

## **THE TARDIS**

The TARDIS: Time And Relative Dimensions In Space, is The Doctor's ever present 'space ship' and time travelling vehicle. Originally 'borrowed' from his home planet of Gallifrey the TARDIS has been with The Doctor throughout his eight incarnations and has served him well, transporting him both across the cosmos and through time.

The Doctor's TARDIS is only one of a number of similar machines used by the Time Lords to help them traverse space and time, and to act as a mobile laboratory. The Doctor's TARDIS is unique in the fact that it has lost the ability to transform its self into any other form, due to damaging the 'chameleon device'. In theory, the chameleon device allows the TARDIS to blend into the surroundings of any planet or environment visited.

The Doctor's TARDIS has the outside appearance of an early 1960's earth, police telephone box. Inside however, The TARDIS hides an interior, which belongs to a different, but relative, parallel dimension.

The inside of The TARDIS is far larger than the outside suggests. The 'front' doors open into the control room, which houses the ships main control console, from where The Doctor navigates his way through time and space. Beyond the control room, and through a set of innocuous looking double doors lies the rest of the time machine; a confusing array of corridors, chambers and rooms, containing everything from laboratories to swimming pools.

### **MATERIALISATION**

Unless the scenario you are playing states that The TARDIS should be deployed prior to beginning a game, The TARDIS will materialise on the table top in a random location, whenever (in his own turn) The Doctor player so desires.

In order to determine the location of The TARDIS's materialisation the RANDOM ENCOUNTER GENERATOR is used. If you are un-familiar with this system, details of how it works are given below.

### **RANDOM ENTRANCE GENERATOR (R.E.G)**

This grand title refers to a special technique for randomly introducing models, or any other items (referred to as "The thing") into the playing area.

The generator uses dice rolls and simple measurements to pin point a place on the tabletop onto which the new item will be introduced. It is important to first establish the size of you tabletop/ playing area, because the dice rolls and measurements you make will directly relate to this size. I am assuming that you are using a four x four tabletop, if you are using anything other than this a few adjustments to my system can easily be made.

The player using the random entrance generating must stand at the head of the table (you decide where that is) and follow the procedure below.

1. Roll one dice -1, 2 or 3

The 'thing' appears on the left hand side of the table 4, 5 or 6

The 'thing' appears on the right hand side of the table.

2. Roll one dice -1, 2 or 3

The 'thing' appears at the top side of the table. 4, 5 or 6

The 'thing' appears at the bottom side of the table.

3. Roll Four dice - Add them together and count out that many inches in from the corner of the table, closest to where you were previously. Counting along the table edge.

4. Roll Four dice - Add them together and count out that many inches away from where you were previously, towards the middle of the table.

THAT'S THE MATERIALISATION POINT

### **DE-MATERIALISATION**

The TARDIS may be used, if The Doctor is at the controls, to de-materialise from its current location at any time, with a view to reappearing somewhere else. The Doctor's player has two options: -

- He may dematerialise off the table completely, and not return. NOTE: During campaigns he may materialise in the next battle.
- He may de-materialise and reappear back on the current tabletop. If this option is chosen The R.E.G is used to determine its re-entry point (see above). Either way it takes The TARDIS one full turn to de-materialise, re-materialising the following turn.

### **ENTERING AND EXITING THE TARDIS**

Only The Doctor, or those models accompanied by The Doctor (within 2" of him) may enter or exit The TARDIS. The Doctor may also open the TARDIS door, to allow models to enter, if he is already inside.

Once aboard, personnel may move freely to and from the TARDIS as long as the above criteria are met. There is no restriction on the number of personnel it may hold (after all it doesn't really exist in this dimension). As with entering a building, entering and exiting The TARDIS counts as moving 1" through difficult cover.

### **WORKING ABOARD THE TARDIS**

*The TARDIS houses an extensive supply of scientific tools and equipment, and even contains its own laboratory.*

When in The TARDIS The Doctor may use its laboratory to add +3 to all the Tech Rolls he makes for equipment construction. The Doctor still requires the relevant discover counters to be able to begin construction.

Because The Laboratory is deep within the interior of The TARDIS, work cannot begin on equipment until the turn following The Doctors entry to The TARDIS.

Similarly, any move to exit The TARDIS, after construction, must take place the turn following completion of construction work.

### **HOSTILE ACTION DEFENCE SYSTEM**

*The TARDIS is virtually indestructible, but it is self-aware and will move out of the way of danger if threatened.*

If 3 HITS are scored against The TARDIS in the same turn, The Hostile Action Defence System (H.A.D.S) will be activated, causing The TARDIS to de-materialise to safety and re-appear elsewhere on the battlefield.

As normal The TARDIS will re-appear randomly, using R.E.G.

<http://www.fysh.org/~katie/wargames/drwho/tardis.html> 10/05/2005