves you chewing the grisly bits."

C. Diversions, Condition [2] /RD5/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal here until overcome. When an opponent attempts to do so, Roll the Dice. That opponent may show you ? cards from hand, where ? = the rolled number. If he or she does so, this Puzzle is overcome.

"Now you're changing the subject."

(from Conundrum)

C. Divided Attention, Condition [3] /10D/

-Plays on your Goal that has not been Reached or Opposed if you have another Goal that has not been Reached or Opposed in play (limit: 1 per Goal card). This Goal is -10 to any required Quality. The minimum number of Characters required to Oppose your other Goals in play is increased by 1. When this Goal is Reached or Opposed, destroy this Condition.

"As one door closes, another must open."

C. *Divine Proxy, Condition [2] /TL/81

-Plays on your unique Minion attached to any "God". Your non-unique Minions attached to the same "God" may play here regardless of Nativity at -1 Cost. While here, they each gain Minion (attached to this Character) and are Brains +1. Destroy this Minion at any time to move the "God" to which it is attached to this Spacetime card.

"Sutekh rulz" (in hieroglyphics)

C. *Doctor Convention, Condition [5] /KTT/

-Temporal. Plays on table. While in play, you may play an unlimited number of Timelords with the same title as long as they have different generations. When you score points Opposing a Goal or from a Purpose card, destroy this Condition and all but one of each Timelord with the same title in play.

"You shouldn't be here at the same time, should you?" "It only happens in the gravest emergencies."

C. *Domesticating the Doctor, Condition [2] /Inv/

-Plays on table. Where you have 2 Allies or TARDIS Characters with the same last name (or Susan), your opponent's Doctor may not use any special ability which would affect your Allies or TARDIS Characters. If The Doctor (9) is in play, his owner may destroy a card from hand to destroy this Condition.

"Tea! That's all I needed, a good cup of tea."

C. *Don't Wander Off, Condition [2] /7Dr/

-Plays on any TARDIS Character (except The Doctor). It may not contribute Traits or Qualities to overcome Puzzle, Danger or Monster cards. When any Puzzle, Danger, Monster or Attack card requires a Character to be left at the end of any turn. Destroy at the start of your next turn.
"The inside of my ship was thrown out of the window..."

C. *Doris, Condition [2] /RU/

-Plays on any Spacetime card where you have The Brigadier. Your Brigadier here is +2 to all Qualities and your female Allies and TARDIS Characters here are +2 to all Qualities. Opposing UNIT Characters here are -1 to all Qualities.
"You don't need to carry on playing soldier any more." "I'm not playing."

C. Dragon Guardian, Condition [3] /RU/

-Monster. Plays on any Spacetime card. At the start of owner's turn, the Thief with the lowest Bravery here is destroyed unless that Character also has Running. May be destroyed by any player that has 3 Engineering and more than 20 Brawn here. (Not cumulative.)
"It's some form of automated defense system, isn't it?"

C. *Drain Supernova, Condition [2] /10D/

-Plays on table. Your TARDIS card may move to this card as if it were a Spacetime card. If your TARDIS card here at the start of any opponent's turn, that opponent must destroy the top card of his or her deck. If your TARDIS card here at the end of your turn, you must move it to a Spacetime card.
"It takes a lot of power to send this projection. I'm in orbit around a supernova... I'm burning up a sun just to say goodbye."

C. Dusting, Condition [2] /RU/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with both Creature and Poison. If you have more Brawn than your opponent here, one random opposing Victim is destroyed (or placed out of play if non-unique). Or destroy to start a fight involving your Ally or TARDIS Character with both History. If you have more Brawn than your opponent here, one random opposing Vampire is destroyed (or placed out of play if non-unique).
"We were humbled and destroyed. Now we will do the same to others."

C. Dying Words, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal here until overcome. When an opponent attempts to do so, name a Character in your discard pile (if you have none, this Puzzle card is overcome). If that opponent has 4 Traits (or all Traits) found on that Character here, this Puzzle is overcome. If he or she does not, place that Character out of play.
"No answer to a straight question. Typical politician."

C. *E-Space**, Condition [2] /RU/

-Environment. Plays on your non-Earth, non-Gallifrey Spacetime card with no Goal card on it. While here, replace that Spacetime card's era with E-Space and your game text with the following:
-Dimensional. Players moving Characters from this Spacetime card to one in a different era must first destroy a card from hand.
-Goals: Apocalypse, Invasion, Quest
"Our N-space is positive and your E-space is negative."

C. Earthonomics, Condition [3] /S10/

-Plays on any Earth Spacetime card (at -1 Cost if Mr. Copper in play). At the start of any of your turns, you may change one Trait on all Human Characters here to another Trait until the start of your next turn.
"Human beings worshipped the great god Santa, a creature with fearsome claws, and his wife Mary."

C. *Empty Attic, Condition [2] /S10/

-Plays on Forbidden Attic, Torchwood Hub or a TARDIS card (that card may not leave play). No player may use that card's game text until the start of your next turn, and the effects of all

other Conditions played on that card are suspended. Then, destroy this Condition.
"The world can look after itself. I'm busy with something normal for a change."

C. *Enemy at the Door, Condition [3] /10D/

-Plays on table. When you are attempting to Reach a Goal and do not have every Trait that Goal requires, destroy this Condition to play an Enemy from hand directly to that Goal for free, regardless of Nativity.

"They have an army. So do we!"

C. Entangling Weeds, Condition [2] /RU/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character with less than 5 Brawn here is destroyed unless that Character also has Running. May be destroyed by any player that has either 4 Science or more than 30 Brawn here. (Not cumulative.)

"The jungle is coming, when the whispering starts. It's death, I tell you, death..."

C. *Entropic Wave, Condition [5] /PD/

-Plays on table. Once per game, when you Reach an Apocalypse Goal, place on any of your Spacetime cards in play where an Apocalypse Goal is playable; at the start of your next turn, destroy any Spacetime card. All cards at the destroyed Spacetime card are destroyed, except Characters aboard a TARDIS, which are moved to another Spacetime card of their owner's choice.

"From this point, the unravelling will spread out until the whole universe is reduced to nothing."

C. *Entropy, Condition [2] /10D/

-Plays on table. When any player uses a [V] icon on a card, that player must place a card from hand under this card. Destroy this Condition when there are 3 cards under it.

"Who killed it?" "Time. Just time. Everything's dying now. All the great civilizations have gone. This isn't just night. All the stars have burned out, faded away... into nothing."

C. *Erase Evidence, Condition [3] /PD/

-Purpose. If you have no other Purpose card in play, plays on a Spacetime card where a Meddling Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have TARDIS Characters or Allies with Demolitions, Engineering and 2 Thief, destroy an Artifact from hand (or 2 cards from hand and an opposing Artifact here) to score 2 points, then destroy this Condition.

"You can take off, destroying castle and weapons at the same time."

C. *Escape Artist, Condition [2] /TL/78

-Escape. Plays on Character with 2 Thief or your Doctor. When any of your Characters here are kidnapped, this Character is kidnapped as well. At the start of any of your turns, destroy this Condition to free all your kidnapped Characters here, destroying any Prisoner cards played on them.

"I used a tangled Turk's head splice with the grommets I picked up from Houdini. It should work."

C. Escher Maze, Condition [3] /PD/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Aware, Computers and Tracking (Natives of this Spacetime card may not contribute their Traits).

"One of us is deluded about geography."

C. *Event Horizon, Condition [3] /10D/

-Prisoner. Temporal. Plays on table. Your TARDIS card or Temporal Vehicle may move here, bringing with it any Characters you kidnapped at its Spacetime card. If any Character here is neither kidnapped nor aboard a TARDIS card or Temporal Vehicle at the end of its owner's turn, it is immediately placed out of play.

"He tricked my mother into the event horizon of a collapsing galaxy... to be imprisoned there... forever."

C. *Everyday Example, Condition [2] /AF/

-Plays on table. Your unique Human TARDIS Characters and Allies are +1 Brains where you

have The Doctor.

"The two sets of particles magnetised and WHAP! You were pulled inside the TARDIS." "I'm a pencil inside a mug?" "Yes, you are. 4H. Sums you up."

C. *Evidence Galore, Condition [2] /DoG/

-Plays on your Museum card. Once per turn, when you are about to draw, destroy or place out of play a card under this Museum card, you may first reveal the top card of your draw deck. If it could legally have been placed under this Museum card, you may choose it instead of a card under this Museum card.

"Can't we just have the edited highlights?"

C. Evolutionary Setback, Condition [3] /MoW/

-Danger. Plays on any Base. At the start of your next turn, any player that does not have 3 Science and more than 25 Brains here must select two of his or her non-unique non-Human, non-Robot Allies or Enemies here to be shuffled back into their owner's deck. Then, destroy this Condition. (Not cumulative.)

"A Kaled mutant... The Daleks are reverting to organic life forms."

C. Execution, Condition [3]

-Prisoner. Plays on a TARDIS Character or Ally you kidnapped to destroy it. You may draw up to ? cards, where ? = the Cost of the Character destroyed.

"How long is it since we rigged a primitive execution?" "They're always most enjoyable."

C. *Exiled, Condition [2] /KTT/

-Plays on table if there are at least 4 Earth Present or Postmodern Era Spacetime cards in play. Your TARDIS card may only move to Earth Present or Postmodern Era Spacetime cards. Whenever your Doctor successfully Opposes a Goal, score +1 points. You may destroy this Condition at the start of any of your turns by placing your Timelord at a Gallifrey Spacetime card out of play.

"The TARDIS no longer works... I couldn't escape now if I wanted to. They've trapped me here. Mean, despicable, underhanded lot!"

C. Existential Draughts, Condition [2] /EoT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless first overcome by their controlling player placing one of his or her Characters here on top of his or her draw deck.

"You can't possibly exist, so go away."

C. Exobiology, Condition [3] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Medicine, Science and more than 20 Bravery. When overcome, you may immediately take a Creature from your discard pile into hand.

"Half fish, half human, how am I supposed to know? Is that a shoulder? Feels like a shoulder! I think it's dislocated."

C. *Experiential Grid, Condition [3] /TL/108

-Museum. Plays on Argolis. You may immediately [V] up to 3 cards with the word "Tachyonic" in their title and place them under this Condition. Once per turn, if your Native Argolin here, you may place one such card from your hand or discard pile under this card (maximum: 3). Once per turn, if your non-Argolin Character here, you may destroy a card from hand to take a card of your choice into hand from under this Condition.

"Cells of different environments designed to produce physical, psychic and intellectual regeneration."

C. Explosive Attack, Condition [2] /MoW/

-Attack. Plays on table. Destroy to start a fight involving your Demolitions. If you have more Brains than your opponent here, one random opposing Character is destroyed (a Machine, if possible).

"How much of this stuff do we need to destroy the guard?"

C. *Expose Plans, Condition [3] /DoG/

-If one of your opponents has not yet Reached a Goal, plays on a Spacetime card where you have The Doctor and that opponent has a non-Minion Enemy. That opponent must immediately play a Goal card from hand (or [V] one and play it) for free on a suitable Spacetime card. If that opponent cannot, or chooses not to, he or she loses 2 points (minimum: 0).

"I am the Doctor... and you, are the Daleks!"

C. Exterminate!, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Dalek. If you have more Brawn than your opponent here, one random opposing Ally is destroyed.

"A death ray?" "Very succinct."

alt: "It's the ultimate in racial cleansing and you've let it loose!" (RD1)

C. Extreme Makeover, Condition [3] /9D/

-Plays on your non-Machine Character (or Cassandra) where you have 2 Medicine (or on an opposing non-Machine Character where you have 4 Medicine) to change its species to Alien. If under your control, this Character gains Charisma and is all Qualities = its highest Quality (maximum: 8). If under your opponent's control, this Character loses all Charisma and is all Qualities = its lowest Quality (minimum: 2). (Not cumulative.)

"Ever thought about cosmetic surgery? ...Let's do something... cutting edge."

C. *Eye of the Cat, Condition [2] /LoT/

-Plays on your Feline. At the start of any of your turns, you may look at 1 card from any opponent's hand for every other Feline at a Spacetime card where that opponent has a Character; or at the start of any of your turns, you may look at an opponent's entire hand if that opponent has a Feline and a Goal here.

"Show me... show me."

C. Face Off, Condition [2] /AW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by returning one Character to hand and replacing it with any other Character of the same type (TARDIS Character, Ally or Enemy) from hand for free (regardless of Nativity).

"I'm supposed to provide the face, am I?"

C. Face Sucking, Condition [3] /S10/

-Attack. Plays on table. Destroy to start a fight involving your Vampire. If your Characters with Gloating have more Brains than do your opponent's Characters with Aware, you may do one of the following: [V] Bald-Faced and play it here directly on a random opposing Human (for free); kidnap two opposing random Characters here; make a random opposing Ally with the lowest Cost here become an Enemy under your control.

"I heard they rot your brains. Rot them into soup, and your brain comes pouring out of your ears. That's what television does."

C. *Facing Your Demons, Condition [2] /7Dr/

-Purpose. Plays on your TARDIS Character (except The Doctor). Each time that Character helps meet Bravery requirements on a Danger, Monster or Puzzle card, or helps Oppose a Goal using Bravery, score 1 point (maximum: 3) and that Character is +1 Bravery (maximum: +3).

"The baby is your mother... The mother you hate!"

C. Fact From Fiction, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Aware and 25 Brains (or 4 Aware and 35 Brains if at a Dimensional Spacetime card).

"Hold on tight, this is gonna be a tricky one."

C. Factions, Condition [2]

-Plays on table. Your Enemies can use Attack cards to fight opponent's Enemies of the same species.

"Mutants. Not pure in their blobiness... They hate each others' chromosomes. War to the death."

C. *Fairies, Condition [3] /TW1-T5/

-Monster. Plays on any Earth Spacetime card. At the start of owner's turn, one random Character with Gloating or History here is destroyed unless that Character also has Torchwood. May be destroyed by any player that allows you to reshuffle one of his or her Characters here (your choice) into his or her deck.

"...like something out of the corner of your eye, with a touch of myth, a touch of the spirit world, a touch of reality..."

C. Fake Artifact, Condition [3] /TM/

-Plays on a unique Artifact card (at -1 Cost if that Artifact is yours). It becomes a Puzzle Condition and Characters cannot attempt to Reach or Oppose a Goal here unless they first destroy it (with any card that destroys an Artifact or a Puzzle card, or by meeting the following requirements: That Artifact's User or all Traits on any of the Artifact's Users in play. At the start of your turn, if this Artifact has no User in play, destroy this Condition.

"Before Leonardo painted them, I wrote 'These are fakes' on the blank boards... with felt tip!"

C. *False History, Condition [3] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached a Historical or Meddling Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost -1. Then, destroy this Condition. (Each Reached Goal may only be Opposed this way once per game.)

"A civilization evolving out of tribal warfare into an ideal community. It is a fiction."

C. Familiar, Condition [2] /KTT/

-Plays on any Spacetime card. Any non-Machine Character (except Omega) that has Minions here gains Aware and may move to this Spacetime card at the end of your turn. (Not cumulative.)

"It's not exactly what you call a pet, Doctor... Beware the raven or the crow, Doctor, they are her eyes."

C. Family Affair, Condition [2] /9D/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 2 Slitheen Native to that Spacetime card.

"Slitheen isn't our species." "Slitheen is our surname."

C. Fans, Condition [2] /9D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 20 Bravery, 2 Aware and Running. If an Apocalypse Goal played here, players successfully overcoming this Puzzle card must destroy one random Tree here (if any).

"Is it me or is it nippy?"

C. *Fast Lane, Condition [2] /10D/

-Plays on table. At the start of each player's turn, if that player has spent all his or her points in Cost, he or she may play one card with a Cost of 1 or 2 for free. At the start of any of your turns, you may destroy this Condition. (Not cumulative.)

"Oh, it's right at the bottom, underneath the traffic jam. But not many people can afford three passengers, so it's empty down there. Rumor has it you can reach up to thirty miles per hour."

C. Fatal Fault, Condition [4] /S10/

-Attack. Destroy to start a fight between an opponent's Robots (they work together during this fight) and that same opponent's non-Robot Allies and TARDIS Characters at the same Spacetime card. Opponent chooses a Quality. One random Character of the group with the lowest total of that Quality is destroyed.

"One woman, she asked the Host to fix her necklace. It almost broke her neck... in First Class."

C. Faux-Dalek, Condition [2] /AF/

-Plays on your TARDIS Character. While in play, it loses Running, cannot gain Running, gains whichever of Laser and Machine it does not have, is +2 Brawn and no opposing Dalek may

start a fight with your Characters here. Destroyed at the end of any turn if an Enemy with Computers here, or if this Character moves to another Spacetime card.

"I think I've found out how to operate this thing!"

alt: "Pretend you're a Dalek. If we meet anyone, you're taking us to be questioned."

C. Fear Factor, Condition [3]

-Prisoner. Plays on a Character you kidnapped where you have an Enemy with both Science and either Medicine or Madman. It loses all Traits and Brains, gains instead Creature, Minion and your choice of Poison or Tracking, and is now considered an Enemy under your control (if freed, it becomes an Ally again, but retains all changes made to it unless its owner immediately discards entire hand).

"The seeds of fear in your mind... grow... until you transform..."

C. Fear Itself, Condition [2] /AF/

-Prisoner. Puzzle. Plays on an Ally or a TARDIS Character you kidnapped with less than 7 Bravery (one per Character). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with more than four times this kidnapped Character's Bravery.

"I merely resurrected those things which laid buried in the depths of her pathetic little mind."

C. Feeding Frenzy, Condition [2] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your Creature. If you have more Bravery than your opponent here, destroy a random opposing Character with Running.

"You shouldn't have run... They always go for you if you run."

C. Fellow Prisoner, Condition [2]

-Escape. Plays on table. When you play an Ally on a Spacetime card where your Characters have been kidnapped, destroy this Condition to release them if your total Brains or Brawn is greater than that of opposing Enemies here. Freed Characters are frozen for the rest of your turn.

"How long have you been here?" "Months." "You probably know the best way out of here."

C. Feudal Warrior, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 20 Brawn and either 2 Laser or 2 Marksman here must select one of his or her Characters with Thief here to be destroyed. Then, destroy this Condition. (Not cumulative.) During fights involving Brawn here, your total Brawn here is +5.

"He's preparing either to run for his life or fight for his life."

C. Fiendish Strategy, Condition, Cost: 3

-Plays on your non-Minion Enemy with Brains greater than 7. Destroy this Condition and ? cards from hand to destroy a Puzzle card here, where ? = Cost of that Puzzle card.

"Checkmate!"

C. *Fighting Words, Condition [4] /7Dr/

-Plays on your Doctor. He gains +2 Bravery and you score +1 points when he helps successfully Oppose a Goal. When an opponent Reaches a Goal, you must immediately destroy two random cards from hand.

"Evil is what I meant. There are some corners of the universe which have bred the most terrible things. Things which act against everything that we believe in. They must be fought."

alt: "You just killed someone I liked, that is not a safe place to stand. I'm the Doctor and you're in the biggest library in the universe. Look me up." (RD4)

C. Final Destination, Condition [2] /MoW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has a Vehicle here, but not 3 Computers or Domination must select one of his or her Characters with Pilot here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"I've got no control. It's driving itself. It won't stop."

C. Final Round, Condition [3] /9D/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal here that would make him or her win the game until overcome. When an opponent attempts to

do so, name 1 to 5 of your cards in hand. That opponent must name a number. Show the named cards from your hand. If the total Cost of those cards is equal to that number, this Puzzle is overcome. Then, destroy this Condition.

"In history, which Islandic city hosted Murder Spree Twenty?"

C. *Find the Great Key, Condition [3] /LoT/

-Purpose. If you have no other Purpose card in play, plays on any Gallifrey Spacetime card where a Quest Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have a non-Enemy Timelord with "President" in its title or subtitle and 32 Brains here, destroy the top card of your deck once per turn for 2 turns to score 2 points, then destroy this Condition.

"Would you have me break my oath as president? My oath to seek the Great Key?"

C. Finding Yourself, Condition [2] /AF/

-Plays on an opponent's Doctor. This Doctor is -1 to all Qualities (cumulative) and may not use the game text on any Moves card. This Doctor's owner may destroy ? cards from hand to destroy all copies of this Condition here, where ? = this Doctor's Cost -2.

"You've changed." "Oh no, not again."

C. Firing Range, Condition [2] /MoW/

-Plays on any Spacetime card (or on Torchwood Hub at -1 Cost). Your Characters with Marksman here are +1 Brawn and you may add +? to any total Brawn bonus from your Tactic cards here, where ? = the number of Marksman you have here (maximum: +5).

"You need to know how to use these."

C. Firing Squad, Condition [3] /7Dr/

-Prisoner. If you have 3 Marksman there, plays on a Spacetime card where you have opposing kidnapped Characters. Those kidnapped Characters are destroyed at the start of your next turn, and players must also destroy a card from hand for each of their Characters just destroyed. Then, destroy this Condition.

"Under emergency regulations, anyone caught supplying arms to the android rebels faces summary execution."

C. *Fixed Point, Condition [2] /AiH/

-Temporal. Plays on any Spacetime card (even during Set-Up). Historical and Meddling Goals may now play here. If you Reach a Historical Goal here, score +1 points. If any player Opposes a Meddling Goal here, that player scores +1 points.

"Pompeii is a fixed point in history. What happens happens. There is no stopping it."

C. *Flag of Truce, Condition [3] /AW/

-If no Flag of Truce in play, plays on table. When an Attack card is destroyed to start a fight, that fight is cancelled and that Attack card is placed underneath this Condition. When there are 2 Attack cards underneath this Condition, destroy it.

"I come to you under a flag of truce and expect to be treated according to the usages of war."

C. Flooded Tunnel, Condition [3]

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 18 Brains here must select one of his or her Characters without Running here to be destroyed. Then destroy this Condition. (Not cumulative.)

"Give us the water that is our life, and we will honour you... with blood."

C. Flooding Compartment, Condition [2] /RU/

-Danger. Plays on any Spacetime card (at -1 Cost if an Underwater Spacetime card). At the start of your next turn, any player that does not have 4 Aware and more than 20 Brawn here must select one of his or her Characters with Thief or Victim here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Don't worry, Ace. It's only a trap."

C. Floor 500, Condition [2] /IS/

-Prisoner. Plays on any Spacetime card. Once per turn, if an opposing Ally here helps score points, you may destroy ? cards from hand to kidnap it and place it under this Condition, where ? = that Ally's Cost. No cards may be played on Characters under this Condition. If this

Condition is destroyed, all cards under it are also destroyed.
"Once you go to Floor 500, you never come back."

C. *Fogbound, Condition [2] /Inv/

-Plays on any Spacetime location where an Apocalypse Goal is playable. No Vehicles may be used to move Characters from here. When points are scored here, destroy this Condition.
"There's a fog coming up like nobody's business."

C. *For the Record, Condition [3] /TL/45

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where an Invasion Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies or TARDIS Characters (except The Doctor) with 4 Aware and 30 Bravery here, destroy the top card of your deck once per turn for 2 turns to score 2 points and look at the hand of any opponent with Enemies here, then destroy this Condition.
"I think those crazy kids have gone off to the sewers to get photographs of the Cybermen."

C. *Forbidden Attic, Condition [0] /IS/

-Plays on any Earth Postmodern Era Spacetime card (even during Set-Up); may move to another at the end of any of your turns. If you have no TARDIS card or card titled "The Doctor" in play, your Adventurer Allies may act as TARDIS Characters, your Adventurer Sarah Jane Smith may act as The Doctor, any Goals you Oppose with an Adventurer are +1 points, this Condition may not leave play, and when played during Set-Up, you may also play 2 Adventurers (with a maximum total Cost of 7) here.
"Whatever happens, you're not to go upstairs."

C. Forced Regeneration, Condition [?] /TL/49

-Plays to switch a Timelord Doctor in play where you have a Timelord with Bureaucrat with a Doctor of a later generation you have in hand. ? = the Cost of the Doctor in play (-1 if that Doctor is yours). Then, destroy this Condition.
"Oh he's too old! Well he's too fat, isn't he! No! He's too thin! That one's too young! Oh now that won't do at all! This is ridiculous!" "Since you refuse to take the decision, the decision will be taken for you."

C. Forced to Fight, Condition [2] /AiH/

-Attack. Escape. Prisoner. Plays on table. Destroy to start a fight between two random kidnapped Characters at the same Spacetime card. The Character with the highest Brawn (or highest total Qualities if there is a tie; both are destroyed if a tie persists) is freed and the other is destroyed.
"Caesar Nero wants you to put on a fight for him... This way at least, one of you has a chance. A good winner sometimes earns his freedom."

C. **Forced to Leave, Condition [3] /DoG/

-Plays on an opposing non-Doctor TARDIS Character if one of its Native Spacetime cards is in play. It is immediately moved to a Spacetime card it is Native to, and may not move to any Spacetime card it is not Native to while this Condition on this Character.
"Goodbye Doctor. Will we ever meet again?" "Again? Now Zoe, you and I know... time is relative, isn't it?"

C. Forcefield, Condition [3] /7Dr/

-Defense. Plays on any Spacetime card where you have 2 Engineering. Monster cards' effects are suspended here and Enemies with less than 30 total Brawn cannot start a fight here. Destroy this Condition if at any time you do not have 2 Engineering here.
"The gravitron deflected it."

C. Foreshadowing, Condition [?] /AW/

-If a player has a unique Character in play that is also in his or her discard pile, plays to do one of the following: return the Character in the discard pile to its owner's hand (? = 1), or destroy 2 cards from hand to destroy the Character in play (? = 4). Then, destroy this Condition.
"I never thought the precognizance of my own death would be so disturbing."

C. *Forfeit Companion, Condition [?] /TL/140

-Puzzle. Plays on an opposing TARDIS Character (except The Doctor) where you have a

unique Enemy or 4 non-unique Enemies. Its player's Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Demolitions, 3 Charisma, 30 Brains and 30 Bravery, or by destroying this TARDIS Character.
? = Cost of the TARDIS Character.

"Most people depart with a scream."

C. *Fractured Time, Condition [3] /TM/

-Temporal. Plays on any Spacetime card where there are 3 Temporal cards (or 2 Temporal cards and a TARDIS card). This Spacetime card gains the Dimensional keyword, loses its date and changes its era to Outside Time. When any opponent's TARDIS moves here, its owner must destroy ? cards from hand, where ? = the number of Characters aboard other than The Doctor.

"We had time taken away from us, and now it's being given back to us... because it's running out!"

C. Friend to the Animals, Condition [2] /TL/13

-Plays on any Monster card. It may not destroy your Characters with either Domination or Charisma (2), or your Vicki.

"You know, Doctor, I'm getting quite fond of Zombo." "What?" "Zombo, it's his name. I gave it to him... He's quite cute, isn't he, when he's like this?"

C. Friendly Ghost, Condition [2] /TM/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with every Trait on the TARDIS Character or Ally nearest the top of their owner's discard pile (or 30 Bravery if no such card in discard pile) here.

"If you advance, you will kill me, Nyssa."

C. *Friends in High Places, Condition [1]

-Plays on table. Once per turn, if you have more Bureaucrat than opponent at a Spacetime card, destroy this Condition to freeze all opposing Characters with UNIT or Bureaucrat there.

"Oh, you have friends in high places, have you? Well, so do I."

C. *Front, Condition [0] /AW/

-Plays on your Goal during Set-up. Your opponents may not attempt to Reach or Oppose this Goal unless you have 3 Characters here. When you score any points, destroy this Condition.

"The Sisters are hiding something... These cats have secrets."

C. Frozen Solid, Condition [2] /RU/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Engineering and 3 Science here must choose to either freeze all of his or her Characters here, or destroy one of his or her Characters without "God" or Machine here. Then, destroy this Condition. (Not cumulative.)

"What temperature is it?" "Outside, brrrrrrr... Inside, I don't know, but I can't feel my feet..."

C. *Fugue State, Condition [2] /DoG/

-Plays on your unique Character and immediately [V] any Character and place it underneath this one. This Character gains Madman and may use any Trait or keyword on the Character under it (unless it already has that Trait or keyword). If this Condition is destroyed, destroy any Character underneath this one.

"What you suffered, is called a fugue... Where the mind just runs away, because it can't bear to look back."

C. Fun with Numbers, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with one of the following: Donna Noble, 2 Bureaucrat, 3 Computers, or 4 Science.

"I mastered the Dewey Decimal System in two days flat. I'm good with numbers!"

C. Fungal Advance, Condition [3] /Inv/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Aware, Running and Science here must select one of his or her Characters without

Machine here to be destroyed. Your opponents with Aware, Running and Science here must select one of their Characters to be frozen for an entire turn. Then, destroy this Condition. (Not cumulative.)

"Sir... the fungus. It's swamped HQ."

C. *Futile Attempt, Condition [3] /MoW/

-Plays on any Spacetime card. If an opponent's Characters do not have total Qualities greater than your Characters' total Qualities, that opponent may not destroy your Characters here. At the start of your next turn, destroy this Condition.

"Well, nothing ventured, Doctor!" "Nothing gained."

C. Gallifrey Rising, Condition [1] /DoG/

-Temporal. Plays on any Spacetime card where an Apocalypse Goal may be played. It counts as a Gallifrey Spacetime card.

"The day upon which the whole of creation would change forever. This was the day... the Time Lords returned."

C. Game Show Roast, Condition [3] /9D/

-Danger. Plays on any Spacetime card. At the start of your next turn, name a Character with at least 2 Traits in your hand and choose an opponent with Characters here. That player must name 2 Traits. Show the Character from your hand. If it does not have both named Traits, your opponent must select his or her Character with the lowest printed Brains here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Don't try to escape. It's play or die."

C. Gas Cloud, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Medicine and more than 20 Bravery here must select one of his or her Characters without Poison here to be destroyed. Then, destroy this Condition. (Not cumulative.) During fights involving your Poison here, your total Brawn here is +5.

"Asphyxiating nerve gas. This is in deadly earnest."

C. **Gas Exchange, Condition [1] /9D/

-Plays on table and immediately place the top card of your draw deck underneath this Condition. At any time, if you have a Skinsuit or any Slitheen in play, you may switch one card from hand with the card under this Condition. If this Condition is destroyed, so is the card underneath.

"...A compression field. Literally shrinks them down a bit. That's why there's all that gas."

C. Gasmask, Condition [3] /9D/

-You may stock your deck with an unlimited number of copies of this card. Plays on a Human (except Jamie or an opposing TARDIS Character) where you have Jamie or another Gasmask. That Human becomes an Enemy under your control, loses all printed Traits, gains Thief, Tracking and Troop, and is Brains: 2 and +3 Brawn. (Not cumulative.)

"Physical injuries as plague."

C. Gelth Possession, Condition [2] /9D/

-Plays on table. When a Human Character is destroyed at a Spacetime card where you have Gelth, place that Character back into play at that Spacetime card and place this Condition on that Character. It is now an Enemy under your control, its species changes to Gelth, it is -2 Brains and +1 Brawn.

"And what does the human body do when it decomposes? It breaks down. Produces gas. Perfect home for these gas-things, they can slip inside, use the body as a vehicle."

C. *Getting Leaner, Condition [2] /TL/192

-Plays on table. While in play, you may choose not to replenish your hand at the end of a turn to instead [V] a card with a maximum Cost of ?, where ? = the number of cards less than 8 you have in hand. Then, destroy this Condition.

"The fat just walks away!"

C. *Ghost Breaker, Condition [3] /9D/

-Purpose. If you have no other Purpose card in play, plays on a Spacetime card where a

Meddling Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies or TARDIS Characters with 2 Aware, History, Science and 25 Bravery, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"...all my life, I've railed against fantasists! Dedicated myself to the *real* world."

C. Ghost Shift, Condition [2] /10D/

-Temporal. Plays on any Dimensional Spacetime card; at the end of any turn, destroy this Condition and move all your Enemies here to a new Spacetime card. Or plays on a non-Dimensional Spacetime card; at the end of any turn, destroy this Condition to move any Unbound Enemies here to a Dimensional Spacetime card.

"They're bleeding through the fault lines. Walking from their world, across the Void, and into yours."

C. Ghost Sightings, Condition [2] /RU/

-Plays on any Spacetime card. Unbound Cybermen may play here regardless of Nativity. Once per game per copy of this card, at the start of your turn, you may destroy this Condition to [V] up to 3 Gelth, Vardans or Xeraphins Native to that Spacetime card, or up to 3 Unbound Cybermen Native to any Spacetime card.

"And tonight we're expecting very strong ghosts. From London, through the North and up into Scotland."

C. Giant Bird, Condition [3]

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief here is destroyed unless that Character also has Running. May be destroyed by any player that has 3 Marksman and more than 20 Brawn here. (Not cumulative.)

"...the fledgling flies the coop."

C. Giant Clam, Condition [2] /AiH/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief here is frozen unless that Character also has 7 or more Brawn. After one full turn, any Character frozen by Giant Clam here is destroyed. Condition may be destroyed by any player that has 25 Brains here. (Not cumulative.)

"I'll never eat oysters again!"

C. Giant Fly, Condition [3]

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Pilot here is destroyed unless that Character also has more than 6 Bravery. May be destroyed by any player that has 2 Demolitions and more than 20 Bravery here. (Not cumulative.)

"The maggots are some sort of larvae, they're not the finished product."

C. Giant Krynoid, Condition [3] /EoT

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Science here is destroyed unless that Character also has Poison (you may then [V] Krynoid). May be destroyed by any player that destroys a copy of Aerial Assault or has either 3 Demolitions or 3 Poison here. (Not cumulative.)

"The Intergalactic Floral Society... finds Krynoids a difficult subject to study. Their researchers tend to disappear."

C. *Giant Macra, Condition [3] /TL183/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Pilot here is destroyed unless that Character is not Native to this Spacetime card. When 2 of a player's Characters have been destroyed by this Condition here, that player may immediately destroy this Condition.

"They must've devolved through the years. Now they're just beasts."

C. Giant Maggot Swarm, Condition [4]

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has Machine or more than 6 Brains. May be destroyed by any player that has Poison and more than 20 Brains here. When destroyed, owner may [V] Giant Fly. (Not cumulative.)

"Oil waste from Global Chemicals must've contaminated some of the maggots, causing an

atavistic mutation."

C. Giant Plant, Condition [2] /LoT/

-Monster. Plays on any Spacetime card or your TARDIS. At the start of owner's turn, one random Character here is kidnapped unless another Character here has Troop. May be destroyed by any player that has 30 Brawn here. (Not cumulative.)
"It's all so... natural."

C. Giant Rat, Condition [3]

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has Domination or Aware. May be destroyed by any player that has Marksman, 2 Aware and more than 20 Bravery here. (Not cumulative.)
"The beasts of darkness. I have made them larger and more savage than lions!"

C. Gladiator, Condition [3] /KTT/

-Monster. Plays on your Enemy with more than 8 Brawn. That Enemy becomes a Monster Condition played on this Spacetime card. At the start of your turn, randomly select one TARDIS Character here; it is destroyed unless it has more Brains than this Monster has Brawn. May be destroyed by any player that has at least 2 of this Monster's Traits and more than ? Brawn here, where ? = this Monster's total Qualities. (Not cumulative.)
"...like the Daleks, they play too well."

C. *God Trap, Condition [4] /TL/176

-Prisoner. Plays on any Spacetime card where your opponent has an Enemy with "God" (your choice if more than one). That Enemy cannot be moved from this Spacetime card and you may play Prisoner cards on it as if it were kidnapped (except Prisoner cards that would move it or place it under your control).
"Maybe that's the key... or the gates... or the bars."

C. Gone Missing, Condition [2] /9D/

-Plays on table. At the end of any of your turns, place this Condition out of play to take one of your cards placed out of play by an opponent and shuffle it back into your draw deck.
"It's not twelve hours, it's twelve months. You've been gone a whole year... Sorry!"

C. *Gone Native, Condition [3]

-Plays on table. Your TARDIS Characters (except The Doctor or any Robot) are +1 to all Qualities if they are not Native to the Spacetime card where they are currently located.
"You can't go around Victorian London in skins, you'd scare the horses."

C. Goodness, How You've Grown, Condition [?] /TM/

-Plays to move any of your Allies and TARDIS Characters at a Spacetime card to a Spacetime card with the same location and era, but a later date. Then, destroy this Condition. ? = the number of Characters moved.
"And you do not appear to have aged a single day. That is tremendously impolite of you."

C. Grating Discussion, Condition [1] /IS/

-Plays on your Thief where another of your Characters has been kidnapped. That Thief may use one of your kidnapped Characters' Traits here until the end of this turn.
"What are you doing in there? Don't you know how dangerous it is?" "Should I join you!?"

C. Gravity Bar, Condition [2] /AF/

-Prisoner. Puzzle. Plays on an Ally or a TARDIS Character you kidnapped with less than 8 Brawn (one per Character). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with more than four times this kidnapped Character's Brawn.
"Experiment 8: Resistance to pressure on the human breastcage, and muscular strength."

C. *Greatly Exaggerated, Condition [3] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached a Capture or Experiments Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost -1. Then, destroy this Condition. (Each Reached Goal may only be Opposed this

way once per game.)

"Handsome fellow, isn't he? One of your tachyon images."

C. *Grim Reaper, Condition [3] /Inv/

-Plays on your non-Human Enemy. At the start of any opponent's turn, you may destroy ? cards from hand to freeze ? Human Characters here (except Natives of the Postmodern Era or later). If opponent had more non-Human Characters than Human Characters here, destroy this Condition.

"Neat idea, dressing the android up as death." "It created the confusion I wanted."

C. Guard Dog, Condition [2] /LoT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Bravery, where ? = 6 times the number of Characters you have here. During fights involving Brawn here, your total Brawn here is +5.

"That dog doesn't look as though it's been fed today."

C. Guardian Pressure, Condition [3] /KTT/

-Guardian. Plays on table. Destroy at the start of your turn to freeze your Doctor for the rest of that turn. No player may play a Condition until the start of your next turn.

"You mean nothing will happen to me?" "Nothing at all... ever."

C. Guardian Rage, Condition [2] /TL/102

-Guardian. Plays on table. Destroy at the start of your turn to freeze your Doctor for the rest of that turn. No player may play a Bang! card until the start of your next turn.

"I shall destroy you for this. I shall disperse every part of your being to the furthest reaches of eternity!"

C. Hallucinations, Condition [2]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 30 Bravery.

"It's just an illusion. Whatever happens, keep your eyes closed."

C. Hand In, Condition [4] /7Dr/

-Plays to place your entire hand (minimum: 5 cards) under your Mini-Scope, taking all cards previously there into hand. Then, destroy this Condition.

"This collection is a bit of a jumble."

C. Hands Off, Condition [4]

-Plays on any player (at -2 Cost if on yourself). That player must place his or her hand under draw deck and draw the same number of cards from top of draw deck. Then, destroy this Condition.

"Please do not throw hands at me."

C. Hands Up, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Auton. If you have more Brawn than your opponent here, one random opposing Ally is destroyed.

"It took off its hand, and there was this sort of a tube, and the whole of the arm appeared to be hollow. Well you should see the hole it blasted in the wall!"

alt: "But that arm was moving. It tried to kill me!" "Ten out of ten for observation." (9D)

C. Handy Attachment, Condition [1] /9D/

-Plays on any Machine Enemy. At the start of your turn, that Enemy may lose either Demolitions, Engineering, Laser, Science or Tracking and replace it with either another Trait they do not already possess from that same list or +3 Brawn until the start of your next turn. Then, destroy this Condition.

"Give a man a plastic hand and off he goes."

C. Hangover, Condition [1] /TM/

-Plays on a non-Machine Ally or TARDIS Character where you have Poison. That Character is -1 to all Qualities (-2 when facing a Puzzle card).

"Are you feeling better? Oh, you did have a party last night, didn't you sir?"

C. *Hapless Victim, Condition [2] /KTT/

-Plays on table. Destroy to kidnap or destroy your Ally Victim where you have an Enemy with higher total Qualities than that Ally.

"Hey Pat! Come have a look at this..."

C. *Happy Farewell, Condition [3] /TL/149

-Plays on your TARDIS Character (except The Doctor). Each time an opposing Enemy is destroyed here, place it underneath this Condition. When there are 3 Enemies there, destroy Condition and all cards underneath it, place this TARDIS Character out of play, and, once per game, score 1 point.

"That's right, yes, you're going. Gone for ages. Already gone. Still here. Just arrived. Haven't even met you. It all depends on who you are and how you look at it. Strange business, time."

C. Hard Rain, Condition [3] /RD2/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character has Machine. May be destroyed by any player that has 2 Charisma and 25 Bravery here. While in play, no non-Temporal Vehicle may move away from this Spacetime card. (Not cumulative.)

"...it's like the storm *knows*. It doesn't stop - won't stop - until it's got one or two of us."
(from *Pitter-Patter*)

C. Haunted House, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Bravery, where ? = 6 times the number of Characters you have here. When facing Danger, Monster and other Puzzle cards here, opposing Characters' total Bravery here is -5.

"A weak point in time and space. The connection between this place and another. That's the cause of ghost stories, most of the time."

C. Have We Met?, Condition [2] /10D/

-Plays on any opposing Ally where an opponent has The Doctor. If you have The Doctor here at the start of any of your turns, you may take control of that Ally until the start of your next turn. Then, destroy this Condition.

"Hold on. Don't I know you?"

C. Heads Up!, Condition [2] /9D/

-Plays on your Doctor if your other TARDIS Character with Aware is here. While this Condition in play, any player who has an Enemy here must play with their hand exposed, face up on the table. Destroy this Condition at the start of your next turn.

"A huge, metal, circular structure, like a dish, like a wheel, radial, close to where we're standing, it must be completely invisible... What?"

C. Heart of the TARDIS, Condition [2] /9D/

-Vortex. Plays on table (even during Set-Up). At the start of any of your turns, spend ? in Cost to [V] one Vortex card and place it under this Condition (limit: 3), where ? = the Cost of that Vortex card (minimum: 1). You may play these cards as if from hand.

"This ship is alive. You've opened its soul."

C. Heavy Decisions, Condition [2]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with History and 21 Bravery.

"Every great decision creates ripples, like a huge boulder dropped in a lake. The ripples merge, rebound off the banks in unforeseeable ways. The heavier the decision, the larger the waves, the more uncertain the consequences."

C. *Heels, Condition [2] /KTT/

-Plays on any female Ally or TARDIS Character. That Character loses all Running, cannot gain Running, and is automatically selected to be destroyed or kidnapped by Danger and Monster cards, when such selections must be made here, regardless of her Traits or Qualities.

"So what do we do?" "Get you a decent pair of shoes."

C. Heightened Security, Condition [2] /AiH/

-Plays on any Base. When an opponent uses a Thief-related Condition or Bang! card here, he or she must destroy a card from hand. Your Characters with Troop gain Aware here. (Not cumulative.)

"This will remain an area of maximum security."

C. *Heist, Condition [3] /S10/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Profit Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have a Character with Thief (2) and no Doctor here, destroy a card from the top of draw deck once per turn for 2 turns to score 2 points (or 1 point if that Character was an Enemy), then destroy this Condition.

"If you're short of cash, you rob a bank. Stealing this... that's a lifestyle."

C. Held Down, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Screamer here must select one of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"My grip on reality's not too good at the best of times."

C. Hellevator, Condition [2] /AiH/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Creatures Native to that Spacetime card.

"Those creatures were from Hell! From Hell itself!"

C. *Help Castaways, Condition [3] /S10/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Resurrection Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Charisma, 2 Engineering and Medicine here, destroy a card from the top of draw deck once per turn for 2 turns to score 2 points, or to score 1 point and [V] one Ally not Native to this Spacetime card's location. Then, destroy this Condition.

"Look at the ship, it's a wreck, they crashed, just like us."

C. *Help Me, Condition [2] /DoG/

-Purpose. Plays on your unique Ally. If your Doctor here helps either win a fight, meet a Danger card's requirements, destroy a Monster card, overcome a Puzzle card, or Oppose a Goal, score 1 point. Then, destroy this Condition.

"Ah. Two words I never refuse."

C. Hidden Agenda, Condition, [?] /9D/

-Plays to destroy one of your Goals in play and replace it with a Goal from your hand that is playable there, where ? = Cost of that new Goal. Then, destroy this Condition.

"I answer to the Editor-in-Chief... he's overseeing everything. Literally, everything. If you don't mind, I'll have to refer this upwards..."

C. High Voltage, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Creature, Rutan or Machine Enemy without Laser. If you have more Brawn than your opponent here, one random opposing Character (or, if your Rutan here, a Sontaran of your choice) is destroyed.

"A massive electric shock. He died instantly."

C. Hired Help, Condition [1] /10D/

-Plays at any Spacetime card. Your TARDIS Characters here become Allies. Immediately draw ? cards, where ? = the number of opposing Allies here (minimum: 1). At the end of your turn, destroy this Condition.

"If you wanna know what's going on, work in the kitchens."

C. His Soul Revealed, Condition [2] /IS/

-Attack. Plays on table. Destroy to start a fight involving your unique Enemy with a Cost of 4 or more and an opponent's Doctor. If that opponent has more Characters in his or her discard pile than you do, place this Condition on that Doctor; it is -2 to all Qualities (cumulative) until

this Condition is destroyed. When that Doctor's player Opposes a Goal, destroy this Condition. "The Doctor... the man who keeps running, never looking back, because he dare not, out of shame. This is my final victory, Doctor. I have shown you... yourself."

C. *Historical Inevitability, Condition [2] /Inv/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Historical Goal is playable. When a Native of this Spacetime card is destroyed by your Danger card here, if you have a Doctor with History here, destroy 2 cards from hand to score 2 points, then destroy this Condition.

"I have a sneaking suspicion this fire should be allowed to run its course."

C. Historical Meeting, Condition [4] /9D/

-Plays on any Spacetime card where a Historical Goal is playable. When you have The Doctor here, you may [V] one Ally with a Cost of 3 or more that is Native to this Spacetime card directly here at 0 Cost. Then, place this Condition on that Ally; it is +1 to all Qualities if The Doctor is here.

"Charles Dickens! You're brilliant, you are! Completely, one hundred per cent brilliant! I've read them all!... Number one fan, that's me!"

C. Historical Sightseeing, Present [2] /TM/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Historical Goal is playable, any Earth Spacetime card with the Holiday keyword or The Moon (1969). If you have The Doctor and a TARDIS Character Native to a Spacetime card with the same location (The Moon may act as an Earth location) but a later era here, destroy a card from hand once per turn for 2 turns to score 1 point, then either destroy this Condition or shuffle it back into your deck.

"Oh, the moon landing's brilliant. We went four times."

C. *Historical Wager, Condition [2] /10D/

-Purpose. Plays on any Spacetime card. When your TARDIS Character Native to the same location but a later era is here at the start of your turn, name a card type then turn over the top card of your deck. If that card is of the type just named, score 1 point and destroy this Condition; if it isn't, place that card at the bottom of your deck.

"I want her to say '*We are not amused*'. I bet you five quid I can make her say it."

C. *Hold Them Back, Condition [3] /9D/

-Plays on any Spacetime card where your opponent has a Goal. While you have 30 Brawn here, opponent cannot destroy cards from hand here to Reach that Goal.

"Concentrate your fire!!!"

C. *Hole in the Wall, Condition [3] /IS/

-Temporal. Plays on Forbidden Attic (even during Set-Up). At the end of any of your turns, your Adventurers may move to or from this Spacetime card to or from a Spacetime card with a different location or era. If you have no TARDIS card in play, this Condition may not leave play. Your Adventurers in play may use Bravery to meet Brawn requirements.

"I cannot emerge until this breach is sealed."

C. Hot Engine, Condition [2] /IS/

-Danger. Plays on any Spacetime card. At the start of each of your turns, if a Vehicle here, any player that does not have 2 Engineering and more than 21 Bravery here must select one of his or her Characters with Screamer or Victim here to be destroyed. Destroy this Condition if at the start of your turn, there is no Vehicle here. (Not cumulative.)

"The engines are still running! They should have stopped!"

C. *Home Sweet Home, Condition [2] /TM/

-Plays on your TARDIS card. Your Doctor Native to Gallifrey may play here regardless of Nativity. At the start of any of your turns, you may destroy this Condition to ignore Nativity when playing a TARDIS Character here.

"Oh, I'm sort of... homeless."

C. *Home Visit, Condition [3] /KTT/

-Once per game, plays on any TARDIS Character at a Spacetime card to which it is not a

Native. Its owner may only score points from Reaching Goals until that Character moves to a Spacetime card to which it is Native (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"I'm gonna go see my mum."

C. *Homo Sapiens, Condition [5]

-Plays on table. All your Human Allies and TARDIS Characters are +1 to all Qualities.

"What an inventive, invincible species. It's only a few million years since they crawled up out of the mud and learned to walk. Puny, defenseless bipeds. They've survived flood, famine and plague. They've survived cosmic wars and holocausts... They're indomitable."

alt: "End of the universe and here you are. Indomitable!, that's the word. Indomitable!" (10D)

C. Honouring the Dead, Condition [2] /AW/

-Plays on any Spacetime card. If an Ally or TARDIS Character is destroyed here, place it under this Condition instead of in the discard pile. When you score points here, draw one card for each Character under this Condition. Then, destroy this Condition.

"Report: Scooti Manista, PKD. Deceased. 43K2.1."

C. Hoothi, Condition [5] /RD2/

-Monster. Plays on any non-Earth Spacetime card. Any non-Machine Character destroyed here is instead placed under your control and gains the Hoothi species. At the start of owner's turn, one random non-Machine Character here is placed under owner's control and gains the Hoothi species. Any player with 2 Aware, Demolitions and Medicine here may destroy one of his or her Aware Allies here to destroy this Condition and all Characters with Hoothi species here. (Not cumulative.)

"They infest the bodies of their slain foes..."

(from Love and War)

C. Household Weakness, Condition [2] /TL/162

-Plays on table. When a non-Human Enemy is destroyed at a Spacetime card where you have Characters, you may place this Condition on that Spacetime card and that Enemy under this Condition (maximum: 1). Your Allies and TARDIS Characters here are +1 Brawn in fights involving opposing Characters with the same species as the Enemy under this Condition.

"Calcium, weakened by the compression field - acetic acid! Vinegar!"

C. *How I Learned to Love the Bomb, Condition [3] /9D/

-Defense. Plays on your Ally or TARDIS Character with less than 7 Bravery. That Character is +2 Bravery. When your other Character here is about to be destroyed, you may prevent that by placing this Condition and the Character it has been played on on table. At the start of your next turn, destroy this Condition; if the total Cost of your cards in hand is more than 14, place this Character on its Native Spacetime card or your TARDIS card; if not, destroy Character.

"I've put it in stasis, but it won't last!"

C. Hull Breach, Condition [2] /10D/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Pilot and more than 20 Brawn here must select one of his or her Allies or Enemies not Native to Earth here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"The steward just died."

C. Hunter-Killer, Condition [3] /MoW/

-Monster. Plays on any Spacetime card of Near Future or later. At the start of owner's turn, one random non-Human here is destroyed unless that Character either has Computers (2) or is a Timelord with a TARDIS here. May be destroyed by any player that has 3 Laser and more than 25 Brawn or more than 30 Brains here. (Not cumulative.)

"This is Sentinel 6. You have entered a forbidden military zone. Transmit your security clearance code."

C. Hunting Beast, Condition [2] /AW/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character with Tracking here is destroyed unless its owner has another Character here with at least 21 total Qualities. May be destroyed by any player that has Tracking, 2 Marksman and more than 20 Bravery here. (Not cumulative.)

"I understood that the fauna of Tara was supposed to be friendly."

C. Husk, Condition [1] /TM/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed (not cumulative) unless its player has more than 10 Brawn here. For each Husk you have here, add 10 Brawn to requirements. One Husk per turn may be destroyed by any player that has a Weapon here.

"Oh dear, oh dear, skeletons in the cupboard, husks in the cellar..."

C. Hymns, Condition [2] /10D/

-Plays on any Spacetime card where you have a non-Enemy "God". Your Allies here are +2 Bravery. When you swap in an Ally or TARDIS Characters here, that Character plays at -2 Cost (minimum: 0). Destroy at the end of your turn if you do not have a non-Enemy "God" here. (Not cumulative.)

"...I will cling to the old, rugged cross, rugged cross / And exchange it some day for a crown."

C. *I Ching, Condition [3] /RU/

-Plays on table. When you Roll the Dice, draw two cards instead of one. You may choose either number to be the rolled number; or you may add the two numbers together and use the sum as the rolled number (so long as it isn't more than 10); or you may subtract the two numbers and use the result as the rolled number (so long as it isn't less than 1).

"Random samplings that affect the broad flow of the material universe."

C. *I'm Coming!, Condition [4] /9D/

-Attack. Escape. Purpose. Plays on any Spacetime card where one of your TARDIS Characters is being held prisoner. If you have The Doctor and more Bravery than any opponent here (minimum: 40), destroy this Condition and one random opposing Enemy here to free all your kidnapped Characters here (destroying all Prisoner cards played on them), and score 2 points.

"But you have no weapons, no defences, no plan." "Yeah, and doesn't that scare you to death."

C. *Identify Artifact, Condition [2] /TL/17

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Historical or Meddling Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies or TARDIS Characters with Aware, 2 History and 25 Brains here, destroy the top card of your deck once per turn for 2 turns to score 1 point and [V] one Artifact, then destroy this Condition.

"What do you think it is, a space helmet for a cow?"

C. Idyllic Illusion, Condition [3] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Aware and 25 Brains. While in play, opposing Characters here are -1 Brains.

"They can give you anything you ask for."

C. If You Can't Stand the Heat..., Condition [3] /AiH/

-Attack. Plays on table. Destroy to start a fight involving your Laser. If you have more Brawn than your opponent has Brains here, one random opposing Character is destroyed (two if you have Laser (2) here).

"Little bit hot."

C. *Impending Doom, Condition [2] /AW/

-Danger. Plays on table. When any Goal is Reached at a Spacetime card, you may place this card there. Any player that does not have 2 Aware and 2 Charisma here must select one of his or her Characters here to be destroyed (two if an Apocalypse Goal was Reached). Then, destroy this Condition. (Not cumulative.)

"Listen to that! It's the sound of the planet screaming out its rage!"

C. Impenetrable Disguise, Condition [2]

-Plays on your TARDIS Character. While in play, it gains Machine, is +1 Brawn and no opposing Robot may start a fight with your Characters at the same Spacetime card. Destroyed

at the end of any turn where your Character encountered an Aware Enemy.
"I shall mingle with the mummies, but I shan't linger."

C. Impervious Mind, Condition [2]

-Plays on table. While in play, your opponents cannot play Prisoner cards on your Characters that have more than 7 Brains or Bravery.

"I'm merely working out a few to keep myself from getting bored."

C. *Implanted Technology, Condition [3] /PD/

-Plays on any Spacetime card where a Meddling Goal is playable and Roll the Dice.

Immediately [V] Artifacts with a maximum total Cost of ?, where ? = the number you rolled (maximum: 7). While this Condition in play, your Artifacts play here regardless of Users. If you have no Engineering here at the end of any of your turns, destroy this Condition.

"You give them breech-loading guns now, they'll have atomic weapons by the seventeenth century."

C. **Improvised Laser, Condition [2] /Inv/

-Plays on your Artifact where you have a Character with Engineering (2); that Artifact becomes a Weapon and its Users gain Laser here. Or plays on your Spacetime card where you have Bureaucrat and a Character with Engineering (2); destroy this Condition at the start of your turn to destroy one non-Temporal Vehicle here.

"I'd need an amplified carbon oscillator." "Why don't we use this?" "Leela, that's a beautiful notion."

alt: "Increased the radiation by five thousand per cent. Killed him dead." (10D)

C. In a Long Line of Companions, Condition [2] /PD/

-Plays on any non-Doctor TARDIS Character (at -1 Cost if yours). It becomes an Ally and is +1 to all Qualities.

"I've been to the year five billion, right, but this... now this is really seeing the future. You just leave us behind."

C. In Loving Memory, Condition [1]

-Plays to destroy your Minion and [V] any Character to whom it was attached. Then, destroy this Condition.

"Nooooooooooooo!!!"

C. In Plain Sight, Condition [2] /AF/

-Plays on any Earth Spacetime card. While in play, your Native non-Human Enemies and Torchwood Characters may play here at -1 Cost (minimum: 1). Not cumulative.

"What, there's like a secret base hidden underneath a major London landmark??" "I know! Unheard of."

C. *Incantation, Condition [3] /PD/

-Plays on any Spacetime card. At the start of your turn, if you have a Carrionite, "God" or Enemy with the word "Priest" in its title or subtitle there, you may name a Quality and Roll the Dice. You may then destroy this Condition to [V] a Character card with that Quality equal to the number rolled and place it directly into play here.

"Betwixt Dravidian shores and Linear 5-9-3-0-1-6-7.02 and strikes the fulsome grove of Rexel 4. Co-radiating crystal, activate!"

("Thrice to thine and thrice to mine and thrice again, to make up nine.")

C. *Incarnations, Condition [0] /RD4/

-Museum. Plays on table during Set-Up. You may place up to 10 Doctors with different generation numbers underneath. When your Doctor in play moves to a Spacetime card with an opponent's Goal, if points have not been scored from that Goal, you may take a card of your choice from under this Condition and swap it with your Doctor in play for free.

"Come on, Martha. Everyone has fashion disasters in their past."

(From Doctor Who: The Forgotten #1)

C. Incinerator, Condition [2] /AF/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Aware here must select one of his or her Machine Characters here to be destroyed.

You may draw one card for every Machine Character destroyed by this card. Then, destroy this Condition. (Not cumulative.)

"Everything metal gets put down the shaft to be recycled in the furnaces."

C. *Independent Spirit, Condition [1] /KTT/

-Plays on your TARDIS Character (except The Doctor). It is +2 Bravery, and when a non-Purpose Condition requires The Doctor (any generation), you may use this Character instead. At the start of your next turn, destroy this Condition.

"You should go back downstairs." "Tough"

C. Inevitable Sacrifice, Condition [1] /TM/

-Plays to destroy your Victim and take ? Victims from your discard pile back into your hand, where ? = the destroyed Victim's Cost. Then, destroy this Condition.

"The car that should've killed me, love. It's here."

C. Infect Prisoner, Condition [4] /MoW/

-Prisoner. Plays on any Character you kidnapped. It is immediately freed. At the start of its controlling player's turn, if that player has another Character here with at least one identical printed Quality, this Character is destroyed and this Condition is placed on the Character with the identical printed Quality (your choice). Any player with 3 Medicine here may destroy this Condition at the end of his or her turn.

"We shall use this creature to destroy all its kind."

C. Infernal Bickering, Condition [2] /AW/

-Attack. Plays on table. Destroy to start a fight where there is an Apocalypse-related card. If you have more Bravery than your opponent here, all Characters involved are frozen until the start of your next turn.

"Do you want to end your lives fighting like animals?"

C. *Infiltrate Base, Condition [3] /9D/

-Purpose. If you have no other Purpose card in play, plays on an opponent's Base or any Spacetime card where an opponent has a Goal. If you have The Doctor and Brains + Bravery totalling 50, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"Let's go and meet the neighbours."

C. Infinite Regression, Condition [2] /PD/

-Puzzle. Plays on any TARDIS card and Roll the Dice. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Aware (or 2 Science and 2 Tracking) and ? Brains, where ? = 5 times the number you rolled (maximum: 35).

"How many more of these are there?"

C. *Inhumane, Condition [3] /AiH/

-Plays on table. At any Spacetime card where you have a Cyberman or Dalek, any Character that is not Cyberman-only, Dalek-only or Timelord-only is -1 to all Qualities, and Slave Labour plays at -1 Cost.

"The cleverest Dalek ever and look what you've done to him. Is that your new empire?"

C. Informant, Condition [2]

-Plays if you have 3 Thief in play to look at any opponent's hand. Then, destroy this Condition. "I understand you pay for stories. You do? Well look, there's something very funny happening up here."

C. *Initiate Test, Condition [3] /TM/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card. Your opponent's Native Enemies may now play here without a Goal card. If you have a non-Native TARDIS Character (except The Doctor) with either Aware and History, or Engineering and Science, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition and that TARDIS Character is +1 to all Qualities.

"I'm asking the questions."

C. Inner Maze, Condition [?] /IS/

-Puzzle. Plays on an opposing Character (? = Character's Cost). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with Medicine, Science and Tracking. The Character this Condition was played on may not contribute to this Condition's requirements.

"I know this brain like the back of my hand."

C. *Insane Asylum, Condition [4] /PD/

-Prisoner. Plays on any Spacetime card. Any Characters with Madman you have captured here may be placed under this card. At the start of your turn, if you have Medicine here, each opposing player must show you ? random cards from his or her hand, where ? = total Cost of all Characters with Madman under this card he or she owns.

"Bedlam... Bethlehem Hospital... The madhouse."

("Madness in great ones must not unwatch'd go.")

C. Insane Computer, Condition [3] /TL/95

-Puzzle. Plays on any Spacetime card of the Present Era or later. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 30 Brains, 2 Computers and either Demolitions, Thief or Madman.

"There are no gods but me! Have I not created myself?" "Another insane object, another self-aggrandising artefact!"

C. Insect Swarm, Condition [3] /S10/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Medicine and more than 20 Bravery here must freeze all of his or her Characters here until the start of his or her next turn. Then, destroy this Condition. (Not cumulative.)

"Doctor, they're bugs!" "And they're about to swarm."

C. *Inside Man, Condition [1] /MoW/

-Plays on table (even during Set-up). All characters you control but do not own gain the Impostor keyword.

"It's coming from within UNIT itself."

C. Interference, Condition [2]

-Plays on any Spacetime card. All Minions here are frozen until the start of your next turn. Then, destroy this Condition.

"The robots are drawing their energy from a cytronic particle accelerator... put that out of action, and he'd have no workforce."

C. *Interfering With Our Plans, Condition [?]

-Plays on any Goal. That Goal may not be Reached while The Doctor is here. Attack cards that target Allies may also target TARDIS Characters here. Destroy if The Doctor leaves this Spacetime card. ? = Cost of Goal.

"This one calls himself the Doctor, and does nothing else but interfere."

C. *International Cooperation, Condition [2] /AF/

-Plays on your Character with both Bureaucrat and UNIT. If an Invasion Goal here, your Allies and TARDIS Characters without UNIT here gain UNIT and are +1 Brains.

"The Russians are with us, but they say it'll take at least ten hours or more to get a missile that far."

C. *Internet Meltdown, Condition [3] /10D/

-Plays on table if you have a Doctor with Computers in play. The next time one of your opponents draws a card, that card is immediately destroyed. Then, destroy this Condition.

"It seems the evidence has been corrupted, something called 'Bad Wolf' virus."

C. Interrogate Time Traveller, Condition [2] /AiH/

-Prisoner. If you have an Enemy there, plays on an opposing TARDIS Character you kidnapped. Take the top 10 cards of your draw deck into your hand (+3 cards for every History that TARDIS Character has), then place ? cards from your hand on top of your draw (in any order), where ? = the number of cards you just took into your hand.

"You will tell me the reason for every Dalek defeat... With that knowledge, there will be no

defeats."

C. Interrogation, Condition [2] /7Dr/

-Prisoner. If you have an Enemy there, plays on an opposing Character you kidnapped with less Brawn than that Enemy. Look at its owner's hand. Then, destroy this Condition.
"I shall tear the truth out of you!"

C. **Intimidation, Condition [3]

-Plays on an Ally where you have an Enemy if each of that Ally's Qualities is lower than that Enemy's. That Ally becomes an Enemy under your control and gains Minion (attached to your Enemy).
"Do as I say." "Please, please don't make me."

C. Into the Mountain, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card (even during Set-Up). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Tracking and 21 Bravery.
"We're going deeper... deeper all the time. We'll be trapped in the mountain, I know we will."
alt: "Now there can be no question of going back."

C. Into the Void, Condition [3] /RU/

-Danger. Temporal. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Engineering, Science and more than 20 Brawn here must select one of his or her unique Characters (or all of his or her non-unique Characters) here to be moved either to The Howling or to a Spacetime card one Character being moved is Native to (your choice). Then, destroy this Condition. (Not cumulative.)
"HOLD ON!"

C. *Investigate and Explore, Condition [2] /9D/

-Purpose. Plays on any Spacetime card where you have your Doctor and an opponent has a Goal. If you have 20 Bravery and either Aware or Thief here, freeze all your Characters here and discard a card from hand to score 1 point. Then, destroy this Condition.
"I'll do a scan for alien tech." "Finally! A professional."

C. Invitation, Condition [?] /9D/

-Plays to [V] an Ally directly into play (Native to that Spacetime card) where you have The Doctor. Place this Condition on that Ally. If that Ally is not destroyed, kidnapped or under an opponent's control at the end of your next turn, you may [V] New Companion and immediately play it on that Ally for free. Then, destroy this Condition. ? = The Cost of that Ally.
"I could come with you." "Maybe you could." "I wouldn't get in the way." "Wouldn't mind if you did."

C. *Invitation to Mystery, Condition [0] /10D/

-Plays on your TARDIS card during Set-Up if the only TARDIS Character you played during Set-Up is The Doctor. At the end of your first turn, destroy this Condition to [V] one Purpose card that can play here and one TARDIS Character and place them directly into play here.
"I just thought since you saved my life and I've got a brand new sonic screwdriver which needs road testing, you might fancy a trip."

C. *Invited, Condition [3] /PD/

-Plays on an Earth Spacetime card. Your TARDIS Characters not Native to Earth (except The Doctor) may play here regardless of Nativity.
"The humans use it to beam messages to the stars. The Doctor calls it a reiterated invitation to deep-space alien intelligences." "And that's us!"

C. It Could Be Anything, Condition [1] /KTT/

-Play one on table during Set-Up. You may place up to 3 different Artifacts, non-Doctor Characters, Monster cards or Spacetime cards that Cost 3 or more underneath. Or stock in deck and use as follows: Once per turn, play to select a card from under It Could Be Anything and remove it from the game. One other copy of that card in play (your choice) is now a Key card.
"They are all disguised... They can be in any shape, form or size."

C. It Takes Three, Condition [1] /10D/

-Prisoner. Plays where any card requires you to have a minimum number of Characters. Your kidnapped Characters here count towards your total number of Characters. (Not cumulative.)
"It's the car-sharing policy, to save fuel. You get special access if you're carrying three adults."

C. *It's About the Owls, Condition [3] /RD2/

-Purpose. Plays on table. When your Doctor successfully Opposes a Goal at a non-Earth Spacetime card, place this Condition on that Doctor. If this Doctor and one other TARDIS Character are together at an Earth Present or Earth Postmodern Era Spacetime card and do not contribute any of their Traits or Qualities to meet any card's requirements for an entire turn, destroy this Condition to score 2 points.

"We're doing it because... because it's poetic."
(from *Love and War*)

C. It's a Fake!, Condition [2] /TL/57

-Plays on any non-unique Monster card (at -1 Cost if that Monster card is yours). It becomes a Puzzle Condition, no longer destroys Characters at the start of its owner's turn, and Characters cannot attempt to Reach or Oppose a Goal here unless they first destroy it (with any card that destroys a Monster or a Puzzle card, or by using the Monster card's game text).
"Yes, the IMC people are using a robot to fake these monsters."

C. *It's Just a Game, Condition [2] /SJA-SJ4/

-Defense. Plays on table (even during Set-Up). When your Character is destroyed in a fight, you may place that Character under this Condition. When there are 3 Characters under this Condition, return those Characters to your hand and destroy this Condition.
"This time, you don't get a hundred lives. You get ten."

C. *It's Never Over, Condition [3] /TL/157

-Plays on table. Each player may immediately [V] a Purpose card. While in play, the number of points required to win this game is +1 (not cumulative). This Condition may not be destroyed if any player has 10 or more points.

"There are worlds out there where the sky is burning, where the sea's asleep and the rivers dream, people made of smoke and cities made of song. Somewhere there's danger, somewhere there's injustice and somewhere else the tea is getting cold. Come on, Ace, we've got work to do."

C. *It's Not About the Money, Condition [2] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached a Profit Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost. Then, destroy this Condition. (Each Reached Goal may only be Opposed this way once per game.)
"I know who you are and what you are... Now leave this planet."

C. *It's Out!, Condition [3]

-Plays on table. Whenever a Mutant enters play, you may [V] any Creature-related Attack or Defense card directly into play for free.
"Well... let's go and see which blobs are winning."

C. It's Quiet... Too Quiet, Condition [2] /KTT/

-Plays on table if you have not yet played a card this turn. You may not play any other cards (except Bang! cards) or destroy any of your Attack cards this turn. On your next turn, all your Enemies and Monster cards are played at -1 Cost. Then, destroy this Condition.
"Something must've happened."

C. *It Wouldn't Be Cricket, Condition [0] /AiH/

-Plays on table during Set-Up. While in play: No player may destroy a Spacetime card where there is an opposing TARDIS Character but no opposing TARDIS card; no player may have more than 2 cards under his or her Heart of the TARDIS; and when a player's only Doctor in play is about to be destroyed, that player may [V] Aborted Regeneration or Regeneration. This card may not leave play.

"The Doctor wouldn't do a thing like that."

C. J'Accuse!, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your 2 Aware. If you have more Brains than your opponent here, one random opposing Character with Gloating, Impostor or Thief is kidnapped.

"The moving finger points... at you!"

C. Jammed, Condition [2] /AW/

-Prisoner. Plays on any Character you kidnapped (limit: 1 per Character). Puzzles here are + 10 to any required Quality. If this Character is freed, destroy this Condition.

"When is a door not a door?"

C. Joy Ride, Condition [?] /PD/

-Plays on another player's non-Temporal Vehicle where you have Pilot and Thief. That Pilot becomes User of that Artifact. ? = Cost of Vehicle stolen. When this Vehicle has moved, destroy this Condition and return Vehicle to its owner's hand.

"Adric, quick!"

C. Jurisprudence, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Aware, 2 History and ? Brains, where ? = 5 times the number of opposing Characters with either Bureaucrat or Troop here (minimum: 15).

"Now I want both of you to go to the library and find out all the case histories you can. Facts and figures."

C. Jury-Rigged Equipment, Condition [?] /MoW/

-Once per game, plays to take an Artifact from outside the game and place it into play where you have its User and Engineering. At the end of this turn, destroy Condition and place this Artifact out of play. ? = the Cost of the Artifact.

"My machine works!"

C. Just a Guess, Condition [1] /TL/7

-Plays to name any Plot card, then look for it in an opponent's Plot side-hand whose side-hand you have not looked at this game. If you find the named card, you may destroy it or place it in your own Plot side-hand. Then, place this Condition out of play.

"I know there was a plot."

C. Just a Novice, Condition [3] /PD/

-Plays on any opposing TARDIS Character (except The Doctor). This Character loses all but 4 Traits (owner's choice, but all its multiplied Traits become single Traits). When this Character helps score points, destroy this Condition.

"Oh, I hate starting from scratch."

("Before thy hour be ripe? O foolish youth!")

C. Just Desserts, Condition [2] /7Dr/

-Attack. Plays on table. When your Ally or TARDIS Character is destroyed in a fight with opposing Enemies, you may immediately destroy this Condition to unfreeze your Allies and TARDIS Characters there and start a fight involving them at that Spacetime card. If you have 2 Poison or more Bravery than your opponent here, one opposing Enemy of your choice is destroyed.

"...Shockeye." "He's been mothballed."

C. Justice Machines, Condition [3] /KTT/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief here is destroyed unless that Character also has Bureaucrat or more than 10 Brains. May be destroyed by any player that has 2 Bureaucrat and more than 25 Bravery here. (Not cumulative.)

"We are the Megara... We are the law." "Judge, jury and executioner."

C. Keeping Up with the Joneses, Condition [2] /LoT/

-Plays on any Spacetime card where you have a TARDIS Character. At the start of your turn,

C. Laser Barrier, Condition [3] /S10/

-Danger. Puzzle. Plays on any Spacetime card of the Present era or later. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Computers and 21 Brains. At the start of each of your turns, any opposing player that has more than 3 Characters here must, if possible, destroy one of his or her Characters without Thief here. (Not cumulative.)

"That's not mood lighting, is it?"

C. *Last Goodbyes, Condition [3] /DoG/

-Purpose. If you have no other Purpose card in play, plays on table. Immediately name one of your Doctors in play. Each time that Doctor visits a different Spacetime card, you may place a non-Doctor TARDIS Character there under this Condition. When there are 3 cards here, destroy that Doctor and this Condition (shuffling any cards under it into your draw deck) to score 3 points.

"But where are you going?" "To get my reward."

C. Last Resort, Condition [2] /9D/

-Attack. Plays on table. Destroy to start a fight involving your TARDIS Character using a Weapon. If that Character has higher total Qualities than a random Enemy here, that Enemy is destroyed.

"Okay. This can function as a sonic blaster, a sonic cannon and a triple-enfolded sonic disruptor. Doc, what you got?"

C. Last Supper, Condition [3] /AF/

-Once per game, plays on any Spacetime card where your opponent has Opposed your Goal. All Characters there are frozen until the start of your next turn. You and that opponent must reveal your hands. If the total Cost of your cards in hand is higher than your opponent's, you may immediately play another Goal here (for free); if your opponent's total is higher, destroy all your Characters here. Then, destroy this Condition.

"How strong is your stomach?"

C. Last Temptation, Condition [2] /10D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with Timelord Fobwatch or 2 non-Doctor Characters with Charisma.

"I'm John Smith. That's all I want to be. John Smith. With his life, and his job, and his love."

C. Latent Image, Condition [2] /7Dr/

-If the top card of your discard pile is a Condition or Bang! card, plays to place that card into hand. Then, place Latent Image out of play.

"Gypsies used to believe that the eye retained its last image after death. Not so far out."

C. Lateral Thinking, Condition [?]

-Plays on any Puzzle card at your Doctor's location. The Doctor is frozen and that Puzzle card is destroyed. ? = Cost of targeted Puzzle card.

"Instead of approaching the problem from head on, you approach it sort of sideways."

alt: "If you won't take me, I'll go down on my own." (10D)

C. Laundry Day, Condition [3] /9D/

-Plays to make all players shuffle their hands back into their draw decks and draw 8 cards. Then, destroy this Condition.

"This red top is falling to bits, you should get your money back."

C. Lava Flow, Condition [3] /AW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Science and more than 20 Brains here (25 Brains if an Apocalypse Goal here) must select two of his or her Characters without Pilot or Running here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"That wall will burst any minute and we'll all be roasted alive."

C. *Le Louvre, Condition [3] /TM/

-Museum. Plays on any Earth Spacetime card of the Renaissance or later. Once per turn, if

your Native History here, you may place one Human Character Native to this Spacetime card or one Artifact from your hand under this card (maximum: 3). Once per turn, if your Thief or an opposing Thief (2) here, its player may destroy a card from hand to take a random card from under this card and place it directly into play here under that player's control (regardless of User if an Artifact).

"One of the greatest art galleries in the whole galaxy."

C. Lead Shielding, Condition [2] /LoT/

-Plays on table. Immediately choose an opponent. The next time that opponent attempts to use a Character's [V] icon (except as part of a special ability), destroy this Condition instead. That [V] icon counts as used for the rest of this game.

"Floor, ceiling, walls... everywhere."

C. Lead the Way, Condition [1] /KTT/

-Plays on your Timelord at a Gallifrey Spacetime card. At the end of any of your turns, your Timelord may move from this Spacetime card to any other Gallifrey Spacetime card. Your Characters working with that Timelord may move with it. Destroy this Condition if this Timelord moves to a non-Gallifrey Spacetime card.

"You will guide us to this... tower."

C. Left Holding the Button, Condition [1] /TL/174

-Plays on any TARDIS Character (except The Doctor) where its owner has 3 or more TARDIS Characters and you have no other copies of this card. This Character is frozen for 2 full turns. Then, destroy this Condition.

"Well how long has it been since I could've stopped?" "Ten minutes? Twenty? ...Twenty-nine?"

C. Legal Action, Condition [1] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Bureaucrat. If you have more Bureaucrat than your opponent has Charisma here, that opponent must destroy ? cards from hand, where ? = the difference between the number of Bureaucrat you have here and the number of Charisma that opponent has here.

"Me and my husband - as soon as he is my husband - we're gonna sue the living backside off ya!"

C. *Legion of the Beast, Condition [4] /AW/

-Plays on your Enemy with "God" if no other copy of this card is in play. Until the start of your next turn, all Minions in play are attached to this Character and are Enemies under your control. Then, destroy this Condition.

"He is awake." "And you will worship him."

C. *Leitmotif, Condition [2] /RD1/

-Plays on table. Immediately [V] 2 copies of a Condition in play and place them under this card. When that Condition leaves play, you may immediately put one card here into play, destroying ? cards from the top of your deck, where ? = the Cost of that card.

"You do keep turning up. Like a bad wolf."

(from The Clockwise Man)

C. Lethal Orders, Condition [3] /AW/

-Attack. Plays on table. Destroy to start a fight involving your Minion (even against opposing Enemies). If you have more Poison or Marksman than your opponent here, one opposing Character of your choice is destroyed.

"The Great Healer has ordered you dead!"

C. Lethal Velocity, Condition [2] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your 3 non-unique Characters. If you have more Brawn than your opponent here, one random opposing Character without Pilot here is destroyed.

"Push, lads!"

C. Liberation, Condition [2] /DoG/

-Attack. Plays on table. Destroy to start a fight involving your Charisma or Domination. If you

have more Bravery than your opponent here, one random opposing Minion is destroyed here, or, if your opponent has taken control of another player's Character, you may choose one such Character to be returned to its owner's control.

"Look at what you've become."

C. *Library, Condition [0] /10D/

-Museum. Plays on any non-Prehistory Spacetime card during Set-Up. You may place up to 3 different Bang! cards underneath. Once per turn, if your Character with more than 6 Brains here, you may destroy a card from hand to draw a random card from under this card.

"You want weapons? We're in a library. Books! Best weapons in the world. This room's the greatest arsenal we could have. Arm yourself."

C. *Lie Detector, Condition [?] /MoW/

-Prisoner. Plays on an opponent's Character you kidnapped. At the start of each of your turns for ? turns, you may make an assumption about the content of that opponent's hand. That player must truthfully qualify that assumption with "True" or "False". ? = the kidnapped Character's Cost.

"Detector indicates truthful response."

C. Life Goes On, Condition [3] /TM/

-Plays if you have not Opposed or destroyed an opponent's Goal this game to choose an opponent who does not have a Goal in play. That player must destroy a card from hand, destroy a card in play, and place the top card of his or her deck out of play. (Not cumulative.)

"Look at these microbes. They're evolving even as I speak. My entire catalog of the planet is worthless."

C. Life or Love?, Condition [3] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless their controlling player first overcomes by shuffling one of his or her Characters with Charisma here into his or her draw deck. If the Character is a TARDIS Character, an Adventurer or has Torchwood, that player's other Characters here are frozen.

"Will you marry me?"

C. Lightning Strike, Condition [3] /AiH/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Science and more than 25 Bravery here must select one of his or her Characters here (with Machine if possible) to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Great big bolt of lightning, electricity all down this building."

C. *Linked Events, Condition [5] /TM/

-Temporal. Plays on table. If you Reached a Meddling Goal during your previous turn, place on a Spacetime card there. All Spacetime cards featuring the same location at an earlier date are reshuffled into their owners' decks. All cards at such a Spacetime card are destroyed, except Characters aboard a TARDIS, which are moved to another Spacetime card of their owner's choice.

"The explosion that caused Scarlioni to splinter in time also caused the birth of the human race."

C. Lions, Condition [2] /AiH/

-Monster. Plays on any Earth Spacetime card (at -1 Cost if an Antiquity Spacetime card). At the start of owner's turn, one random Character with less than 9 Brawn here is destroyed unless that Character also has Charisma. May be destroyed by any player that has either 2 Bureaucrat or 4 Charisma here. (Not cumulative.)

"If you don't leave me alone, you will be sent to feed the lions!"

C. Live Feed, Condition [3] /DoG/

-Prisoner. Plays on any Spacetime card. Once per turn, you may place a Character you kidnapped here under this Condition. At the start of your turn, choose a Character under this Condition; your non-Human Impostors here may use that Character's Traits and special ability until the end of your turn. (Not cumulative.)

"...a psychic link with a living but dormant mind."

C. *Live Life To the Fullest, Condition [2] /IS/

-Purpose. If you have no other Purpose card in play, plays on table. If your Doctor and another TARDIS Character move to any Spacetime card neither of these Characters are Native to, you may freeze them until the start of your next turn and destroy this Condition to score 1 point.

"Time travel's like visiting Paris. You can't just read the guidebook. You've gotta throw yourself in. Eat the food, use the wrong verbs, get charged double, and end up kissing complete strangers. Or is that just me?"

C. Living Exhibit, Condition [2] /9D/

-Prisoner. Plays on a non-Human Enemy you kidnapped to place that Enemy under any of your Museum cards. Then, destroy this Condition.

"Fantastic. Powerless. Look at you. The great space dustbin. How does it feel? You piece of junk."

C. **Local Politics, Condition [3] /Inv/

-Plays on any Spacetime card. Opposing Native Characters here are frozen unless they either have Bureaucrat, or are the same species as a Native Character with Bureaucrat here. Destroy this Condition at the start of your turn if no opposing Native Bureaucrat here.

"England for the English." "I have a duty to my country." "Not to the world?"

C. Localised Effect, Condition [1] /10D/

-Plays on any Spacetime card. Your Danger cards here do not affect your Characters. When any player is about to destroy a Monster card with more than 3 Characters here, destroy this Condition instead.

"That's weird. It's sitting right on top of you, I can see it, but it's dry where I am."

C. *Lock in Coordinates, Condition [4] /LoT/

-Temporal. Plays on an opposing TARDIS. It may only move between Spacetime cards of the era where it now is and those of the era to which it next moves. If this TARDIS ever returns to era where this Condition was played on it, this Condition is destroyed.

"When he was stealing the TARDIS, the only thing I could do was fuse the coordinates. I locked them permanently."

C. Logical Gate, Condition [4]

-Puzzle. Plays on a Spacetime card of the Present Era or later. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 30 Brains and 3 Computers.

"It's all based on symbolic logic, like you using computers."

C. Logical Impasse, Condition [2] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome by having more non-Machine Characters than Machine Characters and more than 35 Brains here.

"Our computers are plotting the moment of maximum advantage." "And so are theirs. It will never come."

C. Long Climb, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 21 Bravery and either 2 Screamer or a Weapon.

"Alexandra Palace... biggest TV transmitter in North London!"

C. Long-Term Strategy, Condition [1] /AiH/

-Plays to take the top 10 cards from your under your Battle Plans into your hand, then place ? Tactic cards from your hand on top of your Battle Plans (in any order), where ? = the number of Tactic cards you just took into your hand.

"In a few weeks, we're gonna change the shape of that map forever."

C. Losing Atmosphere, Condition [2] /TL/32

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Running, 2 Science and an Artifact here must freeze all of his or her Characters here

for an entire turn. Then destroy this Condition. (Not cumulative.)
"They've punctured the dome!"

C. Loss of Signal, Condition [1] /Inv/

-Danger. Plays on any Spacetime card of the Present Era or later. At the start of your next turn, any player that does not have 2 Computers and more than 20 Brains here cannot replenish his or her hand for an entire turn. Then, destroy this Condition. (Not cumulative.)
"Guinevere seemed to fall off the scope..."

C. Lost Again, Condition [3] /PD/

-Plays on any Spacetime card. Every time an opponent attempts to overcome a Puzzle card, destroy a Danger or Monster card, score points from a Purpose card, or Oppose a Goal here, one of that opponent's non-Doctor TARDIS Characters here not Native to this Spacetime card (random selection) may not contribute its Traits or Qualities.
"Tegan, it's your curiosity that got you into this."

C. *Lost Expedition, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Quest Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies and/or TARDIS Characters with 4 Tracking (or 3 Tracking and Computers) and 30 Bravery, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.
"We're going down!"

C. *Lost Memories, Condition [2] /RU/

-Plays on table. Once per turn, if the top card of your discard pile is a Character or Artifact, you may place that card at any Spacetime card where you have Characters. At the end of that turn, place that card under this Condition. When there are 3 cards under this Condition, destroy it.
"Jack, what did you see?" "My past."

C. Love the Running, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Running, where ? = the amount of opposing Tracking here (minimum: 2).
"Seriously, there's an outrageous amount of running involved."

C. Low Oxygen, Condition [2] /IS/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Engineering, Science, more than 20 Brawn, and more than 20 Bravery here must select one of his or her non-Machine, non-Timelord Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"Haven't you noticed how difficult it is to breathe properly now?"

C. Lured In, Condition [2] /10D/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 4 Characters and more than 20 Brains here must select one of his or her Characters with Aware here to be kidnapped by this card's owner. Then, destroy this Condition. (Not cumulative.)
"I'm so sorry, Baines, Jeremy Baines... but I don't think you can ever leave."

C. Lying in Wait, Condition [3] /PD/

-Plays on table. While in play, you may not start fights, play Enemies or attempt to Reach Goals, and your opponents may not start fights against you, move TARDIS Characters or Allies (unless kidnapped) from Spacetime cards where you have a unique Enemy, or attempt to Oppose your Goals. At the start of your next turn, destroy this Condition.
"It didn't even touch her. It just flew off! What did it do that for?"

C. Macra, Condition [3] /TL/33

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Victim here is destroyed, and another random Character is placed under the control of this Condition's owner unless that Character also has more than 7 Bravery (Character returns to its owner's

control if no Macra here). One Macra per turn may be destroyed by any player that has Demolitions and 2 Tracking here. (Not cumulative.)

"That thing in the picture! That was the claw! They're in control."

C. *Mad Declaration, Condition [3] /TL/31

-Plays on your Madman with Gloating. At the start of any of your turns, destroy this Condition to destroy one Ally here that has a Trait required to Oppose your Goal here.

"Nothing in the world can stop me now!"

C. Mad Rampage, Condition [3] /TM/

-Attack. Plays on table. Destroy to start a fight involving your Madman. If you have more Brawn than your opponent here, two random opposing Characters are destroyed. Then, choose one of your Characters with Madman here to be kidnapped.

"Yes, there was light... burning bright in the heart of the interior. It burnt through my eyes into my mind."

C. Magic Bolt, Condition [2] /RU/

-Attack. Plays on table. Destroy to start a fight involving your non-Machine Character with Laser or your "God". If you have more Brawn than your opponent here, one random opposing Artifact or Character is destroyed.

"Let us teach them the limitations of their technologies."

C. Magma Creature, Condition [3] /7Dr/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Troop or Marksman here is destroyed unless that Character also has Thief or more than 8 Brains. May be destroyed by any player that has 3 Machine here. (Not cumulative.)

"They have, in any case, no taste for my androids, only flesh and blood."

C. *Mangled Accent, Condition [4] /PD/

-Plays on table. Opposing TARDIS Characters (except any Timelord) are -1 to all Qualities if they are not Native to the Spacetime card where they are currently located.

"Um, verily, forsooth, egads." "No, no, don't do that. Don't."

("If but as well I other accents borrow...")

C. Mark of the Wolf, Condition [0] /10D/

-Plays on table. When your Werewolf Monster card is about to destroy a Character, instead [V] Werewolf and place both that Monster card and this Condition on that Character. Or play at the start of your turn to play Werewolf from hand on your Character with "Wolf" in its title or subtitle where you have a Werewolf Monster card. Any Character with this Condition on it is frozen until Monster card has been destroyed. When Werewolf destroyed, destroy any Character it was played on unless a Character with Medicine (2) here.

"Your Majesty? Did it bite you?"

C. *Marked for Life, Condition [2] /10D/

-Plays on any Human Character. If this Character is chosen to be destroyed at the end of a fight, prevent that and place this card on another Human Character here. If there is no other Human Character here, destroy this Condition. If this Condition and Corpse Marker are ever on the same Character, destroy Corpse Marker.

"Prepare to be catalogued... Human."

C. *Marooned, Condition [3] /AiH/

-Plays on any player's Temporal Vehicle. It may not move while this Condition is here and any of that player's non-Native Characters here may act as Natives of this Spacetime card.

Affected player may destroy this card with 2 Engineering and more than 21 Brains at the end of any of his or her turns (Temporal Vehicle may not move at the end of that turn).

"He's ruined my time machine! I'm... I'm marooned! Marooned! In 1066!"

C. Married..?, Condition [2]

-Plays on a TARDIS Character when it is at a Spacetime card with a Native Ally of the opposite gender. Neither Character can move with a TARDIS card until one of them is destroyed. The TARDIS Character's owner may destroy this Condition by destroying ? cards from hand, where ? = TARDIS Character's Cost.

"You have declared your love for me, and I acknowledge and accept your gentle proposal."

C. Marsh Gas, Condition [3] /7Dr/

-Plays on any Spacetime card. At the start of your turn, if you have Sonic Screwdriver or Demolitions here, you may destroy this card to also destroy one random Monster card or Machine or Troop here.

"Probably highly inflammable."

C. *Masked Ball, Condition [2] /AiH/

-Plays on your Holiday Spacetime card where you have a Native Character with Charisma. At the end of any turn, destroy ? cards from hand to [V] an Impostor Native to this Spacetime card, or a Moves card playable on a Character here, where ? = the Cost of that Impostor or Moves card. If a fight is started here or points are scored here, destroy this Condition.

"It's fancy dress, isn't it?"

C. Massive Search Effort, Condition [3] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Aware, 3 Tracking and more Characters than the attempting player's opponents have in total here (minimum: 4).

"The caves are vast. To cover them properly I must have more men!"

C. Master of Disguise, Condition [2] /TL/68

-Plays on your Timelord with Thief. At the start of your turn, you may play (for free) any Character that Costs less than your Timelord on this Condition. This Timelord may use that Character's Traits, Qualities and special abilities. At the start of your next turn, destroy this Condition and return the Character on it to hand. (Not cumulative.)

"Where's the other bloke?" "Ohh...the poor boyo is taken very sick...Me, er, oh, I'm his Da."

C. *Master of the Revels, Condition [2] /PD/

-Plays on any Plot card; a sentence in that Plot card's game text is suspended (your choice) until its owner scores points (then, destroy this Condition). Or plays on table (at -1 Cost); when Rolling the Dice, your opponents cannot change the number rolled by any means until the start of your next turn (then, destroy this Condition).

"Every new script must be registered at my office and examined by me before it can be performed."

("Art made tongue-tied by authority.")

C. *Master Plan, Condition [3] /KTT/

-Plays on table. Once per turn, you may destroy a Goal from hand to [V] a different Goal.

"Operation Inferno to be put into execution at once."

C. *Masterful Help, Condition [3] /Inv/

-Purpose. Plays on your Master. If he helps Reach an Apocalypse or Invasion Goal that requires a specific species at an Earth Spacetime card, destroy a card from hand to score 1 point. Then, destroy this Condition.

"This is indeed a rich planet you have brought us to."

C. Mauled, Condition [2] /TL/106

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Creature. If your Enemies with Creature here have higher total Qualities than your opponent's Allies and TARDIS Characters here have Brawn, one random opposing Ally or TARDIS Character is destroyed.

"Oh gosh, oh lord... My arms, my legs, my everything."

C. Meaningless Disagreement, Condition [2] /PD/

-Puzzle. Plays on any Spacetime card. Players cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they Roll the Dice (or take 6 to be the number Rolled if they cannot), and then overcome with 2 Tracking and ? Brains, where ? = four times the number rolled.

"Well, that's democracy for you."

C. *Meanwhile..., Condition [2] /RU/

-Plays on table (even during Set-Up; may not leave play). Your Environment cards may play on an opponent's Spacetime card. That opponent uses the original Spacetime card's game text; you use the Environment card's game text. You may play a second Goal card on any Spacetime card where you have an Environment card.

"Several people saw him only two days ago." "Was that before or after Ian was arrested?"

C. Mechanical Determination, Condition [1]

-Take one Machine from your discard pile and place it in your hand. Then, destroy this Condition.

"Whatever they are, they're going to be difficult to kill... Have you seen any of those silver things dead?"

C. Media Centre, Condition [2] /AW/

-Plays on table. All players must play with their hands face up until the start of your next turn. Then, destroy this Condition.

"Suddenly, everyone sees and knows too much!"

C. Medical Care, Condition [?]

-If you have Medicine in play and the top card of your discard pile is a Character, plays to take that Character back into hand, then destroy this Condition. ? = the Cost of that Character (minimum of 1).

"How's your patient, doctor? Can we see him?"

C. Meddled With, Condition [1] /TM/

-Temporal. If you have Reached a Meddling Goal at a Spacetime card in play, plays on any Spacetime card with the same location, but a later date. You may play any Goal here regardless of its type or game text.

"This society's the wrong shape."

C. Medusa, Condition [2] /AW/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is frozen until this card has been destroyed unless that Character has either History or no Aware. May be destroyed by any player that has 3 History and more than 20 Brains. (Not cumulative.)

"One glance from her eyes would turn them to stone."

C. Meet the Family, Condition [2] /10D/

-Prisoner. Plays on any Character you kidnapped to place it (along with this Condition) under your Family of Blood Character here (limit: 1 per Family of Blood Character). At the start of each of your turns, this Family of Blood Character gains one Trait on Character under it until the start of your next turn (your choice).

"Mother of Mine is dying to meet you. And here she is."

C. Meeting of Minds, Condition [3] /LoT/

-Plays on any Spacetime card where you have a Character with 9 or more Brains. At the start of your turn, if you have a Character with 9 or more Brains here, you may destroy this Condition to [V] up to 3 Characters with 9 or more Brains.

"What is the noun for a collection of geniuses?" "An inspiration of geniuses?"

C. *Megalomania, Condition [3] /AF/

-Plays on your Enemy with both Gloating and Madman. When you Reach a Goal here, if you have either 4 Minions attached to this Character or 3 Characters you control but do not own here, score +1 points.

"I have to have power. The world is weak, vulnerable, a mess of uncoordinated and impossible ideals. It needs a strong man, a single mind. A leader!"

C. *Mellow the Doctor, Condition [2] /IS/

-Purpose. Plays on your Doctor. If you have a non-Doctor TARDIS Character with Charisma here, you may place one of your Attack cards in play (which that Doctor meets the requirements for) out of play once per turn for 2 turns to score 2 points, then destroy this Condition.

"And you made me better. And now you can do the same for him."

C. Meltdown, Condition [2] /MoW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Engineering, 2 Science and more than 20 Bravery here must return to hand all his or her Characters with less than 6 Bravery. Then, destroy this Condition. (Not cumulative.)
"They're trying to close down the cyclotron without the nuclear reactions getting out of control."

C. Memories of Home, Condition [2] /AW/

-Plays on any Spacetime card. Any Characters here not Native to this Spacetime card are -1 to all Qualities (except The Doctor).
"It's the city... my home!... Let's go out and see!"

C. Memory Lane, Condition [2]

-Prisoner. Plays on a Character you kidnapped. At the start of each of your turns, name a card type. The kidnapped Character's owner must, if possible, show you a card of that type from hand.
"...and my brainwaves are destined for Davros."

C. Men in Black, Condition [2] /S10/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have either Torchwood or UNIT here must select one Character he or she controls but does not own, or has kidnapped but does not own, here; that Character is kidnapped by the player of this Condition. Then, destroy this Condition. (Not cumulative.)
"Men in black? Vanishing police cars? This is Churchill's England, not Stalin's Russia!"

C. *Men of Action, Condition [2] /AW/

-Plays on table. Your Allies with Marksman are +1 Brawn (+2 if you have at least one Weapon here). Destroy this Condition at any time to destroy a Defense card or [V] an Attack card.
"...you must be like coiled springs. Alert, ready to pounce." "Nothing so romantic. I have an artificial leg with a faulty hydraulic valve. When seated, the valve is inclined to jam."

C. Mental Stun, Condition [1] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Domination. If you have more Bravery than your opponent here, freeze one opposing Character of your choice here until the start of your next turn.
"What hit me, K-9?" "A self-generated psychokinetic blast, Master, on a wavelength of 338.79 micropars with interference patterns reaching a peak level of 5347.2 on the Vantalla psycho-scale."

C. Mesmeron, Condition [3] /RU/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Domination. If you have more Brains than your opponent here, one random opposing Ally or TARDIS Character here becomes an Enemy under your control. That Character returns to its owner's control if you do not have an Enemy with Domination at the same Spacetime card.
"So, she has been caught. You have done well and proved yourself worthy."

C. *Message From the Future, Condition [2] /9D/

-Temporal. Vortex. Plays on your TARDIS Character with Aware where you have a TARDIS card (that Character is -2 to all Qualities). At the start of your next turn, take into your hand ? cards from the bottom of your draw deck, where ? = the Cost of that Character. Then, destroy this Condition.
"Maybe it's a message! The same words written down now and 200,000 years in the future... Bad Wolf here, Bad Wolf there!"

C. *Message From the Past, Condition [2] /9D/

-Temporal. Vortex. Plays on your TARDIS Character with Aware where you have a TARDIS card (that Character is -2 to all Qualities). At the start of your next turn, take into your hand ? cards from the bottom of your discard pile, where ? = the Cost of that Character. Then, destroy this Condition.
"Different times. Different places. Like it's written across the universe."
("...the big bad wolf!")

C. *Message to the Past, Condition [2] /IS/

-Name one of your Characters and play this Condition on a Spacetime card it is Native to. When the named Character moves to a Spacetime card in an era later than this Spacetime card, you may place a card from hand under this Condition, destroying any card already under it. While the named Character is here, it gains every Trait it does not already have referred to on the card under this Condition.

"Don't wipe this message. It's just gonna sound like white noise, but save it because I can translate it."

C. Metacrisis, Condition [3] /IS/

-Plays on The Doctor's Hand. At any time, if you have a non-Timelord TARDIS Character here, you may destroy The Doctor's Hand to place this Condition either on that TARDIS Character (it now counts as a Timelord) or to [V] directly into play here a Doctor with the same generation number as any Doctor here and place it on that Doctor (it may coexist with another Doctor and gains the required non-Timelord TARDIS Character's species). If this Condition is destroyed, destroy the Character it was played on.

"Instantaneous biological metacrisis. I grew... out of you."

C. Metal Breakdown, Condition [3]

-Attack. Plays on table. Destroy to start a fight involving your Engineering. If you have more Science than your opponent here, one opposing Machine or 2 Cybermats (opponent's choice) are destroyed.

"The power cable generated an electrical field and confused their tiny metal minds."

C. Meteor Swarm, Condition [3] /IS/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Pilot here must select one of his or her Characters here to be destroyed. Then, destroy this Condition and if a Vehicle here, you may [V] Crash! If there is no Vehicle here, you may [V] a Monster card. (Not cumulative.)

"You've got meteoroids coming in and no shielding!"

C. Mexican Standoff, Condition [3]

-Defense. Plays on table. If you have Domination or "God" or 2 Marksman or 2 Laser here, destroy when a fight starts to prevent that fight. The Attack card is still destroyed and all Characters that would have been involved are frozen. Attack card's owner must destroy a card from hand.

"If my servant dies, so does Tlotoxl."

C. *Micro-Clones, Condition [3] /IS/

-Plays on table. When your unique Character is frozen, you may immediately [V] another copy of that card and place it directly there (for free, ignoring uniqueness rules). When your frozen Character is unfrozen, destroy the Character you placed there with this Condition.

"Replicates do not maintain their existence for long because of possible psychic stress problems."

C. Mind Transfer, Condition [2] /EoT/

-Attack. Plays on table. Destroy to start a fight involving your Enemy Cassandra or Enemy with Domination or "God". If you have more [Trait] icons than your opponent here, one random opposing Character here is frozen. The next time you attempt to Reach a Goal here, you may use one of this Character's Traits or Qualities to meet its requirements. Then, that Character is unfrozen.

"Blimey, my head..."

C. *Mind-Brain Interface, Condition [4] /IS/

-Plays on table (even during Set-Up). At the end of any of your turns, your Characters may move from any Spacetime card whose era is Outside Time (or The Doctor's Brain) to another Spacetime card whose era is Outside Time (or The Doctor's Brain). If moving to or from The Doctor's Brain, you must still destroy a card from hand.

"Where are we going?" "Into the land of dreams and fantasy, Leela."

C. *Mindslip, Condition [1] /7Dr/

-Plays on table. You may place a Timelord on top of this Condition, destroying any Timelord

already on this Condition. Any Timelord in play with the same title but a higher generation may use one Trait on this Timelord as its own each turn (once chosen, the Trait cannot be changed until the start of your next turn). You may play any card here as if from hand. "While my mind is out of my body, don't touch me. Don't come anywhere near me!"

C. Minefield, Condition [3] /TL/61

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 25 Bravery and either Sonic Screwdriver or Aware, Demolitions and Thief must select one of his or her Characters (without Running if possible) here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"We'll get blown up."

C. Mineshafts, Condition [2] /LoT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 20 Bravery and either Tracking or 3 Aware.
"All these mines look the same to me."

C. Mini-Scope, Condition [3]

-Play one on table during Set-Up. You may place up to 7 different cards underneath. Mini-Scope is now in play. Or stock in deck and use as follows: Once per turn, play to take a card of your choice from under Mini-Scope into your hand. Must show card to opponents.
"A carnival of monsters all living in their natural habitat. Wild in this little box of mine."

C. Minotaur, Condition [3] /AW/

-Monster. Puzzle. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character has total Qualities higher than 20. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 2 History and 25 Bravery. (Not cumulative.)
"Half-man, half-bull..." "...and he lived in the heart of a labyrinth, and there were sacrifices!"

C. Mirror Images, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Aware, 30 Brains and no 2 Characters with the same title.
"Doctor... Doctor... Doctor... Doctor... Doctor..."

C. *Mirrored Universe, Condition [1] /10D/

-Plays on any Dimensional Spacetime card (even during Set-Up); your Characters Native to the same date as this Spacetime card may play here regardless of Nativity. Or plays on a non-Dimensional Spacetime card (even during Set-Up); your Unbound Characters Native to the same date as this Spacetime card may play here regardless of Nativity.
"He doesn't just look like me, he is exactly the same."

C. *Misjudged, Condition [2] /PD/

-Plays on an opposing Doctor and Roll the Dice. That Doctor is -1 to all Qualities and may not work with more than ? other Characters until any player scores points, where ? = the number you rolled.
"I believe that the Doctor is bringing them here and handing them over to Irongron."

C. Mismatched Companions, Condition [1] /KTT/

-Plays on an opponent's Doctor. If that Doctor's picture is in black and white, other TARDIS Characters here whose pictures are in colour are -1 to all Qualities. If that Doctor's picture is in colour, other TARDIS Characters here whose pictures are in black and white are -1 to all Qualities.
"Kindly refrain from addressing me as 'Doc!'"

C. Missile Barrage, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Marksman, Pilot and more than 20 Bravery here must select one of his or her Characters with Pilot or non-TARDIS Vehicles here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"Turn everything you've got to the skies! Find me that ship! And prime the missiles!"

C. Missile Command, Condition [3] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Artillery or 3 Characters with both Marksman and Troop. If you have more Brawn than your opponent here, choose one: one random opposing non-Temporal Vehicle here is destroyed, or one random Character able to move with a Temporal Vehicle or TARDIS card here is destroyed.

"Arming code run. All warheads ready for lift-off activation."

C. Missile Crisis, Condition [5] /9D/

-Plays at any Spacetime card of the Modern Era or later. If you have 2 Computers here, you may either destroy ? of your Characters here to destroy ? random opposing Characters here, or destroy one Monster card here. Then, destroy this Condition.

"We can't go nuclear, we haven't got the defence code..." "Don't need it, all we need is an ordinary missile."

C. Monk Business, Condition [2] /AiH/

-Plays on your Doctor; he and one other TARDIS Character here count as Characters with "Monk" in their titles or subtitles. Or plays on table; while in play, you may exclude your Characters with "Monk" in their titles or subtitles from random selections.

"We, er, come to beg alms of the good captain Irongron. The fame of his charity is spread far and wide."

C. *Monster Hunt, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on table. Each time your Doctor helps destroy a Monster card, score 1 point (up to a maximum of 3, then destroy this Condition).

"You'd need a harpoon to stop that brute."

C. Monster Mash, Condition [3] /7Dr/

-Plays on any Spacetime card where there are two or more Monster cards. The Monster card with the lowest Cost is destroyed (your choice if a tie), then destroy this Condition.

"My little carnivores. Oh, they're great favorites with the children, you know, with their gnashing, and snapping, and tearing at each other."

C. Monster in the Closet, Condition [3] /10D/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief here is destroyed unless that Character also has either Domination or more than 6 Bravery. May be destroyed by any player that has 3 Charisma and more than 21 Bravery here. (Not cumulative.)

"I'm coming to hurt you..."

C. Monster Under the Bed, Condition [1] /TM

-Monster. Plays on any Spacetime card. At the start of owner's turn, all Allies with any Quality 3 or less are frozen for one full turn. May be destroyed by any player that has Domination and a Character with 8 or more Bravery here. (Not cumulative.)

"Even monsters from under the bed have nightmares, don't you, monster?" "What do monsters have nightmares about?" "Me, ha!"

C. *Monstrous Alliance, Condition [0] /EoT/

-Plays on table during Set-Up (it may not be destroyed). If every player has played this card, your Characters may play anywhere regardless of Nativity. If not, once per turn, you may play one Character at a Spacetime card it is not Native to at +1 Cost.

"You lot, working together, an alliance... How is that possible?"

C. More Alike Than We'd Care to Admit, Condition [2] /AF/

-Plays on your Character with the Nemesis keyword. While its Nemesis is in play, it gains that Nemesis' special game text (select one copy of that Nemesis if more than one in play). (Not cumulative.)

"He's a Time Lord! In many ways we have the same mind."

C. Morlox, Condition [3] /PD/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random female here

is destroyed unless that Character also has Poison or is a TARDIS Character with Screamer. May be destroyed by any player that has Poison, 2 Science and more than 25 Brawn here. (Not cumulative.)

"No doubt the Morlox will make a meal of her."

C. Mortar Hit, Condition [2] /TL/91

-Attack. Plays on table. Destroy to start a fight involving your Demolitions (or both your Doctor and an opposing Creature). If you have more Brains than your opponent here, one random opposing non-"God", non-Machine Character (or an opposing Creature of your choice if your Doctor here) is destroyed.

"Remember Leela, don't fire until you see the green of its tentacles."

C. *Moves: Ace, Condition [2] /EoT/

-Moves. Plays on your Ace. At any time, destroy this Condition to do one of the following: Destroy one Artifact here; gain any 2 Traits on a Doctor here until the start of your next turn; "insult" one opposing Character here to make it -2 to all Qualities until the start of your next turn; or [V] Nitro 9 and immediately return this Condition to your hand.

"There's a wind whipping up. I can feel it through my clothes. Is there a storm coming?"

C. *Moves: Adric, Condition [2] /Inv/

-Moves. Plays on your Adric. At any time, destroy this Condition to do one of the following: Make this Character +2 to any Quality until the start of your next turn, freeze one opposing Enemy or TARDIS Character here until the start of your next turn, or if aboard your TARDIS card, move that TARDIS card to or from any Dimensional Spacetime card.

"Try to understand Adric, just because you get away with something, it doesn't justify it."

C. *Moves: Amy Pond, Condition [2] /RU/

-Moves. Plays on your Amy Pond. At any time, destroy this Condition to do one of the following: [V] Any card with "Kiss" in its title, make any Rory Williams in play -3 to all Qualities to make your Doctor here +3 to all Qualities until the start of your next turn, or once per game, if Cracks here, choose a Character here to return to its owner's draw deck.

"It made me think... about what I want, about *who* I want."

C. *Moves: Captain Jack, Condition [2] /9D/

-Moves. Plays on your Jack Harkness. At any time, destroy this Condition to do one of the following: Freeze all opposing female Characters here, freeze one opposing male Character here, prevent one Artifact here from being destroyed by an opponent, or destroy any Prisoner card here.

"We're standing in mid-air, on top of an invisible space ship, during a German air raid. Do you really think now is a good time to be coming on to me?"

C. *Moves: Jack Harkness, Condition [2] /10D/

-Moves. Plays on your Jack Harkness with Torchwood. At any time, destroy this Condition to do one of the following: If at least 2 other Torchwood Characters here (but no Doctor), may act as The Doctor until the end of this turn; prevent any opponent from looking at any of your cards this turn; or if this Character is about to be destroyed, freeze him instead.

"I was only saying hello." "I don't mind."

C. *Moves: Jackie Tyler, Condition [2] /10D/

-Moves. Plays on your Jackie Tyler. At any time, destroy this Condition to do one of the following: [V] any non-Temporal Vehicle, gain the special ability of any frozen Rose Tyler here (except Rose Tyler - Bad Wolf) until the start of your next turn, or freeze one male Human Ally here.

"Oh, look at your shirt! Sorry... Take it off, I'll put it in the wash."

C. *Moves: Jamie, Condition [2] /TM/

-Moves. Plays on your Jamie McCrimmon. At any time, destroy this Condition to do one of the following: Make this Character +2 to Brawn until the start of your next turn, reveal a card under one of your cards to make each of your opponents do the same, or start a fight if your female TARDIS Character here.

"Oh, if only the laird could see that! Why do I get all the difficult tasks, Doctor?"

C. *Moves: Jo Grant, Condition [2] /EoT/

-Moves. Plays on your Jo Grant. At any time, destroy this Condition to do one of the following: Destroy at random an opponent's Condition here; [V] Serendipity or Skeleton Key; or if your Master here, become an Enemy and gain Minion (The Master) until the start of your next turn. "You didn't say anything about getting married." "Didn't I? I'm sorry, love. You will, of course?"

C. *Moves: K9, Condition [2] /AW/

-Moves. Plays on your K9. At any time, destroy this Condition to do one of the following: [V] any Attack card that allows your K9 to start a fight, destroy an Attack card to start a fight during your opponent's turn, or make any one TARDIS Character here +4 to a Quality of your choice until the end of your turn.

"That's a terrible move! You've weakened the king's side."

C. *Moves: Leela, Condition [2] /LoT/

-Moves. Plays on your Leela. At any time, destroy this Condition to do one of the following: [V] a Weapon for which she is the User; [V] any Attack card that allows your Leela to start a fight; or choose to "not understand" a Condition just played here or on table and return it to its owner's hand.

"With a little practice, you'll become quite proficient."

C. *Moves: Martha Jones, Condition [2] /IS/

-Moves. Plays on your Martha Jones. At any time, destroy this Condition to do one of the following: [V] Any card with "Kiss" in its title; freeze one opposing Doctor here until the start of your next turn; or if your Doctor is frozen or not here, act as The Doctor until the end of this turn.

"Well done. Very hot."

C. *Moves: Mel, Condition [2] /DoG/

-Moves. Plays on your Mel. At any time, destroy this Condition to do one of the following: Make both this Character and the Doctor here +2 Brawn until the start of your next turn, suspend play to [V] Scream, or [V] any unique female Ally Native to this Spacetime card.

"The 1950 nights back on Navarro were never like this."

C. *Moves: Nyssa, Condition [2] /AiH/

-Moves. Plays on your Nyssa. At any time, destroy this Condition to do one of the following: [V] The Favourite directly on this Character for free; destroy any Condition played on your TARDIS card here; or make any Science-related Purpose card here -5 to any required Quality until the end of your turn.

"On Traken, our dancing is far more formalized and much more complex."

C. *Moves: Romana I, Condition [2] /TL/97

-Moves. Plays on your Romana (1). At any time, destroy this Condition to do one of the following: Freeze any Character with Gloating, Madman or Thief; prevent any Character with "Princess" in its title or subtitle from being destroyed; [V] Appropriate Garb; or [V] any Key card directly into play for free (but not at this Spacetime card).

"Oooh, take a chance."

C. *Moves: Romana II, Condition [2] /EoT/

-Moves. Plays on your Romana (2). At any time, destroy this Condition to do one of the following: Make all Enemies here -2 Brains until the start of your next turn; use the special ability of any Doctor in your discard pile for an entire turn; [V] Controlled Regeneration; or prevent your TARDIS here from moving to a Gallifrey Spacetime card.

"Doctor, I don't want to spend the rest of my life on Gallifrey. After all this."

C. *Moves: Rose Tyler, Condition [2] /9D/

-Moves. Plays on your Rose Tyler. At any time, destroy this Condition to do one of the following: Make your Doctor here gain any Trait until the start of your next turn, destroy another Moves card here, or freeze your Doctor here to prevent all players from Reaching Goals here until the start of your next turn.

"The world doesn't end because the Doctor dances."

C. *Moves: Sarah Jane Smith, Condition [2] /EoT/

-Moves. Plays on your Sarah Jane Smith. At any time, destroy this Condition to do one of the following: Make all male Characters here -1 to all Qualities until the start of your next turn; destroy any Danger, Monster or Puzzle card here that requires Charisma; make any Ally here gain Adventurer until the end of the game.

"Thanks for inviting me to the ball. Smashing."

C. *Moves: Tegan, Condition [2] /TL/119

-Moves. Plays on your Tegan Jovanka. At any time, destroy this Condition to do one of the following: If your opponent is about to take control of your Character here, replace that Character with Tegan; if you just failed to Oppose a Goal here, unfreeze all your Allies and TARDIS Characters here (your Doctor here is -2 to all Qualities until the end of this turn); or make all male Characters here -1 to all Qualities until the start of your next turn.

"What a very silly activity."

C. *Moves: The 1st Doctor, Condition [2] /LoT/

-Moves. Plays on your Doctor (1). At any time, destroy this Condition to do one of the following: Make opposing TARDIS Characters -1 to all Qualities until the start of your next turn, place this Character under this Spacetime card until the start of your next turn (it is not considered in play except for uniqueness, but may contribute Qualities to requirements here), or [V] Babel Masters.

"Ah, my dear Cameca, how nice to see you again! The garden's been a lonely place without you."

C. *Moves: The 2nd Doctor, Condition [2] /AF/

-Moves. Plays on your Doctor (2). At any time, destroy this Condition to do one of the following: [V] Any Running-related Bang! card, destroy any Running-related Danger card here, ignore any one Trait required to Oppose a Goal here, or co-exist with your Doctor with a different generation for an entire turn (then return either Doctor to hand).

"That man has an incredible knack of being one jump ahead of everyone."

C. *Moves: The 3rd Doctor, Condition [1] /AW/

-Moves. Plays on your Doctor (3). At any time, destroy this Condition to do one of the following: [V] Venusian Aikido or Reverse the Polarity, make all UNIT Characters here +1 Brains until the start of your next turn, or if your Vehicle here, exclude The Doctor and one other Character from a fight.

"Venusian karate. Very effective. Hold it long enough, the subject remains permanently paralyzed."

C. *Moves: The 4th Doctor, Condition [2] /AW/

-Moves. Plays on your Doctor (4). At any time, destroy this Condition to do one of the following: Turn any -? affecting your Characters here into +? until the start of your next turn, [V] any Artifact with a printed Cost of 1 directly to your Doctor listed as its User here (for free), or freeze one opposing Enemy here (your choice).

"Do you know what you're doing?" "Well..."

C. *Moves: The 5th Doctor, Condition [2] /AiH/

-Moves. Plays on your Doctor (5). At any time, destroy this Condition to do one of the following: [V] Bouncing Back or Celery (directly into play for free); if you are only missing 1 or 2 Capacity to move 4 TARDIS Characters with your TARDIS card here, make that TARDIS card +2 Capacity; or add Running to this Character until the end of your next turn.

"Medium pace? Slow?" "Fast."

C. *Moves: The 6th Doctor, Condition [2] /EoT/

-Moves. Plays on your Doctor (6). At any time, destroy this Condition to do one of the following: Start a fight (if you have more Brains than your opponent here, a random opposing Enemy here is destroyed); [V] any card with "!" in its title; or destroy one non-Character card with black and picture here.

"You're very persuasive, Doctor."

C. *Moves: The 7th Doctor, Condition [2] /EoT/

-Moves. Plays on your Doctor (7). At any time, destroy this Condition to do one of the following: If at the start of an opponent's turn, force that opponent to immediately play a Goal

card (may [V] it first); exclude this Character from a just-started fight; or, once per game, shuffle your discard pile into your draw deck.

"Anybody remotely interesting is mad in some way or another."

C. *Moves: The 8th Doctor, Condition [2] /EoT/

-Moves. Plays on your Doctor (8). At any time, destroy this Condition to do one of the following: [V] a Native to this Spacetime card if its date is before 1996; Look at the top ? cards of any deck, where ? = the number of Characters here controlled by that deck's owner; freeze any Doctor with a regeneration number under (8) until the start of your next turn to [V] any card with "Kiss" in its title.

"I... am.. the Doctor!" "Good! Now do that again."

C. *Moves: The 9th Doctor, Condition [2] /9D/

-Moves. Plays on your Doctor (9). At any time, destroy this Condition to do one of the following: [V] Nobody Dies, destroy a just-played Weapon here, unfreeze all your Human TARDIS Characters here, or if any player's Nanogenes here, return all Characters here to their owners' control.

"You want moves, Rose? I'll give you moves."

C. *Moves: The 10th Doctor, Condition [3] /10D/

-Moves. Plays on your Doctor (10). At any time, destroy this Condition to do one of the following: Destroy any Aware-related Danger or Puzzle card here, ask an opponent not to attempt to Reach a Goal here this turn (if that opponent Reaches a Goal here this turn, you may destroy an Enemy of your choice here), or [V] Sonic Screwdriver (it is a Weapon for the rest of the game) or The Wizard.

"Tastes like iron. Bakelite."

C. *Moves: The 11th Doctor, Condition [2] /RU/

-Moves. Plays on your Doctor (11) and immediately choose a card in play (except this Condition and this Doctor) to be "cool". At any time, destroy this Condition to do one of the following: [V] Geronimo!; destroy a Temporal card here; [V] a Temporal card; or prevent another player from destroying, kidnapping, stealing or taking control of your "cool" card.

"I only came for the dancing."

C. *Moves: The 13th Master, Condition [2] /MoW/

-Moves. Plays on your Master (13). At any time, destroy this Condition to do one of the following: [V] False Orders or any Escape card; destroy a Minion (The Master) here to prevent him from being destroyed; or randomly select an opposing non-unique Ally without Domination here to gain Minion (The Master) and Impostor and become an Enemy under your control.

"You haven't seen the quality of my footwork yet!"

C. *Moves: The 18th Master, Condition [3] /LoT/

-Moves. Plays on your Master (18). At any time, destroy this Condition to do one of the following: Force any player here to destroy ? cards from hand, where ? = the number of Characters with Charisma that player has here (maximum: 3); make this Character +2 to all Qualities until the start of your next turn; or if you use The Sound of Drums here, change its roll to any number you choose (roll may not be modified by opponents).

"I can't decide whether you should live or die..."

C. *Moves: The Angry God, Condition [3] /S10/

-Moves. Plays on your Doctor. At any time, destroy this Condition to do one of the following: [V] Timelord Victorious; if a Character is about to be destroyed, choose another Character controlled by the same player to be destroyed instead; or destroy Vengeful God from your hand to start a fight here as if that Condition had been played on table.

"If you could control who lives and dies, you'd be a monster."

C. *Moves: The Brigadier, Condition [2] /RU/

-Moves. Plays on your Brigadier. At any time, destroy this Condition to do one of the following: Make all opposing female Characters here -1 to all Qualities until the start of your next turn; draw up to 5 Tactic cards at the start of a fight instead of your normally allowed number; if a Monster card here, draw up to 5 Tactic cards and take one of them into hand; or [V] Doris or Queen and Country.

"Women... not really my field."

C. *Moves: The Lonely God, Condition [3] /S10/

-Moves. Plays on your Doctor. At any time, destroy this Condition to do one of the following: [V] any "God"-related Condition or Bang! card and make that Doctor gain "God" until the start of your next turn; or make all non-unique Minions here Allies under your control until the end of your turn.

"I'm the Doctor. I'm a Time Lord. I'm from the planet Gallifrey in the constellation of Kasterborous. I'm 903 years old and I'm the man who's gonna save your lives and all six billion of the people on the planet below. You got a problem with that?"

C. *Moving Planets, Condition [3] /DoG/

-Purpose. If you have no other Purpose card in play, plays on a Spacetime card where a Meddling Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have a Timelord Ally, 3 Computers, either 3 Science or "God", and 25 Brains, destroy a card from hand once per turn for 2 turns to score 2 points or to [V] a Spacetime card and swap it with one of your Spacetime cards in play without a Goal card on it. Then, destroy this Condition.

"We're going to bring those two planets in orbit around Jaconda."

C. Mr. Popplewick, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Bureaucrat, where ? = the number of copies of this card you have in play.

"The holy writ of order is procedure."

C. Mudburst, Condition [4] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have a TARDIS (or Enemies with 3 Running) and more than 20 Brains here must select two of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"A sudden burst could wipe out an entire patrol."

C. *Multi-Talented, Condition [?] /KTT/

-Plays on The Doctor (? = Cost of that Doctor). He gains a Trait of your choice (except Creature, Machine or Minion). You may change that Trait at any time by destroying a card from your hand.

"Do what I've always done, Sarah Jane... Improvise!"

C. Murdered, Condition [3] /S10/

-Danger. Plays on any Spacetime card. At the start of your next turn, any of your opponents that does not have 5 Aware and more than 20 Brawn here must select one of his or her Characters with total Qualities lower than your Enemy's here (your choice) to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Surely the fall couldn't do that."

C. *Music of the Spheres, Condition [3] /RD5/

-Plays on table. Your TARDIS Characters are +? Bravery, where ? = the number of your Spacetime cards in play with different locations (maximum: +3).

"...all those galaxies revolving around each other... the sound of the universe."

(from Music of the Spheres)

C. Musical Key, Condition [3] /KTT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 25 Brains and either 3 Aware or a Recorder.

"A combination of notes... A tune!"

C. My Pet, Condition [2] /AiH/

-Plays on any Spacetime card. Your Monster cards here do not destroy your Enemies if one of them has Domination.

"When my beauties find her, she will wish she had died here!"

C. Myrka, Condition [3] /MoW/

-Monster. Plays on any Spacetime card (at -1 Cost if at an Underwater Spacetime card). At the start of owner's turn, one random Character here is destroyed unless that Character also has Running or is a Silurian or Sea Devil. May be destroyed by any player that has Engineering, Marksman, Science and more than 20 Brains here. (Not cumulative.) Counts as a Monster card with the letters "saur" in its title.

"The Myrka is a creature of the inkiest depths, or was until the Silurans tinkered with its biology."

C. *Mysteries, Condition [1] /AW/

-Plays on table (even during Set-Up). While in play, flip your discard pile face down (you may still look through it at any time). You do not have to show your opponents the cards you destroy except when you must prove that you met specific requirements for destroying a card. "This writing is old... very old. Impossibly old."

C. *Mystery Tour, Condition [2] /TL/194

-Purpose. If you have no other Purpose card in play, plays on your TARDIS card. The next time you move this TARDIS card, choose an opponent to choose your destination. If you have Allies or TARDIS Characters with more Brains, Brawn and Bravery than opposing Characters at that destination, score 2 points and destroy this Condition.

"Set the controls at random... Outside those doors could be any planet, anywhere, anywhen, in the whole wide universe."

C. Nametagged, Condition [3] /9D/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Engineering. If you have more Brains than your opponent here, destroy two random Allies with Bureaucrat or UNIT, or who is the User of an Artifact here.

"Thank you for wearing your ID cards. They will help to identify the bodies."

C. **Nanogenes, Condition [4] /9D/

-Plays on any Spacetime card where you have a Timeship or Vortex Junk. Any Timeship User here gains Medicine. At the start of your turn, you may pay ? Cost to take a Character Native to this Spacetime card (or any TARDIS Character) from your discard pile and place it at this Spacetime card, where ? = the Cost of that Character (minimum of 1).

"Subatomic robots. The air in here's full of them. They just rebuilt three layers of your skin."

C. Nap Time, Condition [4] /AF/

-Danger. Plays on any Spacetime card where you have Domination or a unique Cyberman. At the start of your next turn, any opponent that does not have The Doctor here must freeze all his or her Allies and TARDIS Characters here until any player's Doctor moves here or a Goal here is Reached. Then, destroy this Condition.

"Oh, oh well, if anything exciting happens, wake me up, will you? I was in the middle of a lovely dream."

C. Narrow Escape, Condition [2]

-Escape. Plays on your Character kidnapped by an opponent. It is freed and frozen for the rest of this turn. All cards played on it by opponent are destroyed. Then, destroy this Condition.

"I reckon she might just squeeze through, Doctor."

C. Natural Connection, Condition [3] /LoT/

-Plays on any non-Earth Spacetime card. Your Characters Native to this location here are +1 to all Qualities (cumulative). Every time you start a fight here, all players with Characters here must destroy a card from hand (not cumulative).

"This planet's alive. The animals are part of the planet. When they fight each other, they trigger explosions. They hasten the planet's destruction."

C. Navigational Hazards, Condition [2] /IS/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Pilot here (with a minimum of ? Characters, where ? = number of opposing Engineering here +1).

"Project our course through the sector ahead."

C. Necessary Evil, Condition [?] /TL/14

-Plays on your Ally or TARDIS Character with Thief to steal an Artifact from an opposing Ally or TARDIS Character here. If your Doctor here, he becomes the User of that Artifact. ? = Cost of Artifact stolen. When you next score points, destroy this Condition and return Artifact to its owner's hand.

"Having been stolen once, they can be stolen again, or perhaps borrowed, shall we say, hmm!"

C. Needle in a Smokestack, Condition [2] /10D/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 25 Bravery and either 4 Aware or 3 Tracking.

"How many cars are out there?" "I don't think anyone knows."

C. Nemesis No More?, Condition [3] /PD/

-Place on any Enemy with the Nemesis keyword (at -2 Cost if that Enemy is yours). While its Nemesis is here, this Enemy becomes an Ally under your control. You may destroy this Condition at any time.

"If we do cooperate, there'll be no question of your ever returning to Gallifrey." "If we don't cooperate, there'll be no question of Gallifrey."

C. Nemesis Victory, Condition [3] /PD/

-Plays on table. At the start of any of your turns, you may destroy this Condition and ? cards from hand to destroy your Enemy's Nemesis where you have that Enemy (if that Nemesis is a Timelord, its owner may shuffle it into his or her deck). ? = the Cost of that Nemesis.

"Doctor, you shall die for this!"

C. Networking, Condition [2] /DoG/

-Plays on any Spacetime card of Present era or later (limit: 1 per Spacetime card). If you have Computers here, your Characters at other Spacetime cards of the same location and era are +1 to all Qualities.

"All the experts in the world panicking at once."

C. Neurotropic Virus, Condition [3] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Aware and either 2 Medicine or 2 Science here must select one of his or her Characters without Machine here to be destroyed. Then, destroy this Condition unless that Character was a Victim or there are Cybermen here.

"It's the sugar! Don't you see? That's why the disease doesn't affect everyone. It's the sugar, not everyone takes it!"

C. Never Forgotten, Condition [#+1] /S10/

-Plays on any Character in your discard pile or that you placed out of play this game to place it into play at a Spacetime card to which it is Native (? = that Character's Cost). Then, place this Condition on that Character; it is +1 to all Qualities and is excluded from random selections. Or plays to [V] So Long as You Remember Them (? = 1).

"People never stop reading them. She is the best-selling novelist of all time."

C. New Companion, Condition [1]

-Plays on your Ally. It becomes a TARDIS Character and is +1 to all Qualities.

"I think Victoria might find that dress a little impractical if she's going to join us in our adventures."

C. New Friend, Condition [1] /IS/

-Plays on your Ally or non-Doctor TARDIS Character without Adventurer. If another Adventurer-related card in play, this Character gains Adventurer and is +1 to all Qualities.

"I can handle life on my own. But after today, I don't want to!"

C. New Minion, Condition [1]

-Plays on any Enemy. It gains the Minion Trait. Its owner selects an Enemy's name or species (except Human and Robot) at the same Spacetime card to attach to that Trait.

"This humanoid is powerful. We will use him."

C. *New Model, Condition [0] /LoT/

-Plays on table during Set-Up. You may place up to 3 different Timelords or versions of K9 underneath. Once per turn, you may destroy a card from hand to swap a card from under this card with your card in play with the same title, but a later generation (or if a K9, a later roman numeral after the word "Mark") for free.

"Will he be lonely, K9?" "Insufficient data."

C. *New Start, Condition [3] /Inv/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Goal has been Opposed. If your Allies and TARDIS Characters here have 12 or more different Traits and no TARDIS card, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"Rebuilding a planet from the very beginning, it's a wonderful idea."

C. Newton's Revenge, Condition [2] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Doctor and Engineering. If you have more Brains than your opponent here, destroy up to 2 opposing Minions with a Cost of 1 each.

"I'll never be cruel to an electron in a particle accelerator again!"

C. *Nice Plan, Condition [4] /AF/

-Plays on your TARDIS Character with more than 6 Brains. If you have at least 4 TARDIS Characters and Allies here, they are +1 to all Qualities. Destroy this Condition at any time to destroy an Escape card.

"We assume a basic 57/56 strategy, covering all available exits on the ground floor."

C. No Holiday, Condition [?] /TL/84

-Plays to [V] any playable Goal, Danger, Monster or Puzzle card (where ? = the Cost of that card) directly to a Holiday Spacetime card. Then, destroy this Condition.

"This isn't Cassiopeia!" "It's Antarctica." "...We won't get a suntan here."

C. No Time for Speeches, Condition [3]

-Prisoner. Plays on a Character you kidnapped. It is now a Puzzle. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with Running and either Poison or ? Brawn, where ? = 4 times the kidnapped Character's Brawn. When overcome, destroy this Condition, but not the Character (it is not freed).

"I think we were on their dinner menu."

C. *Nobody Dies, Condition [2] /9D/

-Plays on table. When your Allies and TARDIS Characters are destroyed, place them under this Condition instead of in the discard pile. When you score points from Opposing a Goal, destroy this Condition and return all cards under it to your hand.

"Everybody lives, Rose. Just this once, EVERYBODY LIVES!"

C. *Not All It Was Cracked Up to Be, Condition [3] /PD/

-Purpose. If your opponents have no Goals in play that have yet to be Reached or Opposed, plays on a Spacetime card where your opponent has Reached a Quest or Resurrection Goal. You may now attempt to Oppose this Goal. If you do, score ? points, where ? = that Goal's Cost -1. Then, destroy this Condition. (Each Reached Goal may only be Opposed this way once per game.)

"It's not real. It's just an echo of the power."

C. *Not Falling For It, Condition [?] /AW/

-Plays on your Goal that does not require either a specific unique Character or a specific species to Reach it (where ? = the Cost of that Goal). All your Characters here are frozen. If at an opponent's Spacetime card, you may attempt to Oppose this Goal (score -1 points if you succeed) and opponents may attempt to Reach it (scoring +1 points if they succeed).

"But then you're clever enough to use this whole system against me."

C. *Note to Self, Condition [3] /RU/

-Temporal. Vortex. Counts as a card with "Paradox" in its title. Plays on your unique Timelord where you have a TARDIS card (that Character is -2 to all Qualities). At the start of your next

turn, [V] any card and draw up to ?-2 cards from the bottom of your reshuffled draw deck, where ? = the Cost of that Character. Then, destroy this Condition.
"Who signed it?" "The Doctor."

C. Nowhere is Safe, Condition [4] /7Dr/

-Attack. Plays on table. Destroy to start a fight between an opponent's Enemies and that same opponent's Allies and TARDIS Characters at the same Spacetime card. Opponent chooses a Quality. One random Character of the group with less of that Quality is destroyed.
"They said they'd come back for me..."

C. Nuclear Bolt, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card (limit: one per Spacetime card). When Characters attempt to score points from a Purpose card, or Reach or Oppose a Goal here, their player must first place a Character under this Condition, replacing any Character already under this Condition. When a Goal here is Reached or Opposed, place any Character under this Condition back into play here, and destroy this Condition (it is overcome).
"You had to go in there, didn't you?! You had to go and get stuck, oh yes!"

C. Obligatory Chase, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome either with 2 Pilot or each of that player's Characters here having Running.
"Give him the keys!"

C. *Oblivious, Condition [2] /PD/

-Plays on table. While in play, no player may look at cards in another's hand, deck, side-deck or side-hand, and all Characters with multiple Aware lose 1 Aware. Destroy this Condition the next time a player scores points.
"There's something I'm missing, Martha. Something really close, staring me right in the face and I can't see it."
("If this fond Love were not a blinded god?")

C. Occupational Hazard, Condition [3] /AiH/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have The Doctor and more than 30 Brains here must select one of his or her Characters with Torchwood or UNIT here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"She died the year after that was taken. 26 years old." "So young." "They all were. Nothing changes."

C. Odd Couple, Condition [2] /PD/

-Plays on your Human TARDIS Character. At the start of each of your turns, name a non-Doctor, non-Human TARDIS Character here. Both it and this Character are +1 to all Qualities.
"That'd be me talking to a metal dog, then."

C. Off the Map, Condition [2] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with either a Vehicle, or 3 Computers, or 2 Pilot, or 3 Tracking, or a TARDIS card (it may not move at the end of this turn).
"It doesn't matter whether it's Earth's orbit or the Planet of the Apes... we're stuffed!"

C. Official Face, Condition [2] /PD/

-Plays on your unique Character with Bureaucrat. This Character cannot be targeted by opponents' cards except randomly.
"What kind of leader never appears in person?"

C. **Old and New, Condition [2] /KTT/

-Plays on table if you have two Doctors with a difference of 4 or more generations in play. Choose which two. Each gains one of the other's Traits (choose at the start of each of your turns), and both are +1 to all Qualities.
"It's reassuring to know that my future is in safe hands."

C. On Equal Footing, Condition [1] /LoT/

-Plays on your Character with the Nemesis keyword. If this Character's Nemesis is here, this Character may use its special ability. Or plays on table; destroy at the start of any fight to suspend all modifications made to Qualities by Weapons here during that fight.
"Am I to take it that you're a changed man?"

C. On Guard, Condition [3] /KTT/

-Puzzle. Plays on your Monster card. It does not automatically kill each turn, but Characters cannot attempt to Oppose your Goal, overcome your other Puzzle cards or score points from a Purpose card played here unless they first meet that Monster card's requirements.
"...the thing that guards the relic room." "That was a small one."

C. On the Spot, Condition [2] /DoG/

-Attack. Plays on table. Destroy to start a fight involving your Timelord Ally or Enemy. If you have more Brains than your opponent has Bravery here, one random opposing Character is kidnapped and you may [V] a Prisoner card.
"Do not make us force you to speak. We would not want to cause you unnecessary... pain."

C. Once a Thief..., Condition [?] /KTT/

-Plays on your Thief to steal an Artifact from an opposing Character here. Then, destroy this Condition. ? = Cost of Artifact stolen.
"You can't be a crook with a dishonest face, can you?"

C. One Difference, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 Aware and 2 Characters that have different titles, but at least one identical Quality.
"Whatever they changed must be on this top sheet but not this one. We need to check one against the other."

C. *One Last Appearance, Condition [2] /S10/

-Plays on Forbidden Attic or Torchwood Hub. At the start of your next turn, you may [V] The Doctor and place him directly here (for free, regardless of Nativity). If on Forbidden Attic, he acts as an Adventurer. Forbidden Attic and Torchwood Hub function here as if there were no card titled "The Doctor" in play. If this Doctor isn't at this Spacetime card or any player scores points here, he is destroyed (no card may prevent this).
"Don't forget me, Sarah Jane." "No one's ever gonna forget you."

C. *One Last Chance, Condition [4] /AF/

-Plays on an opponent's Goal where you have the Doctor. If your Doctor here, all opposing Enemies here are -2 to all Qualities. Goal's owner may destroy his or her Goal here at any time to destroy this Condition.
"I can find you a planet. I can find you a place in the universe to coexist. Take that offer and end this now."

C. *One of a Kind, Condition [?] /9D/

-If you have no other Timelord in play, plays on The Doctor (? = Cost of that Doctor). When this Character is Opposing a Goal, you may destroy this Condition and the top card of your deck to ignore one of the following requirements on that Goal card: any Artifact, destroying a Monster card, or overcoming a Puzzle card. Destroy this Condition if you control any other Timelord (even another Doctor).
"I'm a Timelord... The last of the Timelords."

C. One Victory, Condition [2] /Inv/

-Plays on any Spacetime card where your opponent has a Goal. If you have not scored points here, your Allies are +1 Brawn here. If you have scored points here, your Allies are +1 to all Qualities here.
"One victory will set the whole of Europe alight. That's all we need: One victory."

C. *Only the Beginning, Condition [2] /TM/

-Plays on table. Name one of your opponents. If that opponent has Reached one or fewer Goals and does not have a Goal in play at the start of his or her turn, that opponent may [V] a

Goal and play it for free anywhere it could normally be played, then destroy this Condition. Until that opponent does this, he or she may not draw cards at the end of his or her turn and is not considered to have Reached a Goal for purposes of winning the game.
"Confusion, wastage, tyranny, burnt toast, 'til all the atlas is pink!"

C. *Ood Brain, Condition [3] /S10/

-Monster. Plays on any Spacetime card. Ood here are +2 Brains and Bravery. At the start of owner's turn, one random non-Ood Ally or Enemy with Science here is destroyed. May be destroyed by any player that has 2 Medicine and 3 Science here. (Not cumulative.)
"The telepathic centre. It's a shared mind... connecting all the Ood in song."

C. Ood Export, Condition [2] /S10/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Ood Native to that Spacetime card.
"Ready to be flown out all over the three galaxies."

C. Ood Way of Killing, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your Ood Enemy. If you have more Brawn than your opponent here, one random opposing Ally is destroyed (2 random opposing Allies if you have at least 4 Ood Enemies here).
"Using the translator ball as a weapon. How does that work?"

C. *Open Doors, Condition [2] /TM/

-Plays on any opponent's TARDIS. When you play a Condition on this TARDIS, it plays at -1 Cost. When you play a Bang! card on this TARDIS, draw a card.
"I mean, how would anything get into the ship anyway?"

C. Opposites Attract, Condition [3] /LoT/

-Attack. Plays on your Character with the Nemesis keyword. At the end of your turn, you may move that Character's Nemesis to your Character's location and destroy this Condition to start a fight involving those two Characters only. Each involved player must show three cards from hand. The player whose 3 cards have the lowest total Cost must destroy his or her involved Character. Then, if not destroyed, return moved Character to its original location.
"We are an explosive combination. One day, one of us might blot the other one out."

C. *Optimum Pattern, Condition [2] /IS/

-Plays on table. If all your Spacetime cards in play have the same Cost, you may spend +? points in Cost each turn, where ? = 2 - the Cost of one of your Spacetime cards. Destroy this Condition if an opponent plays +1 Second on one of your Spacetime cards.
"All those worlds fit together like pieces of an engine. It's like a power house."

C. *Out of Bounds, Condition [2] /9D/

-Plays on any Spacetime card. If this Spacetime card is a Base owned by your opponent, or if you have fewer TARDIS Characters and Allies here than your opponent has Enemies, your TARDIS Characters and Allies here are +2 Brawn.
"Do I look like an out of bounds sort of guy?"

C. *Out of Luck, Condition [1] /PD/

-Plays on any player's Dice Pool. While in play, that player is not considered to have a Dice Pool in play. At the start of your next turn, destroy this Condition.
"You've thrown the dice once, you don't get a second throw."

C. Out of the Waves, Condition [2] /MoW/

-Plays on any Underwater Earth Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Sea Devils or Silurians.
"They intend to emerge and conquer the Earth."

C. *Out of Touch, Condition [4] /7Dr/

-Plays on any Character where you have a "God". This Character can move, but cannot use any of its Traits (except Aware, Gloating, "God", History and Screamer) or Brawn and may not be destroyed. Any "God" here may destroy this Condition at the end of its owner's turn.
"Doctor, you've vanished!" "I'm not only invisible, I'm intangible, which means that I can't pull

the switches."

C. Outside Help, Condition [2] /PD/

-Plays on table. At the start of any of your turns, you may Roll the Dice (this Roll may not be modified by other cards). If you rolled a 1 or a 2, you may take any card from outside play and shuffle it into your deck. Then, place this Condition out of play (even if a card would prevent that).

"Things are looking up."

C. Overthinking It, Condition [1] /AiH/

-Plays on table. When an opponent plays a Condition on table or on a Character, you may place this card on that Condition. While on that Condition, its game text is suspended. At the start of that player's next turn, destroy this card.

"Say he's the one who's tricked us. Say he gave himself away deliberately like that, in order to make us think we'd fooled him."

C. *Overworked, Condition [2] /IS/

-Plays on any Goal or Purpose card at a Spacetime card. At the end of each of your turns, you must place a card from hand under this Condition. When points are scored here, destroy this Condition and all cards underneath. When there are 3 cards under this Condition, return those cards to your hand, destroy this Condition and freeze all opposing Characters here until any player scores points (or for one full turn if scoring player has less than 6 points.)

"You work, eat and sleep on the same floor. That's it, that's all."

C. *Pacifism, Condition [2] /AF/

-Plays on table. Attack Conditions are played at +3 Cost. When any player starts a fight, destroy this Condition.

"Pacifism only works when everybody feels the same."

C. Pain and Suffering, Condition [3] /AW/

-Attack. Plays on table. Destroy to start a fight involving your Laser. If you have more Brawn than your opponent has Bravery here, one random opposing Character is destroyed and its owner must show you ? cards from his or her hand, where ? = the Cost of that Character.

"Instant death doesn't bother me; it's the long, lingering kind I'm worried about."

C. Paper Pen, Condition [3] /S10/

-Attack. Prisoner. Plays on table. During your turn, you may start a fight involving your "God" or Isolus. If you have more Domination than your opponent here, one random opposing Character and any opposing Characters with the same title as a Character in your hand here are kidnapped. Then, place this Condition on this Spacetime card. Kidnapped Characters here cannot be moved or freed. When your "God" or Isolus no longer here, destroy this Condition and free all kidnapped Characters here.

"...some kind of holding-pen made up of ionic power."

C. Paperwork, Condition [2] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 21 Brains and twice as much Aware as attempting player' opponents have Bureaucrat here (minimum: 2).

"Look, what exactly are we looking for?" "Anything."

C. *Paradoxical Syntax, Condition [3] /TM/

-Temporal. Plays on table. When you Reach a Meddling Goal at a Spacetime card with an era, all Characters Native to that Spacetime in opponents' discard piles are placed out play. You may draw ? cards, where ? = the number of Characters just placed out of play. Then, destroy this Condition.

"I'm sorry you had to die, but then, in a short while, you will have ceased ever to have existed."

C. Paralyse!, Condition [1] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Dalek. If you have more Brawn than your opponent here, one random opposing Character with Running is frozen for an entire turn.

"Your legs are paralysed. You will recover shortly unless you force us to use our weapons

again. In that case, the condition will be permanent."

C. *Partners in Time, Condition [2] /9D/

-Purpose. Plays on your TARDIS Character (except The Doctor), then take 3 cards from the top of your draw deck and place one face down under 3 Spacetime cards the TARDIS Character is not Native to. When that Character is at one of those Spacetime cards, freeze them to take your card underneath it into your hand. When none remain, destroy this Condition and score 2 points

"Not a bad life?" "Better with two."

C. Patient Foes, Condition [2] /10D/

-Plays to move your Goal card from any Spacetime card to any other Spacetime card of the next era where that Goal is playable. You may move any of your Characters with Creature or "God" with it. Then, destroy this Condition.

"Adapting slowly down the generations. It survived through the humans. Host after host after host."

C. *Paving the Way, Condition [2]

-Plays on any Earth Spacetime card dated before 1969. Your UNIT Characters are -1 Cost (minimum 1) when playing to their native Spacetime card.

"Must be the old priory. The UNIT house was built on the site."

C. Pawns, Condition [2] /Inv/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Minions Native to that Spacetime card if you have a Character to which they are attached there.

"These small Yeti models, their movements must be mirrored by the real robots?"

C. *Peaceful Solution, Condition [3] /9D/

-Plays on your Character with 8 or more Bravery and either Bureaucrat or Charisma. Destroy this Condition at any time to either cancel a fight not involving a Machine here (the Attack card used is still destroyed), or to replace the required destruction of an Enemy when attempting to Oppose a Goal here.

"I'm not here to kill it. I've got to give it a chance... I seek audience with the Nestene Consciousness under peaceful contract, according to Convention Fifteen of the Shadow Proclamation."

C. *People To See, Condition [0] /7Dr/

-Plays on table (even during Set-Up). At the end of your turn, you may destroy this Condition and a card from hand to [V] one of the following: an Enemy that has a Minion in play, a Character with Bureaucrat (2), or a Character Native to any Earth Spacetime card before 1900 who Costs more than 2.

"Archimedes... a bit wet... Christopher Columbus... he had a lot to answer for..."

C. Perception Induction, Condition [3] /TM/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Aware and Domination. When overcome, all Characters without Aware or Domination here are frozen until the start of their owner's next turn.

When overcome, all Characters without Aware here are frozen.

"The illusion is always one of normality."

C. Personal History, Condition [3] /TM/

-Once per game, plays on any TARDIS Character (except The Doctor) Native to a Spacetime card with a date. Its owner may only score points from Reaching Goals until that Character moves to a different Spacetime card a date earlier than this Character's Native date by no more than 40 years (your choice). Then, destroy this Condition. If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"So, I was thinking... could we? Could we go and see my dad when he was still alive?"

C. Personal Loss, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Laser or Marksman. If you have

more Brawn than your opponent here, one Artifact of your choice here is destroyed.
"I feel as though you just killed an old friend."

C. *Pet Theories, Condition [2] /10D/

-Purpose. Plays on table (even during Set-Up) and immediately name the title (and subtitle if a Character or TARDIS card) of a card that has not been played or revealed yet. If one of your opponents ever plays the named card, score 1 point. Then, destroy this Condition.
"To me, the Doctor isn't a man, he's more a collection of archetypes..."

C. Petrifold Regression, Condition [2] /TL/170

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Medicine and more than 20 Brains here must select one of his or her non-Machine Allies or Enemies here to be placed under this Spacetime card until any player with a Character here scores points. Then, destroy this Condition. (Not cumulative.)
"He's turning to stone. There won't be a cure for a thousand years. He might be up and about, but only as a statue."

C. Phagocytes, Condition [2] /IS/

-Monster. Plays on any Spacetime card where an Experiments Goal is playable. At the start of owner's turn, one random Character here is destroyed unless its owner has another Character with Medicine here. May be destroyed by any player that has 2 Medicine and more than 15 Brains here. (Not cumulative.)
"It's my body's defence mechanism."

C. Phantom Friends, Condition [3] /KTT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 21 Bravery and either 2 Aware or 5 Allies. When overcome, owner may destroy a TARDIS Character from hand.
"You're phantoms! Illusions of the mind!"

C. Physical Exam, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Aware, Medicine and 2 Science (with a minimum of 2 Characters).
"Some sort of subatomic connection? Something in the temporal field? Maybe something pulling you into alignment with the Chronon shell. Maybe something macro mining your DNA within the interior matrix. Maybe a genetic--"

C. *Physical Shell, Condition [4] /10D/

-Plays on a non-Dimensional Spacetime card. If your Great Old One here, you may use this Condition as a Character that Great Old One may be played or placed on. While on this Condition, that Great Old One may use "God", Aware, Domination and Brains (this Condition has 0 Brains), but no other Traits or Qualities, and it may not participate in fights.
"I accept that you exist. I don't have to accept what you are, but your physical existence, I'll give you that. "

C. *Pigbin Josh, Condition [3] /Inv/

-Plays on any non-Gallifrey, non-Dimensional Spacetime card. At the start of your turn, you may place this Condition on any Native Ally with a Cost less than 3 here. That Character loses all Traits except Victim and is all Qualities -6 (may not be reduced below 2). Destroy this Condition when this Character is swapped out (may be swapped for another copy of the same card).
"Ooh-arr? Ooh-arr?"

C. Pit Trap, Condition [2] /AF/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Aware and more than 20 Brains here must select one of his or her Characters (with Running, if possible) here to be kidnapped by the player on their left. Then, destroy this Condition. (Not cumulative.)
"How anyone in his proper mind could fall down a whacking great subsidence..."

C. *Pharmacopeia, Condition [3] /10D/

-Plays on table. At the start of each of your turns, you may do one of the following: Destroy an Attack card from hand to [V] a Defense card; destroy a Defense card from hand to [V] an Attack card; destroy a Prisoner card from hand to [V] an Escape card; or destroy an Escape card from hand to [V] a Prisoner card.

"Are they selling drugs?" "I think they're selling moods." "Same thing, isn't it?"

C. *Places to Go, Condition [0] /KTT/

-Plays on table (even during Set-Up). At the end of your turn, you may destroy this Condition and a card from hand to [V] one of the following: a Spacetime card, a TARDIS, or a TARDIS Character with the same title as a TARDIS Character you already have in play.

"How can a thing be in one place and yet not be in that place?"

C. Plague Touch, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your Poison. If you have more Characters than your opponent here, a random opposing non-Machine Ally or Enemy is destroyed.

"The human race moves on, but so do the viruses. It's an ongoing war."

C. Planning, Condition [2] /AF/

-Plays on any opponent's Goal. Your TARDIS Characters and Allies here are +1 to any Quality required to Oppose that Goal. (Not cumulative.)

"There are four roads that lead off from the main square, going north, south, east and west..."

alt: "The city is surrounded on three sides by rock walls."

C. Plasmaton Communication, Condition [2] /TM/

-Plays on your Character with Aware. It gains Aware, and Puzzle cards here are -5 to any required Quality.

"The Xeraphin is calling us. The Xeraphin is very close."

C. Plasmaton Snake, Condition [3] /TM/

-Monster. Plays on any Spacetime card (at -1 Cost if your Master here). At the start of owner's turn, one random Character here is kidnapped unless that Character also has Domination. May be destroyed by any player that has a Character with Aware (2), or 2 Demolitions and more than 30 Bravery here. (Not cumulative.)

"That thing is bonding itself into something far more dangerous than a plasmaton."

C. *Playing Soldier, Condition [2] /MoW/

-Attack. Purpose. Plays on any Spacetime card. During one of your turns, destroy this Condition to start a fight here between your Allies and an opponent's Allies (without an Attack card). If you have more Bravery than your opponent here, score 1 point.

"The person at the end with the most lives left wins."

C. Plaything, Condition [3] /7Dr/

-Prisoner. If you have an Enemy with "God" here, plays on a non-Timelord Character you kidnapped. That Character is shuffled into your draw deck (then, place this Condition out of play). When you draw that Character, you may play it as if it were your own. (You must give that Character back to its owner after the game.)

"I would hate you to end up in my dolls' house."

C. Plesiosaurus, Condition [3] /7Dr/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Pilot or Victim here is destroyed unless that Character also has Science or History. May be destroyed by any player that has Demolitions, Pilot and more than 20 Brains here. (Not cumulative.)

"The plesiosaurus has been extinct for 130 million years!"

C. Pods, Condition [2] /IS/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Krynoids, Trees, Vervoids or Zolfa-Thurans Native to that Spacetime card.

"Low-spectrum light allows the plants to stay dormant."

C. Poison Jungle, Condition [3]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal

here unless they first overcome with 18 Brains, Aware and either Science or Medicine. When they do, leave Condition on Spacetime card (it is no longer a Puzzle). While there, your Characters who overcame it gain Poison.

"If you value your lives, don't touch those tendrils. Don't allow one touch."

C. Poisoned Cups, Condition [3] /AW/

-Danger. Plays on any Spacetime card where you have Poison. At the start of your next turn, kidnap one opposing Character of your choice here belonging to a player that does not have 3 Aware here. Then, destroy this Condition. (Not cumulative.)

"P-p-potent stuff!"

C. *Police Box, Condition [1] /AF/

-Plays on your TARDIS card. When you move it, you may also move any Characters you kidnapped here (your TARDIS card is -1 Capacity for each kidnapped Character moved).

"If they arrested someone, they could shove 'em inside, till they could get help. Like a little prison cell."

C. Police Roadblock, Condition [3] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome either with a Character with Charisma (2) or Thief (2), or by choosing one Thief they control here to be kidnapped by this Condition's owner.

"Tango 183, I'm at the far end, sir, I've sealed off the exit. There's no way out, over!"

C. *Police State, Condition [2] /RU/

-Environment. Plays on your Spacetime card with no Goal card on it. While here, replace that Spacetime card's game text with the following:

-Your Characters with Bureaucrat or Troop and your Prisoner cards play at -1 Cost here.

-Goals: Capture, Historical, Quest

"The laws in this country are a mockery."

C. Political Intrigue, Condition [3]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they overcome with Bureaucrat, Charisma and 25 Brains here.

"When you men of eloquence have stunned each other with your words, we the soldiers will have to face it out."

C. Polly Cocktail, Condition [2] /7Dr/

-Attack. Plays on table. Destroy to start a fight involving your Science. If you have more Brains than your opponent here, 2 random opposing Machine Enemies are destroyed.

"...all the solvents." "What have we got?" "Benzene, ether, alcohol."

C. Portrait of a Time Lady, Condition [2] /TM/

-Temporal. Plays on your female Timelord. This Character is +1 to all Qualities. At any time, destroy this Condition to destroy a Temporal Condition here.

"He's sketching you... For the portrait of a Time Lady, that's not at all a bad likeness."

C. Possessed by Evil, Condition [3] /AF/

-Plays on an Enemy with an Ally or TARDIS Character template; it is +1 to Brawn and Bravery. If your Enemy here has a Nemesis, you may destroy a card from hand to kidnap that Nemesis.

"Not you, Grace!" "No good talking to her. She's possessed!"

C. Possibility Generator, Condition [0] /RD1/

-Plays on table during Set-Up. Each of your Unbound cards may co-exist with any card that has the same title but a different subtitle. May not be destroyed.

"So many possibilities... So many..." [with effects]

(from *Auld Mortality*)

C. Post Mortem, Condition [3] /Inv/

-Plays on table. When you destroy a Character where you have an Enemy with Medicine (2) or any Rutan, you may place that Character (limit: one) under this Condition. At the start of

each of your turns, choose one of your Creatures. It gains all of that Character's Traits it does not already have for an entire turn. The card under this Condition may only be replaced by a Character of the same species (if you do this, destroy the Character already under this Condition).

"Something wanted to make a detailed study of human anatomy."

C. *Power Corrupts, Condition [?] /AF/

-If an Artifact that Costs 4 or more here, plays on your unique Ally or TARDIS Character (except The Doctor). It becomes an Enemy and that Artifact falls under your control (your Character may act as its User). When that Artifact is destroyed, also destroy this Condition. ? = the Cost of that Character.

"Because if you're not listening, I can make you listen. Because I can do anything. As from this moment there's no such thing as free will in the entire universe. There's only my will because I possess the Key to Time."

C. Powerful Life Force, Condition [2] /PD/

-Attack. Plays on table. Destroy to start a fight involving your Timelord or Jack Harkness with Torchwood. Return one of those involved Characters to hand to destroy one opposing Character with "God" or Vampire with maximum Cost of ? of your choice, where ? = the Cost of your Character returned to hand. At the start of your turn, you may destroy this Condition to instead spend +3 points in Cost.

"If he feeds on life, then I'm an all-you-can-eat buffet."

C. Powers of Observation, Condition [2] /DoG/

-Plays on your TARDIS Character with Aware (2) (limit: 1 per Character). Puzzle cards requiring Aware here are -5 to any required Quality (cumulative).

"I missed it. I saw it and I missed it. What did I see? I saw. What did I see?"

C. Pressure Points, Condition [2] /MoW/

-Attack. Plays on table. Destroy to start a fight involving your Character with 8 or more Brawn. If you have more Brawn than your opponent here, one random opposing Character with less than 8 Brawn is destroyed.

"Be silent or you will die."

C. *Prevent Attack, Condition [2] /MoW/

-Defense. Plays on your Impostor. When an opponent destroys an Attack card to start a fight here, destroy this Condition to prevent that fight.

"I've been stopping the nuclear launch all this time."

C. Primitive Creatures, Condition [2] /7Dr/

-Plays on any Spacetime card. Humans here are -1 to all Qualities.

"See these funny little creatures in their native habitat! Watch them go through their funny little tricks! Poke them with a stick and make them jump!"

C. Primordial Ooze, Condition [3] /AW/

-Plays on a Human (except an opposing TARDIS Character) where you have any Primord. That Human is no longer Human, becomes a Primord and an Enemy under your control, loses all printed Traits, gains Creature, Running and Tracking, and is Brains: 3 and +3 Brawn. (Not cumulative.)

"He's probably being killed by those things." "Worse than that, he'll have become one of them."

C. Primitive Equipment, Condition [2]

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 18 Brains, 2 Science and 1 Engineering.

"Well, that's it! I can't think of anything else we can try!"

C. Process All Humans, Condition [4] /IS/

-Prisoner. Plays on any Spacetime card or The Crucible. Once per turn, you may destroy a Human Ally you kidnapped here. For the rest of this turn, when your Enemies face a Puzzle card or attempt to Reach a Goal card, that card is -? to any required Quality, where ? = 5 times that destroyed Ally's Cost.

"What does it mean? What are they testing? What are they going to do?"

C. *Profit or Loss, Condition [3]

-Purpose. Plays on a Spacetime card where a Profit Goal is playable. If you have Allies with 2 Computers, Engineering, Pilot, Tracking, and Bureaucrat, freeze those Characters to reveal the top card of your deck. If it is an Ally or TARDIS Character, destroy it to score 1 point. If it is an Enemy, destroy it and lose 1 point. Any other type of card is shuffled back into the deck.
"...traces of lucanol..."

C. Promotion, Condition [2] /IS/

-Plays on your non-unique Character; it counts as unique (but may coexist with non-unique Characters with the same title), gains the Trait of your choice (except Creature, "God", Machine, Minion or Vampire), and is +1 to all Qualities. If this Character is a Minion, any unique Character it is attached to here is +1 to all Qualities. (Not cumulative).
"I just applied on the off-chance... and they've said yes!"

C. *Proof, Condition [2] /DoG/

-Plays on your Doctor. Your Allies (and if you have fewer than 3 points, non-Doctor TARDIS Characters) here are +1 Bravery. For every Character affected by that bonus, this Doctor is +1 Bravery (maximum: +4).
"Fresh as the day you gave it to me. You know it's the same one."

C. *Propaganda, Condition [3] /AF/

-Plays on any Spacetime card. Your Native Characters are +1 Bravery here. When a fight is about to start here, destroy this Condition to [V] a non-unique Native Character directly to this Spacetime card (for free).
"There is a greater love. Men out there, young men, are dying for it. Dying so that Atrios might live!"

C. Prophecy, Condition [2] /IS/

-Plays on your Character with Aware (2). At any time, destroy this Condition to look at the top 5 cards of one of your opponents' draw deck and replace them on top of that draw deck in any order.
"It has come... as foretold in the prophecy."

C. *Prototype, Condition [3] /TL/77

-Plays on a non-unique Enemy with Machine and at least 3 [diamond] icons (at -1 Cost if its title or subtitle contains its species). It is now unique and the player controlling it must destroy all other Characters with the same title and subtitle he or she controls.
"You will agree, I think, that voice control represents an enormous step forward. However, the best is yet to come."

C. Psychedelic Overload, Condition [3] /Inv/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Running, 2 Science and more than 20 Bravery here must select one of his or her Characters without Madman or Aware (2) here to be kidnapped by the player on their right. Then, destroy this Condition. (Not cumulative).
"The power is creating an electrical storm in its brain. We're going right through the centre of it."

C. Psychic Combat, Condition [3] /TL/83

-Attack. Plays on table. Destroy to start a fight involving your Domination. If you have more Brains than your opponent here, one opposing Character of your choice is destroyed.
"I challenge you to a mind-bending contest."

C. Psychic Painting, Condition [2] /RD5/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with one of the following: Madman, both Domination and History, or 8 eyes visible on Character cards here.
"You know the way that eyes in pictures seem to follow you about the room?"
(from *Untitled*)

C. Psychic Pollen, Condition [1] /RU/

-Danger. Plays on any Spacetime card. At the start of your next turn, the Characters of any player that does not have 2 Domination and more than 20 Bravery here must immediately face another Danger card here (your choice). That Danger card's requirements are doubled. Then, destroy this Condition. (Not cumulative.)

"Fell in the time rotor, heated up and induced a dream state for all of us."

C. Psycho, Condition [3] /TL/3

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Domination or more than 25 Bravery here must randomly select one of his or her Characters here to be frozen, and select another Character with lower total Qualities than that Character here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Susan... you don't need that." "...NO!"

C. Pterosaur, Condition [3] /TW2-T25/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief (or the Enemy of your choice if you have Torchwood Hub here) is destroyed unless that Character also has Poison. May be destroyed by any player that has Poison, Running, Science and more than 20 Brains here. (Not cumulative.)

"I've got somewhere nice and big where you can fly around.... We need a guard dog."

C. *Public Works, Condition [3] /S10/

-Plays on any Spacetime card where there are no Characters. No Characters may move here. Your Characters may not play here. Any player may destroy this card by destroying his or her entire hand.

"You just took a council axe from a council van and now you're digging up a council road!"

C. Pure Evil, Condition [2] /PD/

-Plays on your Enemy with the Nemesis keyword. That Character's Nemesis here is -1 to all Qualities (-2 if that Character is The Doctor). Cumulative (maximum -3).

"The Master killed my stepmother, then my father, and now the world that I grew up in. Blotted out forever."

C. *Pyrovile Master, Condition [4] /AiH/

-Monster. Plays on any Spacetime card. At the start of owner's turn, two random non-unique Characters here are destroyed (if no non-unique Characters here, one random unique Character) unless that Character has Running. May be destroyed by any player that has Demolitions, 3 Science and more than 25 Bravery here. Your Pyrovile Soldier's requirements here are +5 Bravery.

"And the breath of a Pyrovile will incinerate you."

C. Pyrovile Soldier, Condition [3] /AiH/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has Science or its controlling player has a Water Pistol here. May be destroyed by any player that has either 3 Science and more than 20 Bravery, or a Water Pistol here. (Not cumulative.)

"Carapace of stone held together by internal magma. Not too difficult to stop. But I reckon that's just a foot soldier."

C. Quarry Query, Condition [?] /TL/86

-Plays to replace one of your non-Earth Spacetime cards in play with an Earth Spacetime card in your hand (if any Goal played here would still be playable), where ? = the Cost of that Earth Spacetime card. Then, destroy this Condition and that non-Earth Spacetime card.

"I bet we're not even on Earth..." "We're in a quarry." "I know we're in a quarry, but where?"

C. Queen and Country, Condition [2] /S10/

-Plays on any Earth Spacetime card or any Spacetime card where you have a Native female Ally with "Queen" in its title or subtitle. Your Characters here may use Bravery to meet Brains or Brawn requirements.

"Nice flags. Why are they not flying?"

C. *Quest for the Key, Condition [3] /KTT/

-Purpose. Guardian. Plays on table. Each time The Doctor visits a different Spacetime card, he may place a Key card there under this Condition (it is still "in play") and be frozen for the rest of this turn. All cards on that Key card are shuffled into their owners' decks, except any TARDIS and the cards aboard, which are moved to another Spacetime card by their owner. Each time you do this, score 1 point.

"These segments must be traced and returned to me before it is too late, before the universe is plunged into eternal chaos."

C. Quick Disguise, Condition [1] /IS/

-Plays on your TARDIS Character (you may immediately [V] an Impostor-related Bang! card). This Character gains Impostor. When any player scores points, destroy this Condition.

"If I can get close to the Nucleus, we'll see how friendly I am."

C. Quicksand, Condition [2] /TL/145

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Aware and more than 25 Brains here must select one of his or her Characters (without Aware if possible) here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"That's it, Doc, now we're getting at the dirt."

C. Quiz Show, Condition [2] /9D/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal here until overcome. When an opponent attempts to do so, name a Character you have in your hand. That opponent must name a number. Show the Character from your hand. If one of its Qualities is equal to that number, this Puzzle is overcome.

"Rose, the oldest inhabitant of the Isop Galaxy is the Face of what?" "Boe! The Face of Boe!"

C. Raab Genetic Infusion, Condition [3] /RD2/

-Plays on your non-Machine Victim with Medicine or Science (at the same location as any other copies of this Condition already in play, if any). This Character gains Creature and Madman, adds "Raab" to its species, and, if destroyed by anything other than a Monster card, is instead frozen for an entire turn.

"This way, I'll live on in the Raab." "...You're a *person*, Temm." "What do I care?"

(from *Frontier Worlds*)

C. Rabid Mutant, Condition [2] /AW/

-Monster. Plays on any Spacetime card (at -1 Cost if Davros or any Madman here). At the start of owner's turn, one random Character here is destroyed unless that Character has lower total Qualities than every Character in its owner's discard pile. May be destroyed by any player that has 2 Characters with a combined Brawn of 11 or more here. (Not cumulative.)

"I'm a product of his experimentation."

C. *Race Fear, Condition [3] /MoW/

-Plays on table. At any Spacetime card where you have a Silurian, opposing Human Characters are -1 to all Qualities (-2 in fights involving your Silurians).

"Well there's a terrifically high rate of minor neuroses... 200% above the normal, even for a place like this."

C. Radiation Sickness, Condition [2] /AF/

-Danger. Plays on any Spacetime card (even during Set-Up). While in play, all opposing non-Machine Characters here are -1 Brawn. When a player's Characters attempt to Oppose a Goal here, if that player does not have 3 Science (or 2 Medicine and Science) and more than 20 Brawn here, he or she must select one of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"The atmosphere here is polluted with a very high level of fallout and we've been walking around in it completely unprotected."

alt: "This planet has a high level of radiation... all the time we were in the open, we were exposed to it."

C. *Radio Beacon, Condition [2]

-Plays on any Spacetime card. Destroy to [V] an Invasion Goal here or to move any of your Enemies from a Spacetime card of the same era to here at the end of your turn.

"A homing device... You'll use it to guide your armada?"

C. *Radioactive Shortcut, Condition [3] /TL/196

-Danger. Plays on any Spacetime card where an Apocalypse Goal is playable. At the start of your next turn, Roll the Dice. If you rolled a 1 or a 10 (may not be modified by other cards), you may destroy a Danger, Monster or Puzzle card here. If you rolled any other number, each player here without 2 Tracking and more than 20 Bravery must select one of his or her Characters to be destroyed. Then, destroy this Condition.

"...some big radiation spikes, but as long as I'm not out there too long."

C. Rampant Paranoia, Condition [2] /TM/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that has Madman but not more than 30 Bravery here must select one of his or her Characters without Madman here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"I know now who's responsible. You are, you've sabotaged my ship."

C. Raston Warrior Robot, Condition [4] /KTT/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character with Running or Machine here is destroyed unless that Character also has Aware (or is a Timelord with History). May be destroyed by any player that has 3 Thief and more than 30 Bravery here. (Not cumulative.)

"The most perfect killing machine ever devised... They move like lightning."

C. Reality Erosion, Condition [3] /PD/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have "God" or both 3 Science and more than 25 Brains here must select one of his or her Allies, Artifacts or Enemies to be placed out of play. Then, destroy this Condition. (Not cumulative.)

"If you destroy Logopolis, you unravel the whole causal nexus."

C. Reaper, Condition [3] /TM/

-Monster. Temporal. Plays on any Spacetime card where a Meddling Goal is playable. At the start of owner's turn, one random Character with the lowest number of [Trait] icons here is destroyed unless that Character also has "God". May be destroyed by any player scoring points here. (Not cumulative.)

"There's been an accident in time, a wound in time. They're like bacteria, taking advantage."

C. *Rebound, Condition [2] /AF/

-Plays on any Spacetime card with a Cost of 2 or more (even during Set-Up). When a Character is played there, that Character is +1 Cost. If none of your Spacetime cards Cost more than 1, your Human TARDIS Characters are +1 to all Qualities.

"You're taking me to all the planets you took her. Ever heard the word 'rebound'?"

C. Recall Circuit, Condition [3] /LoT/

-Temporal. Plays on your Gallifrey Spacetime card. At the start of any of your turns, you may destroy this Condition to move any TARDIS in play to this Spacetime card. The player controlling that TARDIS must also move its User (if an Artifact) or all TARDIS Characters at the same Spacetime card, not exceeding that TARDIS' Capacity (if a TARDIS card).

"To recall a TARDIS, and without prior announcement, well..."

C. *Recover Memories, Condition [2] /RU/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where a Meddling Goal is playable. If you have 3 History (or a Character who refers to another Character in play) here, place the top card of your discard pile out of play each turn for 3 turns to score 2 points, then destroy this Condition.

"She needs to remember... where did you meet?"

C. Recreational Mathematics, Condition [3] /IS/

-Puzzle. Plays on any Spacetime card and Roll the Dice. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Computers (or 3 Science or Adric) and ? Brains, where ? = either 3 times the number you rolled, or if you rolled 1, 7 or 10, 5 times the number you rolled).

"Any number which reduces to one when you take the sum of the squares of its digits and you

continue iterating until it yields one is a happy number. Any number that doesn't, isn't."

C. Relic Chamber, Condition [3] /KTT/

-Puzzle. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with Thief, Poison, 20 Brains and 20 Bravery.

"Sorry, old thing, we're just helping ourselves to your crown jewels."

C. Remember This, Condition [1] /RU/

-Attack. Plays on table. Destroy to start a fight involving your Domination. If you have more Domination than your opponent here, do one of the following: place 3 random cards from that opponent's discard pile out of play, or [V] a Condition that could play on an opposing Character here and immediately play it on that Character (for free).

"Cross me and I will fill you full of fake memories until your head is on fire, because that's how I exist."

C. *Repair Chamber, Condition [3] /IS/

-Plays on any Spacetime card. When your Machine Character is destroyed here, you may destroy ?-1 cards from hand to take that Character from the discard pile and return it to this Spacetime card, where ? = that Character's Cost.

"This compound is not me. This is me."

C. Repairs Underway, Condition [1] /MoW/

-Plays on an opposing Artifact. Its game text is suspended until its controlling player freezes either a User with Engineering or any Characters with a total of 3 Engineering here at the start of his or her turn.

"You'll never get that thing running."

C. Replaced by Aliens, Condition [2]

-Prisoner. Plays on an Ally you kidnapped. It is now considered an Enemy under your control. Change its species to one of your Enemies' there. If freed, it regains its former species and becomes an Ally again.

"There's something... there's something odd about their faces."

alt: "Did they kill Mickey? Is he dead?" "Oh. I didn't think of that." "He's my boyfriend... and they copied him, and you didn't even *think*?" (9D)

C. Reprogramming, Condition [2]

-Prisoner. If you have a Character with Computers (2) in play, plays on your Robot Ally or an opposing Robot Ally you kidnapped. It is now considered an Enemy under your control (if freed, it becomes an Ally again).

"I have disconnected the command circuit... but you are not alone."

C. Rescue Prisoners, Condition [?]

-Escape. Plays to free all of your kidnapped Characters at one Spacetime card, destroying any Prisoner cards played on them, if you have unfrozen Characters with more Brains or Brawn than that of opposing Enemies there. All your Characters there (including those just freed) are frozen until the end of your turn. ? = Number of Enemies here (minimum 2).

"You're holding two others of my friends... I want them released."

alt: "Let's do it." (RD1)

C. *Research Team, Condition [3]

-Purpose. If you have no other Purpose card in play, plays on a Spacetime card where an Apocalypse Goal is playable. If you have Allies or TARDIS Characters with 2 Computers, 2 Engineering, 2 Science and 30 Brains, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"Yes, but have you tried to understand it?"

alt: "We could revolutionize modern science." (10D)

C. Rest and Relaxation, Condition [2] /AW/

-Purpose. Plays on any Holiday Spacetime card where you have no other Purpose card. If your Doctor and at least one other TARDIS Character here at the start of your turn, draw the top card of your draw deck and show it to all players. If it is a Bang! card, destroy this Condition to score 1 point; if it is not, return this Condition to your hand.

"I don't think much of this Earth idea of recreation."

alt: "No, that's four hours there and four hours back, it's like a school trip. I'd rather go sunbathing." (RD4)

C. Resurrection, Condition [?] /7Dr/

-Plays on table. At the start of your turn, destroy this Condition and ? cards from hand and/or top draw deck to take an Enemy with a Cost of ? from your discard pile and place it at a Spacetime card to which it is Native. If Resurrection Goals are playable there, that Enemy is played at -2 Cost.

"There were Cybermen, every child knows that, but they were all destroyed ages ago." "So we all thought."

C. Return Visit, Condition [2] /PD/

-Plays on any Spacetime card where your opponent has Opposed a Goal. You may play a second Goal card here. Opponent's Doctor is +3 to all Qualities and gains History here.

"I was here a generation or three back."

C. Revelations, Condition [2] /9D/

-Plays on any card under which you have cards that you have played for 0 Cost or that you can play for 0 Cost. You may exchange any of those cards for cards of the same type in your hand. Then, destroy this Condition.

"I take the words. I scatter them..."

C. Reverse Differential, Condition [2] /DoG/

-Temporal. Plays on any Character that has moved from one era to an earlier one during the last full turn. Unless that Character is a Timelord or a "God", it is -3 to all Qualities (if any of those Qualities is reduced to 1 or less, that Character is returned to its owner's hand). If it is a Timelord or a "God", that Character is -1 to all Qualities.

"We're travelling in the opposite direction out of the ellipse. It's having a reverse effect!"

C. *Reverse the Polarity, Condition [?] /TL/128

-Plays on table. Immediately place ? cards from your hand underneath this Condition. Whenever you would draw cards from the top of your deck, you may return a card underneath this Condition to your hand to instead draw them from the bottom of your deck. Destroy this Condition when there are no cards under this Condition.

"I've reversed the polarity of the neutron flow."

C. Reverse the Pressure, Condition [1] /AW/

-Plays on table. Destroy at the start of your turn to take up to the top 10 cards from your discard pile into your hand, then destroy ? cards from your hand, where ? = the number of cards you just took into your hand.

"We can disperse the heat and the pressure." "How?" "By creating a reverse vortex at the bottom of the shaft."

C. Revival, Condition [1] /AF/

-Once per turn, plays on any Spacetime card where you have a frozen Character or under which you have a Character. Either unfreeze a Character here or play a Character from underneath this Spacetime card for 0 Cost. Then, destroy this Condition.

"Revive it... umm, just enough to bring it out of its cocoon."

C. *Revolt, Condition [3] /TM/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where one of your opponents has Reached a Goal. If you destroy or kidnap a Character with a Trait required to Reach that Goal here, that Goal becomes Opposed and no longer counts as the Goal Reached to win the game. Then, destroy this Condition to score ?-3 points, where ? = that Goal's Cost.

"You must not question!" "But you are not our master..."

C. Rickety Bridge, Condition [3] /S10/

-Danger. Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with fewer than 5 Characters. At the start of each of your turns, any opposing player that has more than 4

Characters here must, if possible, destroy one of his or her Victims here. (Not cumulative.)
"Is that the only way across?" "On the other hand, it is a way across."

C. *Rift Activity, Condition [3] /PD/

-Temporal. Plays on Torchwood Hub (even during Set-Up). At the end of any of your turns, your Characters with Torchwood may move to or from this Spacetime card to or from a Spacetime card with a different location or era. If you have no TARDIS card in play, this Condition may not leave play.

"The cracks of time trace back here to the rift. This city, this hub, is the centre."

C. Rift Ghosts, Condition [2] /AiH/

-Puzzle. Temporal. Plays on any Spacetime card and immediately take an Ally from your discard pile and place it under this Condition. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with at least 4 of that Character's Traits.

"Are you all right, love? You look as if you've seen a ghost."

C. Roadkill, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Pilot and your non-Temporal Vehicle. If you have more Bravery than your opponent here, one opposing Enemy of your choice is destroyed.

"I'm going through them!"

C. Robophobia, Condition [2]

-Plays on any Human Character with less than 6 Bravery at a Spacetime card where a Robot has destroyed a Human during this game. This Character is frozen until its owner has 3 Charisma or 2 Domination here.

"An unreasoning dread of robots. You see, most living creatures use non-verbal signals... While these robots are humanoid... it's rather like being surrounded by walking, talking, dead men."

C. Robot Fury, Condition [4] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Robot. If you have more Brawn than your opponent here, two random opposing Characters are destroyed.

"Their armaments are built in and the sensors detect movement, any movement."

C. Robot Storage, Condition [2]

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Robots Native to that Spacetime card.

"You know, people never really lose that feeling of unease with robots. The more of them there are, the greater the unease, and of course, the greater the dependence."

C. Robotisation, Condition [2] /Inv/

-Prisoner. If you have a Dalek there, plays on a Character you kidnapped. It is Brains: 2, gains Minion (Daleks) and Troop, and becomes an Enemy under your control.

"Oh yes, they keep up their numbers of Robomen. They got my brother last year."

C. Rock-Paper-Scissors, Condition [2] /Mow/

-Puzzle. Plays on any Spacetime card. Your opponents' Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by winning a game of rock-paper-scissors against you (each player may make only one attempt per turn; or two if the first resulted in a stalemate).

"Paper wraps stone." "Stone blunts scissors." "Scissors cut paper."

C. Rockfall, Condition [3] /MoW/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 4 Aware or more than 30 Brawn here must randomly select one of his or her Characters, Artifacts or TARDIS cards here to be placed under this card until this Condition is destroyed. Any player with 30 Brawn here may destroy this Condition. (Not cumulative.)

"Don't go away." "I'd rather hoped you'd resist the temptation to say that."

C. Rogue Cyberman, Condition [3] /MoW/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character with Engineering, Medicine or Science here is destroyed. May be destroyed by any player that has more than 20 Brawn and either 2 Laser or 3 Marksman here. (Not cumulative.)
"We are still finding undamaged specimens in hibernation." "But not enough to justify the heavy casualty rate sustained by our resuscitation teams."

C. *Role Reversal, Condition [2] /9D/

-Plays on your unique Minion attached to an Enemy. That Character loses Minion and all Minions attached to the same Enemy are now attached to this Character instead.
"You can't do this to me, I am Henry Van Statten." "And by tonight Henry Van Statten will be a homeless, brainless junkie, living on the streets of San Diego, Seattle, Sacramento, somewhere beginning with S."

C. *Rotten at the Core, Condition [3] /TL/25

-Plays on any Spacetime card. Native Allies may not play here unless a Goal or Purpose card has been played here.
"How can you condemn this great artistic and scientific civilisation because of a few wretched barbarians?"

C. Routine Infiltration, Condition [3] /RD2/

-Danger. Plays on any Spacetime card. At the start of your next turn, select one species here. Any player that does not have every Trait common to every Character of that species here must select one of his or her Characters here to be kidnapped by the player on their left. Then, destroy this Condition. (Not cumulative.)
"We might be stuck here for days."
(from *Daleks Invasion Earth 2150 AD*)

C. Rubber Arm, Condition [1] /TL/118

-Attack. Plays on table. Destroy to start a fight involving your Doctor or Domination. If you have more Bravery than your opponent here, your opponent must destroy 2 cards from hand (3 cards if no opposing Humans or Machines here).
"I hope they have arms to twist." "I'll find something."

C. *Rubbish, Condition [1] /IS/

-Plays on any non-Vehicle Artifact or non-Doctor TARDIS Character in play. At the end of each of your turns, place a card from hand under this Condition. When there are 3 cards under this Condition, return those cards to your hand and destroy both this Condition and the card it was played on. If played on a TARDIS Character, any player with The Doctor here may destroy this Condition by destroying ? cards from hand, where ? = that TARDIS Character's Cost.
"Wish I could get rid of my waste as easily."

C. *Running Amok, Condition [3] /AW/

-Plays where your opponent has Creature Enemies with Brains less than 4. At the end of your turn, if those Enemies have higher total Brawn than all other Enemies here, one random non-Creature Enemy here is destroyed. Then, destroy this Condition.
"Abnormal resistance. Abnormal strength."

C. Running Out of Time, Condition [2] /DoG/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card unless they first overcome with 25 Brains, 3 Running and 3 of any other Trait.
"Twenty minutes to save the world, and I've got a post office. And it's shut!"

C. *Rutan Galaxy, Condition [2] /Inv/

-Plays on any Spacetime card with a date (even during Set-Up). Your Rutans may play here as if they were Natives. When an opponent plays a Sontaran, you may immediately move this card to the Spacetime card where that Sontaran was just played.
"You used to control the whole of the Mutter's Spiral once."

C. Sabotage, Condition [3] /10D/

-Attack. Plays on table. Destroy to start a fight involving your Character with both Engineering

and Thief. If you have fewer Characters than your opponent here, one random opposing Artifact or Character with Machine is destroyed and all opposing Characters are frozen for an entire turn.

"Radiation's rising! We've lost control!"

C. Sacrificial Lamb, Condition [2] /LoT/

-Prisoner. Plays to destroy a Character you kidnapped where you have an Enemy with "Priest" in its title or subtitle or a Character with "Karn" in the title or subtitle. Then, destroy this Condition and if possible Roll the Dice. If you rolled less than that kidnapped Character's Bravery, you may destroy a card from hand to draw up to 2 cards. If you rolled equal or more, you may [V] an Artifact.

"The Flame must feed."

C. *Safe, Condition [2] /S10/

-Plays on any Spacetime card. If your unopposed Character here, one of your Artifacts may play here without a User each turn.

"I saw that data chip in your safe!"

C. Safecracking, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with either 3 Thief or 2 Demolitions.

"I wonder whether perhaps I can pick this lock."

C. *Sanctuary, Condition [3] /TM/

-Defense. Plays on any Spacetime card. While in play, Monster cards cannot destroy your TARDIS Characters and Allies here. If 3 or more Monster cards here, destroy this Condition.

"They can't get in. Old windows and doors, okay. The older something is, the stronger it is."

C. Sandstorm, Condition [3]

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Running, Science and more than 18 Brains here must select one of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"That storm could be travelling at a thousand miles an hour. The sand will cut us to pieces..."

C. Salvage, Condition [?] /9D/

-Plays to take one Artifact from your discard pile and place it directly into play for free. ? = the Cost of that Artifact. Then, destroy this Condition.

"Broken... broken... hairdryer..."

C. Sated Appetite, Condition [2] /7Dr/

-Plays on any Spacetime card with a Monster card played on it. When it destroys a Character, shuffle that Monster card back into its owner's draw deck. Then, destroy this Condition.

"It's gone... Let's get out of here before it changes its mind."

C. *Saving the Earth....Again, Condition [3] /9D/

-Plays on your Goal at an Earth Spacetime card. All players may only score points from Reaching Goals until this Goal is Reached or Opposed. Then, destroy this Condition.

"Don't you dare." "If I don't dare, then everyone dies."

C. Scare to Death, Condition [2] /MoW/

-Attack. Plays on table. Destroy to start a fight involving your Creature. If you have more Brawn than your opponent has Bravery here, one random opposing Human with less than 6 Bravery is destroyed.

"Heart failure. You might say he died of fear."

C. *Scope Malfunctions, Condition [4] /7Dr/

-Plays on an opponent's Mini-Scope. No cards may now be placed under or taken from this Mini-Scope. Mini-Scope's owner may destroy this card by destroying ? cards from hand, where ? = the number of Spacetime cards, Characters and Monster cards under that Mini-Scope (minimum: 1).

"Another fault has developed. It's in circuit 5 this time."

C. *Scoped, Condition [4] /7Dr/

-Plays at any Spacetime card. At the start of your next turn, you may take a Monster card of your choice or a random opposing Character here (Character is considered kidnapped) and place it under your Mini-Scope (not exceeding 7-card limit). Then, destroy this Condition. If taken from under Mini-Scope, that card is under your control.

"Here we are all cosily wrapped up with the other specimens."

C. *Screaming Jungle, Condition [2] /RU/

-Environment. Plays on your non-Earth, non-Gallifrey Spacetime card with no Goal card on it. While here, replace that Spacetime card's game text with the following:

-Danger cards are played here at -1 Cost.

-Goals: Apocalypse, Experiments, Quest

"Well it was a sound, a noise, like... like tapping and... and whirring mixed up with a sort of screeching... something evil."

C. Scribble Creature, Condition [2] /TL/178

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has more than 6 Brawn. May be destroyed by any player that has either a Sonic Screwdriver or both Laser and Running here. (Not cumulative.)

"It's graphite. Actually the same material as an HB pencil."

C. *Seance, Condition [4] /9D/

-Plays on table. If you have a Character with Aware (2) in play, place this Condition out of play to [V] 3 non-Machine Enemies or 3 non-Machine Allies (maximum total Cost: 10).

"Seances? Nothing but luminous tambourines and a squeezebox between the knees."

C. *Search for Self, Condition [2] /PD/

-Purpose. If you have no other Purpose card in play, plays on your Doctor (at -1 Cost if The Doctor (8)). This Doctor may not contribute Traits or Qualities to Oppose Goals. Roll the Dice once per turn for 3 turns, then destroy this Condition. If you ever roll a number equal to this Doctor's generation, score 2 points (maximum: once per game).

"Will I find the Doctor here?" "Oh yes, Doctor, very soon."

C. *Search for the Doctor, Condition [2] /10D/

-Purpose. Plays on your unique Character. If an opposing Doctor moves here, score 1 point and you may [V] a Doctor with that opposing Doctor's generation number. Then, destroy this Condition.

"If we're to discover the truth about the Doctor, then we need to try and find... her."

C. Second Chances, Condition [2] /KTT/

-Temporal. Plays to take one Ally from your discard pile and play it for free to your TARDIS card's location. Each of your opponents may immediately draw a card. Then, destroy this Condition.

"Can I try again?"

C. Second Star to the Right, Condition [3] /Inv/

-Once per game, plays on any TARDIS Character (except The Doctor). Its owner may only score points from Reaching Goals until that Character moves from an Earth Spacetime card to a non-Earth Spacetime card of his or her choice (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"Where are we going to go first?" "That way. No... that way."

C. Secret Basement, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card (even during Set-Up). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with either Torchwood, or Aware and 20 Brains.

"There's a whole floor which doesn't exist on the official plans. So what's down there, then?"

C. **Secret Forces, Condition, [2] /KTT/

-Plays on any Spacetime card (one may play during Set-Up). Each time you would play an

Enemy here, instead spend 3 points in Cost and place it face down underneath this Condition. At the start of any of your turns, you may destroy this Condition and play the Enemies under it for 0 Cost each. Any opponent may destroy this Condition and force you to play the Enemies underneath at the start of your next turn for 0 Cost each by freezing one of his or her Allies or TARDIS Characters with Aware here.

"Someone's manipulating my entire life!"

C. Secret Meeting, Condition [2] /PD/

-Plays on any Spacetime card where you have a TARDIS Character. At the start of your turn, you may destroy this Condition to [V] up to 3 Characters with the word "Rebel" in their titles or subtitles.

"Sezon at the Falchian Rocks."

C. Secret Passageway, Condition [2] /KTT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 21 Brains and either Aware and History or any Character with the word "Priest" in its title or subtitle.

"A priest hole!"

C. **Secret Plans, Condition [2] /KTT/

-Plays on a Spacetime card without a Goal, even during Set-Up (if starting Cost of Characters less than 8). At any time, you may play a Goal underneath this card at 0 Cost. At the start of any of your turns, you may destroy this Condition and reveal that Goal by paying its normal Cost. Any opponent may destroy this Condition and force you to reveal that Goal at the start of your next turn at +1 Cost by freezing his or her Doctor or one of his or her Allies or TARDIS Characters with Aware here.

"The Daleks have evolved a most interesting plan."

alt: "The world below can party. Some of us have work to do." (10D)

C. Secret Room, Condition [2] /TM/

-Puzzle. Plays on any Spacetime card (even during Set-Up). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with History, Science and 20 Brawn. While in play, your Artifacts play here at -1 Cost.

"A room that's been bricked up for four or five hundred years is urgently overdue for an airing."

C. Security Field, Condition [3] /AF/

-Prisoner. Plays on a Character you kidnapped. When that Character is about to be freed, place this Condition out of play instead. (Not cumulative.)

"I can't get in!" "Must be a forcefield."

C. Security System, Condition [4] /7Dr/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome by freezing 2 Characters with combined Brains of 16 here. Unless this card was overcome with a Character with Thief, one unfrozen Character here is destroyed (owner's choice).

"Some sort of automatic guard. I hadn't bargained on this..."

C. Self Hostage, Condition [2] /DoG/

-Plays on your Character to kidnap that Character. At the end of your next full turn, that Character is freed. Then, destroy this Condition.

"Now would you stand aside before I shoot myself?"

C. Send in the Troops, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Troop. If you have more Brawn than your opponent here, choose to either destroy a random opposing Ally or Enemy or kidnap a random opposing TARDIS Character.

"A squad of security guards with flamethrowers are on their way here now."

alt: "Red Division, maintain suppressing fire along the perimeter. Blue Division, hold..." (9D)

C. Separated Companion, Condition [4] /IS/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome by placing a random TARDIS

Character (except The Doctor) here under this Condition and then still having 20 of any Quality. If not overcome by the end of this turn, both Condition and TARDIS Character under it are destroyed.

"I'm not gonna lose her."

C. Sewers, Condition [3] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 2 History, 2 Tracking and 20 Bravery.

"These tunnels all look the same to me."

C. Sheer Cliff Face, Condition [1] /AW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome by freezing 2 Thief here.

"I'd need to be a human fly to get up that lot."

C. Shellshocked, Condition [2] /AiH/

-Plays on an opposing Character with Troop or a unique Ally with Marksman Native to Earth Modern Era or Earth Present. When calculating Quality totals here, this Character's Qualities are subtracted from, rather than added to, those totals. At the end of any turn, the opponent controlling that Character may destroy that Character.

"He'll be shellshocked and so he'll be executed by the British Army for cowardice."

C. *Shipyards, Condition [2] /LoT/

-Plays on your Base. Your Rocketship plays here at -2 Cost regardless of this Spacetime card's era, and if used to move from here to a Spacetime card where you have an Invasion Goal, may move with Troop instead of Pilot.

"You should see Russia. That's Shipyards Number One. All the way from the Black Sea to the Bering Strait. There's 100,000 rockets ready for war."

C. Shocking Destiny, Condition [2]

-Temporal. Plays on any Apocalypse Goal. If Enemies Reach that Goal, the result is limited to scoring points. All other results are negated, and Laid Waste cannot be placed here.

"Earth collided with a meteorite." "Or something." "Seems inevitable, as is your history as we know it."

C. Shootout, Condition [3] /TL/24

-Attack. Plays on table. Destroy to start a fight involving your Marksman and an opposing Marksman. For each Marksman and Handgun controlled by a player, that player's opponent must destroy one of their Victims here.

"All these people are giving me guns, I do wish they wouldn't."

C. *Shrine, Condition [3] /AiH/

-Plays on table. Once per turn, when you win a fight, overcome a Puzzle card, destroy a Monster card, score points from a Purpose card, or Reach or Oppose a Goal, you may place a card from your hand under this Condition. At the start of any of your turns, destroy ? cards from under this Condition to spend +?+1 points in Cost (maximum: 3).

"Give thanks to the household gods before you go."

C. *Simply the Best, Condition [?] /KTT/

-Plays on your TARDIS Character (except The Doctor), where ? = Cost of Character. This Character is +2 to all Qualities.

"I only travel with the best, that's why I've got Rose."

C. Siren's Call, Condition [2] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, if an opposing Vampire is here, any player that does not have more than 30 Bravery here must select one of his or her Humans here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"Are you watching us? Come into the water... You'll like it here... It's warm... Blood warm."

C. *Sisterhood of Karn, Condition [2] /LoT/

-Moves. Plays on your unique Character with "Karn" in its title or subtitle. At any time, destroy this Condition to do one of the following: Kidnap a Character kidnapped by another player

here, prevent a TARDIS from moving at the end of its controlling player's turn, or [V] either Crash Zone or Elixir of Life.

"Summon our sisters. We will form a circle."
("Sacred fire. Sacred flame.")

C. *Six Pilots, Condition [6] /LoT/

-Plays on your TARDIS card. When this TARDIS moves, it is Capacity +1 for each non-Doctor TARDIS Character aboard it. If The Doctor and 5 other TARDIS Characters move with this TARDIS card, your opponents may not play cards on this TARDIS card while it is moving.
"Now we can fly this thing... like it's meant to be flown!"

C. *Six Words, Condition [?] /Inv/

-Plays on an opposing Ally with the highest Cost (your choice if tie) where you have The Doctor. That Ally may not use any of its Traits or special abilities. ? = Cost of that Ally.
"Don't you think she looks tired?"

C. *Skasis Paradigm, Condition [3] /PD/

-Plays on table. At the start of each of your turns, if you have a "God" in play, you may Roll the Dice. You may then [V] a Spacetime card with a Cost equal to the number rolled and swap your Spacetime card in play with that Spacetime card (do not destroy any card there even if it may no longer legally play there).

"The... God-maker. The universal theory. Crack that equation and you've got control of the building blocks of the universe. Time and space and matter, yours to control."

C. Skeleton Crew, Condition [2] /S10/

-Plays on your Troop Character to double its Traits and Qualities until the end of this turn. Then, destroy this Condition. (Not cumulative.)

"A skeleton crew." "Literally. Less of a drain on rations."

C. Slave Auction, Condition [3] /AiH/

-Prisoner. Plays on any Character you kidnapped. Players with a Dice Pool may immediately "bid" for that Character by drawing the top card of their Dice Pool. This Character falls under the control of the player who draws the highest Dice card. If you are not that player, you may immediately spend up to ? points in Cost, where ? = the Cost of this Character. Then, destroy this Condition.

"No private sales. She's to be sold by auction."

C. *Slave Labour, Condition [3] /Inv/

-Prisoner. Plays on any Spacetime card where you have kidnapped opposing Characters. Each turn, you may use one Trait from each kidnapped Character here as if you controlled them. (Not cumulative.)

"Work must precede to schedule. There must be no delays."

C. Sleeper Agent, Condition [2] /TW2-T15/

-Plays to destroy your Human Ally and [V] an Enemy with the same Cost and Native era, placing it where you destroyed that Ally (for free). Or plays on your Ally Minion; it becomes an Enemy under your control until you score points.

"Lies! Lies! Why so many lies?"

C. *Sleepers, Condition [0] /7Dr/

-Plays on any Spacetime card during Set-Up. You may place up to 3 Characters (maximum total Cost: 10) underneath if they are Native to any Spacetime card with a date before this one's. At the start of any of your turns, if you have either 5 Conditions in play or 2 Medicine at this Spacetime card, you may destroy this Condition and place the Characters under it here (for free). If destroyed before then, all Characters underneath are destroyed.

"The entire human race awaiting the trumpet blast."

C. Sleeping Potion, Condition [2] /PD/

-Plays on any Spacetime card where your TARDIS Characters have Charisma and Poison. At the end of any of your turns, choose an opponent. That opponent's non-Machine Characters here are frozen until the start of your next turn (does not affect Characters played after you chose an opponent). Then, destroy this Condition.

"The villains sleep like innocent babes."

C. *Sleuthing, Condition [3] /IS/

-Purpose. If you have no other Purpose card in play, plays on any Holiday Spacetime card. If you have Allies or TARDIS Characters with 4 Aware, 2 Thief, Tracking and 30 Brains, destroy a card from hand once per turn for 2 turns to score 2 points, and you may look at one card currently face down on table. Then, destroy this Condition.

"The quickest way out of this is to solve the mystery."

C. Slice and Dice, Condition [2] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your Character with both Creature and Machine. If you have more Brawn than your opponent here, one opposing Screamer (your choice) or one opposing Victim (opponent's choice) is destroyed.

"Eeeeeeeeeeeeeeeeeeeeeeeee... eeeeeeeeeeeeeeeeeeeeeeeee...
ee..."

C. Slimed!, Condition [4] /7Dr/

-Attack. Plays on table. Destroy to start a fight involving your Creature. If you have more Bravery than your opponent here, one random opposing non-Machine Ally here becomes an Enemy under your control.

"We shall absorb the humans."

C. *Slow Traffic, Condition [1] /10D/

-Plays on table. While in play, no player may play more than one card of any type each turn. At the start of your next turn, destroy this Condition.

"Twenty yards! We're having a good day."

C. Slyther, Condition [3] /Inv/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Victim here is destroyed. May be destroyed by any player that destroys 2 Bang! cards (or 1 Bung a Rock at It) from hand. (Not cumulative.)

"Mainly it roams the mine area at night in search of food."

C. Small Is Lovely, Condition [2] /AF/

-Defense. Plays on your Character with Engineering (2). At any time, destroy this Condition to exclude up to three of your Characters here from a fight or from a Danger or Monster card's random selection. (Not cumulative.)

"If we're only this high, we're practically invisible, aren't we?"

C. Smog, Condition [2] /10D

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have either a Vehicle or 2 Medicine here must select one of his or her Characters without Poison here to be destroyed. Then, destroy this Condition and you may [V] Fogbound. (Not cumulative.)

"What's that, then? Fog?" "That's the exhaust fumes."

C. *Snared TARDIS, Condition [3] /Inv/

-Plays on any opponent's TARDIS. When it moves, place that TARDIS and all cards aboard on table for an entire turn before allowing it to move normally. If 2 Engineering not aboard, you may instead move that TARDIS to a Spacetime card of your choice. Then, destroy this Condition.

"Whatever's holding us must let go sometime."

C. Sneaking Around, Condition [4]

-Plays on any Spacetime card to [V] a Native Thief there, or play where you already have a Thief. If that Thief is still there at the start of your next turn, destroy this Condition to overcome one Puzzle card of your choice here automatically.

"Turlough's aboard the Dalek ship."

C. *Snow for Christmas, Condition [3] /RD5/

-Purpose. Plays on table. If your Doctor and TARDIS card move to an Earth Spacetime card with "December" in its title, freeze that Doctor and destroy both a card from hand and this

Condition to either score 1 point or [V] an Artifact of which an Ally here is the User and play it here for free.

"Woohooooo!"

(from BBC Christmas ident)

C. *Snows of Terror, Condition [3] /RU/

-Environment. Plays on your Spacetime card with no Goal card on it. While here, replace that Spacetime card's game text with the following:

-When you play this card, you may immediately [V] up to 4 Ice Soldiers directly to this Spacetime card; they are frozen until at least 3 opposing Characters here.

-Goals: Capture, Profit, Quest

"You don't kill anybody in this country. The cold and the wolves do that."

C. *So It Begins..., Condition [2] /AF/

-Plays on your non-Human, non-Robot Enemy. That Enemy and all your Enemies of the same species at the Spacetime card and any Spacetime card with a later date gain Nemesis: The Doctor.

"No doubt you will have other wars to fight."

C. So Long As You Remember Them, Condition [2] /EoT/

-Plays on your TARDIS Character. At any time, you may destroy this Condition to do one of the following: Take a Character (Native to the location and date this Character is Native to) from your discard pile and place it here for free, regardless of Nativity; or if your Doctor or TARDIS was just destroyed, take that Doctor or TARDIS back into hand (if played on the next possible turn, may be played where this Condition was just destroyed).

"Nothing is ever forgotten, not completely. And if something can be remembered, it can come back."

C. *So Many Similarities, Condition [2] /AW/

-Plays on table. At the start of your turn, each of your Unbound Characters gains one Trait of your choice from a non-Unbound Character with the same title (and generation, if applicable) as its own in play until the end of your turn.

"...yet so many differences."

C. *Sold Out, Condition [3] /Inv/

-Plays on any Spacetime card where a Capture Goal is playable and you have an Ally Minion. Destroy ? cards from hand to capture an opposing TARDIS Character of your choice here, where ? = the Cost of that Character. Then, destroy this Condition.

"I knew they'd give us food if we told them."

C. *Sole Survivors, Condition [2] /Inv/

-Plays on your TARDIS card. When it moves from a Spacetime card where you have just Opposed a Goal and where there are no Characters except the TARDIS Characters aboard, destroy this Condition to score 2 points. You may do this only once per game.

"Aye, though we hunted high and low, / And hunted everywhere, / Of the three men's fate we found no trace / In any time, in any place / But a door ajar and an untouched meal / And an over-topped chair."

C. Song and Dance, Condition [2] /10D/

-Moves. Plays on your unique Ally with Charisma. At any time, destroy this Condition to do one of the following: Unfreeze all your Allies and TARDIS Characters here, or freeze a Character of the opposite gender here.

"Every night I have to go out there, sing, dance, keep goin'..."

C. Song of Captivity, Condition [2] /S10/

-Plays on any Spacetime card where any player has an Ood with Minion; Ood here are considered to be kidnapped for purposes of Prisoner cards. Or plays to destroy Song of Freedom (then, destroy this Condition).

"I can't bear it."

C. Song of Freedom, Condition [3] /S10/

-Plays on any Spacetime card where you have an Ood without Minion; your opponent cannot

use the Minion Trait of any Ood in play; when your Ood here is kidnapped, you may immediately [V] an Escape card. Or plays to destroy Song of Captivity (then, destroy this Condition).

"The message has gone out. That song resonated across the galaxies."

C. Sonic Attack, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Ice Warrior. If you have more Brawn than your opponent here, destroy a random opposing Ally.

"Guard... Kill him!"

C. Sonic Bombardment, Condition [2] /S10/

-Attack. Plays on table. Destroy to start a fight involving your Vehicle at a non-Earth Spacetime card or your Artifact with "Sonic" in its title. If you have more Brawn than your opponent here, destroy a random opposing Character (a Creature if possible).

"What do you expect in a warzone?"

C. Sontaran Fleet, Condition [2] /7Dr/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Sontarans Native to that Spacetime card. You may play this Condition at +1 Cost to also [V] one Attack card.

"My Ninth Group is now forming up for a vital battle in the Madillon Cluster. If successful, it could change the course of the war."

alt: "Tenth Sontaran Battle Fleet, we move to the final phase! Prepare the subjugation of Earth for the glory of Sontar!" (RD4)

C. *Sontaran Galaxy, Condition [2] /AF/

-Plays on any Spacetime card with a date (even during Set-Up). Your Sontarans may play here as if they were Natives. When an opponent plays a Rutan, you may immediately move this card to the Spacetime card where that Rutan was just played. If you have Rutan Galaxy in play, destroy this Condition.

"The entire galaxy suddenly acquired some strategic importance in their endless war against the Rutans."

C. Sontaran Pursuit, Condition [3] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Sontaran. If you have more Brawn than your opponent here, either one opposing Character without Running of your choice is kidnapped, or two random opposing Characters with Running are destroyed (your choice).

"It's just a matter of time!"

C. Soul Searching, Condition [3] /EoT/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 35 Brains or 2 Characters with the same title.

"Come on, what are you thinking?" "Don't you know?"

C. *Sound Advice, Condition [2] /TL/2

-Plays on your Doctor. All your Allies here are +2 Brains until one of your opponents reveals (on his or her turn) one of the following: the card under Secret Plans, all the cards under Secret Forces, all the cards underneath a Museum card, all the cards underneath Mini-Scope, or if none of these is possible, entire hand.

"You wanted advice, you said. I never give it. Never. But I might just say this for you. Always search for truth. My truth is in the stars, and yours... is here."

C. Sound Creature, Condition [3] /RD3/

-Monster. Plays on any Spacetime card (at -1 Cost if a Screamer there). At the start of owner's turn, one random Character with Aware here is either destroyed, kidnapped or frozen until the start of your next turn (your choice after selection made) unless that Character also has 9 Brains or more. May be destroyed by any player that has 3 Computers here and destroys a card from hand. (Not cumulative.)

"Voices... whispers.. you can't escape from them!"

(from Whispers of Terror)

C. Space Greyhounds, Condition [3] /RD4/

-Monster. Plays on any Spacetime card (at -1 Cost if your Master here). At the start of owner's turn, one random Pilot here is destroyed unless that Character also has Marksman. May be destroyed by any player that has 2 Marksman and more than 30 Brains here, or by destroying Heavy Weapons from hand. (Not cumulative.)

"Space greyhounds firing ray guns. That sounds like *his* work..."
(From Doctor Who: The Forgotten #2)

C. *Space Invaders, Condition [3] /IS/

-Plays on any Spacetime card. If a player uses only Characters not Native to this Spacetime card's location to Reach a Goal here, that player scores +1 points. If a player uses one or more Characters Native to this Spacetime card's location to Reach a Goal here, that player scores -1 points.

"They are going through the universe like a plague of interplanetary locusts."

C. *Space Museum, Condition [3] /TL/15

-Museum. Plays on any Spacetime card of the Imperial Era or later. Once per turn, if your Native Enemy with Marksman here, you may place one Character from the Imperial Era or earlier (or any TARDIS Character) from your hand under this card (maximum: 4). Once per turn, if your TARDIS Character with Science here, you may destroy a card from hand to take a random card from under this card and place it directly into play here regardless of Nativity.

"The future doesn't look too bad after all, does it?"

C. Spacewalk, Condition [2] /IS/

-Puzzle. Plays on any Spacetime card of the Near Future or later. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 30 Bravery and either Engineering, Machine or a Vehicle.

"A mile in space... with no oxygen or means of propulsion?" "It might just as well be a thousand miles."

C. *Special Effects, Condition [2] /RU/

-Plays on table. At the start of any of your turns, destroy this card to Roll the Dice. If the number rolled is even, you may either destroy a Danger or Monster card at a Spacetime card where you have a non-Doctor TARDIS Character with Aware, or suspend that Spacetime card's game text for one full turn.

"This so isn't real. It's not real."

C. Spectrox Toxaemia, Condition [3] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Medicine (or Poison), Science and more than 25 Brains here must select one of his or her non-Native non-Machine Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"First a rash, then spasms. Finally, slow paralysis of the thoracic spinal nerve and then T.D.P.... Thermal death point."

C. Spider Web, Condition [2] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Racnoss, Web-Gun or 3 Creatures. If you have more Brawn than your opponent here, one random opposing Character is kidnapped.

"My babies will be hungry. They need sustenance. Perish the web."

C. Spirit Trap, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Character with History Native to the Modern Era or before. If you have more Brains than your opponent here, one random opposing non-Human Character here is kidnapped.

"We have built a spirit trap about the monster, my Abbot."

C. *Spiritism, Condition [3] /PD/

-Plays on table. Opposing non-Human Characters are +1 Cost when played to an Earth Spacetime card prior to Modern Era.

"Back from where you came, spirit of the glass."

C. Split Personality, Condition [?] /TM/

-Plays on an Ally or Enemy with Madman and no attached Minions there (? = Cost of that Character). Character changes from Ally to Enemy, or from Enemy to Ally, and may not use its special abilities. If Character is a Minion attached to another Character here, that other Character's owner may destroy this Condition by destroying ? cards from hand at start of his or her turn.

"Gwendoline, this *is* a metamorphosis."

C. Spot Weakness, Condition [2] /7Dr/

-Plays on table. Once per turn, at the start of your turn, place on an Enemy that Costs 4 or more. That Enemy is -4 to one Quality of your choice and may not use one Trait of your choice until the start of your next turn. Then, destroy this Condition.

"Everything's got a weak point. It's just a question of waiting until it shows up, that's all."

C. Stairwells, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with 20 Brains and either 2 Tracking and 2 Running, or Tracking and a Mobile Phone.

"That's forty-five floors up! Believe me, I've done 'em all."

C. Stalked, Condition [?] /TM/

-Plays on an opposing Character (? = Cost of that Character). If no Monster cards here, you may [V] a Monster card (if not played at this Spacetime card at the start of your next turn, destroy this Condition). When a Character must be randomly selected by a Monster card here, ignore that result and select this Character instead. If this Character has Running, its owner may return it to hand instead. Then, destroy this Condition.

"Monsters! Coming to eat us!"

C. *Starcrossed, Condition [3] /RU/

-Plays on table. When your opponent Opposes a Goal or scores points from a Purpose card, you may place this Condition on a contributing non-Doctor TARDIS Character. Once The Doctor leaves that Spacetime card, he may no longer move to any Spacetime card where this Condition is.

"Am I ever gonna see you again?" "You can't."

C. Stardust, Condition [2] /S10/

-Plays on table. When one of your unique Characters is destroyed where there is a Condition or non-Vehicle Artifact that allows Characters to move, you may place that Character under this card (limit: 1 per Stardust; counts as in play for uniqueness). At the start of your turn, choose a Character under Stardust (limit: 1 per turn). Your Doctor is +? to that Character's highest Quality (your choice if a tie) until the end of that turn, where ? = that Character's highest Quality.

"You're not falling, Astrid... you're flying!"

C. Starstruck, Condition [3] /IS/

-Plays on any Character (except a Living Star) where you have a Living Star. That Character becomes an Enemy under your control, gains Domination, Laser and the Living Star species, and is +1 Brawn (not cumulative). Destroy this Condition at the end of your next turn if it is on a Character with 9 or more Bravery.

"They are getting too far. We must share the light."

C. *State Your Name, Condition [3] /TL/204

-Plays on any Spacetime card. When one of your opponents plays a Character here, that Character is frozen until the start of that opponent's next turn. When you play a Character here, name three of that Character's Traits; if any of your opponents have one or more Characters in hand with one or more of these Traits, that opponent must reveal the title (but not subtitle) of one of those Characters.

"State your name, rank and intention" "The Doctor, Doctor, fun."

C. Still Cooking, Condition [2] /DoG/

-Plays on a Doctor that came into play under your control on your last turn. At the start of each

of your turns, you may change one of its undoubled Traits to any other (except Creature, "God", Machine or Vampire) until the start of your next turn. You may destroy this Condition at any time to [V] a TARDIS card.

"I'm not ready. I'm not done yet."

C. Stingray, Condition [3] /S10/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has 5 or more Traits, or its controlling player destroys an Artifact here. May be destroyed by any player that has 30 Brains and 30 Bravery here. (Not cumulative.)

"They've got bones of metal! They eat metal, extrude it into the exoskeleton! ...Perfect design!"

C. *Stingray Swarm, Condition [4] /S10/

-Monster. Plays on any Spacetime card. At the start of owner's turn, two random Characters here are destroyed unless that Character's controlling player has a Vehicle and its User here (if any Characters are destroyed, you may immediately [V] Wormhole). May be destroyed by any player that has 4 Science here. Your Stingray's requirements here are +5 Bravery.

"...so fast and strong, they ride the storm. They *are* the storm."

C. Stink Bomb, Condition [2] /PD/

-Attack. Defense. Plays on table. Destroy to start a fight involving your Demolitions. If you have more Brains than your opponent here, one of that opponent's Attack cards in play is destroyed (your choice).

"This is my own special smoking mixture, consisting of saltpetre, sulphur and fat. With a few little extras thrown in."

C. Stolen Lives, Condition [3] /AF/

-Prisoner. If you have a Timelord Enemy or an Enemy with "God" there, plays on a Timelord you kidnapped to force its owner to place a Timelord with the same title from deck, hand or play out of play. Then, destroy this Condition and you may [V] a Character with the same title as your Timelord Enemy or Enemy with "God".

"He used all his lives, now he wants mine."

C. Stowaway, Condition [?] /KTT/

-Plays to [V] one TARDIS Character (except The Doctor) directly to your TARDIS card regardless of Nativity. ? = Cost of that TARDIS Character. Then, destroy this Condition.

"I want to go with you!"

C. *Stranded, Condition [2] /AW/

-Plays on table if there are at least 3 non-Present, non-Postmodern Era Spacetime cards of the same era in play. Your TARDIS card may only move to Spacetime cards of that era. Whenever your Doctor successfully Opposes a Goal, score +1 points. You may destroy this Condition at the start of any of your turns by playing a TARDIS card.

"I'll have to settle down. Get a house or something, a proper house with, with...doors...carpets! Now that... is terrifying."

C. Stray Tentacle, Condition [2]

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character also has more than 6 Brawn. May be destroyed by any player that has Laser and Running here. (Not cumulative.)

"Protein is the thing for breakfast!"

C. Street Gang, Condition [2] /AF/

-Danger. Plays on any Spacetime card. If a TARDIS moves here, one Victim that has just moved here (of if none exist, one Character without Aware that has just moved) is destroyed, unless that Character also has both Running and Thief. Then, destroy this Condition. (Not cumulative.)

"Three gunshot wounds..."

C. *Stretched Thin, Condition [#+1] /TL/101

-Prisoner. Plays on any Spacetime card where you have kidnapped opposing Characters. At

the start of each of your turns, you may destroy the Character you have kidnapped that has the fewest number of [Trait] icons here (your choice if tie). ? = number of Characters you have kidnapped here. Destroy this Condition when you have no kidnapped Characters here. While this Condition here, you may not move kidnapped Characters to this Spacetime card.
"Kroll will only be appeased by extending your death agonies."

C. Strike as a Unit, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving at least 2 of your UNIT Characters. If you have more Brawn than your opponent here, one random opposing Enemy is destroyed.
"Get a platoon out here, fast!"

C. Stuck!, Condition [3] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 10 different Traits here.

"Then we have to drive five tons of bus, which is currently buried in the sand. And we've got nothing but our bare hands."

C. Student Driver, Condition [3] /MoW/

-Once per game, plays on any TARDIS Character (except a Timelord). Its owner may only score points from Reaching Goals until that Character moves to a different Spacetime card where an opponent's Goal has been played (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"I can't believe I'm doing this!" "No, neither can I. Whoa, careful... Getting a bit too close to the 1980s."

C. Stunning, Condition [1] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Ally or TARDIS Character with Laser. If you have more Brawn than your opponent here, one random opposing Character is frozen for an entire turn.

"He'll be out for hours. I used stun mark seven."

C. Submission Move, Condition [3] /AW/

-Attack. Plays on table. Destroy to start a fight involving your TARDIS Character or Ally with at least 6 Brawn. If you have more Brawn than your opponent here, randomly choose an opponent's non-Machine Minion here. It becomes an Ally under your control.

"Do you submit?" "I submit!"

C. Subwave Network, Condition [3] /IS/

-Plays on any Earth Spacetime card of Postmodern Era or later where you do not have The Doctor. At the start of your turn, you may do one of the following: destroy ? cards from hand to [V] up to 2 TARDIS Characters Native to this Spacetime card's era, where ? = the total Cost of those Characters; or [V] Calling the Doctor. If your Doctor here at the end of any of your turns, destroy this Condition.

"A sentient piece of software programmed to seek out anyone and everyone who can help to contact the Doctor."

C. Such a Card, Condition [2] /LoT/

-Plays on table. Destroy this card at the start of an opponent's turn to force that opponent to choose a random card from hand. If that card is legally playable, that opponent must immediately play it (at its full Cost). (Not cumulative.)

"Luck be a lady... or maybe not."

C. *Sucked In, Condition [3] /10D/

-Plays on table. At the start of each of your turns, take the bottom card of one opponent's discard pile and place it under this Condition. If this Condition leaves play, place it and all cards under it out of play.

"That red cloud... that used to be the Scarlet System. Home to the Peluchi... a mighty civilisation spanning a billion years... disappearing. Forever. Their planets and suns consumed."

C. Sucker!, Condition [3]

-Attack. Plays on table. Destroy to start a fight involving your Creature. If you have more Brawn than your opponent here, one random opposing Ally or TARDIS Character is destroyed.
"GURK!!!"

C. Sucker Punch, Condition [2] /9D/

-Attack. Plays on table. Destroy to start a fight involving your Dalek or Creature. If you have less Brawn than your opponent here, one random opposing Ally or Enemy with either Gloating, Minion, Troop or Victim is destroyed.
"Now watch it there, you with your egg whisk and sink plunger, oh that's scary, look at me shaking!"

C. Suffocation, Condition [3] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Computers, Engineering and more than 20 Brains here must select one of his or her Characters with less than 6 Brawn here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"There's hardly any air in here."

C. *Summer Holiday, Condition [2] /7Dr/

-Purpose. If you have no other Purpose card in play, plays on table. If your Doctor and at least one other TARDIS Character move to a Holiday Spacetime card, you may freeze them until the start of your next turn and destroy this Condition to score 1 point.
"What is all thing fishing stuff anyway?" "It's restful! Relaxing!"

C. *Summoning Ritual, Condition [2] /KTT/

-Plays on table. Destroy to [V] a "God" if you have 3 Minions attached to that "God" or any Character with the word "Priest" in its title or subtitle at one Spacetime card. The "God" must be played at that Spacetime card on your next turn. If you cannot, it is destroyed instead.
"Come, O great one. Come. Your time is near."

C. Sunburn, Condition [3] /9D/

-Danger. Plays on any Spacetime card (except Earth). At the start of your next turn, any player that does not have 2 Computers and more than 20 Brains here must select one of his or her Characters with exactly 2 odd-numbered Qualities (as printed) here to be destroyed. Then, destroy this Condition. (Not cumulative.)
"External temperature four thousand degrees. Sunfilter descending..."

C. Surgically Enhanced, Condition [4] /KTT/

-Plays on a unique Enemy whose printed Qualities total at least 20. While in play, choose one: It gains a Trait of your choice, or is +2 to all Qualities.
"The Captain was one of the few survivors." "And needed extensive surgery by the look of him."

C. Surrounded, Condition [3] /KTT/

-Plays where you have 3 Enemies to destroy an opponent's Purpose card there. Then, destroy this Condition.
"I'm afraid, my friends, that the Daleks have won."

C. Suspended in Time, Condition [2] /10D/

-Prisoner. Temporal. Plays on any Spacetime card. When your Doctor kidnaps an Enemy here, you may place that Enemy under this card (limit: 1); it may not be freed. During any fight here, you may add this Enemy's Qualities to your total Qualities.
"As for me, I was suspended in time, and the Doctor put me to work standing over the fields of England as their protector."

C. Swamp of Death, Condition [2] /AF/

-Danger. Plays on any Spacetime card (even during Set-Up). While in play, all opposing non-Aware Characters here are -1 Bravery. When a player's Characters attempt to Oppose a Goal here, if that player does not have 3 Tracking and more than 20 Bravery here, he or she must select one of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"There's horror down there in the swamp."
alt: "The swamp is alive with mutations. It's a perfect defense for the city."

C. Swap, Condition [?] /TM/

-Plays to exchange one of your Artifacts here with an opponent's Artifact that Costs the same or less. ? = the Cost of your opponent's Artifact. Then, destroy this Condition.
"The quantum accelerator." "The temporal limiter."

C. T Mat, Condition [2]

-Plays on a Spacetime card of Near Future Era or later. May immediately [V] another T Mat and play it (at Cost -1) at another Spacetime card of the same era. At the end of your turn, if you have Computers or Engineering here, any of your Characters may move to a Spacetime card of the same era that has a T Mat played on it.
"Toronto sending now... Calcutta receiving now... Dispatch completed..."

C. Tachyonic Ageing, Condition [2]

-Plays on an opponent's Character where you have 2 Science or Pangol. That Character is -2 Brains and Brawn: 2, and loses all Aware and Running. Opponent may destroy this Condition by freezing 4 Science here or by destroying Tachyonic Rejuvenation from hand. (Not cumulative.)
"Was I in there long? It felt like centuries."

C. *Tachyonic Cloning, Condition [4]

-Plays on any [unique] Character. You may have up to 4 Characters with that Character's title and subtitle in play (other copies lose their special abilities and are -1 Cost). When this Condition is destroyed, destroy all but one of your copies of this Character.
"Re-creating things..." "Or people!"

C. Tachyonic Discorporation, Condition [2]

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 2 Science and more than 20 Brains here must select one of his or her Characters here to be destroyed. If that Character's total Qualities are even, its owner may [V] a Character with the same title. If odd, its owner must destroy a card from hand. Then, destroy this Condition. (Not cumulative.)
"We can manipulate one without harming the other."

C. *Tachyonic Rejuvenation, Condition [3]

-Plays on table. Once per full turn, when an opponent's card destroys, kidnaps or takes control of one or more of your Characters, you may place them under this Condition instead. At the start of your next turn, return them to the Spacetime card where they were taken. Then, destroy this Condition.
"Can we wind time back?"

C. Take a Number, Condition [1] /S10/

-Plays on table and immediately Roll the Dice. Place the rolled Dice card under this Condition. Any time you Roll the Dice, you may swap the Dice card under this Condition with the one just rolled.
"Attention please. Shore leave tickets Red 6-7 now activated. Red 6-7."

C. *Take Me Back, Condition [?] /AF/

-Purpose. If you have no other Purpose card in play, plays on your TARDIS Character at a Spacetime card to which it is not Native. At the end of your turn, if you move this Character to the Spacetime card to which it is Native (exact location and date), destroy that TARDIS Character to score ? points (maximum: 3). ? = Cost of TARDIS Character.
"Get me to the church!"

C. Take Them to Processing, Condition [3] /10D/

-Attack. Plays on table. Destroy to start a fight involving your Machine Enemy with Troop. If you have more Brawn than your opponent here, one random opposing Character is kidnapped and you may destroy a card from hand to [V] a Prisoner card.
"Why are we being kept alive?"

C. Taking Control, Condition [2] /AiH/

-Attack. Destroy to start a fight involving your Character with Science or your Minion attached to a Character with Science in play, if you have more Brains than your opponent here, one opposing Robot of your choice or random non-Robot Machine becomes an Ally or Enemy under your control until the end of your next turn.

"It's a slave relay. Calculating the reverse polarisation should be child's play!"

C. Taking Notes, Condition [1] /PD/

-Plays to reveal a random Plot from your side-hand and [V] any one card specifically referred to on that Plot card.

"Can we travel above or below water?"

C. Tainted Atmosphere, Condition [1] /IS/

-Danger. Plays on any Spacetime card. For every Danger card here, opposing non-Machine Characters are -1 to every Quality (unless using a Spacesuit here). Cumulative.

"They have lungs." "Let them remember that."

C. TARDIS Chase, Condition [2] /AF/

-Puzzle. Plays on any Spacetime card (at +1 Cost if you do not have a Goal here). Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Pilot, more than 20 Bravery, and a TARDIS (or if trying to Reach a Goal here, either a Vehicle or 2 Running).

"The funny thing is, for a spaceship, she doesn't really do that much flying. We'd better give her a couple of hours."

C. TARDIS Destruction, Condition [1] /IS/

-Plays on table. Destroy this Condition at any time to destroy your TARDIS card. You may immediately [V] another TARDIS card.

"The TARDIS is a weapon and it will be destroyed."

C. *TARDIS Forcefield, Condition [5] /9D/

-Defense. Plays on your TARDIS card. When a fight starts here, you may destroy ? cards from hand to exclude ? TARDIS Characters of your choice from that fight. Opponent may destroy this Condition by placing a card with a Cost of 4 or more in hand out of play. If an opponent has Laser and 30 Brawn here, that opponent may [V] Countdown.

"S'all right, come on out, that forcefield can hold back anything." "Almost anything."

C. TARDIS Hopscotch, Condition [3] /7Dr/

-Puzzle. Plays on any Spacetime card. Characters cannot move a TARDIS from here unless they first overcome by their player revealing the top card of his or her deck. If it is a Bang! card, one random Character here is destroyed and the Puzzle card is not overcome.

"You just jump from triangle to triangle, the first one home wins." "Too easy. What's the catch?"

C. *TARDIS Malfunction, Condition [?]

-Temporal. Plays on an opponent's TARDIS. It may not move until Computers and 2 Engineering are aboard, or its owner destroys ? cards from hand. ? = Cost of TARDIS.

"This is the one problem the TARDIS cannot overcome. Like all things in the universe, she cannot move without power."

C. TARDIS Maze, Condition [1] /PD/

-Puzzle. Plays on an opposing TARDIS card. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome by freezing a non-Timelord TARDIS Character (your choice) until the start of his or her next turn.

"Round and round like a hamster in a cage!"

C. *TARDIS Modifications, Condition [2] /9D/

-Plays on your TARDIS card. If your Timelord is aboard, this TARDIS card is +1 Capacity and at the start of each of your turns, name one of that Timelord's Traits. That Timelord doubles that Trait (maximum: 2) until the end of your turn.

"Ricky, if I told you what I was doing to the controls of my frankly magnificent timeship, would you even begin to understand?"

C. *TARDIS Wardrobe, Condition [2] /Inv/

-Plays on your TARDIS card. At the end of your turn, you may destroy ? cards from hand to [V] another version of your TARDIS Character here, where ? = Cost of that TARDIS Character currently in play here.

"Same man, new face. Well, new everything!"

C. Tarot Reading, Condition [2] /AiH/

-Plays on any Spacetime card where you have a Character with Aware (2). Immediately draw and reveal the top 3 cards of your deck (you may shuffle it first). If possible, you may play one of those cards at a Spacetime card with a later date than this Spacetime card's (paying its Cost). Then replace unplayed cards on top of draw deck and destroy this Condition.

"He's coming. The one you're looking for... But the century will turn twice before you find each other again."

C. Taureau, Condition [2] /RD4/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character with Thief or Tracking here is destroyed unless that Character also has History. May be destroyed by any player that has 2 History, 2 Thief and more than 28 Brains here. When destroyed, counts as an overcome Puzzle card. (Not cumulative.)

"Who dares to invade the sanctum of Taureau the Minotaur? You wish to leave? You must answer my riddles three to survive this test!"

(From Doctor Who: The Forgotten #3)

[French version:

-Monstre. Se joue sur une carte d'Espace-Temps. Au début du tour de son propriétaire, un Personnage avec Poursuite ou Voleur ici est détruit au hasard à moins que ce Personnage a aussi Histoire. Peut être détruit par n'importe quel joueur avec 2 Histoire, 2 Voleur et plus de 28 Cerveille ici. Quand détruit, compte comme un Casse-Tête solutioné. (Non cumulatif.)

"Qui ose envahir le sanctum de Taureau le Minotaure? Vous voulez partir? Vous devez répondre à mes trois énigmes pour survivre à ce test!"

(De Doctor Who: The Forgotten #3)]

C. Tearful Farewell, Condition [3]

-Plays on a TARDIS Character (except The Doctor). Each time its owner's Ally is destroyed, place it underneath this Condition. When there are 3 Allies there, destroy Condition and all cards underneath it, and place this TARDIS Character out of play.

"Doctor, I will miss you."

C. Teleport Pod, Condition [2] /MoW/

-Plays on any Spacetime card where you have a Sontaran. May immediately [V] another Teleport Pod and play it (at Cost -1) at another Spacetime card of the same era. At the end of your turn, if you have either a Character with Computers (2) or a Sontaran here, any of your Characters may move to a Spacetime card of the same era that has a Teleport Pod played on it.

"Just looks like a thing, doesn't it? People don't question things. They just think, 'Oh, it's a thing'."

C. *Tell the Tale, Condition [3] /LoT/

-Purpose. If you have no other Purpose card in play, plays on any Spacetime card where an Invasion Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have Allies and TARDIS Characters (but no Doctor) with 3 Charisma and 30 Bravery here, destroy the top card of your deck once per turn for 2 turns to score 2 points, then place this Condition on table. While on table, your Characters are +1 to all Qualities when Opposing Goals.

"I went across the continents all on my own. And everywhere I went, I found the people, and I told them my story."

C. Temporal Accident, Condition [2] /TM/

-Danger. Temporal. Plays on any Spacetime card where there is a Temporal card. At the start of your next turn, any player that does not have Engineering and 3 Science here must select one of his or her Characters here to either be destroyed or placed under its owner's draw deck (your choice). Then destroy this Condition. (Not cumulative.)

"Not that switch! Not that switch!"

C. **Temporal Bonding, Condition [2] /LoT/

-Temporal. Plays on your Character Native to a Dimensional Spacetime card in play. You may immediately [V] another Temporal Bonding and play it (at Cost -1) on any opposing Character Native to any other Spacetime card. At the end of any of your turns, you may move your Character (and any Artifacts for which it is a User here) to any Spacetime card to which that opposing Character is Native, or to that opposing Character's location.

"The molecular realignment of two basically incompatible life-forms."

C. Temporal Double, Condition [3] /DoG/

-Puzzle. Temporal. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome either with 2 Science, 2 Tracking and 21 Brains or by destroying a Character here or from hand that has the same title as another Character here.

"The Brigadiers must not converge!"

C. Temporal Grace, Condition [2] /KTT/

-Plays on table. While in play, no player can have more than 4 Attack cards on the table. If any player has more than 4 Attack cards when this Condition is played, that player must select all but 4 to be destroyed.

"In a sense, you see, we don't exist while we're here."

C. Temporal Plague, Condition [2] /PD/

-Danger. Temporal. Plays on any Spacetime card. At the start of your next turn, any player that does not have History, 2 Medicine and more than 20 Brains here must select one of his or her Characters here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"People are dropping through time and they're going to bring every disease in history through your doors."

C. *Temporal Reset, Condition [4] /PD/

-Temporal. Plays on table. When your unique Ally or TARDIS Character is destroyed during an attempt to Oppose a Goal, you may destroy this Condition to undo that attempt (all destroyed and overcome cards here are restored to their status before the attempt, and your Characters here are not frozen).

"Open the rift and everything goes back to normal."

C. Termination Chamber, Condition [4] /LoT/

-Prisoner. Plays on your Gallifrey Spacetime card. At the end of any of your turns, you may move any Character you kidnapped at a Gallifrey Spacetime card to this one. At the start of any of your turns, you may place one kidnapped Character here under this Condition. Opponents' Goals at Gallifrey Spacetime cards are +? to any Quality required to Reach them, where ? = that Character's total Qualities (cumulative). When points are scored from one of these Goals, destroy a Character under this Condition.

"...you will convey him to a place of termination."

C. *Terrible Mistake, Condition [4] /Inv/

-Plays on any Spacetime card. If you have an Enemy with Thief here, opposing Allies and TARDIS Characters here are -1 to all Qualities and no player may play Defense Bang! cards here.

"I thought I'd locked the enemy out. Instead, I've locked it in... with us."

C. Terrorise!, Condition [2] /AF/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Creature or Machine. If you have more Bravery than your opponent here, one random opposing TARDIS Character is kidnapped. If that Character was a Screamer, you may [V] a Prisoner card.

"I was frightened! I was terrified!"

C. *Terrors to Face, Condition [0] /TM/

-Plays on table (even during Set-Up). At the end of your turn, you may destroy this Condition and a card from hand to [V] one of the following: an Enemy with Creature, a Danger card, or a Monster card.

"We all have a universe of our own terrors to face." "I face mine on my own terms."

C. *Tharil Castle, Condition [2] /RU/

-Environment. Temporal. Plays on your non-Earth, non-Gallifrey Spacetime card with no Goal card on it. While here, replace that Spacetime card's game text with the following:

-When you play a Tharil here, you may Roll the Dice. If the rolled number is at least 7, you may [V] another Tharil.

-Goals: Apocalypse, Capture, Invasion, Quest

"This is the place from which the masters came. Here a great empire once stood, ruling all known space."

C. The Atraxi, Condition [3] /DoG/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Thief here is kidnapped unless that Character also has Impostor. May be destroyed by any player that has 3 Charisma and either Torchwood, UNIT or more than 25 Bravery here. (Not cumulative.)

"Prisoner Zero will vacate the human residence or the human residence will be incinerated."

C. The Barrister, Condition [1] /KTT/

-Plays on table. When an opponent is about to play a Prisoner card on one of your Characters, if you have an unfrozen Character there, destroy this Condition to destroy that Prisoner card and free that kidnapped Character. Or destroy this Condition at the start of your turn to prevent Justice Machines from destroying any Characters until the start of your next turn.

"Great lawyer you turned out to be."

C. The Burn, Condition [2] /IS/

-Attack. Plays on table. Destroy to start a fight involving your Laser. If you have more Brawn than your opponent here, a random opposing Character without Running is destroyed.

"Endothermic vaporisation. I've never seen one this ferocious."

C. The Chicken or the Egg?, Condition [2] /TM/

-Temporal. Plays on table. When a card's game text refers to a "later date" or a "later generation", you may change that game text to "earlier date" or "earlier generation", or vice-versa. Then, destroy this Condition.

"Which came first?"

C. The Circle Is Broken, Condition [3] /S10/

-Purpose. If you have no other Purpose card in play, plays on any Twilight Era Spacetime card where a Capture Goal is playable. Your opponent's Native Enemies may now play here without a Goal card. If you have 4 Ood Allies, Poison, 25 Brawn and either Ood Brain or more Brains than opponent here, destroy one of your Human Enemies here at the end of your next turn to score 2 points. Then, destroy this Condition.

"The Ood can sing!"

C. The Clothes Make the Man, Condition [2] /DoG/

-Plays on your unique Character. It gains the Impostor keyword and may act as a Character with any word of your choice in its title or subtitle (not cumulative).

"If heroes don't exist, it is necessary to invent them; good for public morale."

C. The Curse, Condition [3] /7Dr/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have more than 26 Brains and either 2 History or Ultima Machine here must select one of his or her Victims or Vampires or Characters with the subtitle "Wolf of Fenric" here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"The fingers of death reached out from the waters to reclaim the treasures we have stolen."

C. The Doctor's Choice, Condition [3] /10D/

-Puzzle. Plays on any Spacetime card where you have an Enemy. Players' Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome either by revealing a hand that has no Characters in it, or by destroying one of their other Allies or TARDIS Characters here.

"Maid or matron? Your friend or your lover? Your choice."

C. *The Doctor's Gimmicks, Condition [2] /TL/46

-Plays on your Doctor. At the start of each of your turns, name a generation. This Doctor acts as if it has that generation until the start of your next turn.

"An umbrella?"

C. The Emperor Has No Ear, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach a Goal here unless they first overcome with either Madman or 2+? Aware, where ? = the number of opposing Characters with Charisma here. Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with more Brains than the total Brains of opposing Enemies here (minimum: 15)

"...only those with keen perceptive hearing, will be able to distinguish this melodious charm of music."

C. *The Favourite, Condition [2] /Inv/

-Plays on your TARDIS Character (except The Doctor). For every other TARDIS Character here, this Character is +1 to all Qualities. Other TARDIS Characters here (except The Doctor) are -1 to all Qualities.

"Can we come with you?" "Just Nyssa."

C. *The Final End?, Condition [5] /TM/

-Plays on any Base. If you successfully Oppose a Goal here, name a non-Human species (choice of any on an opposing Enemy here) and destroy all Characters of that species here. While this Condition in play, the Goal's owner may not play Characters with that species at any Spacetime card in this Spacetime card's era unless a Resurrection Goal is there.

"I think we have seen the end of the Daleks, forever!"

C. *The Future Is Wild, Condition [2] /AiH/

-Vortex. Plays on table if all your Spacetime cards in play are of eras between Near Future and Imperial Era. Destroy this Condition when you move your TARDIS card to add 2 to its Capacity this turn. Or destroy this Condition at the start of any of your turns to do one of the following: [V] a TARDIS Character that is Native (or that may act as a Native) of your Spacetime card in play, or make all Characters Native to your Spacetime cards +1 to all Qualities until the end of your turn.

"Those screams... is that my future?"

C. *The Game of Rassilon, Condition [3] /KTT/

-Purpose. If you have no other Purpose card in play, plays on any Gallifrey Spacetime card. Your opponent's non-Native Enemies may now play here without a Goal card. For each Danger, Monster and Puzzle card you destroy or overcome here, score 1 point (up to a maximum of 3, then destroy this Condition).

"I assume we're not expected to win."

C. The Game of Traps, Condition [2] /7Dr/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome with History and more than 25 Brains here. Unless this card was overcome with 35 Brains and 3 History, one "God" who helped overcome this Puzzle is kidnapped (owner's choice).

"I was trapped in the Shadow Dimensions because of him. He pulled bones from the desert sands and carved them into chess pieces. He challenged me to solve his puzzle. I failed."

C. The Gift of Sutekh, Condition [4]

-Attack. Plays on table. Destroy to start a fight involving your "God". If you have more Brains than your opponent here, two random opposing Allies are destroyed.

"I bring Sutekh's gift of death to all humanity."

C. *The Great Fire, Condition [2] /AiH/

-Danger. Plays on any Spacetime card (at -1 Cost if your Doctor here). If any player's Madman here and no player has 5 Aware here, this Spacetime card's game text is suspended.

"By tonight, all Rome will be ablaze."

C. The Green Death, Condition [4]

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have Medicine and 2 Science here must destroy his or her non-Machine Character with the lowest Brawn. Then, destroy this Condition, unless that Character was a Victim. (Not cumulative.)

"That phosphorescent glow, it's almost like you get with putrefaction... after several weeks. He's been dead less than an hour."

C. *The Long Arm of UNIT, Condition [2] /KTT/

-Plays on any Spacetime card. Your UNIT Characters may be played here regardless of Nativity. When points are scored here, all UNIT Characters here are destroyed unless their owner immediately moves them to their native Spacetime card or (if TARDIS Characters) to your TARDIS card.

"Now see here, Doctor, you have finally gone too far." "I rather think we all have."

C. *The Mara, Condition [4] /TL117

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random opposing non-Machine Character here becomes an Enemy under your control unless that Character has more than 7 Bravery. May be destroyed by any player that has 2 Domination, History and more than 30 Bravery here. When destroyed, each Character placed under your control by this card returns to its owner's control.

"...from the Dark Places of the Inside."

C. *The Matrix, Condition [2] /DoG/

-Museum. Plays on table (even during Set-Up). Once per turn, when your Timelord is destroyed, you may place it under this Condition. If you have 2 Computers at a Gallifrey Spacetime card at the start of your turn, you may do one of the following where you have a Timelord: Destroy a random Timelord from under this Condition to add +? to any Quality total, where ? = that Timelord's generation number; or place out of play a Timelord of your choice from under this Condition to use its special ability or [V] icon (even if already used this game). "The cells are the repository of departed Time Lords."

C. *The Military Mind, Condition [2] /RU/

-Plays on table. Each player's non-unique Troop and UNIT Characters in play are -1 to all Qualities. (Not cumulative.)

"Hey-ey-ey! Firing at the car is not so good! You! You crazy or what??"

C. The More Things Change..., Condition [2] /AiH/

-Plays on table. At any time, destroy this Condition to do one of the following: [V] an Attack card after you have just destroyed an Attack card, [V] a Goal after you have just Reached a Goal, or [V] a copy of a specific Moves card you have just destroyed.

"Seems like there's always a war somewhere."

C. *The Past Is Always Present, Condition [2] /AiH/

-Vortex. Plays on table if all your Spacetime cards in play are of the Renaissance era or earlier. Destroy this Condition when you move your TARDIS card to add 2 to its Capacity this turn. Or destroy this Condition at the start of any of your turns to do one of the following: [V] a TARDIS Character that is Native (or that may act as a Native) of your Spacetime card in play, or make all Characters Native to your Spacetime cards +1 to all Qualities until the end of your turn.

"Now, you've seen the future, let's have a look at the past."

C. *The Peaceful Solution, Condition [3] /S10/

-Plays on any Spacetime card where you have The Doctor. Your opponents may not start fights here. If any Goal card here requires any player to win a fight or destroy a Character in a fight here, that player may instead overcome 2 Puzzle cards here. Destroy this card if The Doctor is not here at the start of one of your turns.

"I never would. Have you got that? I never would!"

C. The Power of the Mind, Condition [2] /KTT/

-Plays on table. Your Characters with Domination may use Brains to meet Brawn requirements.

"We must concentrate together."

C. *The Root of All Evil, Condition [3] /TL/93

-Plays on your Enemy with "God". Your other Enemies in play are +1 to all Qualities.

"That would explain the dark side of man's nature, but it's just a theory." "A pretty wild one."

"It's more fun that way."

C. *The Same Mind, Condition [2] /LoT/

-Plays on your unique Timelord (except The Doctor) if you have no more than two Timelords in play. Any Condition that specifically plays on The Doctor (any or no generation) may play on this Character. If you ever have more than two Timelords in play, destroy this Condition.

"Jelly baby?"

C. *The Shift, Condition [3] /RD2/

-Plays on table. At the start of each of your turns, name one non-Character card in play and change any Trait it mentions to any other Trait, or any Quality it mentions to any other Quality, *Well now. Sorry to interrupt this card, but I just wanted to comment on how ridiculous it all is. Even worse than Babel Masters. Who designs these things?* until the start of your next turn. *(from The Book of the War)*

C. *The Slow Path, Condition [4] /TM/

-When any player has a TARDIS card at a Spacetime card with a later date than the Spacetime card where that player has The Doctor, plays to freeze that Doctor for ? turns, where ? = the number of eras between those two Spacetime cards (minimum: 1). When this Doctor is unfrozen, destroy this card and immediately move this Doctor to a Spacetime card where his owner has a TARDIS card.

"So, here you are. My lonely angel. Stuck on the slow path, with me."

C. The Sound of Drums, Condition [2] /LoT/

-Plays on your Madman. Before you attempt to Reach or Oppose a Goal with this Character here, you may Roll the Dice. If you rolled a ? (where ? = any of this Character's printed Qualities), this Character gains one Trait required by a Goal or Puzzle card here until the end of this turn. If you rolled any other number, this Character is -2 Brains until the end of this turn. (Not cumulative.)

"Ever since I was a child. I looked into the vortex. That's when it chose me. The drumming, the call to war. Can't you hear it?"

C. *The Sum of His Parts, Condition [2] /PD/

-Plays on your Doctor. Once per turn, you may destroy a Doctor from hand to use that Doctor's special ability or [V] icon here.

"I wonder, boy, what would you do if you were me, hmmm? ...Or perhaps I should ask, what would I do if I were me."

C. The Summons, Condition [3] /RU/

-Temporal. Plays where you have a TARDIS Character to [V] and immediately play here for free either or both The Doctor and a TARDIS card. Then, destroy this Condition.

"Something old, something new, something borrowed... something blue."

C. The Taste of Flesh, Condition [3] /7Dr/

-Plays on any non-Machine, non-Human Enemy. That Enemy, and any non-Human Enemies of the same species, gain Vampire. You may destroy this Condition at the start of your turn to destroy a random Human here and draw up to 2 cards.

"I am not interested in the beliefs of primitives, only in what they taste like!"

C. The Usual Escape Plan, Condition [?] /AW/

-Escape. Plays to free one of your kidnapped Characters at one Spacetime card, destroying any Prisoner cards played on it, if another of your kidnapped Characters here has more than 6 Bravery. You may also freeze one opposing Minion of your choice here until the start of your next turn. ? = 2 if you do not freeze a Minion here, 3 if you do.

"It has been done before."

C. The Usual Trappings, Condition [3] /KTT/

-Attack. Plays on table. Destroy to start a fight involving your Thief. If you have more Brains than your opponent here, one random opposing Character is kidnapped.
"They always want you to go alone when you're walking into a trap, have you noticed that?"

C. The Void, Condition [3] /AW/

-Puzzle. Plays on any Spacetime card (at -2 Cost if a Dimensional Spacetime card). Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 3 Aware, Tracking and 30 Brains. You cannot play Conditions on your Characters here (except The Doctor).
"Why isn't the scanner registering anything?" "Well... because... we're nowhere."

C. *The Vote, Condition [3]

-Plays on any Bureaucrat. Once per turn, all players must show a card from hand. If the Bureaucrat's owner's card has the lowest Cost, the Bureaucrat is destroyed. If not, all cards shown are destroyed.
"This system of referendum. How much longer can I survive?" "One more vote?"

C. *The Watcher, Condition [4]

-Plays on any Doctor (at -1 Cost if he has the word "Doomed" in his subtitle). He gains Aware and Victim, and is -2 Brawn and Bravery. If his player's TARDIS here, other TARDIS Characters controlled by his player are immune to the effects of any Danger card here. This Doctor may not be swapped out. If this Doctor is destroyed, his owner may [V] Regeneration. Then, destroy this Condition.
"It is the end... but the moment has been prepared for."

C. *The White Guardian, Condition [4] /KTT/

-Guardian. Plays on table. Destroy at the end of your turn to [V] any Condition (show it to your opponents). If it is a Purpose card, your opponents have 1 less point to spend in Cost on their next turn.
"Doctor, you have been chosen for a vitally important task." "...I'm so sorry K9, the holiday's off."

C. The Whole Wide World, Condition [2] /S10/

-Plays on any Artifact, Character, Condition or TARDIS card that adds or subtracts from Character Qualities at its Spacetime card. Its bonus or penalty now extends to Spacetime cards in this era (not cumulative).
"It's used to a pretty big family." "How big?" "Say around... four billion?"

C. *The Word Is Out, Condition [2] /DoG/

-Plays on an opposing Enemy. This Enemy cannot be chosen not to participate in a fight or removed from a random selection. If Reaching a Goal or overcoming a Puzzle here requires Thief, this Enemy's Thief cannot contribute to those requirements.
"Do you know what the word is? The word is zero."

C. They're Free!, Condition [2] /7Dr/

-Escape. Plays once per turn either to take a Character or Monster card of your choice from under your Mini-Scope into your hand (must show card to opponents), or to return to your hand one of your cards under an opponent's Mini-Scope.
"If they get out, they'll expand to full size!" "Come on, it's time we left!"

C. Think Good Thoughts, Condition [3] /LoT/

-Plays on any Spacetime card. If your Doctor here when your Allies and TARDIS Characters face any Danger, Monster or Puzzle card, or are attempting to Oppose a Goal here, that card is -? to any required Quality, where ? = the number of Humans you have here. (Cumulative.)
"A telepathic field binding the whole human race together, with all of them, every single person on Earth, thinking the same thing at the same time. And that word... is Doctor."

C. *Think Tank, Condition [2] /PD/

-Plays on any Spacetime card. Your Characters with Science may play here at -1 Cost. If you have 3 Characters with Science here at the start of your turn, you may Roll the Dice. If you rolled a 3 or a 10, you may [V] an Artifact. If you rolled a 4 or a 7, you may [V] a Temporal Condition. If you rolled any other number, you must destroy a card from hand.

"I can smell genius!"

C. This Moment Is Unique, Condition [3] /MoW/

-You may only play this card if you control 6 Daleks, at least 2 unique and at least 2 non-unique. Once per game, on your turn, plays to [V] Davros directly into play at a Spacetime card to which he is Native. If The Doctor is at that Spacetime card, you may also first [V] a Goal playable there directly into play there. Then, destroy this Condition.

"Davros lives."

C. Through the Front Door, Condition [2] /LoT/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 4 Characters and more than 20 Brawn here must select one of his or her Characters with Charisma here to be kidnapped by this card's owner. Then, destroy this Condition. (Not cumulative.)

"We can't go on meeting like this."

C. Through the Rift, Condition [3] /TW1-T10/

-Temporal. Plays on any Spacetime card (even during Set-Up, but if during Set-Up, start the game with 3 fewer cards in hand). If you have a Character with History here, you may play Human Allies here if their Native era is the one prior to this Spacetime card's (up to 2 eras prior to this Spacetime card's if your Character with both History and Torchwood here).

"According to history, your plane never returned."

C. Through the Void, Condition [1] /10D/

-Vortex. Plays to [V] a Dimensional Spacetime card and place it directly into play (for free). You may immediately move your TARDIS card to that Spacetime card; if you do, you may also destroy ? cards from hand to draw ? cards.

"We fell out of the vortex, through the void, into nothingness. We're in some sort of no-place... the silent realm... the lost dimension..."

C. Thrown for a Loop, Condition [4] /Inv/

-Attack. Temporal. Plays on table. Destroy to start a fight involving your Timelord. If you have a TARDIS card (or Temporal Artifact), 2 Science and more Brains than your opponent here, one random opposing Character is shuffled into its owner's draw deck. Its owner must also select 2 of his or her Characters of the same species here to be shuffled into his or her deck.

"One passes continually through the same points in time."

C. Tied In, Condition [3] /KTT/

-Temporal. Plays on your TARDIS card. If its destination is a Spacetime card where you have a Purpose card, your opponent cannot prevent you from moving there or change that destination.

"When plugged into the control console, the core indicates the space-time coordinates of each segment of the key."

C. *Time Beetle, Condition [3] /RU/

-Monster. Temporal. Plays on any opposing Character. That Character gains Unbound. At the start of its owner's turn, one of his or her random Artifacts, Characters or Conditions here is shuffled back into his or her deck. May be destroyed by any player that has either 3 Unbound Characters or both 3 Aware and 3 Science here. (Not cumulative.)

"It feeds off time. By changing time, by making someone's life take a different turn, like er... meetings never made... children never born... a life never loved."

C. **Time Contour, Condition [4] /TM/

-Temporal. Plays on any Spacetime card with an era. May immediately [V] another Time Contour and play it (at Cost -2) at another Spacetime card of a different era. At the end of your turn, when your Vehicle moves from here, it may move to another Spacetime card that has a Time Contour played on it.

"By my estimation, we're the spatial equivalent of 400 billion miles from air traffic control."

C. *Time Corridor, Condition [5]

-Temporal. Plays on any Twilight Era Spacetime card. At the end of a player's turn, up to 4 of that player's Characters here can move to any other Spacetime card, or if they are Twilight

Era Natives or TARDIS Characters, can move from any Spacetime card to this one. Unless at least one Dalek is moved, destroy a card from hand each time.

"Look at the way he's dressed." "Must've come down the time corridor."

C. *Time Crash, Condition [2] /10D/

-Temporal. Plays on your TARDIS card where you have The Doctor and your opponent has a TARDIS card. If an opposing Doctor here, it becomes a TARDIS Character under your control until the end of this turn. Then, destroy this Condition.

"It's like two TARDISEs have merged, but there's definitely only one TARDIS present. Looks like two time zones at war in the heart of the TARDIS."

C. *Time Destructor, Condition [5] /KTT/

-Temporal. Plays on your Taranium Core if its User is at the same Spacetime card (freezing that User). When played, destroy all Victims here. While in play, all Characters here are -? to all Qualities, where ? = that Character's Cost. If any Quality = 0, that Character is destroyed. At the end of his or her turn, each player must also select one of his or her Characters here to be destroyed.

"Dust! It's all crumbling into dust."

C. Time Differential, Condition [2] /DoG/

-Temporal. Plays on any Character that has moved from one era to a later one during the last full turn. If Human, that Character is -3 to all Qualities (if any of those Qualities is reduced to 1 or less, that Character is destroyed). If not Human, that Character is -1 to all Qualities.

"Travelling through time is accelerating their degeneration."

C. *Time Dirigible, Condition [3] /RD3/

-Purpose. Temporal. Vortex. Plays on table. When your non-Timelord Character is destroyed at a Spacetime card it is not Native to, you may place it under this Condition. When you have 5 Characters under this Condition, place it and all cards under it out of play to score 3 points. "They can't be anywhere else where time might touch them because of the damage they might do."

(from Short Trips: Repercussions)

C. Time Eddy, Condition/Bang! [2] /KTT/

-Temporal.

-*Condition: Plays on table. Cards placed under this Condition are "in play". Destroy (along with all cards under it) if there are 2 cards here at the end of your turn.

-Bang!: Play when your opponent is about to play a Timelord whose title matches a Timelord he or she already has in play. The Timelord about to be played is placed under your Time Eddy on table instead.

"I understand your attempt to transport yet one more Doctor has met with only limited success."

C. *Time Lock, Condition [3] /IS/

-Defense. Temporal. Plays on any Spacetime card where you have Torchwood Hub, Toshiko Sato, or 4 Science. When a fight is started here, all Characters here are frozen until either you choose to destroy this Condition or your opponents return their Characters here to hand.

"The ultimate defence program. Tosh was working on it. Never thought she'd finished it, but she did. The Hub's sealed in a time bubble. Nothing can get in."

C. *Time Loop, Condition [5] /AF/

-Temporal. Once per game, plays on any Spacetime card where you have a Timelord or "God" and either 3 Key cards or a Temporal Artifact. Opposing Characters here are frozen. No player may place cards under Countdown here unless Countdown is on Time Loop. You may not meet the requirements of a Goal or Purpose card here. You may destroy this Condition at any time.

"Somewhere someone's just slipped on a banana skin, and he'll be wondering forever when he's gonna hit the ground."

C. **Time Portal, Condition [3] /TM/

-Temporal. Plays on a Spacetime card of Twilight Era or later. May immediately [V] another Time Portal and play it (at Cost -1) at another Spacetime card in an earlier era. At the end of a

player's turn, up to 4 of that player's Characters here may move to another Spacetime card with a Time Portal played on it.

"Must be a spatio-temporal hyperlink... Just made it up. Didn't wanna say 'magic door'."

C. *Time Rift, Condition [3] /9D/

-Temporal. Plays on any Spacetime card. At the start of your turn, you may move this Condition to any other Spacetime card with the same location but a different era. When your TARDIS card moves from here to any Spacetime card with the same location but a different era, it is +2 Capacity.

"We need to refuel. Thing is, Cardiff's got this rift..." "Perfect for the TARDIS..." "Like filling her up with petrol..."

C. *Time Running Out, Condition [1] /10D/

-Plays on any Plot card in play. At the end of each of your turns, place a card from hand under this Condition. When there are 3 cards under this Condition, this Plot card's owner must choose one Artifact, Character (except The Doctor) or Condition named in this Plot card's requirements to be destroyed. Then, destroy this Condition and return all cards placed under it to hand.

"42 minutes until what?" "42 minutes before we crash into the sun."

C. Time Sensitive, Condition [2] /RU/

-Temporal. Plays on your Character with Aware (2) (at -1 Cost if a Tharil). This Character may ignore the effects of any other Temporal card here. Once per turn, you may Roll the Dice. If the number rolled is even, you may look at the top card of any player's draw deck.

"Vision is subjective. Particularly if the object is loosely connected to the timelines."

C. Time Soldiers, Condition [2] /PD/

-Temporal. Plays on any Spacetime card. Your Characters with Troop may ignore their Native eras when playing here.

"In London this morning, there were reports of men in historic dress, firing on police."

C. **Time-Space Tunnel, Condition [3]

-Temporal. Plays on any Spacetime card. May immediately [V] another Time-Space Tunnel and play it (at Cost -1) on another Spacetime card. At the end of any of your turns, your Enemies can move from one to the other.

"...The corridor of eternity."

C. **Time Storm, Condition [3] /AW/

-Temporal. Plays on any Spacetime card. You may play up to 3 non-Native Allies of the same species or 1 non-Native TARDIS Character here, each at -1 Cost. (Not cumulative.)

"She couldn't even pass her chemistry exams... and yet she manages to create a time storm in her bedroom... I wouldn't waste my time with her, unless I had to use her somehow."

C. Time Trace, Condition [2] /S10/

-Temporal. Plays on any Character at a Dimensional Spacetime card or any Spacetime card where +1 Second has been played. If you have a Character with Aware (2) or a Sonic Screwdriver at another Spacetime card (of the same era if that Spacetime card has a date), all your Characters and TARDIS cards there may move to that Spacetime card. Then, destroy this Condition.

"Time trace... just a hint of Sarah Jane. Oh, she's close!"

C. *Timelash Portal, Condition [2] /PD/

-Temporal. Plays on any non-Earth Spacetime card with a date (or on Karfel during Set-Up). When your Attack or Prisoner card is about to destroy a Character, you may instead move that Character to any Earth Spacetime card with an earlier date of your choice and return that Attack or Prisoner card to your hand.

"I prefer death... Who knows where that time corridor ends?"

C. Timelord Corruption, Condition [?] /DoG/

-Plays on table during Set-Up. While in play, your Timelord and Gallifreyan Allies are Enemies. At any time, you may destroy this Condition. If on table, your opponents may not make this Condition leave play. Or plays on your Timelord or Gallifreyan Ally (? = the Cost of

that Ally -1, minimum: 1); it becomes an Enemy.
"Ten million years of absolute power, that's what it takes to be really corrupt."

C. *Timelord Dreams, Condition [2] /DoG/

-Plays on table. At the start of each of your turns, choose one Trait on a Timelord in your discard pile. Each of your Timelords in play (and any Character acting as The Doctor) at the Spacetime card of your choice gains that Trait until the start of your next turn.

"With all the things a Time Lord has seen. Everything he's lost. He must surely have bad dreams."

C. *Timelord Forcefield, Condition [3] /DoG/

-Plays on any Base if you have a Gallifrey Spacetime card in play. At the start of each of your turns, turn this Condition face down (and if face down, face up). When face up, the following is in effect: Characters may not move from this Spacetime card to another without a Temporal Vehicle or TARDIS card; if Characters here move with a Temporal Vehicle or TARDIS card, their controlling player must first destroy ? cards from hand, where ? = the Cost of that Vehicle or TARDIS card.

"...your warlike people will remain prisoners forever."

C. Timelord Gallery, Condition [1] /LoT/

-Puzzle. Plays on any Gallifrey Spacetime card or TARDIS card. Characters cannot attempt to Reach a Goal here unless they first overcome with Aware, Computers and History.

"What is this place?" "Ancillary power station."

C. *Timelord Genocide, Condition [4] /AiH/

-Purpose. Temporal. Plays on any Spacetime card where a Meddling Goal is playable. If you have a Timelord Character with "CIA" in its title or subtitle here, destroy (by any means) any unique non-Human, non-Timelord Character with Bureaucrat Native to this Spacetime card here to score 3 points. Then, destroy this Condition, and Characters with the same species as the Character just destroyed (or Daleks if Davros was destroyed) are played at +1 Cost for the rest of this game.

"You must destroy them! ...complete your mission..!"

C. Timelord Hologram, Condition [2] /9D/

-Plays on your TARDIS card where you have The Doctor (or any Timelord with Engineering). At the start of any of your turns, you may destroy this Condition to make this TARDIS card -4 Capacity and allow it to move as though it had a Timelord aboard until the end of this turn.

"I'm dead or about to die with no chance of escape..."

C. Timelord Message, Condition [2] /DoG/

-Temporal. Plays on your Timelord at a non-Gallifrey Spacetime card to either immediately move all Timelords, TARDISes and TARDIS Characters here to a Gallifrey Spacetime card, or to immediately [V] a card with "Timelord" in its title or subtitle. Then, destroy this Condition.

"Everything in that report is the result of my direct personal observation."

C. *Timelord Mission, Condition [3] /KTT/

-If you have a Timelord (except The Doctor) at a Gallifrey Spacetime card, plays on a Goal that has not been Reached or Opposed at a different Spacetime card. Players may now ignore Exiled. If any opponent of that Goal's owner successfully Opposes it, he or she scores +1 points. If that Goal is Reached, all opponents of that Goal's owner lose a point.

"At the moment they're far from being all-powerful. That's why it's been left up to me and me and me."

C. *Timelord's Burden, Condition [2] /AiH/

-Moves. Plays on your Timelord. It is -1 to all Qualities. At any time, destroy this Condition to do one of the following: [V] any Temporal or Vortex card, make this Character gain any 2 Traits while Reaching or Opposing a Meddling Goal, or make any Unbound card here return to its owner's hand.

"Every waking second, I can see what is, what was, what could be, what must not. That's the burden of the Time Lord."

C. Timelord Solitaire, Condition [1] /DoG/

-Vortex. Plays on your kidnapped Timelord. Look through your draw deck, take any one card there into your hand, then place 2 cards from your draw deck out of play. Then, shuffle your draw deck and destroy this Condition.
"He is awaiting the result of his trial."

C. *Timelord Treachery, Condition [3] /LoT/

-Plays on your Timelord Enemy. All opposing Timelords in play are -1 to all Qualities (-2 if at a Gallifrey Spacetime card). You may destroy this Condition at any time to destroy an opposing Timelord Ally with lower total Qualities than this Character here.
"The implications are quite preposterous."

C. *Timelord Victorious, Condition [3] /EoT/

-Temporal. Plays on your unique Timelord. If this Timelord scores points from a Meddling-related Goal or Purpose card, you may destroy this Condition to do one of the following: Destroy any one card in play (except The Doctor, a TARDIS card or a Spacetime card); or take one card from your discard pile and place it anywhere in play (regardless of Nativity).
"For a long time now, I thought I was just a survivor, but I'm not. I'm the winner."

C. Timeslip, Condition [1] /TM/

-Temporal. Plays on table. Where you have a Timelord: If a card just made you draw cards, double the number of cards drawn; or if your card just caused an opponent to randomly destroy a Character, destroy another Character with the same title. Then, destroy this Condition.
"...a crack in time..."

C. Timey-Wimey Complications, Condition [3] /TM/

-Puzzle. Temporal. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 2 History, 2 Science, 30 Brains and either a Temporal Artifact or taking 3 random cards from hand and swapping them with 3 random cards from discard pile.
"Ok kid, this is where it gets complicated."

C. Tin Soldiers, Condition [2] /TM

-Plays on any Spacetime card. Each player's Characters here are -1 Brains for every Character with Troop that player controls here.
"Do not fight in here! Do not fight in here!"

C. *Tis the Season, Condition [3] /RD3/

-Purpose. If you have no other Purpose card in play, plays on table. Each time The Doctor moves to a new Spacetime card with 'December' in its title, you may freeze that Doctor until the start of the next turn to place a card from hand under this Condition. At any time, destroy this Condition to score ? points, where ? = the number of cards under this Condition (maximum: 3).

"In the next nine decades you're going to save us from danger so many times at Christmas. Thank you."

(from The Hopes and Fears of All the Years)

C. To Appease the Gods, Condition [2] /AiH/

-Prisoner. If you have an Enemy with "God" and a Minion attached to that "God" here, plays to destroy an Ally or TARDIS Character you kidnapped (then, destroy this Condition). Until the start of your next turn, your Characters here are excluded from random selections made by Danger and Monster cards.

"The false prophet will surrender both her blood and her breath."

C. To the Cleaners, Condition [3] /TL/147

-Attack. Plays on table. Destroy to start a fight involving your Robot. If you have more Brawn than your opponent here, choose one: Kidnap one random opposing Character here or steal one of your opponent's Artifact here (your choice).

"It must be a job trying to keep these corridors clean and tidy like this."

C. *To the Rescue, Condition [3] /AW/

-Plays on table. When you are Opposing a Goal and do not have the minimum number of

Characters that Goal requires, destroy this Condition to play an Ally or TARDIS Character from hand directly to that Goal for free, regardless of Nativity.

"The monsters and the Doctor, you cannot have one without the other."

C. Too Hot to Handle, Condition [3] /IS/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Engineering and more than 20 Bravery here must select one of his or her Characters with Engineering here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"The temperature's going mad in there! Up 3000 degrees in ten seconds, and still rising."

C. Too Many Suspects, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Aware, where ? = the number of Characters here (except TARDIS Characters).

"There's nowhere to run! Show yourself! ...Oh, that's just cheating."

C. Torture, Condition [2] /AW/

-Prisoner. Plays on a Character you kidnapped (one per Character). At the end of each of your turns, this Character's owner must destroy a card from hand (randomly if the kidnapped Character has less than 6 Bravery).

"You'll talk... eventually." "Everybody talks."

C. *Torchwood Assignment, Condition [3] /AiH/

-Purpose. If you have no other Purpose card in play, plays on any Earth Spacetime card. Your opponent's Native Enemies may now play here without a Goal card. For each turn you have 4 Torchwood and 25 Brawn, and there are no non-Human Enemies here, destroy a card from hand to score 1 point (up to a maximum of 3, then destroy this Condition).

"Work for us, you assist the Empire. Sever that tie, you become a threat."

C. *Torchwood Hub, Condition [0] /PD/

-Plays on any Earth Postmodern Era Spacetime card (even during Set-Up). May move with Torchwood SUV. If you have no TARDIS card or card titled "The Doctor" in play, your unique Allies with Torchwood may act as TARDIS Characters, your Jack Harkness with Torchwood may act as The Doctor or a Timelord, any Goals you Oppose with Torchwood are +1 points, this Condition may not leave play, and when played during Set-Up, you may also play 2 Allies with Torchwood (with a maximum total Cost of 8) here.

"Torchwood. Outside the government, beyond the police..."

C. *Torchwood Institute, Condition [2] /10D/

-Plays on any Earth Victorian Era Spacetime card. Your Torchwood Characters are -1 Cost (minimum: 1) when playing to their native Spacetime card.

"I saw last night, that Great Britain has enemies beyond imagination, and we must defend our borders on all sides. I propose an institute to investigate these strange happenings and to fight them."

C. Torchwood Recruit, Condition [1] /LoT/

-Plays on your Ally or non-Doctor TARDIS Character without Torchwood. If another Torchwood-related card in play, this Character gains Torchwood and is +1 to all Qualities

"Torchwood's got a vacancy. Job going spare. Do you want it?"

C. *Torchwood Weapon, Condition [3] /Inv/

-Plays on any Earth Postmodern Era Spacetime card. When Opposing a Goal with 3 Torchwood or 3 Bureaucrat here, you may destroy this Condition to meet that Goal's Brawn requirements. If Goal successfully Opposed this turn, you may lose 2 points to destroy all Enemies here.

"This planet is armed and we do not surrender."

C. Toxic Breath, Condition [3] /TL/41

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Poison where you have a Goal. If you have more Characters than your opponent here, one opposing Ally of your choice is frozen until either your Goal has been Reached (destroy that frozen Character), Opposed (return that Character to its owner's hand), or is no longer at this Spacetime card

(unfreeze that Character).

"All right, if it was a poison gas, where did it come from?"

C. Traffic Cop, Condition [2] /AF/

-Plays on any Spacetime card. When a non-Temporal Vehicle moves between this Spacetime card and another with the same location and era, unless that Vehicle is moving with Bureaucrat or a Character with both Charisma and Thief, that Vehicle's owner must destroy ? cards from hand, where ? = Cost of that Vehicle. (Not cumulative.)

"Stop right here, sir... ma'am."

C. Train Tracks, Condition [2] /DoG/

-Danger. Plays on any Spacetime card. At the start of your next turn, any player that does not have 3 Aware and 3 Running here must select one of his or her Victims here to be destroyed. Then, destroy this Condition. (Not cumulative.)

"A particularly nasty sort of death."

C. Trance, Condition [3] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Enemy with Domination. If you have more Brains than your opponent here, one random opposing Character without Domination is placed under your control and gains Minion (attached to your Enemy with Domination here) until that Character's owner has Domination here.

"Come closer. This is what you will do."

C. Transduction Barriers, Condition [2] /LoT/

-Plays on any Gallifrey Spacetime card. Non-Timelord Characters cannot move to this Spacetime card unless they move with a Timelord. Players may not play non-Timelord Characters here unless they have a Timelord Enemy here.

"Nothing can get past the transduction barrier."

C. Translation Trouble, Condition [2] /AiH/

-Puzzle. Plays on an opposing Ally. That Ally may not work with its controlling player's TARDIS Characters unless that player first overcomes with 2 History.

"Hunh? Sorry? Me no speak Celtic. No can do, missy." "Welsh. You sound Welsh."

C. Trapped in Ice, Condition [2] /RU/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal, score points from a Purpose card or play an Artifact here unless they first overcome with Engineering, Science and 21 Brains.

"It couldn't be better protected, could it? A solid block of ice!"

C. Traps, Condition [1] /KTT/

-Danger. Plays on any Spacetime card. Players cannot score points from Purpose cards with their Characters here until any Puzzle cards played here are overcome.

"These thunderbolts are everywhere!"

C. Travist Polong, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with 4 Running and either Pilot or a Condition that can move Characters to another Spacetime card here. Other Puzzle cards here require +5 to any required Quality.

"Not evil, just trouble. I saw him on ebay."

C. Treachery, Condition [3] /7Dr/

-Plays on any Spacetime card where an opponent has Enemies of more than one species (counting Minions of species as members of that species). Opponent must choose one Enemy of the species with the lowest total Qualities here to be destroyed. Then, destroy this Condition.

"I have no further use for Stike. He and his underlings must be destroyed."

C. Triangulation, Condition [2] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Pilot and 2 Tracking.

"I've just been plotting the sightings of the three sinkings... And it's interesting that right in the middle of them, there's this abandoned sea fort."

C. Trilogic Game, Condition [3] /7Dr/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal here unless they first overcome either by freezing a Character with at least 10 Brains until any player scores points, or, if no such Character here, by placing one random Character here out of play.

"A game for the mind, Doctor, the developed mind. Difficult for the practiced mind. Dangerous for the mind that has become old, lazy, or weak."

C. Trivia, Condition [3] /IS/

-Puzzle. Plays on any Spacetime card. Opposing Characters cannot Reach or Oppose a Goal here until overcome. When an opponent attempts to do so, name the title of a Character you have in your hand. That opponent must name its subtitle. Show all Characters from your hand with that title. If the subtitle is on any of them, this Puzzle is overcome.

"Each door's trip code is the answer to a random question set by the crew. Nine tours back, we got drunk, thought 'em up."

C. Trojan Bomb, Condition [4] /MoW/

-Attack. Plays on table. Destroy to start a fight involving your Demolitions. If you have more Brains than your opponent here, two random opposing Characters are destroyed.

"I've recalibrated this for Sontaran air, so..." "You're gonna ignite them."

C. Troop Movement, Condition [2] /10D/

-Plays on any Spacetime card. At the end of your turn, your Characters with Troop may move from this Spacetime card to a Spacetime card of the same era. One unique Character of the same species as a moving Character with Troop may move with them.

"Judoon platoon upon the moon."

C. True Name, Condition [2] /PD/

-Attack. Plays on table. Destroy to start a fight involving your Carrionite, "God", or Character with 10 or more Brains. If you have more Domination than your opponent here, one opposing Character without the word "The" in its title here (your choice) is returned to its owner's hand.

"I named her. The power of a name. That's old magic."

("Why, 'tis this naming of him does him harm.")

C. *Trust Issues, Condition [2] /AF/

-Plays on an opposing Doctor. That player's other TARDIS Characters at that Spacetime card (except those Native to Gallifrey) are -1 to all Qualities. Destroy this Condition when that player scores points here.

"Don't you ever think he deserves something to happen to him?"

C. Turkish Wrestler, Condition [2] /TM/

-Puzzle. Plays on any Spacetime card (even during Set-Up if an Earth Spacetime card from Middle Ages to Modern Era). Characters cannot attempt to Oppose a Goal or score points from a Purpose card here unless they first overcome with a Character with at least 7 Brawn.

"Now, I'm going to take you to a place that I want you to guard, and this young man will try and get past you and you are not to let him."

C. Turning on Their Master, Condition [3] /10D/

-Plays to take control of your opponent's Minions at any Spacetime card and immediately start a fight between those Minions and their owner's non-Minion Enemies there using one of that opponent's Attack cards (destroying it but ignoring its requirements). Then, destroy this Condition and return control of opponent's Minions to that opponent.

"I've told you. I will upgrade. Only with my last breath!" "Then breathe no more."

C. Turning up the Heat, Condition [2]

-Attack. Plays on table. Destroy to start a fight involving your Science. If you have more Brains than your opponent here, destroy a random opposing Ice Warrior for each of your Science here.

"Mars is a cold planet. They've adapted to that. It's heat they can't stand."

C. Turning Point, Condition [3] /EoT/

-Danger. Temporal. Plays on any Spacetime card where a Meddling Goal is playable. At the start of your next turn, any player that does not have Domination or "God" here must select one of his or her non-Doctor Characters here to be destroyed (if another player's Trickster here, that player makes the selection instead). Then, destroy this Condition. (Not cumulative.)
"It's today, the accident, it's about to happen."

C. *Twice the Doctoring, Condition [2] /DoG/

-Plays on table. You may immediately [V] a Character who can act as The Doctor. If two or more of your Doctors are at the same Spacetime card, they are all +2 to each of their Qualities.

"You're a very odd man." "I still am."

C. Ultimate Sacrifice, Condition [4]

-Plays on your Victim. When that Character is destroyed in a fight or because of a Puzzle, Danger, Monster or Goal, instead of placing it in your discard pile, place it out of play and score 1 point (2 if it was a TARDIS Character). You may not play a Character with that title again this game.

C. *Ultimatum, Condition [3] /PD/

-Plays on an opponent's Goal where you have The Doctor. That opponent may immediately destroy this Goal card and [V] another. If he or she does not, your TARDIS Characters and Allies here are +2 to all Qualities and The Doctor gains one Trait required to Oppose this Goal. Destroy this Condition when this Goal is Reached or Opposed.

"If I don't like it... then it will stop."

C. Unbelievable Biology, Condition [2] /AF/

-Plays on your Character with Medicine at a Spacetime card to which it is Native. Rearrange the top ? cards of your draw deck, where ? = Cost of your non-Native Character of a different species here. Then, destroy this Condition.

"What d'you think of my blood?" "...It's not blood."

C. Unbound!, Condition [1] /EoT/

-Temporal. Plays on any Character without Unbound. This Character gains Unbound and is +1 to all Qualities (if yours), or -1 to all Qualities (if your opponent's).

"Your past is going to change, that means your memories are going to change too."

C. *Unbreakable Chains, Condition [1] /TL187/

-Prisoner. Plays on an opposing Character you kidnapped if no other Prisoner card currently on it. Immediately destroy ? cards from hand, where ? = the Cost of that Character. While this Condition is in play, no other Prisoner card may be played on this Character, and this Character cannot be freed.

"He wrapped my father in unbreakable chains forged in the heart of a dwarf star."

C. Under Arrest, Condition [2] /9D/

-Attack. Plays on table. Destroy to start a fight between your Allies and an opponent's TARDIS Characters and Allies. If you have more Brawn than your opponent here, one random opposing Character with Thief is kidnapped.

"Sir, I'm arresting you under Private Legislation 16 of the Game Station Syndicate. You do not have to respond, but anything you say, or fail to say, may be held against you..."

C. Under Surveillance, Condition [1]

-Plays on table. Destroy at any time to make an opponent show you as many cards from his or her hand as you have Aware Characters in play. (Not cumulative.)

"...attend to your screens to witness what must befall all who oppose the reality of our just constitution."

alt: "Keep an eye on him, don't kill him." (RD1)

C. Under the Bed, Condition [?]

-[V] any non-Character card. Then, destroy this Condition. ? = the Cost of that card (minimum 1).

"My shoes... where are my shoes... I must find my shoes."

C. *Under the Doctor's Protection, Condition [2] /TM/

-Plays on your unique Ally. Whenever an opponent's Enemy moves or plays here, you may immediately move your Doctor here. At the end of that opponent's turn, return your Doctor to the Spacetime card from which he moved. While The Doctor here, this Ally is +1 to all Qualities.

"There is a man coming to Versailles. He has watched over me my whole life and he will not desert me tonight."

C. Under Wraps, Condition [2]

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Cybermen Native to that Spacetime card.

"It's getting warmer." "The ice is melting." "Hey, look behind you!"

alt: "They came through first... the advanced guard... Cybermen!" (RD2)

C. Undercurrents, Condition [1] /7Dr/

-Plays to take up to 3 cards from the bottom of your deck, rearrange them in any order and place them on top of your deck. Then, destroy this Condition.

"Undercurrents... Bringing things to the surface."

C. Undermine Trust, Condition [2] /RU/

-Attack. Plays on table. Destroy to start a fight involving your Domination. If you have more Brains than your opponent has Bravery here, one random opposing Minion or non-Doctor TARDIS Character is shuffled back into its owner's draw deck.

"The only girl in the universe to whom the Doctor tells everything." "Yes." "So what's his name?"

C. Understanding Prophecy, Condition [2] /AiH/

-Puzzle. Plays on any Spacetime card. A player's Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless he or she first names a card type and reveals the top card of his or her draw deck. If the revealed card is of the named type, this Puzzle card is overcome.

"'Outside is a woman in strange armour, ripping 'a Union Jack, perhaps some future heroine of the Empire.' ...What does it mean?"

C. *Undo Evil, Condition [2] /AW/

-Purpose. Plays on an opponent's Goal where you have The Doctor. At the end of each of your turns, you may freeze your Doctor here to place one card from hand underneath this Condition. When there are ? cards under this Condition, this Goal is Opposed (score points - 3, minimum: 0), where ? = Cost of Goal. Destroy Condition if the Goal is Reached or Opposed here, or if you ever have no Doctor here.

"If someone who knew the future... told you that that child would grow up totally evil... could you then kill that child?"

C. Undone, Condition [3] /DoG/

-Plays on a Goal that has been Reached. Its game text is suspended.

"The link gets broken..."

C. *Unholy Alliance, Condition [2] /Inv/

-Plays on your unique Enemy (except any "God"). It may work with your Doctor to Oppose a Goal or score points from a Purpose card. Destroy this Condition the next time you Oppose a Goal or score points from a Purpose card here.

"After all, we are both Timelords."

C. UNIT Memories, Condition [2] /DoG/

-Plays on your unique Character with UNIT. Destroy this Condition at any time to [V] another Character with UNIT. If the date on this Spacetime card is no more than 100 years after a date in that Character's Nativity, you may also play it directly here for free.

"How's Sgt. Benton these days?" "Oh, left the army in '79. Sells second-hand cars somewhere"

C. *Universal Council, Condition [2]

-Plays on your Goal that requires a specific species. As long as you have at least one Character of that species here, you may replace the other required members of that species with Characters of one other species of your choice.
"Representatives, I have important news..."

C. Unlimited Rice Pudding, Condition [2] /AF/

-Plays on your Doctor. Characters here with Nemesis: The Doctor (any or no generation) are -1 to all Qualities (-2 if that Character has Gloating). Cumulative (maximum -3).
"Crush the lesser races! Conquer the galaxy! Unimaginable power! Unlimited rice pudding! Et cetera! Et cetera!"

C. Unloved Monster, Condition [4] /LoT/

-Plays on an opponent's Enemy with Creature or Machine that does not have a copy of this Condition on it. If a female TARDIS Character here: this Enemy cannot contribute to Quality totals, and if this Enemy is a Minion, any unique Character it is attached to is -1 to all Qualities (cumulative).
"That'll do. She doesn't like it. Get out."

C. Unravelling Identity, Condition [3] /PD/

-Puzzle. Plays on any Doctor. That Doctor cannot attempt to Oppose a Goal or score points from a Purpose card here unless he first overcomes by losing ? Traits of his controlling player's choice until the end of this turn, where ? = that Doctor's generation number (maximum: total number of Traits this Doctor has).
"I'm the Doctor... Or will be if this regeneration works out."

C. Unreasonable Request, Condition [2] /AW/

-Puzzle. Plays on any Spacetime card where there is a Character with Bureaucrat. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with more [Trait] icons than there are total [Trait] icons on all players' Characters with Bureaucrat here.
"I don't know who you are, what you are or where you come from... but you can get off the moon now."

C. *Unstitched Time, Condition [2] /RD3/

-Temporal. Plays on any Spacetime card where a Meddling Goal is playable. If any player Reaches a Meddling Goal here, your Unbound Characters are played at -2 Cost (minimum: 0) at the same location but a later era.
"Cheer up, Orson! The play's the thing in which I'll catch the conscience of the king!" "...You've lost me there, Doctor... whoever you are."
(from *Invaders from Mars*)

C. Untrustworthy Troops, Condition [2] /RU/

-Plays on any Spacetime card where your opponent has a Character with Troop. At the start of each of that opponent's turns, you may Roll the Dice. If the number rolled is even, one random Character with Troop here is frozen. If the number rolled is odd, all Characters with Troop here are -2 to all Qualities. Destroy this Condition when there is no Character with Troop here. (Not cumulative.)
"Not me!" "Not us!"

C. Unwilling Assistance, Condition [2] /TM/

-Prisoner. Plays on an Ally or TARDIS Character you kidnapped. The next time you attempt to Reach a Goal here, you may use one of this Character's Traits or Qualities to meet its requirements. Then, destroy this Condition.
"And if I refuse?" "Must we go into vulgar threats?"

C. *Uprising, Condition [3] /Inv/

-Plays on any Spacetime card where an opponent has a Minion. If total Brawn of his or her Minions here exceeds that of his or her non-Minion Enemies here, one random non-Minion Enemy here is destroyed. Otherwise, one random Minion here is destroyed. Then, destroy this Condition.
"Turn on the Daleks! Turn on the Daleks! Kill the Daleks!"

C. Urbankan Poison, Condition [2] /IS/

-Attack. Plays on table. Destroy to start a fight involving your Poison. If you have more Brawn than your opponent here, take this Condition from your discard pile and place it on the opposing non-Machine Character of your choice here. While this card on a Character, that Character's Qualities are all 0.

"It causes organic matter to shrink in on itself. One trillionth of a gram would reduce you to the size of a grain of salt."

C. *Vampire Legends, Condition [3] /TL/111

-Plays on any non-Gallifrey Spacetime card. Your Native non-Machine Enemies without Vampire here gain Vampire. Once per turn, you may destroy a Character you kidnapped here to make each of your Characters with Vampire here +2 to all Qualities until the start of your next turn.

"There are vampire legends on almost every inhabited planet... creatures that stalk in the night and feast on the blood of the living."

C. Vampiric Attack, Condition [3] /7Dr/

-Attack. Plays on table. Destroy to start a fight involving your Vampire. During this fight, all opposing non-Machine Characters are -2 Brawn. If you have more Brawn than your opponent here, one random opposing Character with less than 7 Bravery is destroyed.

"There are no such things as vampires." "Of course there aren't."

alt: "I've even brought a straw." (RD3)

C. Vampire Bat, Condition [2] /DoG/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random non-Machine Character with Charisma here is destroyed unless its owner has another Character here with Vampire or both History and 7 or more Bravery. May be destroyed by any player that has Domination and more than 20 Bravery here (30 Bravery if an opposing Character with Vampire here). (Not cumulative.)

"They come out at night, you know."

C. *Vampire Slayer, Condition [3] /DoG/

-Purpose. If you have no other Purpose card in play, plays on table. Each time your Timelord helps destroy a Character with Vampire, score 1 point (up to a maximum of 3, then destroy this Condition).

"We could destroy them now, while they're sleeping."

C. Vampiric Glamour, Condition [2] /DoG/

-Attack. Plays on table. Destroy to start a fight involving your Vampire. If you have more Brawn than your opponent here, one random opposing Character is kidnapped.

"We can make of him what we wish."

C. Vehicular Showdown, Condition [2] /LoT/

-Attack. Plays on table. Destroy to start a fight involving your Pilot and your non-Temporal Vehicle. If you have more Bravery than your opponent here, one random opposing Pilot is destroyed. When you do, you may also destroy your non-Temporal Vehicle here to destroy an opposing non-Temporal Vehicle.

"He's chosen the time. The place. And the means."

C. *Velvet Web, Condition [2] /RU/

-Environment. Plays on your non-Earth, non-Gallifrey Spacetime card with no Goal card on it. While here, replace that Spacetime card's game text with the following:

-Opposing Characters may not play Artifacts here. [V] Idyllic Illusion

-Goals: Capture, Experiments, Profit, Quest

"You are in the city of Morphoton. Our people are perhaps the most contented in the universe, nothing they desire is denied them."

C. *Vengeful God, Condition [4] /AF/

-Attack. Plays on your Doctor. When an opponent is about to successfully Reach a Goal here, destroy this Condition to start a fight here. If you have more Brains than your opponent here, one opposing Character of your choice is destroyed.

"My home planet is far away and long-since gone. But its name lives on. Gallifrey." "They murdered the Racnoss!"

C. *Ventilation Shaft, Condition [?]

-Escape. Plays to free all your kidnapped Characters with no Prisoner cards played on them at one Spacetime card. They are frozen for the rest of this turn. Then, destroy this Condition. ? = Number of freed Characters.

"The ventilator's too small and there's no other way." "Maybe I could get through!"

alt: "There's a network of maintenance tunnels running underneath the base. We should be able to gain access from here." (10D)

C. Vertical Shaft, Condition [2] /S10/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with Engineering, Thief and 30 Bravery.

"That's how I like things. Extreme."

C. Video Diary, Condition [2] /10D/

-Plays on table. When your Characters overcome a Puzzle card at any Present Era Spacetime card or later, you may place that Puzzle card on this Condition (limit: 1). If any of your Characters are at the same Spacetime card as another copy of the Puzzle on this card, you may destroy this Condition to destroy that Puzzle card.

"This is the story of me, and my encounters with alien life-forms. But be warned, because it is gonna get scarrrrry."

C. Viking Raid, Condition [2] /AiH/

-Attack. Plays on table. Destroy to start a fight involving your 2 Characters Native to Renaissance or earlier. If you have more Brawn than your opponent here, you may destroy one random opposing Character or steal one random opposing Artifact here (your choice).

"Plans of a Viking invasion?" "Yes, yes, I'm afraid so."

C. *VIP Reception, Condition [1] /9D/

-Plays on any Spacetime card of the Imperial Era or later. Your Characters Native to the same era, but a different location, may play at +1 Cost here (at normal Cost if that Character has Bureaucrat).

"Guests are reminded that Platform One forbids the use of weapons, teleportation and religion. Earthdeath is scheduled for 15:39, followed by drinks in the Manchester Suite."

C. Viral Contact, Condition [3] /IS/

-You may stock your deck with an unlimited number of copies of this card. Plays on a Character with 5 or more Brains (except Nucleus) where you have Nucleus or Minion (Nucleus). That Character becomes an Enemy under your control, gains Domination and Minion (Nucleus), and is +1 to all Qualities. (Not cumulative.) Destroy this Condition at the end of your next turn if it is on a Character with 9 or more Brains.

"Contact has been made. The Nucleus has found a host."

C. Visians, Condition [3] /KTT/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Character here is destroyed unless that Character has both Aware and Running. May be destroyed by any player that has 3 Aware, more than 20 Brains, and either Laser or Marksman here. (Not cumulative.)

"We can't see them, but they are very vicious."

C. Visiting the Future, Condition [3] /KTT/

-Once per game, plays on any TARDIS Character (except The Doctor). Its owner may only score points from Reaching Goals until that Character moves to a different Spacetime card of an era of your choice from Near Future Era or later (then, destroy this Condition). If no such Spacetime card is in play, destroy this Condition at the start of your next turn.

"Backwards or forwards?" "Forwards!" "How far?"

C. Voices from the Past, Condition [3] /PD/

-Puzzle. Temporal. Plays on any Spacetime card. Opposing Characters cannot Reach or

Oppose a Goal or score points from a Purpose card here until overcome. When an opponent attempts to do so, choose an Ally in his or her discard pile. If that opponent has all of that Character's Traits (or at least 4) and 25 Bravery, this Puzzle is overcome.
"It is coming... out of the darkness."

C. Voices of the Watch, Condition [2] /10D/

-Plays where any player has a Timelord Fobwatch to either immediately play a Native Enemy there for free, or to [V] any Character that may be swapped in for a [fob] icon Character here. Then, destroy this Condition.

"Open me, you human fool. Open the light and summon me and receive my majesty."

C. *Volcano Day, Condition [5] /AiH/

-Once per game, plays on any Spacetime card. If Jack Harkness here, you may play Con Game here regardless of what Goals are playable here. The next time points are scored here, all Characters, Artifacts (except TARDISes) and Conditions here are destroyed. Just before this happens, all players may unfreeze their Characters here to move their cards using any Artifacts, Conditions or TARDIS cards here as if it were the end of each player's turn. Then, destroy this Condition.

"Pompeii. We're in Pompeii, and it's Volcano Day!"

C. *Vortex Access, Condition [2] /9D/

-Vortex. Plays on your TARDIS Character with Aware where you have a TARDIS card (that Character is -2 to all Qualities). At the end of this turn, look at either the top 5 cards of your deck, the 5 bottom cards of your deck, or your entire discard pile. Rearrange these cards in any order and replace them where they were taken. Then, destroy this Condition.

"The heart of the TARDIS... If I make contact, I can tell it what to do."

C. Vortex Attack, Condition [3] /9D/

-Attack. Vortex. Plays on table. Destroy to start a fight involving your Character on which a Vortex card has been played (or Rose Tyler - Bad Wolf). Select one: If you have more Brains than your opponent here, one random opposing Character is shuffled into its owner's draw deck; or if you have more Bravery than your opponent here, one random opposing Character is placed out of play.

"You are tiny. I can see the whole of time and space. Every single atom of your existence. And I divide them."

C. *Vortex Convergence, Condition [?] /IS/

-Vortex. Plays on your non-Doctor TARDIS Character (? = its Cost). When this Character is destroyed or kidnapped, it is frozen instead. At the end of any of your turns, you may move your TARDIS card to this Spacetime card, place this Character aboard if its Capacity allows it, and move again. When you score 4 or more points in a single turn, destroy this Condition.

"You're so unique that the timelines were converging on you."

C. Vortex Damage, Condition [1] /9D/

-Vortex. Plays on any Character that has a Vortex card played on it (that Character is -2 to all Qualities). At the start of your next turn, destroy both this Condition and that Character.

"It's eating you alive. The power's gonna kill you."

C. *Vortex Junk, Condition [2] /9D/

-Purpose. If you have no other Purpose card in play, plays on table. Each time your opponent moves any Character to a Spacetime card, place this Condition on that Spacetime card. If your Doctor is here with either Computers, Engineering and 30 Brains, or Demolitions, Tracking and 25 Bravery, destroy a card from hand once per turn for 2 turns to score 2 points, then destroy this Condition.

"It's mauve and dangerous... and about 30 seconds from the centre of London!"

C. Walking the Plank, Condition [2] /KTT/

-Prisoner. Plays on an Ally or TARDIS Character you kidnapped to place it out of play.

"The theory is very simple. You walk along it. At the end, you fall off, drop 1000 feet. Dead."

C. War Machine, Condition [3] /TL/26

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Weapon or

Character with Troop or Marksman (unless that Character also has Machine) here is destroyed. May be destroyed by any player that has 3 Computers and more than 20 Bravery here. (Not cumulative.)

"Nothing must be allowed to prevent the machines taking over. They are the next stage in the growth of life force of Earth. All obstacles will be swept aside - including you!"

C. *War Secretary, Condition [3] /MoW/

-Plays on any Spacetime card. At the start of any of your turns, you may destroy ? cards from hand to [V] an Attack card, where ? = the Cost of that Attack card and place it under this Condition. You may use Attack cards under this Condition to start fights here as if it were on table. If this Condition is destroyed, shuffle all Attack cards under this Condition into your draw deck.

"What idiot ordered an all out attack just as I was on the verge of finding a peaceful solution?"

C. Warned Off, Condition [3] /DoG/

-Plays on any Earth Spacetime card where you have successfully Opposed a Goal. All opposing non-Human Enemies here are immediately returned to their owner's hand. While this Condition here, this Spacetime card loses the Base keyword.

"Basically... run."

C. *Warp Shunt, Condition [3] /9D/

-Plays on a Spacetime card where you have an Enemy. Destroy at the end of any of your turns to move any of your Enemies here to another Spacetime card where you have a Goal.

"You infiltrated this civilisation by means of warp-shunt technology. So may I suggest, with the greatest respect, that you... shunt off."

C. Watery Pursuit, Condition [2] /MoW/

-Puzzle. Plays on any Spacetime card. Characters cannot attempt to Reach or Oppose a Goal or score points from a Purpose card here unless they first overcome with ? Pilot, where ? = the number of opposing Pilot here (+1 if at an Underwater Spacetime card; minimum: 2).

"He seemed to be chasing another boat."

C. *We Can't Leave, Condition [?] /9D/

-Play on any Spacetime card where you have a Goal (? = the Cost of that Goal) and where there is an opposing Doctor. That Doctor may not move from this Spacetime card unless his owner destroys ? cards from the top of his or her deck, or your Goal here is Reached, Opposed or destroyed.

"We could leave. Let history take its course..." "Yeah, but you'd never do that." "But you could ask. Never even occurred to you, did it?"

C. *Wedding Bells, Condition [2] /TW2-T22/

-Purpose. Plays on any non-Doctor TARDIS Character or unique Torchwood Ally and immediately take an Ally of the opposite sex Native to that Spacetime card from hand and place it under this Character (it is a separate Character). While this Condition in play, it is worth 2 points and these Characters may not move with a TARDIS or Temporal Vehicle for the rest of the game. If either of these Characters are destroyed, destroy this Condition.

"All I want to do today is marry you."

C. *Welcoming Committee, Condition [3] /7Dr/

-Plays on any Spacetime card. Whenever a Character is played here, if its player has not played a Character here yet this turn, that Character is frozen until the end of the turn.

"Don't move, hands up!" "About time too."

C. Well Guarded, Condition [2] /S10/

-Plays on any Spacetime card. Your opponent may not steal your Artifacts here (even if left unattended), and your Museum cards here may not be destroyed. Any player may destroy this card if he or she has Lady Christina or Kate Tollinger here at the start of his or her turn.

"Positions... and, activating."

C. Well-Timed Escape, Condition [2] /LoT/

-Escape. Plays on any kidnapped Character in play. At the end of each of your turns, place a card from hand under this Condition. When there are 2 cards under this Condition, return

those cards to your hand, destroy this Condition and free all your kidnapped Characters without Prisoner cards played on them here.

"I won't deny I'm gonna miss you when you're gone."

C. Werewolf, Condition [2] /10D/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random Screamer or Victim here is destroyed unless that Character also has Running. May be destroyed by any player that has 3 History and Poison here.

"It's not merely a wolf. It's more than that. This is a man who becomes an animal."

C. *What Once Went Wrong, Condition [3] /TM/

-Purpose. Temporal. If you have no other Purpose card in play, plays on any Spacetime card with a date where a Meddling Goal is playable. If you have a TARDIS Character with History Native to that Spacetime card's location but from a later date here, take a Character Native to this Spacetime card (exact location and date) from your hand or discard pile and play it here for free and score 2 points. Then, destroy this Condition.

"The thing that you changed will stay changed."

C. What's Under Heathrow?, Condition [3] /Inv/

-Plays on any Spacetime card if you have Reached a Goal here. At the end of your turn, you may move any of your Artifacts and Machine Enemies here from this Spacetime card to any other Spacetime card that features the same location, but a later era. Then, destroy this Condition.

"Won't it confuse the archaeologists?"

C. *When I Say Run..., Condition [?]

-Plays on table. All TARDIS Characters gain Running. ? = Number of TARDIS Characters currently in play. Once in play, ? = 0.

"Run!"

C. Where Are We Going?, Condition [2] /S10/

-Plays on a Spacetime card that has one of the following: the Dimensional keyword but no date, the earliest date of any Spacetime card in play, or the latest date of any Spacetime card in play. Once per game, when your TARDIS Characters move to this Spacetime card, you may draw ? cards, where ? = the number of TARDIS Characters moving here. Your TARDIS Characters here are +1 to all Qualities. When points are scored here, destroy this Condition.

"Further than we've ever gone before."

C. *Who Are You?, Condition [3] /Inv/

-Plays on your Doctor (except The Doctor (1) or any Doctor without a generation). Choose one Trait on this Doctor. At the start of each of your turns, you must change that Trait to any other (except Creature, Machine or Minion).

"I... DON'T... KNOW!"

C. *Who Knew We'd Become Friends?, Condition [3] /AiH/

-Plays on an opponent's unique Ally where you have a Doctor with Charisma (2). It becomes a TARDIS Character under your control.

"What, are you going to trust these blokes?" "A Highlander's word is his bond! At least don't point it at me!"

C. Whodunit, Condition [3]

-Plays on your Ally where you have Enemies (at -1 Cost if that Ally is a Minion). It becomes an Enemy under your control.

"One of us killed him. The question is: Which one?"

alt: "I've called you here, on this endless night, because we have a murderer in our midst."
(RD4)

C. Willing Captive, Condition [2] /TM/

-Escape. Plays on your kidnapped Character. After one full turn, destroy this Condition to free that Character and look at the hand of the player who kidnapped that Character.

"What's the point of coming all the way here just to escape immediately?"

C. Wiretap, Condition [1] /10D/

-Plays on table. When an opponent draws a card, he or she must show you that card. At the start of your next turn, destroy this Condition.

"Just say yes or no. Is there anyone else there?"

C. Wized, Condition [3] /LoT/

-Attack. Prisoner. Plays on table. During your turn, you may start a fight involving your Master or Character with Science (2). If you have more Brains than your opponent here, one random opposing Timelord is kidnapped. Then, place this Condition on that opposing Timelord. If a player frees this Character or destroys this Condition, he or she must destroy 3 cards from hand.

"Say hello, Gandalf. Except he's not that old, but he's an alien with a much greater lifespan than you stunted, little apes."

C. Wolfbane, Condition [2] /10D/

-Defense. Plays on any Spacetime card where you have Poison. The effects of any Monster card here are suspended this turn unless its owner destroys a card from hand at the start of that turn. (Not cumulative.)

"Mistletoe... they're all garlanded in mistletoe and the wolf doesn't attack them."

C. Wooden, Condition [2] /TL/138

-Attack. Plays on table. Destroy to start a fight involving your Character with Science (2) or your Rani. If you have more Brains than your opponent here, one random opposing Ally's species becomes Tree. Unless Ally's printed species is Tree, place this Condition on it instead of in discard pile; it is frozen until Condition destroyed and your Enemies' total Brawn here is +5.

"You'll be telling me next he's better off." "As a matter of fact, he is. A tree has four times the life expectancy of a human being."

C. Words of Power, Condition [2] /PD/

-Plays on table. At the start of each of your turns, if you have a Carrionite or William Shakespeare in play, you may Roll the Dice. You may then [V] a card whose title begins with the letter of the alphabet corresponding with the rolled number (where 1=A, 2=B, etc.). Then, destroy this Condition.

"Like magic. Words of the right sound, the right shape, the right rhythm... words that last forever!"

("How low soever the matter, I hope in God for high words.")

C. *Worlds Unmade, Condition [3] /PD/

-Plays on one of the following: any Spacetime card you played after Set-Up, any Spacetime card where you have Block Transfer Tapestry, or any Spacetime card where you have a "God" whose title shares a word with that Spacetime's title. At the start of each of your turns if you have an Enemy here, you may destroy that Enemy's Minion here and draw ? cards, where ? = the number of [Trait] icons on that Minion.

"I populated Castrovalva. I will dispose of these creatures as I choose."

C. **Worldwide Instability, Condition [2] /AF/

-Plays on any Spacetime card with an Apocalypse Goal that has not been Reached or Opposed. Native Allies are played at +1 Cost here, and your TARDIS Characters are +1 to all Qualities while facing Puzzle cards here. Destroy this Condition when points are scored here.

"Already the molecular structure of the planet is changing."

C. **Wormhole, Condition [3] /S10/

-Plays on a Spacetime card. May immediately [V] another Wormhole and play it (at Cost -1) at another Spacetime card of the same era. When your Characters move with a Vehicle, they may move from one Spacetime card with Wormhole played on it to another as if they had the same location. At the end of your turn, you may move your Monster card here to another Spacetime card with Wormhole played on it. At any time, you may destroy one of your Wormholes to play another Wormhole at Cost -1.

"A door. A door through space."

C. Wrong Size, Condition [2] /PD/

-Plays to Roll the Dice, then choose a player. That player must draw or destroy cards from hand until the number of cards in his or her hand equals the number rolled (no player may destroy or draw more than 5 cards). Then, destroy this Condition.
"The fault is in the dimensioning routine."

C. Wuxia, Condition [3] /10D/

-Attack. Plays on table. Destroy to start a fight involving your Wong Fei-Hung or Human Character with "Monk" in its title or subtitle. If you have more Brawn than your opponent here, up to two opposing Characters of your choice are kidnapped. Your opponent may not use Weapons during this fight.

"By what power? The Hand of God?" "No. The Fist of Man."

C. Yesterday's Enterprise, Condition [3] /9D/

-Plays on any Spacetime card (even during Set-Up, but if during Set-Up, start the game with 3 fewer cards in hand). If you have Native non-Human, non-Robot Enemies here, you may play other Enemies of the same species here if their Native era is the one prior to this Spacetime card's (up to 2 eras prior to this Spacetime card's if Cybermen).

"You lot, you just watch telly and eat chips and go to bed, and all the time, right underneath you... there's a war going on."

C. Yeti Advance, Condition [2] /Inv/

-Attack. Plays on table. Destroy to start a fight involving your Yeti. If you have more Brawn than your opponent here, one random opposing Character is destroyed or kidnapped (your choice).

"We can't hold 'em, sir!"

C. You Are an Ant!, Condition [4]

-Attack. Plays on table. Destroy to start a fight involving your Domination, if you have more Bravery than your opponent here, one opposing TARDIS Character of your choice becomes an Enemy under your control for an entire turn.

"Abase yourself, you grovelling insect!"

C. You Are Not Alone, Condition [2] /DoG/

-Plays on any Spacetime card. At the start of your turn, you may destroy this Condition to [V] up to 3 Timelords Native to that Spacetime card, or to [V] and put directly into play 1 [fob] icon Character Native to that Spacetime card.

"It would seem something new has arrived."

C. You Have Failed Me, Condition [?]

-Plays to destroy a Minion at the same Spacetime card as a Character to whom it is attached. ? = the Cost of that Minion. Then, destroy this Condition.

"Take the sting of the scorpion!"

C. Your Mistake, Condition [1] /PD/

-Plays on your Character with the Nemesis keyword. Its Nemesis cannot gain Traits or have its Qualities increased here.

"The opponent makes no allowances for mistakes, nor makes the smallest concession to ignorance."

C. *Zero Room, Condition [2] /PD/

-Plays on your TARDIS card. At the start of any of your turns, you may freeze one of your Timelords here for an entire turn to destroy one Condition played on that Timelord.

"It's some sort of neutral environment. An isolated space, cut off from the rest of the universe."

C. Zombie Attack, Condition [2] /9D/

-Attack. Plays on table. Destroy to start a fight involving a Character you control, but do not own. If you have more Brawn than your opponent here, one random opposing Ally becomes an Enemy under your control.

"Don't let them touch you." "What happens if they touch us?" "You're looking at it."

Bang!

B. A Bad Feeling, Bang! /S10/

-If you have a Character with Aware (2) in play, play during your turn to make your opponent show you the top 2 cards in his or her deck. If one of those cards is an Enemy or a Danger or Monster card, you may force your opponent to destroy any revealed card that is not.
"What?! What?! ...What?!"

B. A Big Hug, Bang! /AW/

-If your Doctor is at a non-Earth location where your Human Allies have just scored points from a Purpose card or Goal, play to draw ? cards, where ? = the number of points just scored.

"Human beings... you are amazing! ...But apart from that, you're completely mad."

B. A Foot in the Door, Bang!

-Defense. When an Enemy overcomes a Puzzle card, play to freeze all Enemies here for the rest of this turn.

"The shield is now soft enough. Break through!"

B. A New Purpose, Bang!

-If an opponent just scored points, play to [V] any Purpose card.

"I'm not going to Metebelis 3!" "Why? Where are you thinking of going to?"

B. Aborted Regeneration, Bang!

-If your Doctor was just destroyed, play to [V] a Doctor with the same generation, but a different subtitle (directly to where that Doctor was just destroyed if The Doctor's Hand there).

"...to stop the energy going all the way, I siphoned off the rest into a handy bio-matching receptacle... Namely, my hand."

B. Against Conscience, Bang! /S10/

-Play where you have Torchwood, UNIT or a Character with Bureaucrat (2) when you attempt to Oppose a Goal or score points from a Purpose card here to use one opposing Ally's Traits or Qualities here to meet its requirements.

"Right now, soldier."

B. Against All Odds, Bang! /7Dr/

-Play when you attempt to Oppose a Goal to double the Bravery of one of your TARDIS Characters (except The Doctor) until the end of your turn. While that Character's Bravery is doubled, you may meet any Brawn requirement with Bravery.

"No A-levels, no job, no future, but I'll tell you what I have got - Jericho Street Junior School's under-sevens Gymnastics team... I won the bronze."

B. Aggrometer, Bang! /7Dr/

-Play at the start of a fight to make all your Characters +1 Brawn until the start of your next turn.

"By simply adjusting the aggrometer, the peaceful Tellurians can be made to behave in an amusingly violent way. Watch."

B. Agreement Withdrawn, Bang! /S10/

-Play to do one of the following: Prevent any Great Old One from using its game text (expending any "once per game" special ability in the process); destroy Bluff; or make every Ally that either works with Enemies or has become an Enemy, no longer able to work with other Enemies until the start of your next turn.

"I'm sorry, everybody. I'm afraid the wedding is cancelled."

B. Alien Scream, Bang! /PD/

-Play at the start of a fight where you have a non-Human Enemy with Screamer to immediately play an Enemy with the same species there for free. You may Roll the Dice; if you roll a 1, you may also [V] an Enemy with the same species and play it there for free.

"Come to me... come to me..."

B. All Your Troubles Away, Bang! /RU/

-Play to destroy all your Danger cards at a Spacetime card where you have The Doctor.

"I hope you enjoyed your little fictions."

B. Allons-y!, Bang! /DoG/

-Play when you move your Doctor to a Spacetime card with a Goal on it to immediately unfreeze all your cards there to attempt to Oppose that Goal.

"There's an old Earth saying, Captain. A phrase of great power, and wisdom, and consolation to the soul, in times of need." "What's that then?" "Allons-y!"

B. Angle of Attack, Bang!

-When an opposing Character has just been randomly selected to be destroyed, kidnapped or placed under your control, play to select another Character (except a TARDIS Character) here instead with either 1 printed Quality or 2 Traits in common with the selected Character.

"Boy, am I glad that's not me." "Are you sure it isn't?"

B. Any Papers Will Do, Bang! /RU/

-When a card requires a specific Character, play to allow your TARDIS Character to act as that specific Character until the end of your turn. Or play to make all your TARDIS Characters in play gain UNIT or Torchwood until the end of your turn.

"Who's Elizabeth Shaw? I don't even look like her."

B. Appeal to Humanity, Bang!

-Defense. Play at the start of a fight to destroy Human Enemies of ? total Cost, where ? = total amount of Charisma on your TARDIS Characters and Allies there.

"If there's any part of you that's still human. If you've any memory of the man you once were... Remember the wind? And the sun? The fields, the blue sky?"

B. Apology, Bang! /TM/

-When you destroy an opponent's Condition or unique Character, play to allow both you and your opponent to draw up to 2 cards.

"We must look after you, you know? You're very valuable."

B. Arithmetic, Bang! /PD/

-Play when you've Rolled the Dice to add or subtract your Doctor's generation number from the rolled number.

"One... two..." "Three, sir... and then four, and then five, and then six, and then seven..." "Stop, please! You're making me dizzy!"

B. Ashes to Ashes, Bang! /9D/

-Play to place the top card of each player's discard pile out of play.

"Everything must come to dust."

B. Attack on Sight, Bang! /AF/

-During your turn, if your Character and its Nemesis are at the same Spacetime card, play to [V] any Attack card your Characters could use to start a fight with that Nemesis there, place it directly into play for free, and immediately destroy it to start a fight; your Characters with a Nemesis here are +2 to all Qualities during that fight.

"Zaaaarbiiii!"

B. Automated Departure, Bang! /TM/

-Temporal. Play to move your TARDIS card to another Spacetime card with no Characters (but up to 3 Artifacts) aboard.

"Please insert the disc and prepare for departure." "...oh, my God! It's leaving us behind! Doctor, no, you can't! Doctor!"

B. Back Door, Bang! /AW/

-Defense. Escape. If one or more of your Characters are about to be kidnapped or destroyed where you have Laser or 2 Thief, play to freeze them or return them to hand instead.

"A hamster with a blunt penknife would do it quicker!"

B. Back Off, Bang!

-Defense. Play to cancel a just started fight where you have 3 Charisma. The Attack card used is still destroyed.

"When I'm crowded, I get nervous. Call your dogs off."

B. Bad Parking, Bang! /S10/

-Play when an opponent's TARDIS moves at the end of a turn to prevent that opponent from drawing cards at the end of that turn.

"No parking in front of these gates."

B. Bad Wolf Resurgence, Bang! /RU/

-Temporal. Vortex. Play and shuffle into your discard pile. You now draw cards from the discard pile instead of the draw deck. When Bad Wolf Resurgence appears on top of your discard pile, its effect ends and you must place it out of play.

"But she told me to warn you. She said two words."

B. Bail Out, Bang! /Inv/

-Defense. Play to destroy your Vehicle. Each of your opponents must choose one of their Characters here to be destroyed.

"Jump!"

B. Baited Away, Bang! /10D/

-Defense. When your Character is about to be destroyed in a fight involving an opposing Creature or Vampire, play to prevent that and freeze a random opposing Creature or Vampire for an entire turn. Or play to take into your hand a Creature in your discard pile.

"Here, boy! Eat the food! C'mon, look at the lovely food! Isn't that nice? Isn't it? Yes it is!"

B. Beacon of Hope, Bang! /S10/

-Play when a player is about to Reach a Goal to prevent that. At the start of that player's next turn, if no player has scored points from this Goal, that player Reaches that Goal.

"It's much more than a torch now. It's a beacon. It's a beacon of hope and fortitude and courage. And it's a beacon of love."

B. Bench-Thumping, Bang! /AF/

-Play to either take any Artifact in your discard pile back into your hand, destroy any Bang! card played on your TARDIS, or give a TARDIS Character Engineering until the end of this turn.

"Oh the stupid thing!"

B. Black Guardian Appearance, Bang! /DoG/

-Guardian. Once per turn, when Reaching or Opposing a Goal with a Minion (Black Guardian), play and destroy the top card of your deck to ignore one of the following requirements on that Goal card: any Artifact, destroying a Monster card, or overcoming a Puzzle card.

"Your Guardian. One who has your interests at heart."

B. Blind Jump, Bang! /IS/

-Play at the end of your turn to move your TARDIS card without a Timelord. When you do so, choose a TARDIS Character moving with the TARDIS card, and Roll the Dice. If you rolled less than ?, you choose where to move your TARDIS card. If you rolled more than ?, the opponent on your right chooses where to move your TARDIS card. If you rolled ?, your TARDIS card moves to the same Spacetime card it was moving from. ? = your chosen TARDIS Character's number of Traits.

"So any fool can operate it."

B. Blinded by Revenge, Bang! /PD/

-Play to freeze for an entire turn any Character with the Nemesis keyword where you have that Character's Nemesis. Or play on your Character with the Nemesis keyword; it is -2 Brains and +5 Bravery until the start of your next turn.

"I have you in my power absolutely, Doctor, but I will see your face one more time before I destroy you forever!"

B. Blinovitch Limitation Effect, Bang! /9D/

-Temporal. If your opponent has two unique Characters with the same title and generation at the same Spacetime card, or if your opponent has a unique Character (except The Doctor) at the same Spacetime card where you have a copy of that unique Character, play to make that opponent destroy the top ? cards of his or her draw deck, where ? = that Character's highest Cost in play.

"Don't touch the baby, you're both the same person, that's a paradox."

B. Boo!, Bang! /7Dr/

-Play on any Spacetime card where you have a single Enemy to freeze all opposing Allies (and TARDIS Characters with Screamer) there until the start of your next turn.

"I'm Cyril, known to my friends as Billy. Had you that time! Scare ya?"

B. Boom!, Bang! /9D/

-Play when your Doctor successfully Opposes a Goal. If any player has Demolitions or Madman at that Spacetime card, destroy all Enemies and Victims here and lose 1 point.
"BBC News; 20:45; DEPARTMENT STORE BLAZE; Henricks dept. store ripped apart by explosion."

B. Bottled Courage, Bang!

-Play to make all your Humans at one Spacetime card +2 Bravery for the rest of this turn.

"You've been drinking." "Not a drop, sir!" "Then it's time you started."

alt: "Have a drink Harriet, I think you'll need it." "You pass to the left first." (RD1)

B. Bounce Back, Bang! /TL/116

-Play on any of your Characters that has been placed under another card after Set-Up to return that Character to your hand or, if a TARDIS Character, place it at the same Spacetime card as your TARDIS card.

"I, too, am not without agility, my friend."

B. Brain Detonation, Bang! /DoG/

-Defense. Play when an opponent starts a fight where you have a non-Doctor TARDIS Character or Minion attached to a Timelord to freeze that Character and up to three random opposing Characters here until the start of your next turn.

"My head! It's getting hotter, and hotter, and hotter, and hotter, and hotter and hotter and hotter..."

B. Breached Defenses, Bang! /KTT/

-Play to destroy a just-played Defense card where you have a Monster card or Enemies with a total of at least 30 Brawn. Then, destroy ? cards from hand, where ? = number of Breached Defenses in your discard pile (including this one).

"One of the creature's tentacles was right inside the main pipe!"

B. Break Down Door, Bang! /S10/

-Play when your Characters are facing a Danger, Monster or Puzzle card to allow your Characters to use Brawn to meet Brains requirements.

"Chloe, it's Rose! Open the door!"

B. Breaking the Fourth Wall, Bang! /TL/20

-Play to take one of your cards in play back into hand (if it has no other cards on or under it).

"And incidentally, a happy Christmas to all of you at home!"

B. Bribe, Bang! /MoW/

-Play during your turn to take control of an opposing Ally or Artifact until the end of your turn, where you have an Ally with Bureaucrat or 2 TARDIS Characters with Charisma.

"Look, erm, I wonder whether you'd like to go and see what's happening to my young friend? Erm, she said she was going to buy some picture postcards."

B. Bring Them!, Bang! /TL22

-Prisoner. Play when you kidnap an Ally or TARDIS Character to move that Character (and one of your Enemies with Troop here if your Goal at that Spacetime card) to a different Spacetime card in the same era as the one where it was kidnapped.

"A strange report from the jungle. The Monoids acquaint us of intruders." "...they must be questioned."

B. Broken Heart, Bang! /TM/

-When a TARDIS Character or Reinette is destroyed (except in a fight), play to make its owner either lose a point (the first time this card is played this game) or destroy 3 cards from

hand (all subsequent times) if that player has The Doctor in play.

"My Dear Doctor. The path has never seemed more slow, and yet I fear I am nearing its end. Reason tells me that you and I are unlikely to meet again. But I think I shall not listen to reason. I have seen the world inside your head, and know that all things are possible. Hurry though, my love. My days grow shorter now, and I am so very weak. God speed, my lonely angel."

B. Broken Portal, Bang! /TM/

-Temporal. Play to destroy a Temporal Condition after it has allowed Characters to move from one Spacetime card to another.

"Talk about seven years bad luck. Try three thousand..."

B. Buzzed Off, Bang! /S10/

-Defense. Play to do one of the following: Add Running to all your Characters with Creature or Machine at the Spacetime card of your choice until the start of your next turn; unfreeze all your Characters with Creature or Machine at the Spacetime card of your choice; or at the start of a fight, remove all your Characters with Creature or Machine from that fight.

"It's gone. Buzzed off."

B. By the Hair, Bang! /LoT/

-Play to freeze a female TARDIS Character where you have an Enemy. If there are no other TARDIS Characters here, you may kidnap that female TARDIS Character.

"Condo not kill. Girl nice."

B. Caging the Beast, Bang! /KTT/

-Defense. Play to stop a Monster card from attacking this turn.

"I pray we didn't harm it. It's dangerous enough at the best of times."

B. Calling Card, Bang!

-When an opponent's TARDIS card moves to a Spacetime card at the same location and era as another Spacetime card where your Enemies have 3 Tracking, play to move any of your Enemies here to that TARDIS card's destination.

"This is the Doctor. President elect of the High Council of Timelords. Keeper of the legacy of Rassilon. Defender of the laws of time. Protector of Gallifrey..."

B. Calling the Doctor, Bang! /IS/

-Play at any time to move your Doctor and TARDIS card (and all aboard) from one Spacetime card to any other Spacetime card where you have Mobile Phone, Subwave Network or Torchwood Hub.

"Find me, Doctor... Find me."

B. Captive Audience, Bang! /PD/

-Play to freeze all non-unique Characters at any Spacetime card where you have either a Character with both Charisma and more than 9 Brains (except The Doctor) or a Character with Charisma (2) for an entire turn.

"Author! Author!"

("This general applause and loving shout...")

B. Careful What You Wish For, Bang! /S10/

-Play when your opponent [V] a card to immediately place it out of play, or by destroying a card with a Cost of at least ? from your hand, use it as your own. ? = the stolen card's Cost.

"Excuse me, I think that's my friend you're scaring."

B. Catching Up, Bang! /EoT/

-When a fight with your opponent's Characters ends where you have more Tracking than that opponent has Running, play to kidnap a Character here (without Running, if possible) of that opponent's choice.

"Hunt that man. He must not escape."

B. Cause for Celebration, Bang! /7Dr/

-Play when you score points from Opposing a Goal to return one random opposing Enemy here and up to 2 more Enemies that have the same species as that Enemy here to the bottom

of their owners' draw decks.

"We did it! Ha ha!" "Well that's taken care of the Cybermen."

B. Cheap Parlour Trick, Bang! /10D/

-Temporal. Play to return the last card you played (or destroyed from hand) to your hand.
"Crossing into established events is strictly forbidden. Except for cheap tricks."

B. Cheat Death, Bang! /7Dr/

-Play to destroy ? cards from your hand to take a just-destroyed TARDIS Character from the discard pile and place it back into play at the Spacetime card where it was just destroyed, where ? = the Cost of that Character.

"They killed the Doctor." "He seems very sure of that... I exist! Therefore I am!"

B. Clipped Wires, Bang! /7Dr/

-Defense. Play at the start of a fight to freeze ? opposing Robots, where ? = the number of Characters with Engineering there.

"...won't hurt a bit."

B. Cloister Bell, Bang! /PD/

-When your opponent is about to Reach a Goal at a Spacetime card where an Apocalypse Goal is playable, play to immediately move your TARDIS card and all cards aboard to that Spacetime card. You may immediately attempt to Oppose it or start a fight there with one of your Attack cards in play. Then, that opponent's turn resumes.

"It's a sort of communications device reserved for wild catastrophes and sudden calls to man the battle stations."

B. Close Behind, Bang! /DoG/

-If you have more Tracking than an opponent has Running at any Spacetime card, play when opposing Characters with Running are about to move from that Spacetime card to prevent those Characters from moving.

"I've been hunting this beast for a good fortnight."

B. Closure, Bang! /10D/

-Play when any player Reaches or Opposes a Goal to prevent that player from using that Goal's game text for anything except scoring points. Or if you have just Opposed a Goal, play to destroy your non-unique Ally here and score 1 point.

"We forget because we must."

B. Coincidence?, Bang! /TL/167

-Vortex. When any player plays a card with the same title as a card you have a copy of in your discard pile or deck, play to [V] that card from discard pile or deck.

"Everywhere we go. Two words. Bad Wolf. Following us. Bad Wolf."

B. Commandeer Vehicle, Bang! /DoG/

-Play at the end of your turn, to move your Pilot from one Spacetime card to any other Spacetime card that features the same era, but a different location; your Characters working with that Pilot may move with it. Or play when Goal requires a Vehicle to ignore that requirement.

"You're gonna need a car." "Don't worry, I've commandeered a vehicle."

B. Companion Confrontation, Bang! /TL/133

-Play to freeze a unique Enemy where you have a TARDIS Character, but not The Doctor. If that Enemy has Gloating, you may also freeze that Enemy's Minions.

"I am the Master!" "I'm Perpugilliam Brown, and I can shout just as loud as you can!"

B. Compensation, Bang! /10D/

-Play when an opponent scores points from a Goal or Purpose card where that opponent has Bureaucrat. That opponent chooses either to let you draw ? cards, or to shuffle ? cards from your discard pile back into your draw deck. ? = the number of points just scored.

"You will need this." "What's that for?" "Compensation."

B. Concerted Distraction, Bang! /AF/

-Defense. Play to [V] an Attack card that can start a fight directly into play (for free, but destroy ? cards from hand, where ? = the Cost of that Attack card) and immediately destroy it to start a fight according to its text. All opposing Enemies here are -2 to all Qualities during that fight. "We can't keep up this light reflection for long." "Never mind. It gives us a better chance to get into the city unnoticed."
alt: "Short wave light radiations... That should confuse their detectors."

B. Conscientious Objection, Bang! /MoW/

-When your opponent destroys 2 or more of your non-Human Characters in a single turn, play to destroy the top 3 Tactics under that opponent's Battle Plans. If that opponent does not have Battle Plans in play, he or she must destroy one Condition he or she has in play. "But that's murder. They were intelligent alien beings. A whole race of them. He's just wiped them out."

B. Countermove, Bang! /AF/

-Play to do one of the following: [V] an Escape card when your opponent plays a Prisoner card; [V] a Defense card when your opponent starts a fight; or make your opponent return a Moves card to his or her hand. "As a final resort, the excess poison can be exhaled through the lungs."

B. Cowardly Escape, Bang!

-Play when one of your Characters is about to be destroyed. A Victim of your choice here is destroyed instead. "Don't move! Do exactly as they say!"

B. Cracked Voice, Bang! /RU/

-Temporal. Play to allow your Character at any Spacetime card to contribute its Traits or Qualities to your Characters meeting requirements at a Spacetime card with Cracks on it (until the end of your turn). "At night, there's voices."

B. Crash Landing, Bang! /Inv/

-Play when a TARDIS has just moved to freeze all Characters aboard for an entire turn. That TARDIS's owner may not use that TARDIS' game text for an entire turn. "She just barges in and litters the place."

B. Crisis of Conscience, Bang! /AW/

-Play on your unique Enemy with more than 5 Bravery and no attached Minions in play. It becomes an Ally until the start of your next turn. "Whatever they taught you in this bigoted world of yours, you've still got a mind of your own."

B. Cruising Bard, Bang! /PD/

-When your opponent about to destroy his or her Moves card, play to destroy it first, without effect. Or play to freeze a Character with Charisma for an entire turn. "You are a royal beauty." "Whoa, Nelly! I know for a fact you've got a wife in the country." "But Martha, this is Town."
("Our wooing doth not end like an old play.")

B. Culture Shock, Bang! /LoT/

-When a TARDIS card is about to move, play to prevent all non-Timelord TARDIS Characters from moving with it. TARDIS card's player may then choose not to move that TARDIS card. "It's an illusion. It must be..."

B. Current Affairs, Bang! /AF/

-Play when your opponent meets a requirement on a Plot card in your side-hand to play that Plot card as if all its requirements had been met. At the end of your next full turn, destroy that Plot card. "Take pictures of the project, by all means, but not me, thank you."

B. Cut Off Escape, Bang! /TL/130

-Play to destroy an Escape Bang! or a Running-related Bang! If you have more Tracking here than opposing Characters have Running here (including kidnapped Characters), choose one:

Destroy one kidnapped Character here, kidnap any Character here, or look at the top card of any opponent's deck (if he or she has a Character with Running here).

"We're running out of places to run." "The story of our lives."

B. Cut Off From Their Lord, Bang! /DoG/

-Play to destroy a "God" played on another Character (you must first destroy ? cards from hand where ? = that "God"'s highest Quality bonus). Or when a Character with Vampire is destroyed, play to destroy up to 3 of its Minions at the same Spacetime card (you must first destroy ? cards from hand where ? = the total Cost of those Minions).

"Do you know what happens to vampires when they die?"

B. Cyber-Download, Bang! /10D/

-If your unique Cyberman with "Controller", "Director" or "Leader" in its title or subtitle is about to be destroyed, play to instead destroy your non-unique Cyberman at this Spacetime card (or another at a Spacetime card with the same era) and place that unique Cyberman at the Spacetime card where you just destroyed a non-unique Cyberman.

"Kill one Cyber Leader and they just download into another."

B. Danger Awaits, Bang! /LoT/

-If an opposing TARDIS card has just moved, play to [V] a non-unique Enemy Native to that destination and play directly there (for free) even if you have no Goal there.

"Are you going to open the doors or aren't you?" "...Not until I'm quite sure it's safe to do so."

B. Daring Escape, Bang! /7Dr/

-Once per turn, play to reveal the top card of your draw deck. If it is a Character or Artifact, you may destroy one Danger card where you have a TARDIS Character. If it is any other card type, draw it and place one of your TARDIS Characters in play or in hand on top of your draw deck.

"You have to move faster than that to keep up with me. Faster than light. Sometimes I move so fast, I don't even exist."

B. Dashing, Bang! /TM/

-Play to place under your deck a unique Ally in play where you have The Doctor and do one of the following: [V] an Artifact that Ally was the User of and place it directly into play there; make all your TARDIS Characters here +2 Brains until the start of your next turn; or make your Purpose cards here +1 points until the start of your next turn.

"Yeah, listen, listen, got to dash... things happening. Well, four things. Well, four things and a lizard."

B. Dedication, Bang! /AW/

-At the start of your turn, play to randomly choose one card from your discard pile. If it has a Cost, you may spend ? more points in Cost this turn, where ? = the Cost of that card. (Not cumulative.)

"Rock 'n' roll! Hi there, casket 816! Or should I say 'Hi, George'? This is the D.J. with a very special message..."

B. Defiance, Bang! /TM/

-Defense. Play to prevent any opponent from destroying an Attack card this turn to start a fight where you have a Character with more than 6 Bravery (except The Doctor).

"I have made a decision. And my decision is 'no' - I shall not be going with you today. I have seen your world, and I have no desire to set foot there again." "We do not require your feet."

B. Déjà Vu, Bang! /LoT/

-Play after you've played any card to immediately play another copy of that card (if legal) for free. Or play to destroy Lost Again, TARDIS Maze or any Puzzle card that requires Tracking.

"We *have* been here before."

B. Destroy Evidence, Bang! /DoG/

-Play when Characters are facing a Puzzle card to add +10 to any Quality required by that Puzzle card during this turn.

"We must adjust the truth."

B. Detox, Bang! /S10/

-Defense. Play to do one of the following: Destroy a Poison-related Attack card, prevent a Character from being destroyed at the end of a fight started by a Poison-related Attack card, or suspend play and freeze a Character with Poison.

"It's fatal! There's no cure!" "Not for me! I can stimulate the inhibited enzymes into reversal."

B. Deus ex Satsuma, Bang! /Inv/

-Defense. When your opponent starts a fight involving your Doctor where you have an Artifact with a Cost of 1 or 2, play to destroy that Artifact and win that fight regardless of the Attack card's requirements.

"...right at the end... there's always one stupid old satsuma!"

B. Diabolical Scheme, Bang! /9D/

-Play on your Enemy with 8 or more Brains if that Enemy is attempting to Reach a Goal. Choose one: that Enemy gains one Trait listed on that Goal card until end of turn, or destroy one Puzzle card here.

"Just as I planned."

B. DNA Infection, Bang! /9D/

-Defense. Play on a non-Human, non-Robot Enemy where you have a Human TARDIS Character. At the end of each of your turns, that Enemy is -1 to all Qualities (cumulative). When all its Qualities are 3 or less, that Enemy is destroyed.

"You gave me life. What else have you given me? I have been contaminated."

B. Don't Make a Move, Bang! /RU/

-Play at the start of a fight to Roll the Dice. You may remove from that fight one of your Characters there that has at least one printed Quality equal to the number rolled.

"This could be a very short friendship."

B. Down the Drain, Bang! /TL/9

-If you have fewer points than all of your opponents, play to destroy all the cards in your hand, then draw twice the number of cards just destroyed (including Down the Drain).

"I suppose it couldn't be part of a crazy exhibition... you know, where everything had been increased in size?"

B. Drunk Doctor, Bang! /TM/

-If you have more cards in your discard pile than you do in your draw deck, play to shuffle ? cards of your choice from your discard pile into your draw deck, where ? = the generation number of your Doctor in play divided by 2 (rounded down). Or play to [V] Hangover and shuffle this card back into your draw deck.

"...You're so thick. You're Mister Thick Thick Thickety Thick Face from Thicketown, Thicketania. And so's your dad!"

B. Duck!, Bang! /DoG/

-Defense. In a fight you didn't start, play to destroy your opponent's just-played Tactic card. Or play to remove up to 2 Characters from a Danger or Monster card's random selection.

"Hello! Am I late?"

B. Dummy, Bang!

-Defense. When an opponent has just played a Machine Character, or when an opponent starts a fight with a Machine Character, play to return that Character to owner's hand.

"It's just a mock-up... a model... There's no human material in it at all."

alt: "It's empty. No brain. It's just a robot suit. It's for display." (10D)

B. Emergency Beeper, Bang! /AF/

-Destroy ? cards from hand to [V] one Ally with Medicine or TARDIS Character with Medicine directly into play (for free) at a Spacetime card to which it is Native. ? = Cost of that Character.

"We'll just have to bring in Cardiology." "Who's on tonight?"

B. Emergency Dematerialisation, Bang! /AW/

-When your TARDIS Character is about to be destroyed by a Danger or Monster card where you have a TARDIS card, play to prevent that by immediately moving your TARDIS card (with

that TARDIS Character and any other allowed Characters) to a Dimensional Spacetime card.
"Reality's getting too hot anyway."

B. Emergency Exit, Bang! /IS/

-Defense. When one of your opponents is about to take control of one or more of your Characters, or kidnap 2 or more of your Characters, play to return each of those Characters to owner's hand instead.

"The supervisor has escaped." "Leave him."

B. Emergency Teleport, Bang! /9D/

-Defense. Play when your Character is about to be destroyed to place that Character into your hand instead (with any of its Minions you own here if an Enemy, with one other TARDIS Character you own here if a TARDIS Character). Or play where you have The Doctor to destroy another Emergency Teleport.

"I know the use of teleportation is strictly forbidden, but... I'm such a naughty thing."

B. Emergency Temporal Shift, Bang! /AiH/

-Temporal. When your Goal has just been Opposed where you have a Cult of Skaro Character, play to move all Cult of Skaro Characters to a Spacetime card of a different era (even if there is no Goal there). If there is no Goal there, freeze those Cult of Skaro Characters until there is a Goal there.

"That Dalek got away. I know what that means to you. Think you'll ever see it again?" "Oh yes."

B. Emotional Plea, Bang! /AiH

-Play when your TARDIS card moves at the end of a turn during which one of your Characters was destroyed to take one Character destroyed this turn from your discard pile and either: shuffle this Character into your deck, place it back into your hand, or place it on a Spacetime card to which it is Native (for free, but you must destroy ? cards from hand, where ? = the Cost of that Character).

"Just someone. Please. Not the whole town. Just save someone."

B. En Garde!, Bang! /KTT/

-Play on any TARDIS Character with History. It is +5 Brawn until the end of this turn. (Not cumulative.)

"You improve, Doctor!"

B. End of the Line, Bang! /S10/

-When 5 or more Characters move from one Spacetime card to another, play to destroy one of those Characters (their owner's choice).

"Call it a hunch, but I think we've gone a little bit further than Brixton."

B. End of the Road, Bang! /LoT/

-Play to freeze an opposing Character with Running where you have a Character with Tracking. Then, Roll the Dice. If you rolled more than that opposing Character's Brains, it is kidnapped. If you rolled equal or less, it is returned to its owner's hand.

"It's over."

B. Enemy Mine!, Bang! /DoG/

-If 2 or more Characters with the same Nemesis (same specific title or species, but not subtitle or generation number) are at the same Spacetime card, play to destroy one of those Characters (your choice). Or, play where you have a Character with the Nemesis keyword to make all opposing unique Enemies -1 to all Qualities until the start of your next turn.

"I'm not prepared to countenance a rival."

B. Erase Memory Banks, Bang! /KTT/

-Play to destroy any number of cards from hand and draw an equal amount from the bottom of your draw deck.

"Erase memory banks concerning tennis... Memory erased."

B. Escalating Charges, Bang! /DoG/

-Play at the end of a fight when an opposing Character is about to be kidnapped or frozen

where you have Bureaucrat. That Character is destroyed instead.
"The Doctor has destroyed a complete species. The charge must now be genocide!"

B. Escape Pod, Bang!

-Defense. When 2 or more Characters are about to be destroyed, play to return each of those Characters to owner's hand instead.

"An escape pod!" "My guards evacuating the ship."

alt: "All right, now I'm making the decision. I'm not gonna die. We're gonna ride this one out!"
(9D)

B. Escape Shaft, Bang! /7Dr/

-Escape. Play to either release one of your Characters with Thief that was kidnapped by an opponent and has no Prisoner cards played on it, or to take a card of your choice from under your Mini-Scope and place it in your discard pile.

"If we keep to the narrow sections, we can move faster."

B. Eulogy, Bang! /TM/

-Play when a TARDIS Character (except The Doctor) has just been destroyed to place it out of play. If that TARDIS Character was yours, you may [V] a Purpose card or draw ? cards, where ? = the Cost of that TARDIS Character.

"You must accept that Adric is dead. His life wasn't wasted, he died trying to save others... Adric had a choice. This is the way he wanted it."

B. Everybody Dies, Bang! /MoW/

-Play to destroy Nobody Dies. Or play to destroy all your Allies at a Spacetime card to destroy Danger, Monster, and Puzzle cards with a total Cost of ?, where ? = the number of Allies you just destroyed.

"There should have been another way."

B. Everyone's a Critic, Bang! /TM/

-When you successfully Oppose a Goal, play to make Goal's owner lose a point. Then, lose a point.

"To me the wonderful thing about this piece is its... afunctionalism... And since it has no call to be here, the art lies in the fact that it is here."

B. Everything's Coming Up Doctor!, Bang! /S10/

-Play to [V] any Doctor-related card.

"Yes! He's carrying the flame and no one wants to stop him."

B. Exhausting Work, Bang! /RU/

-Play when opposing Characters successfully Oppose your Goal to freeze all those Characters either until you've completed two of your turns or your opponent controlling those Characters destroys ? cards from hand, where ? = the number of Characters just frozen (that opponent does not replenish his or her hand at the end of that turn).

"Hell of a climb back up."

B. Facing Down Death, Bang! /RU/

-At the start of a fight an opponent started, or when facing an opponent's Danger or Monster card that can destroy a Character here, play to make the following offer to that opponent: He or she may either destroy that Danger or Monster card or cancel the fight, or else allow you to immediately score 1 point.

"Oh my boys, my poncho boys... If we're gonna die, let's die looking like a Peruvian folk band."

B. Fake Gun Scare, Bang! /AiH/

-Defense. When a player is about to start a fight, play to prevent that, that player may not start a fight until the start of his or her next turn. Or play when your Characters need to meet a Weapon requirement; that requirement is met.

"I have a Winchester .73, right in the middle of your spinal cord!"

B. False Orders, Bang! /MoW/

-Play during your turn to take control of an opposing Ally or Artifact until the end of your turn, where you have an Enemy with either Domination or Impostor.

"You will obey my order, Chief Petty Officer!"

B. False Prophecy, Bang! /AiH/

-If you control a Character with Aware (2), play at any time to look at the top 5 cards of any player's draw deck (once per player, per game). If you do, shuffle that deck. At the start of your next turn, you have 1 less point in Cost to spend. Or play to destroy Prophecy.
"The sun will rise. The sun will set. Nothing special at all."

B. Famous Last Words, Bang! /AW/

-When any player plays a Bang! or Condition to ignore a requirement on a Goal or Puzzle card, play to [V] a Danger card and place it directly into play for free at that Spacetime card.
"Did you have to? 'No turning back'?! That's almost as bad as 'nothing can possibly go wrong', or 'this is going to be the best Christmas Walford's ever had'."

B. Fast Return Switch, Bang! /TM/

-Temporal. Play at any time to move your TARDIS (and all aboard) to the Spacetime card in play with the earliest or farthest date. Or play when your Condition in play is destroyed to place that Condition back into your hand.
"The fast return switch? You've sent us back too far."

B. Fatal Flaw, Bang! /7Dr/

-Play on any Doctor at the start of his owner's turn. That Doctor loses a Trait of your choice until the end of that turn.
"Curiosity has always been my downfall."

B. Feign Death, Bang! /MoW/

-Escape. Play to return to hand one of your Timelords that has been kidnapped by an opponent. Any Prisoner cards played on that Character are returned to their owner's hand.
"You'll get out of here when you're dead."

B. Feminine Wiles, Bang! /7Dr/

-Play where you have a female TARDIS Character with Charisma to freeze one opposing Troop there until the start of your next turn.
"I can distract the guard." "How?" "Professor... I'm not a little girl."

B. Fetch!, Bang!

-Play to shuffle any Robot in play into its owner's draw deck. Then, if your Robot, [V] any Artifact; if an opponent's Robot, that opponent may draw a card.
"Sea-bathing recommended. A traditional Earth exercise." "You try it then."

B. Final Release, Bang! /10D/

-Play when your opponent scores points from Opposing a Goal to destroy one or more of your Enemies here. At the start of your next turn, you may spend +? points in Cost, where ? = the number of Enemies just destroyed with this card.
"Make it brighter... Let me go."

B. Fingers on Lips, Bang! /S10/

-Play where you have The Doctor to freeze up to 2 random opposing Allies here (3 if you have The Doctor (4) here).
"I think we need to just--"

B. Flat, Bang! /PD/

-Play to prevent a Vehicle from moving this turn. If its controlling player has Engineering at that Spacetime card, that Vehicle may move at the start of its owner's next turn (all Characters moving with it a frozen).
"I thought there was something funny about that steering."

B. Flesh Wound, Bang! /AiH/

-Play when your unique Character is about to be destroyed. It is frozen instead. If that Character was a Jack Harkness with Torchwood, you may shuffle this Bang! card back into your deck.
"Ahhh! Not again..."

B. Fluid Link, Bang! /AF/

-Play to [V] any Purpose card directly to a Spacetime card where you have The Doctor and a TARDIS card (for free). Or play to prevent an opponent's TARDIS from moving for an entire turn.

"There we are, you see, the end of it's unscrewed itself, and the fluid has run out."

alt: "That's it. The fluid link. This end has been jarred out of position. Some of the fluid has run out."

B. Following Instructions, Bang! /KTT/

-Play to make all your Humans at one Spacetime card where you have a non-Human +2 Brains for the rest of this turn.

"I'm an archaeologist, not an engineer." "You will work under my direction."

B. Food Chain, Bang! /TM/

-Play to destroy any non-unique Character with a Cost of 1 where you have Creature. Or play to [V] a Minion attached to a Character you have in play and, if possible, also [V] a Minion attached to that Minion.

"So you started with Inspector MacKenzie." "The cream of Scotland Yard." "Primordial soup."

B. Friendly Greeting, Bang!

-Defense. Play to destroy a Bang! card played where you have 2 Charisma.

"Hello!" "Hi!" "Not interrupting anything?"

B. Freefall, Bang! /RD3/

-Escape. Play when your Character is about to be destroyed (except in a fight) to destroy an Artifact here or an Artifact in hand instead. Or play to destroy Daunting Heights or Walking the Plank.

"How do we get down?"

(from The Dying Days)

B. From Beyond the Grave, Bang! /10D/

-If you have a Victim in your discard pile, play to place that Victim out of play and take one other card in your discard pile (either a Bang! card or a card with a Cost equal or less than that Victim's Cost) into your hand.

"Well, I'm sorry, sir, but it's my duty. I shall have to inform them." "And how will you do that from beyond the grave?"

B. Frozen Army, Bang! /TL/67

-Play to freeze all Characters with Troop at a Spacetime card. Or play when you have just Reached a Resurrection Goal to [V] up to 3 Characters with Troop with the same species as any of your Characters at the Spacetime card where you Reached that Goal.

"Preparations will begin at once to free our army from the ice."

B. Fuel Dump, Bang! /IS/

-When your opponent is about to Reach a Goal where you have Characters, play to destroy your entire hand and freeze all of that opponent's Characters there. (The Goal is not Reached.)

"Vent the engines. Dump the fuel."

B. Funeral Pyre, Bang! /LoT/

-Play when an Enemy has just been destroyed to place it out of play. If that Enemy was yours, you may [V] a Goal card or draw ? cards, where ? = the Cost of that Enemy.

"Will it stop, Doctor? The drumming. Will it stop?"

B. Genetic Transfer, Bang! /10D/

-Counts as a card with "Kiss" in its title. Play when an opponent names a species to make him or her name a different species in play instead. Or play to change the species of any Character until the start of your next turn.

"Traces of facial contact with non-human."

B. Geronimo!, Bang! /DoG/

-Play when you move your Doctor to a Spacetime card with a Goal on it to give that Doctor up to ? Traits of your choice until the end of your next turn, where ? = the number of unique opposing Enemies here (minimum: 1, maximum: 3).
"Geronimo!"

B. Get Back!, Bang! /TL/58

-Play at the end of your turn to move your Monster card from one Spacetime card to another Spacetime card in the same era. Or play to freeze all Creatures where you have a Character with Domination.

"No, no stop! Go back to the mark! Go back!"

B. Get Out, Bang! /LoT/

-At any time, play to destroy your non-Doctor TARDIS Character at a Spacetime card where you have a TARDIS card, then [V] a different non-Doctor TARDIS Character Native to that Spacetime card and immediately play it there (for free).

"So this is me, getting out."

B. Glorious Death, Bang! /MoW/

-Play when your Sontaran is destroyed to draw ? cards, where ? = that Sontaran's Cost. If it was destroyed in a fight, the player who started that fight must destroy the same number of cards from hand.

"Wonderful..."

B. Go To Your Room!, Bang! /9D/

-Defense. Play to prevent a fight involving your TARDIS Character if you have more Brains than opposing Enemies there. The Attack card used to start the fight is still destroyed.

"I'm really glad that worked. Those would have been terrible last words."

B. Good Conductor, Bang! /AiH/

-When a Danger card (or a fight started by a Laser-related Attack card) is about to destroy your Character, play to destroy a random opposing non-unique Character at that Spacetime card instead.

"Connect this to the lift and they get zapped."

B. Gravity Funnel, Bang! /AW/

-Play when any TARDIS' destination has been changed to relocate that TARDIS to a third, different, destination of your choice.

"That was our way in."

B. Guilt Trip, Bang! /AW/

-When a TARDIS Character is involved in a fight in which your Character was destroyed, play to make the owner of that TARDIS Character destroy ? cards from hand, where ? = the Cost of the destroyed Character.

"I killed him... and he forgave me... Why did he have to be so nice about it?"

B. Head First, Bang! /LoT/

-Play on any player when that player replenishes his or her hand to make that player draw cards from the bottom of the draw deck instead of the top.

"Oh, very good. Very amusing."

B. Heading Into Danger, Bang! /10D/

-If a Danger card has just destroyed, frozen or kidnapped one or more of your Characters, play to require an opponent to destroy, freeze or kidnap the same number of his or her Characters at the same Spacetime card, regardless of that Danger card's requirements.

"You've got a rock storm heading for the ship and the shields are down!"

B. Heavy Weapons, Bang! /KTT/

-Play to make all your Humans with Marksman or Troop at one Spacetime card +2 Brawn for the rest of this turn.

"I was ordered to deliver the A.T.R.s to this position, sir." "A.T.R.s! Anti-tank rockets!"

B. Herbal Remedy, Bang! /LoT/

-Play to suspend all modifications made by opponents to your Characters' Qualities and Traits at a Spacetime card where you have Science until the end of your next turn. If any Characters you own here are under an opponent's control, you may free one of them (it reverts to your control and to its printed type and may destroy any Conditions played on it).
"Can't go wrong if you match the leaf."

B. Hidden Door, Bang! /Inv/

-Play when attempting to Reach or Oppose a Goal to either ignore your own Puzzle card, or if you have 2 Aware and Sonic Screwdriver here, to ignore an opponent's Puzzle card.
"What an incredible illusion."

B. Hidden Intelligence, Bang! /RD4/

-Play when your Doctor with Charisma faces a Danger or Monster card to prevent that card from destroying any of your Allies or TARDIS Characters here this turn.
"Got to talk to it. If it can be talked to, got to try."
(From Pitter-Patter)

B. High Jump, Bang! /AW/

-If an opponent just freed a Character you had kidnapped where you have Marksman, play to destroy that Character (your choice if more than one).
"A nasty little accident in the cell, or shot whilst trying to escape."

B. Hitching a Ride, Bang! /Inv/

-Play when any player moves Characters from one Spacetime card to another with an Artifact or TARDIS card. You may move one of your Characters from first Spacetime card to the same destination (even if you have no Goal there).
"I need a vehicle to escape Earth before it's too late."
alt: "I think he came with us... Must've been clinging to the outside of the TARDIS." (RD3)

B. Honourably Defeated, Bang! /MoW/

-Play when you lose a fight; the fight's winner must choose to do one of the following: Destroy one of your Characters of your choice and destroy ? cards from hand, where ? = that Character's Cost; or allow you to [V] any one card (you do not have to show it).
"You are free and my life is yours to take."

B. Hung Out to Dry, Bang! /7Dr/

-Play at a Spacetime card where any player has a Screamer to make an attempt to overcome a Puzzle or Danger card fail. All Characters here are frozen until the start of their player's next turn.
"If you hadn't screamed, I wouldn't have triggered that stun jet. I was expecting there'd be one."

B. I Don't Get It, Bang! /AiH/

-Play when a Moves card is destroyed to nullify its effect. Or play to destroy Of Course! Or play to destroy a Dice card (if just rolled, its player must Roll the Dice again). Or play on a Spacetime card to make all opposing non-Doctor Characters not Native to both its location and era -2 Brains until the start of their controlling player's next turn.
"Oh, well bowled!" "???"

B. I'll Be Back, Bang! /TM/

-Play when your Goal is Opposed to [V] a Goal card and show it to your opponents. At the start of your next turn, you must play that Goal (at -1 Cost) or place it out of play.
"You have not heard the last of me. I shall return."

B. I've Defeated You Before, Bang! /AF/

-If there is a non-Human Enemy with the Nemesis keyword in any player's discard pile, play to make your TARDIS Characters +2 to all Qualities in any fight involving opposing Characters of that Enemy's species for an entire turn (+3 if that Enemy's Nemesis is there). (Not cumulative.)
"The Emperor survived?" "Til he met me."

B. Innocent Spying, Bang! /S10/

-Play to draw up to ? cards, where ? = the highest number of Allies and TARDIS Characters with both Aware and Thief you have at a single Spacetime card.
"You've been spying on me?"

B. Interstitial Cracks, Bang! /RU/

-Temporal. Play to move a Character at a Dimensional card to any Spacetime card with Cracks on it. Or destroy ?-2 cards (minimum: 0) from your hand to take an Unbound Character from your hand and place it on a Spacetime card with Cracks on it (for free, regardless of Nativity), where ? = that Character's Cost.
"But when it made the hole, it cracked the world around it. The entire surface of this dimension, splintered."

B. Intuition, Bang! /Inv/

-If you have a Character with Aware (2) in play, play during your turn to make the player to your left show you a card in his or her hand. If that player does not play that card during his or her next turn, that player must destroy it.
"I feel something wrong here."

B. Invulnerable to our Weapons, Bang!

-Defense. When a Machine is about to be destroyed by a Marksman, Laser or Weapon, play to freeze that Machine for an entire turn instead.
"Our weapons have no effect on them!"

B. It's Over, Bang! /TM/

-Play to destroy your Goal if it has not been Reached or Opposed and you have no Trait or named Character required to Reach it here. You may immediately [V] a Goal of the same type.
"You don't have the parts. How many ticks left in that clockwork heart? A day? An hour? It's over. Accept that. I'm not winding you up."

B. Jaded, Bang!

-When a Prisoner card is about to be played on a kidnapped Character, play to destroy that Prisoner card and return the kidnapped Character to its owner's hand.
"When did we last see a decent execution?" "Last week!" "That was a repeat!"

B. Just Do It!, Bang! /RU/

-Play to destroy an Attack to start a fight where you do not have the Traits required by that Attack card.
"I can't hit her." "Whack her!"

B. Kiss of Life, Bang! /9D/

-Vortex. When a Vortex card played on a Character (except The Doctor) is about to be destroyed, play to replay that card for free on your Doctor here. Or when your Rose Tyler - Bad Wolf or your TARDIS Character with a Vortex card on it (except The Doctor) is about to be destroyed, play to destroy your Doctor instead (just before doing so, you may [V] a version of any TARDIS Character at that Spacetime card).
"Come here... I think you need a Doctor."

B. Knock, Knock, Bang! /KTT/

-Play to prevent an opponent's Characters from moving with a TARDIS where you have 3 Enemies with Tracking or 2 Daleks until the end of that opponent's next turn. Or play when an opponent's TARDIS has just moved to where you have 3 Enemies with Tracking or 2 Daleks to freeze all Characters aboard that TARDIS until the start of your next turn.
"Who's there?"

B. Landing in a War Zone, Bang! /AiH/

-Play when an opponent moves his or her TARDIS card or Temporal Vehicle to immediately [V] one of the following: An Attack card, a Danger card, or an Enemy with Troop Native to that TARDIS or Temporal Vehicle's destination.
"We're back in history Jamie, one of the most terrible times on the planet Earth."

B. Lash Out, Bang!

-Defense. Play when your opponent starts a fight against your Creature to destroy one opposing Troop or Victim before resolving Attack card's game text.
"Shoot first and think afterwards, is that it?"

B. Last Ditch Effort, Bang! /DoG/

-Play when you attempt to Reach or Oppose a Goal to Roll the Dice. If you roll a 1 or 2, your Timelord there gains one Trait of your choice; if you roll any other number, your Timelord there is +? to the Quality of your choice, where ? = the number rolled.
"Then we have a link to where the Master is... right now."

B. Law of the Jungle, Bang! /LoT/

-Defense. When one or more of your Characters are about to be destroyed in a fight or by a Danger or Monster card, destroy one of your Characters without Running (your choice) there instead.
"You can't outrun a lion! ...I don't have to outrun the *lion*."

B. Leap of Faith, Bang! /AW/

-Play at the start of your turn to shuffle your draw deck and then destroy its top card. If it is a Condition, you may instead place it in your hand or immediately play it for free.
"Could be miles to go yet... or could be 30 feet. No way of telling... I could survive 30 feet."

B. Left Behind, Bang! /Inv/

-Play when a TARDIS card moves to make its owner choose one non-Timelord TARDIS Character or Ally aboard. That Character does not move with that TARDIS card.
"Did I do something wrong? Cuz you never came back for me, you just... dumped me."

B. Listen, Bang! /DoG/

-Play to take a Condition on your Timelord and place it on another Timelord at the same Spacetime card. For purposes of that Condition, that other Timelord acts as a Character meeting the Condition's requirements.
"No, but listen, listen, listen, every day, every second, every beat of my hearts, there it is, calling to me, just listen..."

B. Logic Problem, Bang!

-Defense. Play to cancel a just started fight involving a Machine Enemy if your Allies and TARDIS Characters have more Brains than opposing Enemies there.
"If I were to tell you that the next thing I say will be true, but that the last thing I said was a lie, would you believe me?"

B. Lost in Time, Bang! /PD/

-Temporal. Play when a TARDIS moves to Roll the Dice. Instead of its intended destination, that TARDIS must move to the Spacetime card corresponding to the rolled number, where the leftmost Spacetime card (from your perspective) is 1. If there is no Spacetime card corresponding to the rolled number, you may shuffle this Bang! card into your draw deck.
"Lost?" "I am never, ever, lost."

B. Lost Man, Bang! /MoW/

-Prisoner. Play on a random opposing Character at the end of a fight (it is frozen). At the start of your next turn, if you have Tracking and Troop here, destroy this card to capture this Character. If this Character's owner has Thief and Tracking here at the start of his or her turn, that player may destroy this card to unfreeze this Character.
"How long are you leaving me in here? They'll be coming after me you know."

B. Loving Sacrifice, Bang! /S10/

-Play when your TARDIS Character is about to be destroyed; you may choose one of your unique Allies there to be destroyed instead. Or play when your unique Ally is about to be destroyed; you may choose one of your non-unique Allies there to be destroyed instead.
"She was too much like me."

B. Magic Bullet, Bang!

-Play to [V] any card and immediately destroy it. If any opponent had the same card in hand or in play, that opponent must either destroy one copy of that card or shuffle entire hand into

deck and draw the same number of cards.

"Chang will now shoot magic bullet through ace of diamonds without hitting other cards."

B. Maniacal Laughter, Bang! /RU/

-If you have an unfrozen Enemy with either Gloating (2) or Madman in play, play to freeze that Character and [V] either a Goal card or any card with a keyword.

"Hahahahahahaha! HAAAAAhahahahaha! HAHAHAHAhahahahaha..."

B. Melted, Bang! /AF/

-Play to destroy the top card of any draw deck, or to place the top card of any discard pile out of play.

"..the energy fed on him."

B. Memorial Day, Bang! /10D/

-Play to shuffle in your discard pile all your cards placed out of play by opponents during this game.

"...they went with songs to the battle. They were young, straight of limb, true of eye, steady and aglow. They were staunch to the end against odds uncouthed. They fell with their faces to the foe. They shall not grow old as we that are left grow old. Age shall not weary them nor the years condemn. At the going down of the sun and in the morning, we will remember them."

B. Mercy, Bang! /AF/

-When your Victim is about to be destroyed, play to prevent that. All players may immediately draw a card. If they do so, they must reveal it to you.

"Every now and then, one little victim is spared. Because she smiled. Cos he's got freckles. Cos they begged. And that's how you live with yourself..."

B. Misjump, Bang!

-Temporal. Play when an opponent's TARDIS moves. You may move that TARDIS to another Spacetime card of the same era as the intended destination.

"You ought to have an L plate for that police box of yours. You don't even know where you're going in it."

B. Missed Rendezvous, Bang! /DoG/

-When a player moves their TARDIS card away from one of their unique Allies or TARDIS Characters, play on that Character. That player may not move their TARDIS card to this Character's Spacetime card. The next time any player scores points, destroy this Bang! card.

"I can't be six months late. I said five minutes. I promised."

B. Mistaken Identity, Bang!

-Plays when one of your Characters is about to be kidnapped or destroyed. You may choose another of your Characters here to be kidnapped or destroyed instead.

"I am Sir William des Preaux, captured and mistaken for my king. Some smiles will turn to long faces soon, I have no doubt."

B. Mistreatment, Bang! /TL/8

-Play to make one of your opponents destroy ? cards from hand, where ? = the number of your Characters that player currently has kidnapped.

"Prison food is unimportant!"

B. Mouth to Mouth, Bang! /TL189/

-Once per game, when your Character has just been destroyed where you have Medicine, play to take that Character from your discard pile and place it back into play at the Spacetime card where it was just destroyed. Or play to [V] any Bang! card with the word "Kiss" in its title.

"Was someone kissing me?"

B. Moving the Prisoner, Bang! /KTT/

-Prisoner. When any Character moves from one Spacetime card to another, play to move any kidnapped Character with it (from the same Spacetime card to the same destination).

"I had an aircar rather like this once... Did you know that if you re-align the magnetic vectors with a polarity oscillator, you get twice the speed for half the energy."

B. Must We Stay?, Bang!

-Play to freeze one TARDIS Character with a Cost of 1 or 2 (except Jamie McCrimmon), or an Ally with less than 5 Bravery, for an entire turn.

"It's alright, Victoria. You're alright now."

B. Narrows It Down, Bang! /9D/

-When Opposing a Goal, if there are at least 3 Enemies of the same species at that Spacetime card, play to either make The Doctor gain any Trait, or replace any required Quality here with any other of your choice.

"That narrows it down to one planet! Raxacoricofallapatorius!"

B. Never Question Orders, Bang! /AiH/

-Play where you have The Doctor or a Character with Charisma (2) to take control of a non-unique Human Character there until the end of this turn (it may work with your Doctor or Character with Charisma (2) regardless of type).

"Don't you address me like that, sir! This is disgraceful! I shall make a complaint directly to the minister himself!"

B. New Golden Age, Bang! /KTT/

-Place out of play to choose up to 3 cards from your discard pile and shuffle them back into your draw deck.

"A golden age of prosperity. I must say I still get excited about it all. I know we have them rather often now, but..."

B. No Coincidence, Bang! /IS/

-Play when you Roll the Dice to [V] the Dice card of your choice from your Dice Pool. That is the number you rolled.

"But you're talking like... destiny. But there's no such thing... is there?"

B. No Escape, Bang! /RD4/

-If you have just Opposed a Goal, play to do one of the following at that Spacetime card: destroy an opponent's Vehicle there, kidnap an Enemy specifically referred to on a Goal there, or prevent an opponent from moving his or her Enemies from this Spacetime card to one where he or she has a Goal at the end of his or her next turn.

"The end of the all the Daleks who invaded Earth... They'll never dare to land here again."

B. No Second Chances, Bang! /Inv/

-When you win a fight started by an opponent, play to destroy one of that opponent's Attack cards in play. If your opponent then still has 2 or more Attack cards in play, you may also destroy one random opposing Character involved in that fight.

"I'm that sort of a man."

B. No Way Out, Bang! /AW/

-Play to destroy an Escape card. If that Escape card was a Condition, you may then [V] a Prisoner card.

"The lack of alternative exits depressed me no end."

B. Nobody's Perfect, Bang! /KTT/

-Play on any TARDIS Character with 5 or more Traits. It is -5 Brains until the end of this turn. (Not cumulative.)

"You've got the century wrong, you've got the season wrong, and you've got K9's seawater defences wrong!" "Well, I can't get everything right." "Just *something* would be a help."

B. Not a Dream, Bang! /LoT/

-Play when a just-played card is about to destroy your Condition with a keyword or Bang! card with a keyword. Destroy that just-played card instead.

"I had the most horrible dream..." "I was there."

B. Not Again!, Bang! /Inv/

-Play to destroy a just played Condition or Bang! card if its owner has another copy of that card in his or her discard pile.

"Execute them!" "Not again."

B. Not Quite Yet, Bang! /LoT/

-Play at the start of a fight involving an opposing Enemy with Gloating to cancel that fight (the Attack card is still destroyed) and that opponent may not start another fight until any player scores points.

"But you... when you die, the Doctor should be witness, hm?"

B. Not the Real Deal, Bang! /TL/82

-Play to destroy your Character that is being controlled by an opponent where you have Aware. You may place that Character in your hand instead of your discard pile.

"I knew at once. The real Sarah wasn't wearing her scarf."

B. Nothing, Bang! /RU/

-Play at the start of your turn to remove all Danger, Monster and Puzzle cards from a Spacetime card where you have 20 Brains, but less than 20 Brawn. Your turn immediately ends.

"Do nothing, if it's the right sort of nothing."

B. Of Course!, Bang! /KTT/

-Play on any TARDIS Character with 5 or more Traits. It is +5 Brains until the end of this turn. (Not cumulative.)

"That's quite ingenious." "Ingenious? It's brilliant! It's fantastic!"

B. One Finger, Bang! /LoT/

-Defense. Play when an opponent starts a fight involving your Doctor (3) or (7), or your Ian Chesterton, to freeze an opposing Character of your choice there.

"One finger can be a deadly weapon."

B. Only My Dignity, Bang! /AF/

-Play when your Human Character is about to be destroyed. It is frozen for one full turn instead.

"You're not hurt are you?"

B. Out of Control, Bang! /IS/

-When any player's Vehicle moves to any Spacetime card, play to force that player to move it to a different legal destination (including the Spacetime card it was moving from).

"We're being shot further into space!"

B. Out, Out!, Bang! /S10/

-Play when points have just been scored to return to hand either any Character played on another or any Human Character with Creature at the Spacetime card where those points were scored.

"You can't stay in this child. It's wrong."

B. Outwit and Outlast, Bang! /AW/

-Play at the start of a fight to allow your Characters to use Brains to meet Brawn or Bravery requirements until the end of that fight.

"It's now a battle of wits between you and me."

B. Outwitted, Bang! /7Dr/

-Play when you attempt to Oppose a Goal. Until the end of your turn, you may meet any Brawn requirements with Brains instead.

"We can't just stand here and talk our way out of this." "We can!"

alt: "Cause if there's one thing you shouldn't have done, you shouldn't have let me press all those buttons." (RD3)

B. Overcome Weakness, Bang! /IS/

-Play to destroy Aim for the Eyepiece or Household Weakness. Or play at the start of a fight to name a non-Human species and make your Enemies of that species +1 to all Qualities until the end of that fight.

"My vision is NOT impaired."

B. Pacifists and Vegetarians, Bang! /7Dr/

-Play to destroy ? cards from your hand to take an Enemy just destroyed in a fight with a TARDIS Character from the discard pile and place it back into play at the Spacetime card where it was just destroyed, where ? = the Cost of that Character.

"The use of force is alien to Timelord nature!"

B. Paradoxical Invitation, Bang! /RU/

-Temporal. Play when you face a Danger, Puzzle or Monster card at a Spacetime card to suspend play while you take a Character Native to that Spacetime card from hand and place it here (for free).

"How did you know to come here? Ahh... my handwriting!"

B. Parting Shot, Bang! /AW/

-Escape. When your Enemy with Charisma or Gloating is about to be kidnapped or destroyed in a fight, play to return that Enemy to your hand instead.

"Next time, I shall not be so lenient."

B. Peaceful Death, Bang! /RU/

-Play when a Character with Charisma is about to be destroyed to shuffle it into your draw deck instead. You may destroy a card from hand to take this Bang! card back into hand just after it is played.

"You stupid, stubborn, pig-headed numbskull! You were supposed to die in bed!"

B. Personal Download, Bang! /10D/

-Play if you have a Character you control but do not own in play. You may draw up to ? cards, where ? = the number of [trait] icons on that Character.

"Download: Tyler residence, February the first, give me security arrangements for tonight. Passwords, encryptions, services."

B. Playing Dumb, Bang! /10D/

-When you have a Character with more than 7 Brains where your opponent has Gloating, play to look at that opponent's hand. Or play when an opponent is about to look at cards from your hand or draw deck to prevent that; that opponent may not attempt to look at any of your cards as long as this Bang! card is on the top of your discard pile.

"I'm sorry, you'll have to forgive me, I'm a little out of my depth. I've spent the past fifteen years working as a postman, hence the bunions..."

B. Policeman in the Cupboard, Bang! /TM/

-Play to [V] one Ally with a Cost of 1 and play it for free directly to a Spacetime with a date later than that Ally's Nativity.

"One of my favorites in the entire collection. It's from Java."

B. Political Suicide, Bang! /DoG/

-Play to destroy your Bureaucrat in play to either draw ? cards, or add +? to one of your Characters' Qualities where you destroyed that Bureaucrat until the start of your next turn. ? = that Bureaucrat's Cost.

"The vote is taken. Only two stand against. And will stand as monument to their shame, like the Weeping Angels of old."

B. Portent of Doom, Bang! /Inv/

-Play when your opponent plays a Goal on any non-Gallifrey Spacetime card to [V] Allies Native to that Spacetime card with a total Cost up to ?, where ? = the Cost of that Goal.

"The whole sky is ablaze!... Like a hundred shooting stars!" "Strange lights in the sky never bode well for the future."

B. Predestination Paradox, Bang! /TM/

-Temporal. Play when you must meet any requirements at a Spacetime card where you do not have a Timelord to allow your Timelord at a different Spacetime card with the same location but an earlier date to help your Characters that can work with that Timelord there meet those requirements.

"It hasn't happened yet! None of it, it's still in your future!"

B. Protective of Her, Bang! /Inv/

-Defense. When your female TARDIS Character is about to be destroyed by a Danger or Monster card, play to freeze a male TARDIS Character there to prevent it.
"It's our only chance! Now get back!"

B. Protective of Him, Bang! /TL/27

-Defense. When your male TARDIS Character is about to be destroyed by a Danger or Monster card, play to freeze a female TARDIS Character there to prevent it.
"Help, somebody! Help! ...He's bleeding!"

B. Psychic Summons, Bang! /S10/

-Play to immediately unfreeze your TARDIS Characters where you have Psychic Paper and allow them to move to a Spacetime card where you have an Ally with either Aware (2) or Domination.
"A message on the psychic paper. Someone wants to see me."

B. Quick Hello, Bang! /S10/

-Play during your turn to [V] any unique Ally and immediately place it at a Spacetime card to which it is Native and where you have The Doctor. At the end of this turn, shuffle that Ally into your draw deck.
"I was in mid-sentence!"

B. Quick Recovery, Bang! /Inv/

-Play when your Alzarian or Timelord is about to be destroyed by a Danger or Monster card to freeze that Character instead. Or if you have fewer than 4 cards in hand, play to immediately replenish your hand.
"We Alzarians are different from you. We recover faster."

B. Quick Vote, Bang! /10D/

-If you have 3 Characters with any identical printed Quality (Brains, Brawn or Bravery) at the same Spacetime card, play to [V] an Attack, Defense, Escape, Goal or Purpose card.
"Silo?" "Silo." "Silo for me."

B. Quite Insane, Bang!

-Play to freeze one Character with Madman or Gloating for an entire turn, plus all of its attached Minions at the same Spacetime card.
"Now I know you're mad. I just wanted to make sure."

B. Race Against Time, Bang! /TM/

-Play when any player attempts to Oppose your Goal here. That player must destroy ? cards from hand (that player's choice if he or she has Running here, randomly if he or she does not), where ? = the number of Goal types playable here minus the number of TARDIS Characters with Running here.
"Does no one care about history?"

B. Recall Button, Bang! /KTT/

-Play at the start of a fight to move one of your Characters there to another Spacetime card of the same location and era.
"Sorry. Must dash."

B. Record, Bang! /IS/

-Play at the start of your turn to place one Character from your discard pile on top of that discard pile. Until the end of that turn, you may use that Character's Traits to meet a card's requirements at any Spacetime card that Character is Native to.
"We can't unlearn knowledge."

B. Recount, Bang! /Inv/

-Play on any Character attempting to meet a card's Quality requirements to switch any of its printed Qualities with any other until the end of its owner's turn.
"My leg's grown back. When I came to the hospital, I had one leg." "Well, there is a war on. Is it possible you miscounted?"

B. Recovered Resource, Bang! /LoT/

-Play to destroy ? cards from your hand to take a just-destroyed non-Character card from your discard pile into your hand, where ? = the Cost of that card. Or play to destroy Dwindling Resources.

"The Sacred Flame! We are saved!"

B. Refuse Power, Bang! /TL/172

-Play to destroy your own Condition if that Condition is adding to your Doctor's Qualities or Traits. You may draw ? cards, where ? = that Condition's Cost (if its Cost = ?, you may [V] any Condition instead).

"Think of the civilizations you could save..." "The universe has to move forward. Pain and loss, they define us as much as happiness or love. Whether it's a world or a relationship, everything has its time, and everything ends."

B. Regeneration, Bang!

-If your Timelord was just destroyed, play to [V] a Timelord with the same name, but a different generation (directly to where that Timelord was just destroyed if it is from a later generation).

"Is this death?"

alt1: "It's far from being all over." (RD5)

alt2: "Ah... No! You can't do this to me, ah... No. No... No!" (RD5)

alt3: "A tear, Sarah Jane? No, don't cry. While there's life, there's..." (RD5)

alt4: "He was the Doctor all the time!" (RD5)

alt6: "That was a nice nap. Now, down to business." (RD5)

alt7: "WHO... AM... IIIIIII?" (RD5)

alt9: "It's a bit dodgy, this process. You never know what you're gonna end up with." (RD1)

alt10: "I don't want to go." (RD5)

B. Repeat Performance, Bang! /TL/98

-Play when your Timelord has just been destroyed to take that Timelord back into hand. If played on your next turn, it may be played to the Spacetime card where it was destroyed regardless of Nativity (at +1 Cost).

"So, Doctor, you have survived." "Yes, I seem unable to break the habit."

B. Resist!, Bang!

-If an opponent has taken control of your Character, play to regain control of that Character. It reverts to its printed abilities.

"You're not like them. You're a man, like us!"

B. Resourceful Pockets, Bang!

-Play to [V] any Artifact with a printed Cost of 1 or 2 directly to your TARDIS Character in play listed as its User (for free).

"I'm always borrowing things from people and then forgetting where I put them... It's a terrible habit."

B. Return to Sender, Bang! /9D/

-On any turn your Doctor has been destroyed or kidnapped, play to destroy a card from hand to allow your TARDIS card to move without a Timelord to any Spacetime card to which a TARDIS Character aboard is Native.

"I promised to look after you, and that's what I'm doing. The TARDIS is taking you home."

B. Reverse Direction, Bang! /AF/

-Play at any time to move your TARDIS card (and all aboard) to a Spacetime card where you have Donna Noble - Runaway Bride. Or play at the end of your turn to replenish your hand from the bottom of your draw deck.

"If you think about it, the particles activated in Donna and drew her inside my spaceship. So, reverse it... the spaceship comes to her."

B. Revolving Idol, Bang! /RU/

-Play to [V] an Environment card and place it directly on a Spacetime card (for free). Or play to take your Environment card (and then this Bang! card) back into hand.

"If that idol works once as a trap there's no reason why it shouldn't work again."

B. Robomadness, Bang! /Inv/

-Play on any Minion with Machine or Brains less than 3 after a fight involving that Minion. It is destroyed at the start of its owner's next turn.

"They go insane. They smash their heads against walls. They throw themselves off buildings or into the river."

B. Roll: 1, Bang! /PD/

-Dice. You have rolled a 1. Or stock in deck and use as follows: Play to Roll the Dice at the start of any player's turn. That player is +? or -? to the points in Cost he or she may spend on that turn, where ? = a third of the number you rolled (rounded up). ? is +1 if your Doctor (1) in play.

"There's the first. Such wisdom, such intellect, but oh, what a bore the fellow was."

B. Roll: 1 or 2, Bang! /RU/

-Dice. You have rolled a 1 or a 2 (your choice). Or stock in deck and use as follows: Play to Roll the Dice at the start of any player's turn. If the number rolled is even, you may draw ? cards where ? = half the number rolled. If the rolled number is odd, you must destroy ? cards from hand, where ? = half the number rolled (rounded up).

"It's fifty-fifty. Ok."

B. Roll: 2, Bang! /PD/

-Dice. You have rolled a 2. Or stock in deck and use as follows: Play to Roll the Dice. Your Doctor in play is +? to the Quality of your choice until the start of your next turn, where ? = the number you rolled. A unique opposing Enemy at the same Spacetime card is -? to the same Quality (minimum: 0) until the start of your next turn. ? is +1 if your Doctor (2) in play.

"The comedian! And quite a capable comedian too. Not quite the clown he looks, this one."

B. Roll: 3, Bang! /PD/

-Dice. You have rolled a 3. Or stock in deck and use as follows: Play to Roll the Dice at the start of a fight. You are +? to any Quality total used in this fight, where ? = twice the number you rolled (if you rolled between 1 and 5) or the number you rolled (if you rolled anything other number). ? is +2 if your Doctor (3) in play.

"There was a worthy foe. Such cunning, such ingenuity, all wasted through that stubborn streak of goodness."

B. Roll: 4, Bang! /PD/

-Dice. You have rolled a 4. Or stock in deck and use as follows: Play to Roll the Dice at the start of your turn. If the number you rolled is part of the date of any Spacetime card in play, you may play Allies and TARDIS Characters there this turn (regardless of Nativity) with a maximum total Cost of ?, where ? = the number you rolled. ? is +1 if your Doctor (4) in play.

"The bohemian! The wanderer! One so keen to abandon his roots that he abandoned his sense!"

B. Roll: 5, Bang! /PD/

-Dice. You have rolled a 5. Or stock in deck and use as follows: Play when any player is about to move his or her TARDIS card to Roll the Dice. Until the end of your turn, that TARDIS card's Capacity is equal to its Set-Up Capacity +?, where ? = the number you rolled. ? is +1 if your Doctor (5) in play.

"The nice one. Such charm, such innocence, such naivety, such a fool."

B. Roll: 6, Bang! /PD/

-Dice. You have rolled a 6. Or stock in deck and use as follows: Play to Roll the Dice and draw ? cards, where ? = half the number you rolled (rounded up). ? is +1 if your Doctor (6) in play.

"The blustering one in the stupid coat... how he struts and gloats."

B. Roll: 7, Bang! /PD/

-Dice. You have rolled a 7. Or stock in deck and use as follows: Play to Roll the Dice when opposing Characters attempt to meet a Goal or Purpose card's required Quality total. That card is +10-? to any required total Quality, where ? = the number you rolled. ? is -1 if your Doctor (7) is in play.

"The one so busy setting plans and traps... he fails to see those set for him."

B. Roll: 8, Bang! /PD/

-Dice. You have rolled a 8. Or stock in deck and use as follows: Play to Roll the Dice at the start of your turn to [V] any Character with a generation number equal to the number you rolled. If you cannot, you may instead draw the Dice card just rolled (if your Doctor (8) in play, you may draw a second random Dice card from Dice Pool).

"The Doctor is half human. No wonder."

B. Roll: 9, Bang! /PD/

-Dice. You have rolled a 9. Or stock in deck and use as follows: Play to Roll the Dice when opposing Characters are facing a Danger, Monster or Puzzle card. That card is +10-? to any required total Quality, where ? = the number you rolled. ? is -1 if your Doctor (9) in play.

"I want to see you become like me. Hail the Doctor, the Great Exterminator! "

B. Roll: 10, Bang! /PD/

-Dice. You have rolled a 10. Or stock in deck and use as follows: Play to Roll the Dice when your Characters are facing a Danger, Monster or Puzzle card. That card is -? to any required total Quality, where ? = the number you rolled. ? is +1 if your Doctor (10) in play.

"The man who makes people better. How sanctimonious is that?"

B. Royal Thanks, Bang! /IS/

-When you Oppose a Goal where you have a Character with Bureaucrat (2), play to unfreeze all your Allies and TARDIS Characters at the same Spacetime card.

"Thank you, Doctor! Thank you! Happy Christmas!"

B. Run!, Bang! /9D/

-Defense. Play to either unfreeze all your Characters with Running, or at the start of a fight, to remove all your Characters with Running from that fight.

"You wanna come with me?"

B. Run Down, Bang! /KTT/

-Play to freeze one Machine for the rest of this turn. Then, shuffle this card back into your deck unless that Machine's owner immediately destroys a card from hand.

"You haven't enough power left in you to strike a match."

B. Running Through Time, Bang! /RU/

-Temporal. Play to Roll the Dice. ? of your Characters may immediately move from one Spacetime card to any other, where ? = half the number rolled (rounded up). Each Character moved with this card must be a Tharil or have Time Sensitive played on it.

"Where did he go?" "That's an interesting philosophical question."

B. Sabotaged TARDIS, Bang! /LoT/

-Temporal. Play when an opponent's TARDIS moves where you have a Timelord with Engineering. The player controlling that TARDIS must choose to move it either to the Spacetime card with earliest or the latest date in play instead of its intended destination.

"While I was in the Rani's TARDIS, I made... an adjustment or two."

B. Sacrifice, Bang!

-Play to destroy your Character that has been kidnapped by your opponent; that player must destroy ? cards from hand, where ? = the Cost of that Character. Or play at the start of your turn to destroy your Ally at the same Spacetime card as Tlotxl.

"As the Perfect Victim departs this land, so shall the woman who calls herself Yetaxa also depart."

B. Say Cheese!, Bang! /TM/

-Play at any time to freeze an opposing Character with less than 6 Brains of your choice where you have a Doctor with Charisma. You may immediately [V] a Character with the same title.

"Smile."

B. Say Your Prayers, Bang! /DoG/

-If you have a "God" in play, play to prevent a unique Character's destruction. Or, if you do not have a "God" in play, play to make all your Characters at the Spacetime card of your choice +

2 Bravery (+3 Bravery if they have "Priest" in their subtitle) until the start of your next turn.
"Great cosmic protector of grafters and dissemblers, save me!"

B. Scream, Bang!

-Play at the start of a fight, or when a Monster card is played at a Spacetime card where you have a Character, or when a Screamer has just been destroyed to draw ? cards, where ? = the total amount of Screamer on your Characters there (minimum 1).
"Don't worry... You'll hear me breaking the sound barrier."

B. Second Opinion, Bang! /KTT/

-Once per turn, play when your attempt to Oppose a Goal has failed. If you have 2 Timelords with the same title there, all your Characters that attempted to Oppose that Goal are unfrozen.
"Come on Docs, with two of you, there should be twice as many ideas."

B. Secret Tactics, Bang! /MoW/

-Play before you have to reveal your Tactic card in a fight to make your opponent reveal his or her Tactic card first. You may then choose to either keep your Tactic card and shuffle this Bang! card back into your deck, or change your Tactic card with another Tactic card you have drawn during this fight and destroy this Bang! card. If both players play Secret Tactics in the same fight, both Bang! cards are destroyed without effect.
"A general would be unwise to reveal his strategy to the opposing forces."

B. Self-Destruct, Bang! /9D/

-Play to destroy your Machine Character at the start of your turn to gain ? more points to spend in Cost, where ? = that Character's Cost; or play to destroy an opposing Machine Character where you just scored points.
"This is not life. This is sickness. I shall not be like you! Order my destruction! Obey! Obey! Obey!"

B. Self Sacrifice, Bang!

-Defense. Play at the start of a fight to destroy one of your Characters with more than 5 Bravery there and an opposing Enemy of your choice whose Cost is not greater than your destroyed Character's.
"We're all safe now... thanks to Rogin's bravery."
alt: "I'm meant to be dead... You've got to survive." (RD1)

B. Self-Taught, Bang! /TL/105

-Play to add any Trait to your unique Timelord until the end of this turn.
"It's in Tibetan!"

B. Serendipity, Bang!

-When you are missing only one Trait to meet the requirements for any Goal, Purpose, Puzzle, Danger or Monster card, play to give that Trait to one of your Characters there until the end of your turn.
"...making a marvelous discovery by mistake... a happy accident."
alt: "So it began. The impossible task. To scour the mean streets, to search a major capital city for an unknown girl. To hunt down that face in a seething metropolis of lost souls. To find that one girl in ten million." "Oh, that's Rose Tyler. She lives just down there." (10D)

B. Shafted, Bang!

-When any group of Characters faces a Puzzle card, destroy 2 cards from hand and play to make their owner select 2 Characters from that group. If they do not have all the Traits required of that Puzzle card (ignoring any other requirements), select one to be destroyed. Then, all surviving Characters are returned to their group unfrozen.
"How are we gonna get out of here?" "Oh, not up, that's for sure."

B. Shaken Faith, Bang! /7Dr/

-Play during any fight involving your "God" or Vampire to destroy any Defense card. Or play at the start of any fight; all opposing Allies there are -1 Bravery until the end of that fight.
"Objects can't harm us, it's human belief. And you stopped believing when the bombs started falling."

B. Shall We Go?, Bang! /TM/

-Play when your TARDIS has just moved to unfreeze your Characters aboard to attempt to overcome a Puzzle card or destroy a Monster card here. Then, freeze those Characters again and end your turn.

"Are you coming?" "Yes."

B. Shame!, Bang! /RU/

-When your opponent scores points or destroys one of your cards in play, play to force that opponent to destroy ? random cards from his or her hand, where ? = either the number of points just scored, or the Cost of your destroyed card.

"Oh, shame!"

B. Shared Memory, Bang! /DoG/

-Play to make each player reveal a card from under one of his or her Museum cards (The Matrix if possible). Or play to make your Timelords at a Spacetime card of your choice +2 Brains until the start of your next turn.

"Many great moments... that time by the fountain..."

B. Shipwreck, Bang! /AiH/

-Escape. Play when a Vehicle moves to a Spacetime card with the same location and era it started from to destroy that Vehicle (immediately destroy ? cards from hand, where ? = the Cost of that Vehicle). If any of your Characters were aboard, they are immediately freed.

"The ship was smashed to pieces and you were struck by some falling timber."

B. Shocking Discovery, Bang! /KTT/

-Play when an opponent has just scored points from a Purpose card. Destroy ? cards from hand to [V] any Goal, where ? = the Cost of that Goal.

"I know that face..."

B. Short Trips, Bang! /PD/

-Play when any TARDIS moves. You may move that TARDIS to the same Spacetime card it just moved from.

"The TARDIS and I are getting rather better at these short hops."

B. Shot Down, Bang! /TL/141

-Play to freeze ? opposing male Humans where you have ? female Characters with Charisma. Or play where you have a female Character with Charisma to make one male Human there -3 Bravery until the start of your next turn.

"Those rose-red ruby lips were made for kissing." "But not by you!"

B. Shrunk, Bang! /AiH/

-Once per turn, play at the start of an opponent's turn to lower the points in Cost he or she may spend this turn by 2.

"He's taken my dimensional control!"

B. Sideways, Bang! /AW/

-Temporal. Play when an opponent's TARDIS moves. You may move that TARDIS to Dimensional Spacetime card of your choice.

"Same time, same place, only a different dimension... Terrible things are happening there."

B. Sit Down, Bang! /10D/

-Play to freeze any opposing Doctor for an entire turn where you have a TARDIS Character with at least 6 Bravery (except The Doctor). That Doctor's owner must show you any Timelord-related cards in his or her hand.

"All right, you staying?" "Til you talk to me properly, yes."

B. Slightly Scrambled, Bang! /AF/

-Play when a Character moves to a Spacetime card without a TARDIS card or Vehicle to return that Character to its starting point.

"Are you coming, or going? Or going, or coming?" "I feel a bit like a morse message..."

B. Sontaran Recharge, Bang! /AF/

-If you have 4 Sontarans in play, play at any time to replenish your hand, or to take a Sontaran from discard pile into hand.

"Sontarans, as I told you, sometimes need to feed on pure energy."

B. Spanner in the Works, Bang! /KTT/

-Play to destroy one opposing Artifact where you have Engineering or at least 21 Brawn (except an Artifact that explicitly indicates requirements for destroying it or for placing it out of play).

"Never trust gimmicky gadgets."

B. Sparks Fly, Bang! /Inv/

-Play to freeze any TARDIS Character with Charisma for an entire turn. If possible, its owner must also freeze one of his or her Allies with Charisma of the opposite gender (or any player's Jack Harkness) there for an entire turn.

"I see something's cooking."

B. Spike!, Bang! /9D/

-Play during your turn to force all players to play with their hands exposed, face up on the table, until the start of your next turn.

"Come on Adam, open your mind."

B. Split Up!, Bang! /S10/

-Play when a group of Characters faces a Danger, Monster or Puzzle card. On this turn, the player controlling these Characters must split the group into two groups (neither with more than one Character more than the other) and choose one of the two groups to face the Danger, Monster or Puzzle card alone.

"Just stay where you are, if you're safe there then don't move, d'you hear?"

B. Stack the Deck, Bang! /PD/

-Play to take a Dice card from your discard pile and place it in your Dice Pool. Or play to [V] a card of the same type as the top card of your discard pile and place it on top of your draw deck.

"I think perhaps the Heart family. They have great experience in a great variety of games."

B. Stairs, Bang!

-Defense. At the start of a fight involving your opponent's Machines that do not have Running, play to remove your Characters with Running from that fight, freezing them instead.

"Stairs!"

B. Standing Your Ground, Bang! /7Dr/

-Play on any TARDIS Character with either Screamer or Running. It is +5 Bravery until the end of this turn. (Not cumulative.)

"You think you're tough, but when you're really up against it, you've no guts at all!" "You wait 'til I get out!"

B. Stepping Back Into History, Bang! /9D/

-Play when a random selection has just been made to ignore its result and make that random selection again. If your Doctor is at a Spacetime card where a Historical Goal is playable, shuffle this card back into your draw deck.

"Christmas 1860 happens once, just once, and then it's finished, it's gone, it'll never happen again. Except for you."

B. Sticky Tape, Bang! /Inv/

-Defense. Play where you have no Science to prevent a Danger card from destroying any of your Characters.

"Oh, I suppose you can take the normal precautions against a nuclear blast, like sticky tape on the windows and that sort of thing."

B. Stolen Choices, Bang! /PD/

-Play to remove up to 2 Dice cards of your choice from any player's Dice Pool and destroy them. Or play when you have to make a random selection to remove up to half (round down) of all relevant cards from that selection (your choice).

"You turned left. What if you'd turned right? What then?"

B. Stolen Voice, Bang! /TL/199

-Play to take a Condition played on an opposing Character and place it on one of your Characters at the same Spacetime card. Your Character acts as that opposing Character for purposes of that Condition.

"Look at me. I can move. I can feel again. I'm coming back to life. And look at him. He can't move."

"Look at me. I can move. I can feel again. I'm coming back to life. And look at him. He can't move."

B. Stop Countdown, Bang! /7Dr/

-Play to either destroy Countdown and all the cards placed under it, or to prevent an opponent from destroying a card from his or her hand in order to Reach a Goal.

"Imperative you abort! Repeat: Imperative you abort mission!"

B. Stray Thought, Bang! /IS/

-Play to Roll the Dice, then, starting from the top of your draw deck, count to the card corresponding to the number rolled and [V] that card. You may immediately play it (for free) as if this were the start of your turn.

"Just a passing thought. Electro-chemical reaction in the synapses. Leg wants to move."

B. Strong Reaction, Bang! /AW/

-When an opponent plays a Condition on your Character, play to make that opponent destroy ? cards from hand, where ? = the Cost of that Character.

"We go over the top."

B. Stun Jet, Bang! /7Dr/

-When an attempt to overcome a Puzzle card fails, play to make the player making that attempt choose one of his or her Characters at that Spacetime card to return to the top of his or her draw deck.

"Vorum gas. An ordinary person would have been out for hours."

B. Summary Judgement, Bang! /AW/

-Prisoner. If you have just kidnapped a Character, play to immediately destroy that Character.

"But I don't exist in this world!" "Then you won't feel the bullets when we shoot you."

B. Super Drive, Bang! /TL/61

-At the end of your turn, where you have a Character with Engineering (2), play on your non-Temporal Vehicle that has already moved this turn to allow it to move again.

"Well, we've got to stop it. Hang on tight, Jo."

B. Superstitious Nonsense, Bang! /PD/

-Play when any player has Rolled the Dice to make that player ignore the rolled number, shuffle his or her Dice Pool and Roll the Dice again.

"Titanic... Bad name for a ship. Either that, or this suit is really unlucky."

B. Surrender, Bang! /10D/

-Defense. When your Character is about to be destroyed in a fight with opponent's Characters, play to prevent that and allow that opponent to kidnap one of your Characters here (your choice).

"We surrender! Hands up... there's no need to damage us, we're good stock. We volunteer for the upgrade program. Take us to be processed."

B. Swashbuckling, Bang! /PD/

-Defense. Escape. Once per turn, play at the start of a fight to Roll the Dice. If you rolled 5 or more, that fight is cancelled (the Attack card is still destroyed). If you rolled 8 or more, you may also free one kidnapped Character here. If you rolled 4 or less, you may return this Bang! card to your hand.

"By the stars! This fellow hops around like a flea on a griddle."

B. Switched the Cups, Bang! /AiH/

-Play when a Character about to be destroyed was chosen by one of your opponents to instead destroy one of your other Characters at random. Or play to make one Character here lose Poison until the start of your next turn.

"Oh, something else I forgot to tell you. I think I've poisoned Nero!"

B. Taken Unawares, Bang! /AiH/

-Plays at the start of a fight involving your Thief where your opponent does not have Aware. That opponent may not use Tactic cards during this fight.

"There's someone out there." "No, you must be imagining things." "No, no, I'm not. Who's there?"

B. TARDIScombobulation, Bang! /AW/

-Play when a TARDIS card begins to move to reduce its Capacity to its first number for this move. Its owner must leave behind Characters that no longer fit aboard. Or play when more than one Character begins to move with a Temporal Artifact to make its owner leave one of those Characters behind.

"...the TARDIS broke up." "It did what?!?" "It broke up, it fell to bits."

B. TARDIS Fault, Bang!

-Play on an opponent's TARDIS to prevent it from moving this turn, unless 4 Engineering aboard.

"As you know, the TARDIS isn't always... uhm... reliable."

B. TARDIS Jettison, Bang! /PD/

-Play to destroy a Condition played on your TARDIS card or an Artifact for which your TARDIS is the User. Then, draw ? cards, where ? = the Cost of the destroyed card.

"I'm going to jettison Romana's room."

B. TARDIS Shock, Bang! /PD/

-Play where you have a TARDIS and an Enemy Timelord to freeze all non-unique Characters for an entire turn. Then, if any of your opponents has only one unique Character there, you may kidnap that Character.

"You mean... zap?"

B. Taunt, Bang! /MoW/

-Play to destroy an opponent's Attack card, forcing that opponent to start a fight at any Spacetime card where you have 25 Bravery and a Doctor with Charisma, and that opponent has opposing Characters meeting that Attack card's requirements.

"If you're supposed to be the superior race of the universe, why don't you try climbing after us? Bye bye!"

B. Taxation, Bang! /TL/94

-Play at the start of an opponent's turn. That opponent has 1 less point in Cost to spend this turn (cumulative). If you have a Bureaucrat in play at the start of your next turn, you may spend 1 more point in Cost (not cumulative).

"Perhaps everyone runs from the taxman."

B. Temporal Reverse, Bang!

-Temporal. When a TARDIS moves to a Spacetime card, freeze your "God" for an entire turn and play to make that TARDIS move again to a Spacetime card of your choice. You may only play this once on each player's cards.

"Some vast impulse of energy has drawn the TARDIS off course."

B. Terror, Bang! /KTT/

-Play on any TARDIS Character with either Screamer or Running. It is -5 Bravery until the end of this turn. (Not cumulative.)

"Ben, behind you! There's another one! Ahh! Ben, they're all around us!"

B. The Doctor's Kiss, Bang! /AF/

-During an opponent's turn, play where you have the Doctor with a generation number of 8 or later and a unique female Ally or TARDIS Character (or Jack Harkness) to draw ? cards, where ? = the number of [Trait] icons on that female Character (or Jack Harkness).

"Now do that again."

B. The Grand Tour, Bang! /AiH/

-When you play a TARDIS Character to a Spacetime card where you have a TARDIS card, play to [V] a TARDIS-related card.

"That is the dematerialising control and that, over yonder, is the horizontal hold. Up there is the scanner, those are the doors, that is a chair with a panda on it... Now please stop bothering me!"

B. The Head of Your Enemy, Bang! /9D/

-Play when your Doctor destroys a Machine Enemy in a fight where you have a TARDIS card to force that Enemy's owner to reveal either the top card of his or her deck (top 2 cards if that Doctor has Tracking), or one card under one of his or her Conditions that has been played for 0 Cost or that can be played for 0 Cost.

"An arm's too simple, but the head's perfect, I can use it to trace the signal back to its source."

B. The Lingo, Bang! /S10/

-Play to make all your TARDIS Characters at the Spacetime card of your choice count as Natives of that Spacetime card until the start of your next turn.

"You goin' my way, doll?" "Is there any other way to go, daddy-o?"

B. The Signal, Bang! /RU/

-Play at any time during a fight to make any or all Characters removed from that fight, join that fight again.

"If they're all right, I'll give you a signal and you can come out. If not, stay put. Especially if I do this."

B. The Trap Is Sprung, Bang!

-When an Ally or TARDIS Character uses Running or Thief where you have a Minion, play to destroy one card from hand and kidnap that Character.

"I'm afraid you have me under several disadvantages, sir."

B. The Wizard, Bang! /10D/

-Play where you have The Doctor to ignore the game text of one Condition in play until the start of your next turn; or play where you have The Doctor to [V] a Condition directly here (for free). Then, destroy this Bang! card and a card from hand.

"He's like fire and ice and rage. He's like the night and the storm and the heart of the sun... He's ancient and forever. He burns at the centre of time, and he can see the turn of the universe... And he's wonderful."

B. They Gave Their Lives, Bang! /RU/

-Play to destroy your unique non-Doctor TARDIS Character, Torchwood or Adventurer where your Characters are attempting to Oppose a Goal without The Doctor. You may ignore up to ? specifically required cards or Traits on that Goal, where ? = the Cost of the destroyed Character. Counts as a card with "Sacrifice" in its title.

"Her body was recovered from the hospital late this afternoon."

B. Thought of Everything, Bang! /RU/

-Play when you are about to attempt to Reach or Oppose a Goal to [V] one Artifact directly to that Spacetime card. If that Artifact Costs more than 2, you must destroy 2 random cards from your hand.

"Keep the jacket on at all times. It's insulation against temporal feedback. This will correspond to local time wherever you land. This... is to combat dehydration."

B. Through the Cracks, Bang! /RU/

-Temporal. Play to free a kidnapped Character and move it to any Spacetime card with Cracks on it. Or destroy ?-2 cards (minimum: 0) from your hand to take a Character from your discard pile and place it on a Spacetime card with Cracks on it, where ? = that Character's Cost.

"You've had some cowboys in here!"

B. Time Explained, Bang! /TM/

-Temporal. When a Condition or Bang! card referring to a specific era has just been played, play to replace that era with with a different specific era of your choice for an entire turn.
"People assume that time is a strict progression of cause to effect, but actually from a non-linear, non-subjective viewpoint, it's more like a big ball of wibbly-wobbly, timey-wimey stuff."

B. Timeline Erasure, Bang! /TM/

-Temporal. Play to destroy a unique Character where any player has another Character with the same title and generation (if applicable).
"There used to be laws stopping this kind of thing from happening."

B. Timescoop, Bang! /KTT/

-Temporal. Play to move any unfrozen Character to a Spacetime card where you have a Timelord Enemy. If the Character moved is a Timelord, its owner may also move his or her TARDIS here (and all cards aboard) to that Spacetime card.
"You seem to be implying that the timescoop was used to bring you." "Then you accuse a Timelord." "I think it would be quite an important one as well."

B. To Each Their Faith, Bang! /7Dr/

-Defense. Play when a fight involving an opposing Vampire starts to prevent that fight; the Attack card is still destroyed and all Vampires here are frozen. Or play on The Doctor; he is +? to all Qualities until the end of your turn, where ? = number of other TARDIS Characters in play and in discard pile.
"Have faith! Faith in Susan... Barbara... Vicki... Steven..."

B. Too Late, Bang! /DoG/

-Play when opposing TARDIS Characters attempt to Oppose a Goal to freeze one Character with at least one Trait required to Oppose that Goal or to overcome any Puzzle card at the same Spacetime card.
"Events are moving... faster than we thought."

B. Too Many Games, Bang! /TM/

-If you already have a Goal in play that has not been Reached or Opposed, play to destroy a Goal or a unique Enemy from hand and [V] a Goal directly into play (for free).
"Things are getting out of control. Even I can't play this many games at once!"

B. Total Destruction, Bang!

-When an Ally or TARDIS Character is destroyed where you have Laser, play to place that Character out of play instead of the discard pile.
"Destroy! Total destruction!"

B. Towed, Bang! /AW/

-Play when your TARDIS card moves from one Spacetime card to another. You may move one of your Vehicles (with any Allies or TARDIS Characters who may move with that Vehicle when it moves) from first Spacetime card to the same destination.
"I'm towing you home. Gravity, schmavity. My people practically invented black holes."

B. Unappealing Stratagem, Bang! /MoW/

-Play when you have just drawn Tactics from under your Battle Plans to shuffle them into your draw deck (ignoring Battle Plans) and draw two Tactics from under your Battle Plans. Or play when your opponent has just played a Tactic to shuffle it into its owner's draw deck.
"Can't you do anything quietly? You're gonna bring Morgaine's whole army down on us."

B. Under Suspicion, Bang! /7Dr/

-If an opponent's Allies have more Brawn than that opponent's TARDIS Characters at any Spacetime card, play to freeze all such TARDIS Characters until the start of your next turn.
"And if I let you go, you betray us."

B. Undo, Bang! /9D/

-Vortex. When one of your cards is destroyed, immediately play to take that card back into your hand. At the start of your next turn, it may be played at -1 Cost on the Spacetime card where it was destroyed.
"How can I let go of this? I bring life!"

B. Ungodly, Bang! /KTT/

-Play on any Character. All copies of that card lose "God" (and may not gain "God") for the rest of this turn. If the Character is a TARDIS Character, its owner may immediately draw a card.

"You must call me Doctor. I am not a god... I am not a god."

B. Unknown Sacrifice, Bang! /9D/

-Play to place one of your Allies with a Cost of 2 or less out of play to freeze all Enemies at that Spacetime card until the start of your next turn.

"She saved the world. A servant girl. And no one will ever know."

B. Unmasked, Bang!

-When an opposing Character has gained another Character's Traits, play to make that Character lose those Traits until the start of your turn (and you may destroy one Skinsuit here).

"The real Brock never left Earth."

B. Unzip, Bang! /9D/

-Play to [V] one of the following: Skinsuit, any Condition that places an opposing Character under your control, or any Enemy with the same title as an Ally or TARDIS Character in play.

"Victory should be naked!"

B. Up and Away, Bang! /7Dr/

-Defense. Play when a fight starts where you have Engineering to exclude 2 random Enemies from that fight.

"In perfect flight."

B. Untrustworthy Allies, Bang! /KTT/

-Play to return an Ally with Thief to owner's hand. You may also destroy a card from hand to return an Artifact here to owner's hand.

"Oh, Unstoffe, is there nobody you can trust these days?"

B. Venusian Aikido, Bang!

-Play on The Doctor at the start of a fight to double his Brawn during that fight (not cumulative). If played on the Doctor (3), shuffle this card back into your draw deck. Otherwise, destroy it.

"I'm quite spry for my age, actually... Hai!"

B. Voiced Opinion, Bang! /LoT/

-Play if you have a Timelord at a Gallifrey Spacetime card to do one of the following: Suspend a Timelord's special ability at that Spacetime card for an entire turn, or [V] a Timelord-related Condition or Bang! card. If your Timelord in play is a unique Bureaucrat, shuffle this card back into your draw deck. Otherwise, destroy it.

"The President of the Council may be overruled. What a ridiculous law."

B. Volunteer, Bang! /AiH/

-Play when a Character is about to be randomly frozen, destroyed or kidnapped at the end of a fight or by a Danger or Monster card to choose which Character is frozen, destroyed or kidnapped out of all legal choices.

"I'm volunteering." "I'll kill you for this."

B. Vortex Confusion, Bang! /9D/

-Vortex. At any time, play to force any player to shuffle his or her deck or discard pile.

"...It's... so bright... Beautiful..."

B. Vortex Leak, Bang! /Inv/

-Vortex. Play to shuffle ? cards from hand back into your deck to [V] Enemies with a total Cost of ?.

"I'm bursting with energy. The pilot fish can smell it."

B. Vortex Transfer, Bang! /9D/

-Vortex. Play to take one card from the top of your draw deck and place it in your hand, take one card from your hand and place it in your discard pile, and take one card from your discard pile and place it under your draw deck.
"That's it... you've done it, now let go..."

B. Ward Off Evil, Bang! /7Dr/

-Defense. Play when your Character Native to the Victorian Era or before is about to be destroyed or kidnapped to freeze it (for an entire turn) instead.
"It's you! The phantom piper... I'll not go with you... I'll fight you every inch of the way!"

B. Watch Out for the Companion, Bang! /AW/

-Play where you have a Weapon and a TARDIS Character (except The Doctor) to destroy one Minion of your choice here.
"Go to hell."

B. We Can't Be Friends, Bang! /AF/

-If you just scored points from a Goal where you have an opposing Character's Nemesis, play to destroy that opposing Character. Or play to make a Character with the Nemesis keyword -2 to all Qualities for an entire turn.
"Regenerate!" "I guess you don't know me so well. I refuse."

B. We Got Here First, Bang! /TM/

-Temporal. When your opponent has just moved a TARDIS, play to move your TARDIS and all Characters aboard to the same Spacetime card. That opponent must move his or her TARDIS to a different Spacetime card.
"The Master can't land!" "Same coordinates as the TARDIS, but we got here first. Just."

B. Weak Ankle, Bang! /Inv/

-Play to freeze any Character with Running for an entire turn. If possible, its owner must also freeze one of his or her Characters with Medicine there for an entire turn.
"There's no harm done, I just twisted my ankle."

B. Weakened State, Bang! /KTT/

-Play on any TARDIS Character with History. It is -5 Brawn until the end of this turn. (Not cumulative.)
"...this old body of mine is wearing a bit thin."

B. Welcome to Hell, Bang! /AW/

-Play on a TARDIS that has just moved to make its owner destroy ?+1 cards from hand, where ? = the Cost of the Spacetime card it has moved to.
"It's not that bad!"

B. Well Hidden, Bang!

-Defense. At the start of a fight, play to remove all your TARDIS Characters from that fight.
"Quick! Hide!"

B. What More Can You Do?, Bang! /S10/

-Plays when one of your Characters is about to be kidnapped. You may choose another of your Characters here to be kidnapped instead. Your opponent may not play Prisoner cards on this Character and if this Character is a TARDIS Character, you may immediately [V] an Escape card.
"What are you gonna do, then? Arrest me? Lock me up? Well, you're too late! Hah!"

B. Wheels Within Wheels, Bang! /7Dr/

-When an opponent starts a fight with your Characters, play to either [V] an Attack card, or, if possible, to change the Attack card's target group to a third player's cards here.
"It must have aroused his suspicions."

B. Whispers, Bang! /LoT/

-If there are more than 2 players in this game, play at any time to show one or more cards from your hand, or from under one of your cards in play, to one of your opponents. Or play to [V] any card and place it on top of your draw deck; then, take the bottom 2 cards of your draw

deck and place them on top of your draw deck.
"But you said something to her, didn't you? On the day I took control."

B. Who to Trust?, Bang! /LoT/

-At any time during an opponent's turn, play where that opponent has a TARDIS Character to freeze one of that opponent's Allies for an entire turn. At the start of your next turn, you may play Whodunit on that Character as if it were your Ally.
"Dereliction of duty is pretty rife around here, Chancellor. Hadn't you noticed?"

B. Withdraw, Bang!

-Defense. Play when you are about to lose a fight you started. That fight is cancelled, and its Attack card returns to your hand. All participating Characters are still frozen, and all cards played at the start of the fight are destroyed.
"WITHDRAW! UNDER ATTACK! WITHDRAW! REGROUP!"

B. Working Both Ways, Bang! /TM/

-Play when your opponent has just looked at cards from your hand to look at ? cards from his or her hand, where ? = the number of Aware characters you have in play.
"A door, once opened, can be stepped through in either direction."

B. You Can't Kill Me, Bang!

-Defense. Play when a TARDIS Character is about to be destroyed. That Character is kidnapped instead.
"Your leader will be angry if you kill me... I'm a genius!"

B. You Lack the Courage, Bang!

-Defense. Play when a TARDIS Character starts a fight against your Enemy with Gloating. That fight is cancelled (the Attack card is still destroyed).
"You hesitate, Doctor. If I were you, I would be dead. You are soft, like all Timelords. You prefer to stand and watch."

B. You Will Forget, Bang!

-Play to make each opponent destroy ? cards from hand, where ? = number of Domination you have in play.
"You remember the cab driver who came to see me tonight? I want you to forget him. Understand? You did not see him."

B. You Won't Be Harmed, Bang! /AW/

-Play to destroy an Attack card with a Cost of less than 3 from hand, starting a fight as if it had been on table.
"Liar!"

B. You've Got the Wrong Man!, Bang!

-Escape. If one of your Characters has been kidnapped, play to replace that kidnapped Character with another of your Characters there.
"His scarf killed Stimson!" "Arrest the scarf, then."

B. Your Own Trap, Bang! /LoT/

-When your opponent is about to kidnap your Character, play to prevent that and you may instead destroy ? cards from hand to randomly kidnap one of that opponent's Characters at the same Spacetime card, where ? = that Character's Cost.
"How many times have I told you about playing with fire?"

Bang!/Tactics

B. Ace in the Hole, Bang! /RU/

-Tactic. Play from Battle Plans:

-If you have fewer Characters than your opponent here, play to immediately play a Character here for free (return that Character to hand if you lose this fight). You may ignore the Nativity of TARDIS Characters when you do this.

-Or play from hand when your Characters face a Monster card to immediately play a Character here for free (return this Character to hand at the end of this turn).

"Who said anything about playing chess? I'm playing poker."

B. All in a Row, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have more Characters than your opponent here, play to add +? to your total for the Quality of your choice, where ? = the number of Characters you have more than your opponent here.

-Or play from hand when your Characters face a Monster card to add +? to your total Bravery there, where ? = the number of Characters you have here -4.

"The outcome is certain."

B. All-Out Assault, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight and have more Characters than your opponent here, play to add +? to your total for the Quality of your choice, where ? = the number of Characters you have here.

-If another player started this fight, play to take one of your cards here into hand before any random selection is made.

-Or play from hand when your Characters face a Monster card to add +5 to your total Brawn there.

"The shields are down! There's so many of them!"

B. As a UNIT, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have a Character with UNIT here, play to add +? to your total for the Quality of your choice, where ? = the number of Characters with UNIT you have here.

-Or play from hand when your Character with UNIT faces a Monster card to add +1 Bravery to each of them here.

"This is a UNIT operation! All workers lay down your tools and surrender immediately!"

B. Back of the Lorry, Bang! /TW2-T17/

-Tactic. Play from Battle Plans:

-If you started this fight and have a Vehicle here, play to add +? to your total for the Quality of your choice, where ? = the number of Characters without Pilot you have here.

-Or play from hand when your Characters with a Vehicle face a Monster card to [V] a Character with Troop directly to this Spacetime card regardless of Nativity (for free).

"What is this, Scooby-Doo?"

B. Bad Move, Bang! /MoW/

-Tactic. Play from Battle Plans:

-Play to select one of your opponent's Characters here to be excluded from this fight.

-Or play from hand when opposing Characters face your Monster card to remove -7 to their total Brains and total Brawn there.

"Yaaa!YAAAARRRRRRRRRRRGHH!!!"

B. Breaking Through, Bang! /AiH/

-Tactic. Play from Battle Plans:

-If you have a Vehicle here, play to add +3 to your total Brawn if you started this fight, or +6 if you didn't.

-Or, if you have a Vehicle here, play from hand when your Characters face a Monster card to exclude your Characters from that Monster's selection.

"We'll make it."

B. Chalk Circle, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If another player started this fight, play to add +5 to your total Bravery for every Character with History you have here.

-Or play from hand when your Characters face a Monster card to add +5 to your total Bravery for every Character with History you have here.

"At the first sign of anything strange, I want you to draw a chalk circle... stay inside..."

B. Charge!, Bang! /AiH/

-Tactic. Play from Battle Plans:

-If you started this fight and have a Weapon here, play to add +? to your total for the Quality of

your choice, where ? = the total number of Screamer and Weapons you have here.
-If another player started this fight and you have Screamer here, play to add +5 to your total Brawn or Bravery here.
-Or play from hand when your Characters face a Monster card to add +10 to your total Bravery there.
"CREAG AN TUIRE!"

B. Close Quarters, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If another player started this fight, destroy a random opposing non-unique Character with Laser or Marksman here.
-Or play from hand when your Characters face a Monster card to prevent it from destroying any Character beyond the first it destroys this turn.
"Hexachromite... it does that to all reptile life."

B. Cover Me, Bang! /MoW/

-Tactic. Play from Battle Plans:
-Play to exclude one of your Characters from any random selection made at the end of this fight if you have another Character with Laser or Marksman here.
-Or play from hand when your Characters face a Monster card to exclude one of your Characters here from any random selection made by that Monster card if you have another Character with Laser or Marksman here.
"As a team, we'll have a strategic advantage."

B. Deadly Feedback, Bang! /DoG/

-Tactic. Play from Battle Plans:
-If you have Domination (and started this fight) or Engineering (and did not start this fight) here, play to add +? to your total for the Quality of your choice, where ? = the total Cost of your opponent's Artifacts here.
-Or play from hand when your Characters face a Monster card to add +? to your total Brawn there, where ? = the total Cost of your Artifacts here.
"And as for you, Mr. Cole, Mr. Scoones, Mr. Fetch and Mr. Milligan, your work is done."

B. Death From Above, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you started this fight and have a Vehicle here, play to add +? to your total for the Quality of your choice, where ? = the number of Marksman and Weapons you have here.
-If another player started this fight and you have a Vehicle here, play to exclude your Characters with Pilot here from this fight.
-Or, if you have a Vehicle here, play from hand when your Characters face a Monster card to add +10 to your total Brawn.
"Valiant, fire at will!"

B. Delete!, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you have a Cyberman here, play to add +? to your total for the Quality of your choice, where ? = the number of Laser you have here.
-Or play from hand when your Cyberman faces a Monster card to add +1 Bravery to each of them here.
"Hostile elements will be deleted."

B. Demean and Destroy, Bang! /RU/

-Tactic. Play from Battle Plans:
-If you started this fight and have Gloating here, play to add +? to your total for the Quality of your choice, where ? = three times the number of Gloating you have here.
-If another player started this fight and you have Charisma here, play to add +? to your total for the Quality of your choice, where ? = the number of Charisma you have here.
-Or, if you have Gloating here, play from hand when your Characters face a Monster to add +15 to your total Bravery.
"You are superior in only one respect... You are better at dying."

B. Disarm, Bang! /MoW/

-Tactic. Play from Battle Plans:
-Play to suspend the game text of one opposing Weapon here (your choice).
-Or play from hand when your Characters face a Computers or Engineering-related Monster card (or Stray Tentacle) to add +10 to the total Quality of your choice there.
"The Nova Device! He'll try to detonate!"

B. Exterminator Beam, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you have a Dalek here, play to add +? to your total for the Quality of your choice, where ? = the number of Laser you have here.
-Or play from hand when your Dalek faces a Monster card to add +1 Bravery to each of them here.
"You are an enemy of the Daleks! You must be destroyed!"

B. Five Rounds Rapid, Bang! /EoT/

-Tactic. Play from Battle Plans:
-If you have more UNIT Characters than your opponent here, play to add +5 to your total Bravery for every UNIT Character you have here. If your Brigadier here, you may also add +2 to your total Brawn for every UNIT Character you have here.
-Or play from hand when your Brigadier faces a Monster card to add +10 to your total Bravery (or +5 to any other Quality's total) here.
"Chap with the wings there..."

B. From Above, Bang! /AiH/

-Tactic. Play from Battle Plans:
-Play to add +? to your total Brawn, where ? = the number of Pilots Native to Modern Era or later, or Daleks, or Krillitanes you have here.
-Or play from hand when your Pilots Native to Modern Era or later, or Daleks, or Krillitanes face a Monster card to add +5 to your total Brawn there.
"A devil in the sky. God save us all. It's damnation."

B. From Behind, Bang! /MoW/

-Tactic. Play from Battle Plans:
-Play to add +? to your total Brains, where ? = the number of Characters with Thief you have here.
-Or play from hand when your Characters face a Monster card to add +5 to your total Brains there.
"Look out behind you!"

B. From Two Sides, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you started this fight and have twice as many Characters as your opponent here, any random selection at the end of this fight becomes your choice instead.
-If another player started this fight and have either 2 Laser or 2 Marksman here, play to destroy your opponent's Tactic card.
-Or play from hand when your 2 Laser or 2 Marksman face a Monster card to add +5 to the total for the Quality of your choice there.
"Intruder located and exterminated."

B. Hand Strike, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you have an Auton here, play to add +? to your total for the Quality of your choice, where ? = the number of Machine you have here.
-Or play from hand when your Auton faces a Monster card to add +1 Brawn to each of them here.
"Send an Auton."

B. Hatemongering, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If you have Domination or "God" here, play to reduce opponent's total Brains or Bravery (your choice) by 5 for each opposing Character with less than 5 Bravery.
-Or play from hand when your Characters face a Monster card to replace your Character

randomly selected by that Monster card by your Victim here.
"Just you shut your mouth or I'll knock your teeth in!"

B. High Ground, Bang! /MoW/

-Tactic. Play from Battle Plans:

-Play to add +? to your total Bravery, where ? = the number of Characters you have here.

-Or play from hand when your Characters face a Monster card to add +5 to your total Bravery there.

"There's a hatch that comes out on to the roof of this building."

B. Illogical Move, Bang! /MoW/

-Tactic. Play from Battle Plans if you have no Machine here:

-If you started this fight and need 5 or less of any one Quality to win it, play to add +5 to your total for that Quality.

-If another player started this fight, play to use Bravery to meet Brains or Brawn requirements.

-Or play from hand when your Characters face a Monster card (and you have no Machines here) to use Bravery to meet Brains or Brawn requirements.

"Make mistakes and confuse the enemy."

B. In Honourable Combat, Bang! /RU/

-Tactic. Play from Battle Plans:

-If you have a Weapon except Blade here, play to ignore all your Weapons' game text here. If you win this fight, you may choose to score 1 point (once per game) or draw up to 3 cards.

-Or play from hand when your Characters face a Monster card to make each of your Characters here +2 Bravery.

"As long as Morgaine's people are shooting at us, she won't be using more obscure methods of attack."

B. In Our Sights, Bang! /AiH/

-Tactic. Play from Battle Plans:

-If you started this fight and have Marksman here, play to add +? to your total for the Quality of your choice, where ? = twice the number of Marksman you have here.

-If another player started this fight and you have Thief here, play to add +? to your total for the Quality of your choice, where ? = the number of Thief you have here.

-Or, if you have 2 Thief here, play from hand when your Characters face a Monster card to add +10 to your total Brains.

"Sir! A rebel's been sighted, sir."

B. Lead Into Danger, Bang! /MoW/

-Tactic. Play from Battle Plans:

-Play to [V] a Danger card and immediately place it where a fight was just started (for free). Its game text is immediately triggered.

-Or play from hand when your Characters face a Monster card where there is a Danger card. Choose one Danger card here; its listed Traits are added to your total Traits until the end of this turn.

"There's only one thing for it - we'll have to go through the minefield."

B. Level the Playing Field, Bang! /TL/208

-Tactic. Play from Battle Plans:

-If you have any Character from an earlier era than an opposing Character's here, play to add +5 to your total for the Quality of your choice (+10 if you didn't start this fight).

-Or play from hand when your Characters face a Monster card to add +5 to the Quality total of your choice here there.

"It's time to think big."

B. Monstrous Help, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have a Monster card here, play to add +? to your total for the Quality of your choice, where ? = that Monster card's highest required Quality divided by 5 (round down).

-Or play from hand to add +5 to your Monster card's highest required Quality.

"When the Myrka begins its work, you and your warriors commence the attack on the main entry point."

B. Moving Attack, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight and have a Vehicle here, play to add +? to your total for the Quality of your choice, where ? = twice the number of Pilot you have here.

-If another player started this fight, play to add +? to your total Brawn, where ? = the number of Pilot you have here.

-Or play from hand when your Characters face a Monster card to add +? to your total Brawn, where ? = twice the number of Pilot you have here (+5 if you have a Vehicle here).

"Hold on to this wheel!"

B. Moving Target, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight, play to add +? to your total Brawn, where ? = the number of Laser and Marksman you have here.

-If another player started this fight, play to add +? to your total for the Quality of your choice, where ? = twice the number of Pilot and Running you have here.

-Or play from hand when your Characters face a Monster card to exclude your Characters with Pilot from that Monster's selection.

"A whole pile of tin heads setting up on the road..."

B. No Man Left Behind, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight, play to unfreeze (until the end of this fight) any of your frozen Characters here.

-If another player started this fight, play so that if any of your Characters are frozen, kidnapped or destroyed at the end of this fight, you may return one such Character to your hand instead.

-Or play from hand when a Monster card destroys one of your Characters to return that Character to your hand instead.

"We fight alongside."

B. Out of Nowhere, Bang! /RU/

-Tactic. Once per game, play from Battle Plans:

-You may immediately place any Characters with Troop from your hand where a fight was just started. Those Characters are -2 to all Qualities until the end of this turn. If you lose this fight, destroy any Characters you just placed here.

-Or, once per game, play from hand when your Characters face a Monster card to place any Characters with Troop from your hand here.

"Hope's a good emotion. And here it comes."

B. Pause, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight and have Gloating here, play to make your opponent's total Bravery -5.

-If another player started this fight and you have Charisma here, play to add +? to your total for the Quality of your choice, where ? = the number of Charisma you have here.

-Or play from hand when your Characters face a Monster card to prevent that Monster from destroying any of your unique Characters this turn.

"I always find that violent exercise makes me hungry."

B. Point Blank, Bang! /MoW/

-Tactic. Play from Battle Plans:

-Play to double your Weapons' Quality bonuses until the end of this fight.

-Or play from hand when your Characters face a Monster card to double your Weapons' Quality bonuses until the end of your turn.

"Even I couldn't miss from this range."

B. Press On, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight, play to add +5 to your total Bravery.

-If another player started this fight, play to add +? to your total Brawn, where ? = twice the number of Troop you have here.

-Or play from hand when your Characters face a Monster card to add +? to your total Brawn,

where ? = twice the number of Troop you have here.
"This time we'll continue the attack until those creatures are finally destroyed."

B. Reptilian Ruse, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have an Ice Warrior, Sea Devil or Silurian here, play to add +? to your total for the Quality of your choice, where ? = the number of Ice Warriors, Sea Devils and Silurians you have here.

-Or play from hand when your Ice Warrior, Sea Devil or Silurian faces a Monster card to add + 1 Brains to each of them here.

"We must remain undetected until we are ready to act."

B. Seal Off Area, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have 3 Native Troop here, play to make your opponent immediately exclude 2 Characters (of his or her choice) from this fight.

-Or play from hand when your Characters face a Monster card to remove your Victims here from its random selection.

"All soldiers to a door! Make the factory secure and take positions on the ground floor!"

B. Sontar-Ha!, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you have a Sontaran here, play to add +? to your total for the Quality of your choice, where ? = the number of Sontarans you have here.

-Or play from hand when your Sontaran faces a Monster card to add +1 Bravery to each of them here.

"This isn't war, this is sport!"

B. Strafing Run, Bang! /DoG/

-Tactic. Play from Battle Plans:

-If you started this fight and have a Vehicle here, play to add +? to your total for the Quality of your choice, where ? = the number of Marksman and Pilot you have here.

-If another player started this fight, play to exclude your Characters with Running here from this fight.

-Or, if you have a Vehicle and a Character with both Marksman and Pilot here, play from hand when your Characters face a Monster card to add +12 to your total Brawn.

"There is no escape for you."

B. Study Weakness, Bang! /MoW/

-Tactic. Play from Battle Plans:

-If you started this fight, play to use your Brains to meet your Attack card's other Quality requirements.

-If another player started this fight, play to immediately [V] Household Weakness and play it (for free) on an opposing Character here.

-Or play from hand when your Characters face a Monster card to give one of your Characters here a Trait required to destroy that Monster card until the start of your next turn.

"Observe their troops... thin fabrics, exposed skin..."

B. Suppressive Fire, Bang! /S10/

-Tactic. Play from Battle Plans:

-If you have Laser or Marksman here, play to force your opponent to remove up to 2 Characters (limit: no more than half the number of that player's Characters here, rounded down) from this fight.

-Or play from hand when your Characters face a Monster card to remove one of your Characters without Laser or Marksman from that Monster card's selection.

"I can hold them up."

B. Surprise Attack, Bang! /MoW/

-Tactic. Play from Battle Plans:

-Play to reduce your opponent's total Brains by ?, where ? = the number of Troop you have here.

-Or play from hand when your Characters face a Monster card to add +1 to each of your

Characters' Brains there.
"A proper soldier gives no warning."

B. Tactical Withdrawal, Bang! /MoW/

-Tactic. Play from Battle Plans:
-If another player started this fight and you have fewer Characters than your opponent here, play to exclude your Characters with Running from this fight.
-Or play from hand when your Characters face a Monster card to exclude your Characters with Running from that Monster's selection.
"Ancelyn, in this world we have a great and honourable tradition of tactical withdrawal."

B. The Mind Is Mightier, Bang! /S10/

-Tactic. Play from Battle Plans:
-During this fight, your Characters here may use Brains to meet Brawn requirements.
-Or play from hand when your Characters face a Monster card to meet any of its Quality requirements with Brains.
"I have an army and the breath of God on my side, Doctor, what'll you have?" "This."

B. The Old One-Two, Bang! /AiH/

-Tactic. Play from Battle Plans:
-If you have no Character here with Laser or Marksman, play to use your Brains or Bravery (your choice) to meet the Attack card's Brawn requirements.
-Or play from hand when your Characters face a Monster card and destroy one of your Artifacts there to make that Monster's owner take it back into hand at the end of this turn.
"I tend to forget the delights and satisfaction of... the gentle art of fisticuffs!"

B. Turnabout Is Fair Play, Bang! /MoW/

-Tactic. Play from Battle Plans:
-Play to make all bonuses from one of your opponent's Weapons here (your choice) apply to all your Characters here (regardless of requirements) instead of that opponent's Characters.
-Or play from hand at any time to trigger an opponent's Monster card's game text, even if it was already triggered this turn.
"He's having a little lie-down."

Plots

P. Amy's Choice, Plot /RU/

*Amy Pond at the same Spacetime card as both The Doctor (11) and Rory Williams *At least one Dimensional Spacetime card in play *Psychic Pollen just played at that Spacetime card
-Any player may immediately [V] Dream Lord. Choose two Spacetime cards in play to be "dreams" (must include the Dimensional Spacetime card). While in play: Once per turn, at the start or end of any turn, TARDIS Characters, TARDIS cards, and Dream Lord may move from one "dream" to another (even if no Goal at either "dream"). When your TARDIS Character is destroyed at a "dream", you may instead move it to the other "dream". When you score points at either "dream", destroy this Plot to score +1 points.
"One reality was always too much for you, Doctor. Take two, and call me in the morning."

P. Attack of the Cybermen, Plot /MoW/

*Earth, Mondas and Telos Spacetime cards *Your Cyberman of one era at the same Spacetime card as your Cyberman of another era
-You may immediately [V] Cyberman Timeship and Slave Labour. While in play: If your Goal that specifically requires Cybermen is Opposed, you may attempt to Reach it a second time (and opponent may attempt to Oppose it a second time); if you succeed, your opponent loses all but 2 points scored from it; if your opponent succeeds, he or she scores the Goal's points - 2. You may replace one requirement with "a unique Cyberman" on both Invade TARDIS and Steal Blue Box. All opposing Allies at Earth, Mondas and Telos Spacetime cards where you have a Cyberman gain Victim.
"The Cyber Controller can decide their fate."

P. Blink, Plot /TM/

*Weeping Angel at an Earth Postmodern Era Spacetime card *Your TARDIS card at that Spacetime card, but not your Doctor (or Character who may act as The Doctor)
-You may immediately [V] Sally Sparrow, Kathy Nightingale and/or Larry Nightingale. If you

look at any player's cards in hand or draw deck and find a Weeping Angel there, you may place that Weeping Angel under that player's draw deck. While in play, at that Spacetime card: Sally Sparrow may act as a TARDIS Character. If your Doctor at a Spacetime card with the same location and an earlier era, Sally Sparrow may act as The Doctor when Opposing Goals. At any time, if your Doctor and your TARDIS card at the same Spacetime card, you may destroy this Plot card to place your discard pile face down on top of your draw deck. "Don't blink. Blink and you're dead. Don't turn your back. Don't look away. And don't blink. Good luck."

P. Castrovalva, Plot /PD/

*Castrovalva (1981) not played during Set-Up *A player's Master at that Spacetime card *A different player just swapped The Doctor for The Doctor (5)
-That Master's owner may immediately [V] Event One and Misjump. That Doctor's owner may immediately [V] TARDIS Jettison and Zero Room. While in play: Misjump may be used to move a TARDIS to Event One. If a TARDIS card survives Event One's game text, you may immediately move it to Castrovalva (1981). The Doctor (5) may act as a Doctor of the generation number he was swapped for. Puzzle cards play at -1 Cost on Castrovalva (1981). Characters may not move away from Castrovalva (1981) by any means unless all Puzzle cards there are overcome.
"A perfect example of recursion. And recursion is what we're up against!"

P. Destiny of the Daleks, Plot /MoW/

*Davros frozen on Skaro *One player with a Dalek in play and another with a Movellan in play
-While in play: Enemy Daleks and Enemy Movellans are allowed to start fights with one another. Daleks gain Nemesis: Movellans. Movellans gain Nemesis: Daleks. When your non-unique Dalek is destroyed where an opponent has a non-unique Movellan, that non-unique Movellan is destroyed (your choice). When your non-unique Movellan is destroyed where an opponent has a non-unique Dalek, that non-unique Dalek is destroyed (your choice). Daleks with 5 or less Brains and Movellans count as Robots. If a player kidnaps Davros, he or she may immediately move Davros to any Spacetime card that refers to either Davros or kidnapping in its game text, and [V] a Prisoner card.
"One race of robots fighting another."

P. Dubious History, Plot /AiH/

*A Spacetime card where Historical Goals are playable *A unique Native Human at that Spacetime card *A unique non-Human Enemy at that Spacetime card
-While in play, at that Spacetime card: Any player may immediately [V] Insane Computer directly here (for free). Meddling Goals are playable here. If you have a Goal here, you may switch it for a Meddling Goal in your hand. Any Goal you Oppose here is +1 points if the unique Native Human here has Bureaucrat (2) or the words "King" or "Queen" in its title. Any Goal you Reach here is +1 points if the unique non-Human Enemy here has Computers or Machine and this Spacetime card is of the Victorian Era or earlier.
"I was deep in the Ardennes trying to find Charlemagne... he'd been kidnapped by an insane computer."

P. Earthshock, Plot /TL/120

*Cybermen just Reached Hijack Ship at a non-Earth Spacetime card in the same era as an Earth Spacetime card in play *Adric at that non-Earth Spacetime card
-You may immediately [V] Destroy Unity. Destroy Unity and Android are -1 Cost if played at that Earth Spacetime card. To Reach Destroy Unity, you may use Cyber Bomb in place of any 2 required Characters. Any Adric in play gains Pilot and any non-Temporal Vehicle at the same Spacetime card gains Temporal. At the end of its owner's turn, that Vehicle may move (with Adric in addition to any other Characters that may move with it) to any Prehistory Spacetime card; if that Adric did not belong to the same player, he is destroyed.
"This is excellent news. Earth will be destroyed."

P. Ghost Light, Plot /TM/

*Josiah and Control at the same Earth Victorian Era Spacetime card *Stone Spaceship at that Spacetime card *Ace just moved to that Spacetime card
-While in play, at that Spacetime card: Any player's Native non-Human Characters may play here at -1 Cost. Husks may act as Characters with Creature and 7 Brawn. If Light here at the start of your turn, every player with Characters at an Earth Spacetime card must show the top

card of his or her deck; if it is a non-Human Character card, it is destroyed. Once per game, if this Plot card made you destroy the top card of your draw deck, score 1 point. Any Madman here gains Nemesis: Queen Victoria. If Stone Spaceship moves from this Spacetime card, any Characters its owner kidnapped here may move with it. If Ace helps Oppose a Goal here, she is +1 to all Qualities for the rest of this game.

"All civilisation starts with hunting and foraging, but don't worry, you'll soon work your way up."

P. Historic Battle, Plot /AiH/

*A Spacetime card where Historical Goals are playable *At least 3 copies of the same Troop Character there *An Attack card which could start a fight there

-While in play, at that Spacetime card: All players can use the game text of any Attack card used to start a fight here during that fight. Native Troop Characters are played here at -1 Cost. Players score +1 points from any Goal or Purpose card which requires them to win a fight here.

"I believe that they call it 'The War to End all Wars'."

P. Horror of Fang Rock, Plot /AF/

*Your Rutan is the only Enemy at a Victorian Era Spacetime card *4 or more opposing Native Allies at that Spacetime card

-While in play, at the required Victorian Spacetime card: Rutan-related Conditions may play here at -1 Cost. If you Reach a Goal here, Sontarans may not play here. At the start of any of your turns, you may destroy ? cards from hand to destroy an opposing Ally here, where ? = that Ally's Cost. Your non-unique Rutans here gain Nemesis: Non-unique Sontarans. Opposing TARDIS Characters here may not be destroyed in fights, or by Danger or Monster cards (excluded from selections).

"There was this light. It went into the sea."

P. Inferno, Plot /TL/53

*Earth and Parallel Earth Spacetime cards with the same year in their titles *Dangerous Drilling at either of those Spacetime cards *Opposing Doctor just moved from one of these Spacetime cards to the other

-While in play: At the start of any turn, your Goals may move from one of the required Spacetime cards to the other. Each of your Unbound cards Native to Parallel Earth may co-exist with any card that has the same title but a different subtitle, but may not move from Parallel Earth. If The Doctor at Parallel Earth, his owner may, at any time, look at top 5 cards of his or her deck. When an Apocalypse Goal or Dangerous Drilling is about to be Reached at Parallel Earth, you may [V] Impending Doom, Laid Waste or Lava Flow directly into play at that Spacetime card for free (destroy ? cards from hand, where ? = the Cost of that Condition).

"I've been transported from another world, one that is running almost parallel to this one."

P. Last of the Time Lords, Plot /LoT/

*Utopia (100,000,000,000,001) *One player's Character with "Jones" in its title in play *A different player's Master (18) just kidnapped The Doctor at a Postmodern Earth Spacetime card

-While in play: The Valiant may play and move to Paradox Earth Spacetime cards. Players may swap any Martha Jones for another Martha Jones with a higher Cost at the first's Cost. Characters may move between Utopia (100,000,000,000,001) and any Paradox Earth Spacetime card. If your Master kidnaps an opposing Character with "Jones" in its title or an opposing Jack Harkness, you may [V] Slave Labour. If your kidnapped Doctor is freed, you may [V] Archangel. If a Goal where a player has The Master returns to its owner's hand, all Paradox Earth Spacetime cards are now Earth Spacetime cards and you may destroy that Master. If a player's Master (18) is destroyed, other players' Doctors are -1 to all Qualities for the rest of this game.

"My people. Salutations on this, the eve of war."

P. Mawdryn Undead, Plot /DoG/

*Both Earth (1977) and Earth (1983) *Mawdryn at one of these Spacetime cards *The Brigadier at both of these Spacetime cards

-Immediately force any player with 3 or more TARDIS Characters at one of those Spacetime cards to move one or more of those TARDIS Characters to the other Spacetime card, leaving at least one behind. While in play, at both those Spacetime cards and Earth Orbit (1977):

Mawdryn may act as The Doctor if The Doctor is not there. The Brigadier may be swapped

with any Ally Ian Chesterton. If 2 Brigadiers are together at any of these Spacetime cards, you may immediately [V] Blinovitch Limitation Effect. If any player has Turlough here, that player may, once per turn, destroy ? cards from hand to [V] a Guardian card, where ? = the Cost of that card (minimum: 1).

"Life without end or form. Changing. Changing."

P. New Adventures, Plot /RD5/

*Any player's Doctor (7) with either Ace, Bernice Summerfield, Chris Cwej, Roz Forrester, or Wolsey *Another player's "God" Enemy *One of those Characters has just helped overcome a Puzzle card

-While in play: If any player has 12 points, controls The Doctor (7), and that Doctor has Opposed 2 Goals and scored points from a Purpose card, he or she wins the game. Any player with The Doctor (7) in play may draw ? cards at the start of his or her turn if he or she draws ? fewer cards at the end of that turn (if he or she cannot, The Doctor (7) is shuffled back into his or her deck). Ace is +1 to all Qualities and counts as User of any Weapon.

"God" Enemies may move at the end of their player's turn to any Spacetime card with a Goal on it. If no Doctor (7) in play at the end of your turn, destroy this Plot card.

"It's not just the TARDIS that has relative dimensions, Ace, but the societies that we visit too."
(from *Timewyrm: Genesys*)

P. Remembrance of the Daleks, Plot /TL/150

*Factions in play *The Hand of Omega in play *More than one player has Daleks in play

-Immediately place The Hand of Omega under the Spacetime card where it is located (or, if possible, to any Spacetime card where a player has The Doctor (1)). During his or her turn, any player with Rogue Black Dalek, Davros or The Doctor (except The Doctor (1)) there may take control of The Hand of Omega. Each player may move up to 3 Daleks to that Spacetime card at the end of each of their turns. While in play, at that Spacetime card, Daleks are +1 Brawn in fights involving opposing Daleks. If a Skaro Spacetime card destroyed, also destroy this Plot card and The Hand of Omega.

"The Daleks shall become Lords of Time!"

P. Resurrection of the Daleks, Plot /TL/132

*Time Corridor in play *Davros kidnapped at that Spacetime card *More than one player has Daleks in play

-While in play: Your Daleks and Duplicates are +1 Brains. Opposing Daleks and Duplicates are -1 Brains. When Davros is freed, you may destroy any Movellan Virus in Present era. At the end of your turn, you may move Characters you kidnapped to Spacetime card with Time Corridor, then [V] a copy of any Character you kidnapped and play it at the start of your next turn at -1 Cost (minimum: 1) as an Enemy; it gains Minion (Daleks) and the Duplicate species. When Allies and Enemies are destroyed at Spacetime card with Time Corridor, place those Characters under this Plot. When there are 4 Allies under this card, destroy Plot and choose one opponent to destroy one of his or her TARDIS Characters (except The Doctor). If before that there are 4 Enemies under this card, destroy this Plot and you may [V] Resurrection.

"My Daleks shall once more become the supreme beings!"

P. Rise of the Cybermen, Plot /10D/

*Any Cyberman in your hand *John Lumic at an Alternate Earth Spacetime card *An opposing TARDIS card has just moved to that Spacetime card

-You may immediately play one Cyberman at that Spacetime card for free, regardless of Nativity. Any player with Rose Tyler here may immediately [V] a Native Character with "Tyler" in its title. While in play, at that Spacetime card: Native Cybermen may play here at -1 Cost (or -2 Cost if you return a Human Character you control here back to its owner's hand). Any player with Mickey Smith here may not move that Character to another Spacetime card unless that player has scored points from a Purpose card here.

"Man will be reborn as Cybermen, but you will perish under maximum deletion."

P. Survival, Plot /LoT/

*3 Felines at Planet of the Cheetah People (1989) *A Feline at another Spacetime card *Ace just started a fight at one of those Spacetime cards

-While in play, at both those Spacetime cards: Catflap can only move Characters between these two Spacetime cards. If you have Ace here, any Character with the same Nativity (including the date) is +1 to all Qualities. If Ace destroys a Character here, she is immediately unfrozen and under the control of the player with the most Felines here until the start of her

owner's next turn. If one player's Master and another's Doctor are here, either of their owners may destroy a card from hand to start a fight involving only those two Characters; the Character with the lowest total Qualities is shuffled into its owner's draw deck. When a Goal is Reached or Opposed here, you may destroy Planet of the Cheetah People (1989); all Felines there may move to any other Spacetime card.

"When is a cat not a cat? When it builds its own catflap!"

P. The Ark in Space, Plot /TL/75

*Earth Orbit Spacetime card with Sleepers played on it *A Character has just been placed under a Wirrn there

-Immediately: Destroy Sleepers and play the Characters under it here for 0 Cost each. Their owner may [V] Homo Sapiens. While in play, at this Spacetime card: Giant Maggot Swarm may play for free. When Giant Maggot Swarm is destroyed, its owner may [V] any Wirrn and place it directly into play for free here, regardless of Nativity. If any Invasion Goal has been successfully Opposed here, Humans here are +1 to all Qualities. When a Rocketship leaves this Spacetime card, its owner may move all Wirrn here with it (instead of Characters working with the required Pilot); at the start of Rocketship owner's next turn, that player may choose to destroy that Rocketship, its required Pilot and all Wirrn there.

"The Wirrn hate all humans."

P. The Armageddon Factor, Plot /AF/

*Atrios, The Shadow's Domain and Zeos all in play *A Key-related Goal or Purpose card at one of those Spacetime cards *Blocked TARDIS has just been played at any of those Spacetime cards

-Immediately draw ? cards, where ? = the difference between the number of Enemies on Atrios and the total number of Enemies on Zeos and The Shadow's Domain. While in play, at any of the required Spacetime cards: Princess Astra may act as an Artifact (she is her own User). When Insane Computer is overcome here, Mentalis is frozen until its owner has 3 Computers here. The owner of a Key-related Goal or Purpose card here may, at the start of his or her turn, move that card to any of these Spacetime cards. When a Guardian Condition in play is destroyed, any player except its owner may [V] Randomiser.

"There'll be a rather large bang, big enough to blow up Zeos, take Atrios with it, and make certain the whole thing ends in a sort of draw."

P. The Brain of Morbius, Plot /LoT/

*Mehendri Solon at Karn (4723) *Sisterhood of Karn in play *A TARDIS card was just redirected to Karn (4723)

-You may immediately [V] Morbius and place him under this Plot card. While in play, at Karn (4723): Allies with "Karn" in their title or subtitle may act as Enemies. If a player's Enemies have greater total attributes than another player's Enemies here, that player may kidnap one Character already kidnapped by that other player per turn. At the start of any of your turns, you may take Morbius from under this Plot card and place him here at -? Cost, where ? = the number of Medicine you have here. Destroy this Plot card if Morbius is not under it at the end of any of your turns. When this Plot card is destroyed, you may also destroy any Maren in play; her owner may immediately [V] Elixir of Life.

"Morbius has got to be stopped." "He should never have been started."

P. The Christmas Invasion, Plot /TL/169

*Your Pilot Fish at a Holiday Spacetime card where you have an Invasion Goal *A Timelord Doctor was just swapped for another Timelord Doctor at that Spacetime card

-Immediately: Destroy ? Pilot Fish to [V] ? Sycorax. Freeze the just swapped-in Doctor (remains frozen until there are 4 Enemies here or points are scored at another Spacetime card). Each of your opponents must name one of their Allies or TARDIS Characters in play; that Character is their "champion". While in play, at this Spacetime card: Opposing Characters cannot start fights against you unless their "champion" is here. At the end of any of your turns, you may [V] Breaking the Fourth Wall, Famous Last Words, Killer Christmas Tree, Killer Ornaments, Stepping Back Into History or any Earth Spacetime card with "December" in its title (once per game each). If no "champion" in play, destroy this Plot card.

"Coming live from the depths of space on Christmas morn."

P. *The Curse of Fenric, Plot /TL/156

*3 Characters with the subtitle "Wolf of Fenric" in play *At least one Character with that subtitle is at an Earth Modern Era Spacetime card *At least one Character with that subtitle is owned

by your opponent

-You may immediately move all Characters with the subtitle "Wolf of Fenric" to that Spacetime card. While in play, at that location: God Trap, The Curse, The Game of Traps and Vampire Legends are played at -1 Cost. Any Character with "Vicar" in its subtitle is considered to be a "Priest". If you do not have Fenric in play, at the start of each of your turns, reveal the top card of your draw deck; if it is a Character with the subtitle "Wolf of Fenric" or a Monster card, you may immediately [V] Fenric into play for free; if not, draw that card. If an Apocalypse Goal is Reached here, you may destroy one Earth Spacetime card with a later date in play where there are no Characters.

"We hoped to return to the North Way, but the dark curse follows our dragon ship..."

P. The Dalek Invasion of Earth, Plot /TL/10

*Dalek Invasion at an Earth Spacetime card *Slave Labour played on that Spacetime card

*Chemical Warfare has just destroyed a Native of that Spacetime card

-While in play, at that Spacetime card: Any Character with Rebel in its title or subtitle is +1 Brawn in fights involving a Dalek or Roboman. Armed Rebellion may play here. If your Dalek Pilot here, you may [V] Dalek Saucer and Aerial Assault. If you Reach Dalek Invasion, you may [V] Core Values and it may play here. If you Oppose Dalek Invasion, place one of your non-Doctor TARDIS Characters here under your draw deck, then [V] any non-Doctor TARDIS Character and play it to your TARDIS card for free.

"They've invaded us." "Oh no, it goes much deeper than that."

P. The End of Time, Plot /DoG/

*Time War *The Doctor (10) played during Set-Up *The Master taken from a discard pile (or a copy of that specific card) just entered play

-While in play: At the end of any of your turns, your Timelord Enemies may move from Time War to any Spacetime card where The Sound of Drums has been played. At the start of each turn, the player controlling the required Master must either destroy a card from hand or destroy that Master. The next time the player controlling The Doctor (10) scores points, that Doctor is destroyed, and that player may immediately destroy any of his or her non-Doctor TARDIS Characters in play to [V] one Doctor and any number of TARDIS Characters with a total Cost of ?, where ? = the total Cost of those destroyed non-Doctor TARDIS Characters. "Events that have happened are happening now."

P. The Enemy Within, Plot /AF/

*Eye of Harmony where you have The Master and your opponent has Chang Lee *Any Timelord was just swapped with another

-Chang Lee immediately becomes an Enemy under your control. At that Spacetime card: While Chang Lee, The Master and any TARDIS are here, you may "close" or "open" the Eye of Harmony. When you "open the Eye", you may immediately [V] Worldwide Instability or any Danger card, playing it here directly (for free). When you place a Timelord out of play with Stolen Lives, score 1 point (once per game). When your Master is destroyed here (if you have a Gallifrey Spacetime card in play, shuffle him into your draw deck instead), destroy this Plot. "If the Eye of Harmony isn't closed, this planet will be sucked through it."

P. The Girl in the Fireplace, Plot /TM/

*The Doctor (10) just used a Time Portal to move between an Earth Renaissance Spacetime card and any Twilight Era Spacetime card *Reinette at that Earth Renaissance Spacetime card *Any Automaton at that Twilight Era Spacetime card

-Each time an Automaton moves to that Earth Renaissance Spacetime card, its owner may place a card from hand under this Plot card. When the total Cost of the cards under this Plot card equals or exceeds the total printed Qualities of any Reinette in play, your unopposed Automatons at the same Spacetime card as that Reinette may immediately destroy her. Each time a Doctor moves to that Twilight Era Spacetime card, its owner may destroy a card from hand to destroy a card with the same Cost from under this Plot card. While in play: Rose Tyler may not be used to modify The Doctor's Qualities or Traits. If no Reinette in play, immediately destroy this Plot card.

"They're all over the place. On every deck. Gateways to history. But not just any old history..."

P. The Long Game, Plot /IS/

*Media Centre on table *The Jagraffess under your Secret Forces at a Far Future Spacetime card *Hidden Agenda has just replaced a Goal at that Spacetime card

-Immediately destroy Secret Forces at that Spacetime card and play the Enemies under it for

0 Cost each. While in play, at that Spacetime card: Face of Boe may play in this era as if a Native. While Floor 500 here, this Spacetime card gains the Base keyword. Floor 500's player may, at the start of his or her turn, destroy a card from hand to destroy any Impostor-related Condition here. The Jagrafess here is +5 to any Quality required by a Meddling Goal here. If a player opposes a Meddling Goal here, he or she may destroy their Ally acting as a TARDIS Character here to score +1 points.

"For almost a hundred years, mankind has been shaped and guided, his knowledge and ambition strictly controlled by its broadcast news."

P. The Parting of the Ways, Plot /AF/

*Your Rose Tyler - Bad Wolf *Opponent's Dalek Emperor *Heart of the TARDIS was just used
-Immediately move your Rose Tyler - Bad Wolf (with your TARDIS card and any TARDIS Characters aboard if possible) to the Spacetime card where your opponent has Dalek Emperor. You may also [V] any Nemesis-related card. For rest of game: Dalek Emperor gains Nemesis: Rose Tyler. While in play: Rose Tyler - Bad Wolf gains Nemesis: Dalek Emperor. You may play any card with the words "bad wolf" written anywhere on it at -1 Cost (if it has no Cost, you may draw a card when you play it). When Rose Tyler - Bad Wolf is destroyed, destroy this Plot, and if there are no Daleks where she was destroyed, score 1 point.
"You've got the entire vortex running through your head, you're gonna burn! Is that what you want?" "I want you safe. My Doctor. Protected from the false God."

P. The Seeds of Death, Plot /TL/47

*Earth, Mars and The Moon Spacetime cards in the same era *Opponent's T Mat at one of these *Your 3 Ice Warriors and 1 Martian Death Seed at a Spacetime card in the same era
-While in play, at all Spacetime cards in that era: You gain control of opponent's T Mat cards. Martian Death Seed may be used to replace any required Trait on an Apocalypse Goal (cumulative). If an opponent's TARDIS is on any of the required Spacetime cards, it cannot move directly to another. Each time a Vehicle moves, its owner must destroy one card from hand. When your Goal is Reached or Opposed, destroy this Plot card.
"The invasion of Moonbase, the taking over of T Mat, the seed pods, the arrival of an Ice Warrior; it's all part of the same plan!"

P. The Shakespeare Code, Plot /PD/

*One player's William Shakespeare at a Renaissance Spacetime card *A different player's 3 Carrionites at the same Spacetime card
-While in play, at that Spacetime card: If you have 3 Carrionites here, you may look at an opponent's hand at any time (if that opponent has Characters here). At the end of any turn in which you've Opposed a Goal here, you may place out of play any Plot card in play, including this one. If Deep Darkness in play when you Oppose a Goal here, you may move all Carrionites here to that Spacetime card. Enemies can use Sleeping Potion as if they were TARDIS Characters. Lilith may use Master of Disguise as if she were a Timelord. At the end of any of your turns, you may [V] any card with "Words" in its title (once per game each).
"You should never meet your heroes."
("All the world's a stage.")

P. The Sontaran Experiment, Plot /AF/

*A unique Sontaran at an Earth Spacetime card *2 kidnapped Characters at that Spacetime card *The Doctor just moved there without a TARDIS
-You may immediately [V] an Earth Orbit Spacetime card of the same era as that Earth Spacetime card directly into play (for free); Sontarans may not move to it. While in play, at that Earth Spacetime card: Sontarans may no longer be played here. The unique Sontaran's owner may play Prisoner cards here at -1 Cost. Each time a kidnapped Character is destroyed here, place the Character under this Spacetime card; all Sontarans here are +1 to all Qualities for each Character under this Spacetime card. Players may use Sontarans to start a fight with Duel as if they were Humans. When a Goal is Reached or Opposed here, destroy this Plot card and any Characters under this Spacetime card.
"My final intelligence report for the assault will be with you within the hour, Marshal."

P. The Talons of Weng-Chiang, Plot /TL/90

*Magnus Greel, Li H'sen Chan and Time Cabinet at the same Earth Victorian Era Spacetime card *A kidnapped female Character was just destroyed by Distillation Chamber there
-While in play: Professor Litefoot and Henry Gordon Jago may move from any Earth Victorian Era Spacetime card to any other Earth Victorian Era Spacetime card at the end of their

owner's turn. If you complete Educate Companion, your non-Doctor TARDIS Characters are + 1 Brains for the rest of the game. If there are 3 female Characters in any player's discard pile, Magnus Greel is +2 Brawn and may not be destroyed when moving with Time Cabinet. While in play, at that Spacetime card: Once per turn, your Enemy with Domination may kidnap one female Ally. You may destroy ? cards from hand to destroy an Ally of your choice if any player's Mr. Sin here, where ? = that Ally's Cost. Fogbound may play here.
"Soon I shall join my ancestors... They walk to greet me from the palace of jade."

P. The Three Doctors, Plot /TL/64

*Omega at Omega's World *The Doctors (1), (2) and (3) (The Doctor (1) must be yours or owned by a player who has another Doctor in play) *An Ally has just been moved to Omega's World

-While in play: Place The Doctor (1) under this Plot card until a Goal has been Reached or Opposed at Omega's World or until this Plot card has been destroyed (he is still considered to be in play). Each Doctor in play gains one of The Doctor (1)'s Traits (your choice for each Doctor) while he is under this Plot card. Your Omega can destroy one Minion (Omega) at his Spacetime card each turn to [V] Anti-Matter Organism, Creature of the Will or Quarry Query. At any time, destroy your Recorder or return your Doctor (2) to hand to destroy any or all of the following: this Plot card, Omega, and Exiled.
"We may not be NASA, but we get the results."

P. The Time Warrior, Plot /PD/

*Crashed Spaceship at a Middle Ages Spacetime card *Linx just played to that Middle Ages Spacetime card *Think Tank at a Present Era Spacetime card

-You may immediately [V] Osmic Projector and Timenap. While in play, at that Middle Ages Spacetime card: You may change the Character requirements for Reaching Under Siege to 4 Native Human Enemies. Dummy Soldiers may be used to meet the minimum Character requirements for Opposing Under Siege. If you have kidnapped 3 Science here, you may destroy all kidnapped Characters here (and up to 2 Allies here) to move your Sontarans here to any other Spacetime card where you have a Goal card. TARDIS cards may move from Think Tank's location to this Spacetime card at the start of their players turn. Players with TARDIS Characters here may play Hired Help and Spot Weakness here for free.
"A war? That is excellent."

P. The Tomb of the Cybermen, Plot /TL/36

*A Character with "Logician" or "Archaeologist" in its subtitle at Telos (2486) *3 Cybermen frozen at that Spacetime card since Set-Up *It's Quiet... Too Quiet on table *Your opponent has just destroyed Logical Gate at that Spacetime card

-Immediately unfreeze all Cybermen at Telos (2486) (overrides that Spacetime's game text). While in play, at that Spacetime card: You may destroy a card from hand once per turn to unfreeze all Cybermats. Your Cyber Controller gains [V] Mechanical Determination. You may play Digging Up the Past here for free. You may exclude ? of your female Characters from fights, where ? = the number of male Characters with Pilot you have here. Before a Goal has been Reached or Opposed here, you may freeze all non-unique Cybermen and Cybermats (they are unfrozen when points are scored as per this Spacetime card's game text) and destroy this Plot card.

"Like bees waiting for the signal to arise from their winter sleep."

P. Vengeance on Varos, Plot /TL/137

*Your Sil at a Colonial Era Spacetime card *Media Centre or Under Surveillance in play

*Opponent's TARDIS card just moved to Varos

-While in play, at that Varos Spacetime card: If Sil here, no TARDIS card may move away until its player has scored points here. Puzzle cards (and Game Show Roast) play here at -1 Cost. Each time a Puzzle card is overcome, you may draw a card. Each time a player's attempt to Reach or Oppose a Goal ends and no points are scored, that player must destroy one of his or her Characters here or in hand. If The Doctor successfully Opposes a Goal here, all copies of The Vote here are destroyed and none may play here for the rest of the game. Jaded may also be played to destroy Danger and Puzzle cards about to be played here.

"We are gathered here today, in the sight of the great video, to ask forgiveness..."

P. Voyage of the Damned, Plot /S10/

*Earth Orbit (December 2008) and an Earth Spacetime card in the same era *Max Capricorn at Earth Orbit (December 2008) *The Doctor just moved to Earth Orbit (December 2008)

-Immediately move any TARDIS cards at Earth Orbit (December 2008) to an Earth Spacetime card in the same era (empty). While in play, at Earth Orbit (December 2008): At the start of each of your turns, you may [V] a Victim-related Danger card and place it here directly (for free). Every time a Host is played here, its player may [V] Host. "Free" Voc count as Host Native to this Spacetime card. Astrid Peth counts as a TARDIS Character here. If Alonzo Frame here, any player controlling The Doctor here may [V] Allons-y! at the start of his or her turn. When points are scored here, move all TARDIS Characters here to TARDIS card location. When an Apocalypse Goal is Reached here, you may destroy this Spacetime card at the start of your next turn. For the rest of the game, Characters play at +1 Cost at every Earth Spacetime card in the same era.
"You can't even sink the Titanic!"

Rejects

G. *Daleks Want Your Babies, Capture [3] /Rej/

-Reach: If you have Daleks at a Spacetime card in the era preceeding the one an opposing Character here is Native to, kidnap that Character, score points, and raise it as your own (it now has all Qualities: 1, loses all Traits and gains Screamer, and is under your control). When the Character has been raised (if you make it gain any other Trait), it gains Minion (Daleks) until it of course rebels at age 13 (your points + owner's points = 13 or more). Then, lose points again and return Character to its owner's hand.

-Oppose: Just wait, this Goal Opposes itself.

"Come along, my child. I'm hungry."

G. *Ogling Peri, Invasion (of Privacy) [1] /Rej/

-Plays on any Peri at a Spacetime card where you can play an Invasion Goal.

-Reach: If you have Aware here and don't play or move any cards for an entire turn, score point at the start of your next turn.

-Oppose: Opponent must boost Peri's Brains to at least 10 here. If successful, opponent scores point.

"I don't know how long it'll be before the next emission."

G. *Studio Invasion, Invasion (duh!) [5] /Rej/

-Reach: If you have 4 Cybermen here and discard Under Surveillance from hand, score points. No more Characters can be played this game. The game does not end after a player reaches 10 points. It ends when the Cybermen say it does (or when BBC Strike is played here).

-Oppose: Opponent must have a BBC Executive or Producer with "God" here. If successful, opponent scores points. The game ends immediately. Turn off the lights.

"...the public gallery completely closed off."

T. TARDIS - Christmas Gift, TARDIS [0] /Rej/

-When played during Set-Up, start ripping open booster packs. The first Doctor and non-Doctor TARDIS Character you find are your starting crew. If today is one of the 12 days of Christmas, your Doctor whose generation number corresponds to that day does not count towards this TARDIS card's Capacity.

"Oi! Santa! Word of advice!"

-Capacity: 11

T. TARDIS - Comic Shop Back Room, TARDIS [3] /Rej/

-If played during Set-Up, you may play The Editor and Joan Redfern as TARDIS Characters. Your Karkus or any card whose picture is actually a drawing may play here for free. If played in a Star Wars-related CCG, immediately destroys any Jar-Jar Binks in play.

"Tim, can I have a word with you in my office?"

-Capacity: 1M back issues

T. Adric - Clay Aching, Alzarian/Dirt [1] /Rej/

-Native: Earth Prehistory (65,000,000 B.C.)

-Computers, Screamer, Victim (3)

-When a Cost 1 or 2 Character is about to be destroyed, you may take this card from discard

pile and place it at the same Spacetime card as that Character. Adric is destroyed in its place.
"Blimey, that was lucky!"

-Brains: 2, Brawn: 2, Bravery: 2

T. *Corey - Trouble Magnet, Human [2] /EoT/

-Native: Imperial Era (3000)

-Charisma (2), History, Running, Screamer, Thief, [V] Resourceful Pockets

-Unless there are more than 3 Danger, Monster or Puzzle cards here, when your opponent plays a Danger, Monster or Puzzle card, it must be played here.

"Be careful what you wish for..."

-Brains: 6, Brawn: 4, Bravery: 5

T. *James Laurie - Surprising Boffin, Human [3] /EoT/

-Native: Earth Postmodern Era (2005)

-Aware, Charisma, Computers, Engineering, Science, [V] i-Pod

-Once per turn, you may [V] an Artifact and immediately play it here; this Character may act as its User until the start of your next turn. Then, destroy that Artifact.

"Is this the real life? / Is this just fantasy? / Caught in a landslide / No escape from reality..."

-Brains: 7, Brawn: 5, Bravery: 7

T. *Rose Tyler - Bad Girl, Human [3] /Rej/

-Native: Earth Postmodern Era (1999)

-Charisma, Demolitions, Gloating, Marksman, Thief

-Unbound. When your Doctor Opposes a Goal here, draw 1 card (2 if any opposing Sliveen here).

"Ooh, I love it when you talk all macho. Brings me out in a sweat."

-Brains: 3, Brawn: 6, Bravery: 8

(from Marginalia)

T. *Susan (2) - Animal Whisperer, Timelord [4] /EoT/

-Native: Gallifrey

-Aware (2), Charisma, Domination, Engineering, Running, Science, UNIT, [V] Friend to the Animals

-Swaps in for free.

"No better place than Woodstock for a girl still searching for herself!"

-Brains: 10, Brawn: 4, Bravery: 7

T. *The Doctor (6) - Mini-Clone, Human [1] /Rej/

-Native: Earth Present (1985)

-Aware, Computers, [V] BBC Mason Gun

-If his Nan here, may [V] Technicolor Coat. May co-exist with your other Doctor (6), but not with your Adric (as per the game's precociousness limit)

"I've regenerated." "Not much of an improvement."

-Brains: 10, Brawn: 1, Bravery: 7

T. *The Doctor (10) - Ginger Gentleman, Timelord [5] /Rej/

-Native: Gallifrey

-Bureaucrat, Charisma (sorta), [V] Appointed Time

-Unbound. Can only Oppose Goals on Wednesday, or possibly Tuesday, but not in the morning. Monday is right out.

"You're bad? What do you want me to do about it?"

-Brains: 10, Brawn: 5, Bravery: 4

T. *The Shepherd (1) - Gregarious Traveler, Timelord [4] /EoT/

-Native: Gallifrey

-Aware, Charisma (2), History (2), Science, Screamer

-Counts as User of Timelord Fobwatch. If Timelord Fobwatch here at the start of your turn, you may look at the top card of each of your opponents' draw decks.

"Let's eat!"

-Brains: 11, Brawn: 4, Bravery: 8

T. *Tom Lee - Shaolin Fighter, Human [2] /EoT/

-Native: Earth Postmodern Era (2005)
-Charisma, Running (2), Thief, [V] Wuxia
-May act as a Character with "Monk" in his subtitle. +1 to all Qualities if James Laurie here.
"I mean... if it's... if it's alright... I don't mean to... to impose."
-Brains: 5, Brawn: 7, Bravery: 8

A. **Black Robot - Gettin' Jiggy Wit It**, Robot [3] /Rej/

-Native: Land o' Fiction
-Charisma (2), Dancing Machine, Laser Show, Troupe, [V] You Can't Change One Conga Line!
-White Robots who gain Dancing Machine here are -2 to all Qualities.
"It's coming straight for us!" "You mustn't believe in it, you mustn't!"
-Brains: 4, Brawn: 8, Bravery: 8

A. *Jack Harkness - Bubblebutt, All-Too Human [3] /Rej/

-Native: Earth Twilight Era (5005) or any Spacetime card where you have Sir Mix-A-Lot
-Charisma (1 per cheek), Gloating, History, Madman, [V] How I Learned to Love the Bum
-If Gas Exchange in play, gains Marksman and Poison.
"Excellent bottom!"
-Brains: 2, Butt: 10, Bravery: 12

A. *Mister Yeti - A Lovable Snowman, Yeti [3] /Rej/

-Native: Earth Present (1975)
-Charisma, Dancing Machine
-If Teddy Bear Artifact here, gains Thief. Freeze this Character at any time to prevent your Puppet here from being destroyed.
"Wherever you go, in the high Himalayas, a Yeti is a man's best friend... He's very nice..." "But his fingers are as cold as ice!"
-Brains: 2, Brawn: 9, Bravery: 8

A. *The Beatles - Fab Four, Humans [4] /Rej/

-Native: Earth Present (1965)
-Charisma (4), Running (4), Screamer (Ringo)
-At the start of your turn, destroy Musical Key in play or from hand to either add "God" or [V] Handgun, Partners in Time or Protective of Her. When destroyed, only remove Paul's Qualities and Traits from card.
"She's got a ticket to ride / But she don't care."
-Brains: 20, Brawn: 20, Bravery: 20

E. *Generic Baddie - Wannabe Villain, Uhm... Evil Thal? [2] /Rej/

-Native: Some quarry... I mean, planet!
-Charisma, Gloating (1/2), [V] Knock, Knock
-Before playing a Goal, show that Goal to your opponent. If he or she has seen you play that Goal before, he or she may force you to destroy it.
"I will have a plan, and you can stop me if you can, Time Looooorrrrd." "All right, see you then."
-Brains: 3, Brawn: 5, Bravery: 4

E. *Nathan - Group Marshal Producer, Sontaran [6] /Rej/

-Native: Earth The Dark Years (1980-1989)
-Aware (-2), Bureaucrat (3), Gloating, "God" (if at a Spacetime between 1980 and 1989), Marksman, Screamer
-While in play, all Characters in play are -2 Brains and -4 Fashion Sense. Once per turn, may destroy a K9 or Sonic Screwdriver here.
"That name is known to us."
-Brains: 2, Brawn: 8, Bravery: 5

E. *Schlong - Extra Evil, Schlongoricofallapatorian [2] /Rej/

-Native: Earth Orbit Far Future (200,100)
-Bureaucrat, Creature, Poison, Victimized
-If this Character kidnaps a Pilot, that Pilot gains Catchphrase and Funny Wig and if your Producer here, cannot be destroyed.

"I told you a thousand times, I'm not gonna play an alien in Doctor Who!"
-Brains: 2, Brawn: 8, Bravery: 5

E. Sutekh - Milkman of Death, Osiran [3] /Rej/

-Native: Earth Postmodern Era (2004)
-Bloating, Bureaucrat, "God", Medicine, Pantomime, Pilot, Poison?
-While in play, The Gift of Sutekh refreshes instead of destroys.
"I bring Sutekh's gift of milk to all human life... That'll be 48 pence please."
-Brains: 10, Brawn: 7, Bravery: 7

E. *Sweet Dalek - Tooth Rotter, Dalek [5] /Reject/

-Native: Blue Peter Presents (1964)
-Bloating, Charisma, Glazer, Poison, [V] Just a Dessert
-+15 g Fat if your Sutekh - Milkman of Death here. Destroy at any time to freeze Adric or The Doctor - Mini-Clone.
"Let me have a taste."
-Calories: 250, Fat: 0 g, Glucides: 40 g

AR. MK I Jagaroth Battlecruiser, Artifact [1] /Rej/

-Sucker[struck]User: Any Jagaroth.
-Vehicle. At the end of your turn, your Jagaroth Pilot may attempt to move this card from one Spacetime card to any other Spacetime card that features the same era, but a different location. Well, it doesn't really matter where because when you do, destroy this card. If on Earth (400,000,000 B.C.), you may start [V] like mad every Jagaroth and Human Character in your deck.
"The MK III supercedes the MK I - which, having only one leg, was prone to collapsing on takeoff."

C. *Clay Mission, Condition [3] /Rej/

-Purpose. Plays on any Spacetime card where there are no Natives. If your Adric or Mel is destroyed by your own Monster card here once per turn for 2 turns, score 2 points, then destroy this Condition.
"Excellent."

C. *Dating the Monsters, Condition [3] /Reject/

-Plays on any Monster card where there is a non-Aware female Character. That Monster card's effects are suspended until either the female Character leaves this Spacetime card, or any player plays a card from any Doctor Who movie and either Banana or Celery. Then, destroy female Character and double the Monster card's effects for the rest of the game.
"Waiting for a date? Looking forward to meeting that special person?"

C. *Everyone's an Online Critic, Condition [5] /Rej/

-If you are a member of Outpost Gallifrey, plays on table and name your favorite story and your least favorite story. Every number on cards from your favorite is doubled and every number on your least favorite is halved. Only Patrons may argue about their choices. If you are a Moderator, you may destroy any copy of this card in play if you feel it's gotten out of hand.
"...or are you in it mainly for the thumping?"

C. *Fan Devotion, Condition [3] /Rej/

-Prisoner. Purpose. Puzzling. Plays on an autographed Character card you kidnapped. You may totally kiss it. If you do so and it is The Doctor, score 3 points. If it's a Companion, score 2 points (3 if it's a Companion you have the hots for). If it is any other Character, score 1 point. If the autograph is not the pictured actor's, lose 1 point. Then, destroy this Condition.
"David, do you think it would be all right to kiss Peter?" "Yes."

C. Guardian Jim, Condition [2] /Rej/

-Guardian. Plays on table. Destroy at the end of your turn to [V] any Character (show it to your opponents). If it has Victim or a Quality less than 2, Guardian Jim'll fix it (place it anywhere in play and play this Condition on it; it now has a medal around its neck).
"It's monstrous... It's revolting!"

C. *ITV Strike, Condition [0] /Rej/

-Plays on table (even during Set-Up). While in play: no player may get up from the table for any reason, even if he or she needs to go really bad; no television or sound system may be turned on (unless it's playing a Doctor Who story represented by at least one card in any player's deck); and no Character played by a Coronation Street actor may be played.
"Doctor Who would not enjoy such feeble opposition again until Celebrity Wrestling in 2005."

C. *The Lost Episodes, Condition [5] /Rej/

-Plays on table. No cards with a picture in black and white can be played. The Doctors (1) and (2) are -4 to all Qualities. Destroyed after a single turn if played in Australia or New Zealand, or if any Collector in play.
"... We later found out we burned something called 'Fury from the Deep'..."

C. The Plaything of Sutekh, Condition [0] /Rej/

-Monster. Plays on any Spacetime card. At the start of owner's turn, one random TARDIS Character with fewer than 4 Traits here is frozen (plus any Sutekh) and you may [V] another copy of The Plaything of Sutekh (cumulative). One may be destroyed each turn by The Doctor (6) - Pun-isher, or Leela - Campfire Cook.
"His name's Neil... Neil!... Neil before the might of Sutekh!"

C. You Are Actually an Ant!, Condition [2] /Rej/

-Attack. Plays on table. Destroy to start a fight involving your Character with more than 0 Brawn or Laser. If you win, destroy one opposing Zarbi here, or [V] Exterminate!
"Abase yourself. Before me, you are nothing but an ant. You... ant."

B. An Ultraviolet Death, Bang! /Rej/

-When your Enemy with Screamer is destroyed, play to do one of the following: rip that card up; burn that card; dissolve that card in acid; or allow family pet to eat card. Then, any player may [V] Mary Waterhouse.
"Well done, Gareth!"

B. Bafflegab, Bang! /Rej/

-Play when the rules don't seem to make sense to make up your own rule. That new rule doesn't have to make sense either. Or play to [V] Reverse the Polarity.
"He's hypodulating. He's using his molluscan gland valves to internally evaporate our DNA."
"What does that *mean*?"

B. Bathroom Break, Bang! /Rej/

-Play to suspend the game while you go to the loo, get a snack and/or call your mother or spouse about getting home late. If you have used this card before in this game, your opponents may look at your hand while you are gone. (Your opponents could do this even on the first use, but that's up to them, isn't it? Your fault for getting up in the first place.)
"Hell of a time to take a leak!"

B. Divorced and Lonely, Bang! /Rej/

-Play to destroy Married..?
"Yeah, that's right, Jo Grant, oh, she was a great girl. Wonderful, wonderful girl. Loved her very much. Still do. We were very idealistic. We wanted to change the world. We even went up the Amazon in search of this protein-rich fungus. And we found it too. But... eventually we drifted apart. There was always something that came between us... This big blue crystal... And then in the 80s... Anyway, you wanted to talk about Llanfairfach..."

B. Microphone Problems, Bang! /Rej/

-When your opponent plays Boom! or Under Surveillance, play to do one of the following: *Cut!* - Undo entire turn and start it over; *Don't notice* - Each player must destroy a Director or Producer by the end of their next turns; *It's all audio anyway* - Your Big Finish Characters are +1 to all Qualities (+2 if Daleks or Unbound), and all Victims in play gain Screamer.
"What would spies want with Fang Rock?"

B. Roll: d20, Bang! /Rej/

-Dice. Roll a 20-sided die; your result is the number you rolled. If you rolled between 1 and 12, consult Table I: Random Ludicrous Object in Doctor's Pocket; if you rolled between 13 and 19,

consult Table II: Random Unjustified Reason to Split Up; and if you rolled 20, consult Table III: Critical Success (if The Doctor (9) or (10) in play only).
"The Interaction Matrix is a table that is used every time the Gamemaster needs to judge the use of attributes or skills."