

Time Of The Daleks

Each player:

Prepare Phase:

- Get 2 sonic tokens (to your max of 5)
- You may uninstall equipment (discard)
- You may install equipment (pay sonic cost indicated)
- You may dismiss companions (shuffle back into deck)

Travel:

- Stay at your location (if unsolved) or travel to Earth/Time Anomaly for free
- Roll the dice if you want to travel elsewhere

Tardis=you choose existing location or 1 of 2 new locations

?=you are forced to 1 new location (you choose which time)

- Reveal the dilemma in your time zone

Adventure:

- You may discard a card/sonic to recruit a part-time companion from that region
- "Linked"=you may search for that companion from the deck of your region

Create your dice pool

 Start with +1 die of that colour

, , or  Remove 1 die of that colour to add 1 black die

 Remove 1 die of either colour to add 1 black die

- Pick up to 8 dice (max 3 of any colour, except black)
- Discard one die for each Dalek at your location (either time, except on Earth)
- Roll & re-roll/adjust based on your abilities: mark used abilities with:
 - > Can always reroll all dice, by discarding one black die
 - > Can always change 1 die to any face by discarding 3 sonic tokens
 - > Can always reroll one die by discarding 2 tokens



, ,  Change the die of that colour to the face indicated

 NUMBER: Allows you to re-roll up to that number of dice of the indicated colour.

 ANY: Allows you to re-roll any or all dice of the indicated colour.

 ALL: Allows you to re-roll all (but not anything less) dice of the indicated colour.

Simple Rules:

Ignore all Time Locked, Fixed Points, Time Breaches, Time Anomalies

No Doctor assist

Replace Dalek icon Dilemmas



Adventure Success:

- Remove dilemma & 1 dalek at that location
- Gain reward and promote companions

Adventure Failure:

- Dismiss part time companions, add 1 dalek
- Do location's fail cost text

Regeneration (if triggered):

- Point to your doctor
- Swap doc cards to the next # doctor
- Move the correct doctor to your finger
- Nothing else swaps (Tardis, equip, etc)

End Of Turn:

- Discard any Space locations with nobody
- Discard to max 4 cards in your hand
- Fill any empty Earth dilemma
- Pass dice to next player

Dalek Turn: (after all Doctors finish)

- Move ship forward 1 space
- Daleks win if at Gallifrey or 3 are on Earth (also if you can't place any more & need to)
- Doctors win if any get to Gallifrey first

Start setup:

- 2 sonic tokens + 2 cards
- your linked companion (full time)
- Earth + 3 filled face up locations
- Tardis's on Earth, Daleks on Skarro

Medium Complexity:

Add Doctor Assist

Add Time Anomalies at 8, 9 & 14. Remove:

**Full Complexity:**

Add Time Lock/Breach, Fixed Points

Add all Dilemmas & put Time Anomalies at 6, 9, 12, 15

Doctor Assist: (before picking your dice)

- Discard a card or sonic to pick a doctor
- That doctor chooses to help from afar or join you at that location

Afar:

- Assist doctor picks 1 die, Main doctor 7 dice

Pass: Assist doctor gets 1 card

Fail: Assist doctor loses 1 card or sonic

At Location:

Assist doctor must discard a card or sonic.

If the assist doctor is not going to a Time Anomaly, the dalek moves forward 2.

- Assist doc 3 picks dice, Main doctor 5 dice

Pass: both docs get reward. Remove 2 daleks

Fail: Both docs do fail text. Add 2 daleks

Time Anomalies: (When Daleks reach/pass)

- Remove token & reveal a card

If a location:

- Doctors there recruit from Earth or Space
- No Daleks are added there on a failure

Time Locked:

- You can't use abilities or sonic tokens to change the face of a die

Fixed Points:

- You can't use abilities or sonics to re-roll dice, except the -1 black die mulligans

Time Breaches:

- Reduce your dice pool by 1 (not assist doc)