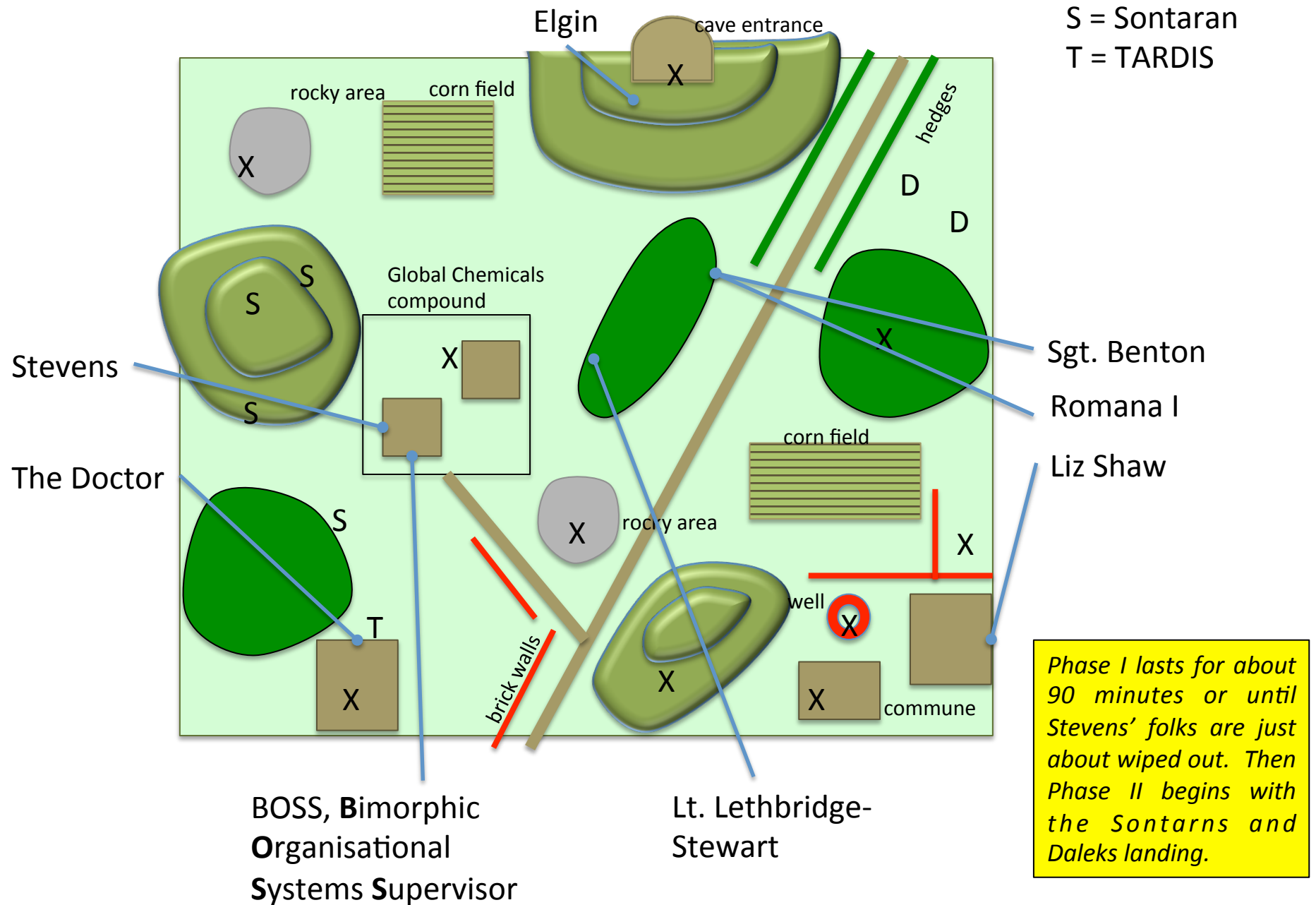


Dr. Who by G.A.S.L.I.G.H.T. Map

X = Jethric/Worms
 D = Dalek
 S = Sontaran
 T = TARDIS



Dr. Who by G.A.S.L.I.G.H.T. Victory Points

Phase I

- Dr. Who and K-9
 - Protect worms
 - If the computer is discovered, destroy it
- Romana I, Mike Yates, and a soldier
 - Protect worms
 - If the computer is discovered, destroy it
- Liz Shaw and two soldiers
 - Protect worms
 - If the computer is discovered, destroy it
- Lt. Lethbridge-Stewart and four troopers
 - Destroy worms
- Sergeant Benton and four troopers
 - Destroy worms (1 point each)
- Stevens and three guards
 - Keep Dr. away from computer
 - Destroy worms
- Elgin and three guards
 - Keep Dr. away from computer
 - Destroy worms

Phase II

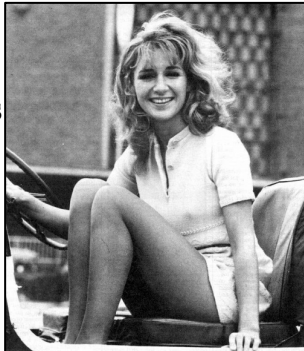
- Dr. Who and K-9
 - Destroy worms
 - Destroy BOSS
- Romana I, Mike Yates, and a soldier
 - Destroy worms
 - Destroy BOSS
- Liz Shaw and two soldiers
 - Destroy worms
 - Destroy BOSS
- Lt. Lethbridge-Stewart and four troopers
 - Destroy Daleks
 - Destroy Sontarans
- Sergeant Benton and four troopers
 - Destroy Daleks
 - Destroy Sontarans
- Sontarans
 - Capture Jethrick
 - Kill anyone else
- Daleks
 - Capture Jethrick
 - Kill anyone else

Objectives

Elizabeth Shaw (Adventurer)

Revised Objective:

- Kill worms
- Capture Jethrick
- Destroy BOSS



The Third Doctor (Star)

Revised Objective:

- Kill worms
- Capture Jethrick
- Destroy BOSS
- Kill Daleks!
- Kill Sontarans



Romana I (Hero)

Revised Objective:

- Kill worms
- Capture Jethrick
- Destroy BOSS
- Kill Sontarans



Elizabeth Shaw (Adventurer)

- Tremendous legs!
- Scientist: Can make attempts to invent technology to defeat Sontarans and Daleks
- Objective:
 - Protect worms from being killed.
 - Destroy BOSS



The Third Doctor (Star)

- Timelord: can drive the TARDIS
- Blue Crystal from Metebelis Three: -2 to some *Science* rolls
- Sonic Screwdriver: stuns mechanoids/vehicles on a successful hit, as if the mechanoid failed a Sustain roll.
- Confusion: Once per game, can make a unit within 6" skip/miss a turn.
- Disguise: Change to a different figure. Others must pass *Save* roll to identify.
- Immune to BOSS
- Objective:
 - Protect worms from being killed
 - Destroy BOSS

Romana I (Hero)

- Timelord: can drive the TARDIS
- High *Science* roll due to Academy training
- Monster magnet: bad guys w/in 12" must pass Morale test or be compelled to capture her, lose 5 victory points for killing her.
- Screamer: if alone and bad guys w/in 6" can activate one friendly unit w/in 6"
- Sonic Screwdriver: stuns mechanoids/vehicles on a successful hit, as if the mechanoid failed a Sustain roll.
- Immune to effects of BOSS
- Objective:
 - Protect worms from being killed
 - Destroy BOSS

Objectives

<p style="text-align: center;"><u>Daleks</u></p> <ul style="list-style-type: none">• Objective:<ul style="list-style-type: none">- Capture worms- Kill anyone else- Collect Jethrick	<p style="text-align: center;"><u>Sontarans</u></p> <ul style="list-style-type: none">• Objective:<ul style="list-style-type: none">- Capture worms- Kill anyone else- Collect Jethrick	<p style="text-align: center;"><u>Elgin</u></p> <ul style="list-style-type: none">• Objective:<ul style="list-style-type: none">- Protect BOSS- Have BOSS hypnotize UNIT troopers- Keep others away from worms
<p style="text-align: center;"><u>Lt. Lethbridge-Stewart</u> <u>SGT Benton</u></p> <ul style="list-style-type: none">• Objective:<ul style="list-style-type: none">- Destroy worms	<p style="text-align: center;"><u>Lt. Lethbridge-Stewart</u> <u>SGT Benton</u></p> <ul style="list-style-type: none">• Revised Objective:<ul style="list-style-type: none">- Kill Daleks- Kill Sontarans- Destroy worms	<p style="text-align: center;"><u>Stevens</u></p> <ul style="list-style-type: none">• Objective:<ul style="list-style-type: none">- Protect BOSS- Have BOSS hypnotize UNIT troopers- Keep others away from worms

Successful Science Rolls

1. Discover weakness (shooting): Choose Sontarans, Daleks, or Worms. Device causes *Save* of chosen target within 12" of device to be permanently reduced by 1d6.
2. Discover weakness (melee): Choose Sontarans, Daleks, or Worms. Device causes *Scuffle* number of chosen target within 12" to be reduced to 2.
3. Create weapon: Range: 8"/16", SRM: -8, Reload: yes.
4. Confusion device: Choose Sontarans, Daleks, or Worms. Causes target type within 6" to move 2d6" in random direction.
5. Jammer: Choose Sontarans or Daleks. Causes all weapons on target type within 12" to be inoperable.
6. Force Field: Creates a force field with a 6" radius with a *Save* of 10.
7. Create close range / melee weapon. Weapon has an SRM of -5 in close combat.
8. Confusion device: Choose Sontarans, Daleks, or Worms. Useable only once. All targets of that type within 12" lose a turn.
9. Discover weakness (shooting): Choose Sontarans, Daleks, or Worms. Device causes *Save* of chosen target to be reduced by 1d6 when within 12" of device. Device is stationary.
10. Player's choice of other nine.