

Earth is being invaded by Autons, again!

The Nestene Consciousness is trying to invade the Earth to take all the resources. There are Autons made from living plastic everywhere! The Doctor must stop them to save the puny young human race.

The Autons will be roaming around the board, trying to destroy the Doctor and his companions so they can get back to the invasion. They are slow, but have wrist-blasters which can be used to cause damage or fire for effect to pin their enemy. They are strong in melee combat, and difficult to get away from. Autons will be attracted by shots, but are vulnerable to explosions and fire. They don't experience fear so won't hide or run away. There are lots of Autons in the area, so everytime one is destroyed, a new one takes its place.

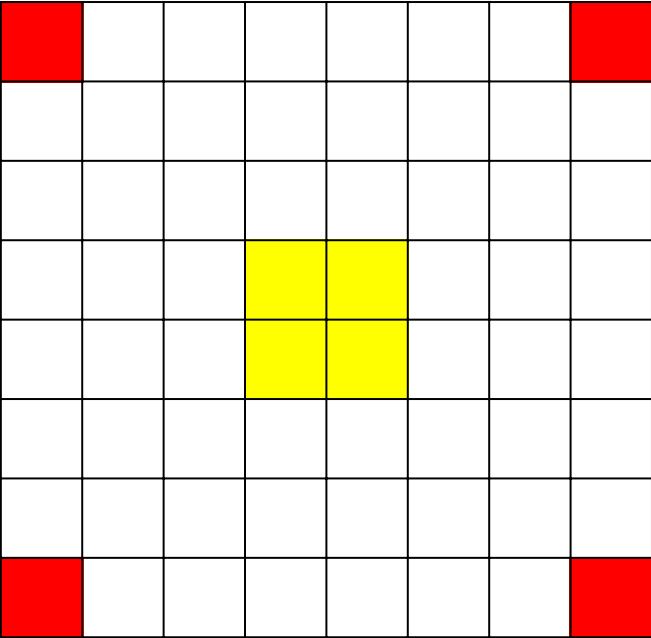
The 9th Doctor knows this enemy well, so he's confident and well equipped! The doctor has an explosive charge, ideal for blowing up transmitters and Autons. He also has a vial of anti-plastic for dealing with the Nestene Consciousness. But he needs to find it first. He can track the signal from an Auton head by connecting it to the TARDIS. His sonic screwdriver is useful for slowing the autons down. Rose is brave and uses her gymnastic prowess to knock the Autons around. Jackie will protect the others by screaming, flirting and threatening legal action. Mickey is a liability, but has a knack with computers and mechanical objects. If Jack turns up, he's fearless (and reckless) and a crack shot with his service revolver. Each companion on their own is no match for an Auton, but they will work together to take them down.


Setup:	Place transmitter in a random cube in the centre of the board.
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Deployment:	Deployment: One auton in cube with transmitter. Auton player chooses two corner cubes and puts 2 autons in each. Doctor player deploys Doctor and companions in an empty corner cube.
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Doctor Objectives:	1: Destroy the transmitter by Hacking or damage. Transmitter rolls to survive on 5+, size 1, no armour.
(must be completed in order)	2: Wound or kill an auton in melee, the model that does that takes an objective token. When a model with the token is in the same cube as the tardis, objective is complete. 3: When objective 2 is complete, determine which auton deployment cube has the Nestene Consciousness randomly. Anti-plastic must be thrown or moved into that cube.

Auton Objective:	If the Doctor OR two companions are killed, the Doctor's faction is overwhelmed by grief and withdraw.
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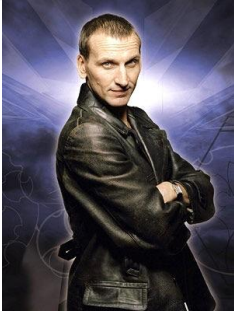


 Transmitter cubes

 Corner deployment cube


First Turn:	Doctor and Companions
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The 9th Doctor				
→	1-2	Shoot	Fight	Survive
Shield	0	3+	4+	4+
Stick Figure	1			



Two hearts - Life support
Sonic screwdriver: R2, Stun
Explosive charge: RF, Trap (Frag 4), one-use.

TARDIS				
→	0-0	Shoot	Fight	Survive
Shield	1	6+	-	2+
Stick Figure	2			



Smaller on the outside - Size 0 for cube capacity purposes
Defences: R1, non-lethal, suppression.
Defences - Any friends in cube have armour 1
Bigger on the inside - can transport any models in the same cube.
Spaceship - Teleport (7), can only move by teleport.
Can only move when a friendly model is in the same cube.
Pick destination cube, then roll to scatter.
TARDIS lands on the highest cube in that stack.

Rose Tyler				
→	1-2	Shoot	Fight	Survive
Shield	0	5+	5+	4+
Stick Figure	1			



Companions - Horde
Gymnastic - Glide
Brave - (2) survive test to ignore pinning
Back off! - RF, Knockback

Jackie Tyler				
→	1-2	Shoot	Fight	Survive
Shield	0	6+	5+	4+
Stick Figure	1			



Companions - Horde
Protective - Medic
I know my rights! - Tenacious

Mickey Smith				
→	1-2	Shoot	Fight	Survive
Shield	0	5+	5+	4+
Stick Figure	1			



Companions - Horde
Hacker
Mechanic - Dismantle
Help me!: R3, invigorate.
Liability - When activated, roll a d8.
1-2: Consumed by fear - mark as activated
3-6: False bravado - act normally
7-8: Plastic imitation - Auton player controls Mickey this turn

Captain Jack Harkness				
→	1-2	Shoot	Fight	Survive
Shield	0	4+	4+	5+
Stick Figure	1			



Companions - Horde
Fearless - Immune to pinning
Revolver - R3, AP1, HoloSight
Vortex manipulator - Teleport (3)
Dramatic entrance - Jack is not deployed at the start of the game.
Roll a d8 at the start of each round, starting round 2.
On a 5+, Jack moves on from any board edge that round.

Auton

→	1-1	Shoot	Fight	Survive
🛡️	0	6+	5+	5+
🧑	1			



Construct (immune to pinning, except blast effects)

Drawn to noise - Evade

They melt and fall apart - Vulnerable (it burns and blast only)

Tenacious

Wrist-gun: R2, rapid fire

Vast numbers - any auton killed will respawn at start of next round.

Auton player places model in auton deployment area at the start of the next round.