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COUNTDOWN

FOR USE WITH THE

DOCTOR WHO

ROLE PLAYING GAME

fasa

COUNTDOWN

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Special thanks to the gang at Northwestern University

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Table Of Contents

INTRODUCTION . . . 3
- **Contents Of This Book** . . . 3
- **Plot Synopsis** . . . 3
  - Threat To The TARDIS . . . 3
  - The *Leander*'s Mission . . . 3
  - Distress Signal . . . 4
  - Cyberman Plot . . . 4
  - A New Home Base . . . 4
  - A Deadly Rift . . . 5
  - Uneasy Alliance . . . 5

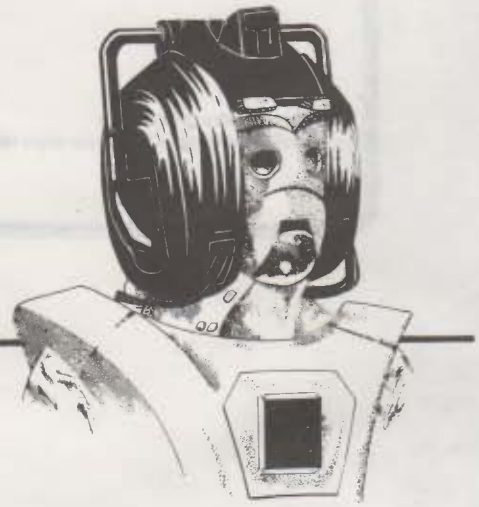
HOW TO USE THIS BOOKLET . . . 6
- **Getting Started** . . . 6
  - Character Creation . . . 6
  - Developing Character Histories . . . 7
  - Equipping The Characters . . . 8
- **Running The Adventure** . . . 9
  - Preparing For Play . . . 9
  - Gamemaster's Tasks . . . 9
  - The Fine Art Of Gamemastering . . . 10

THE ADVENTURE . . . 12
- **Crisis** . . . 12
- **Inside The *TSS Leander*** . . . 13
  - In The Cargo Bay . . . 13
  - Tracked By Sam . . . 13
  - To The Bridge . . . 13
- **Meeting With Captain Fleming** . . . 14
- **Signal From Space** . . . 15
- **Deadly Androids** . . . 15
- **Pitched Battle** . . . 16
  - Calculating Time . . . 16
- **Movement And Actions** . . . 16
- **Sneaking About** . . . 17
- **Destroying The Androids** . . . 17
- **Captured!** . . . 17
- **Enter The Cybermen** . . . 18
- **Losing Power** . . . 18
  - Effects Of The Chronic Rift . . . 19
  - The Next Steps . . . 19
- **The Vegan Threat** . . . 19
- **Ambush And Escape** . . . 20
- **To The Rescue** . . . 20
  - Freeing The Prisoners . . . 21
  - Escape Possibilities . . . 21
  - Hiding Out . . . 21
- **The *Jack Of Hearts*** . . . 22
  - The Secret Smuggling Hold . . . 22
  - Hidden Treasure . . . 22
  - The Golden Weapon . . . 22
- **Ultimatum** . . . 23
- **Attack On The Cyberman** . . . 23
- **The Scientific Solution** . . . 24
  - Research Stages . . . 24
- **Sealing The Rift** . . . 24
- **Kalik Makes His Move** . . . 25

VESSELS . . . 26
- ***TSS LEANDER*** . . . 26
  - General Appearance . . . 26
  - Room Descriptions . . . 26
- **Cybership 100-1136** . . . 32
  - General Appearance . . . 32
  - Room Descriptions . . . 32
- **Jack Of Hearts** . . . 34
  - General Appearance . . . 34
  - Room Descriptions . . . 34

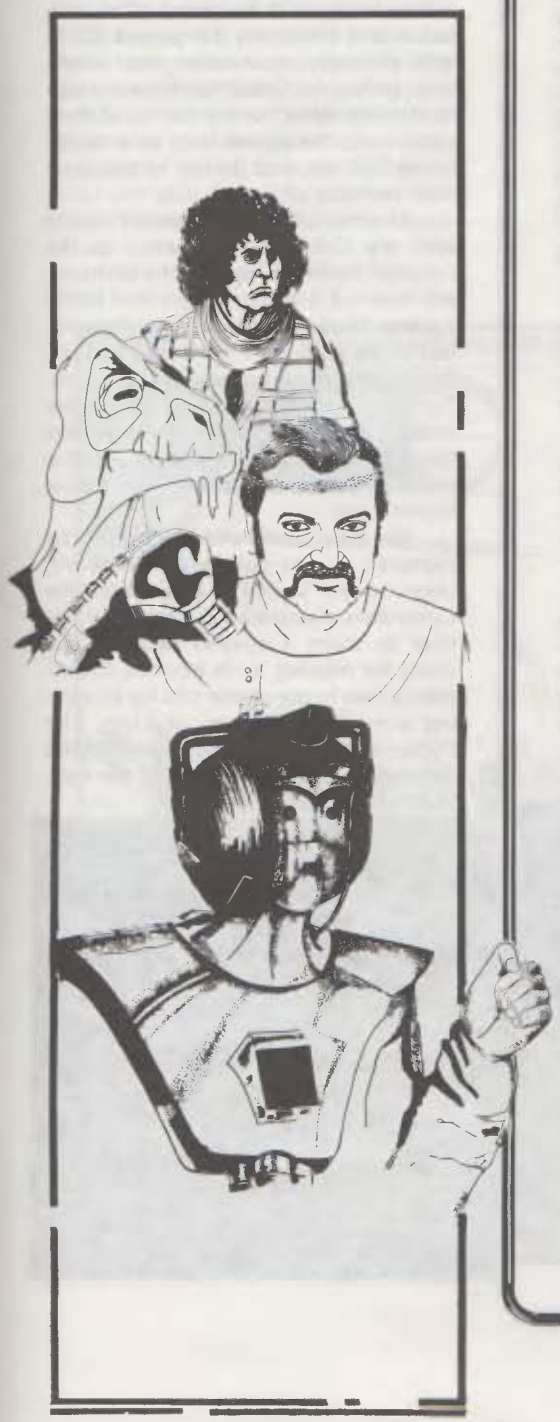
CAST OF CHARACTERS . . . 36
- **Player Characters** . . . 36
- **Non-Player Characters** . . . 40

GAMEMASTER'S NOTES . . . 45
- **TARDIS Data Banks** . . . 45
  - Chronic Rift . . . 45
  - Cyberman . . . 45
  - Earth Empire . . . 45
  - Gravity Bubble . . . 45
  - Hadder's Fever . . . 45
  - The Vegans . . . 45
- **Supplementary Background** . . . 45
  - The Cybermen . . . 45
  - Earth Empire . . . 46
  - The Vegans . . . 47
- **Time Line** . . . 47
- **Beyond The Adventure** . . . 48
- **Increasing Skills** . . . 48
- **Building Campaigns** . . . 48



Introduction

Countdown is an adventure designed for use with the ***DOCTOR WHO*** **Role-Playing Game.** The adventure is designed for one to four players and a gamemaster. Although pre-generated player characters are provided, experienced role-players may wish to choose characters from the television series instead. Complete statistics for The Doctor and some of his more famous companions can be found in the **Sourcebook For Field Agents** included in FASA's ***DOCTOR WHO*** **Role-Playing Game.**



CONTENTS OF THIS BOOK

Beginning gamemasters should find **Countdown** of particular interest. The **How To Use This Booklet** chapter provides extensive suggestions on beginning play, character creation, developing background for adventures, and equipping the players. This chapter also includes a section on **Running The Adventure,** which defines the gamemaster's tasks and provides helpful hints on giving descriptions, role-playing the non-player characters, and judging challenge. All of this information is intended to supplement the material presented in the **Game Operations Manual** of *DOCTOR WHO:*RPG.

Gamemaster Notes contains information the players may access from the TARDIS Data Banks, as well as supplementary background information for the gamemaster's eyes only. Also included are notes on bringing this adventure to a conclusion and for using it as a springboard for building a larger, on-going campaign.

The **Adventure** chapter describes in detail and in sequence every location and encounter that make up this Dr. Who adventure. Special role-playing notes for use by the gamemaster are also provided.

Complete descriptions and statistics for the starships involved in this adventure may be found in **Vessels.** The **Cast Of Characters** chapter provides profiles for all the pre-generated player and non-player characters. In addition to the relevant game statistics and descriptions for each character, there are role-playing notes to assist the gamemaster with the non-player characters.

Also included in this addventure module are the deck plans and descriptions for the earth ship *Leander*, the *Jack-of-Hearts*, and the *Cybership*, the three ships included in Countdown.

Gamemasters should read each of the chapters until thoroughly familiar with their contents. Taking notes and highlighting the important parts is also recommended. More experienced gamemasters may want to make alterations to suit their individual tastes or campaigns. This is encouraged; in fact, it is one of the steps toward becoming a good gamemaster. Alterations should, however, be made before play begins to avoid confusion.

THE DOCTOR WHO ROLE PLAYING GAME

PLOT SYNOPSIS

THREAT TO THE TARDIS

Countdown takes place aboard the fast courier *Leander,* a vessel from the Earth Empire of the 26th century. The adventure begins when the players' TARDIS, en route to its next destination, becomes caught in what appears to be a gravity bubble. A gravity bubble is a powerful gravity field caused by an object of extreme mass occupying the same location in normal spacetime as it does in another dimension. Any vessel lacking the power to resist the bubble's tremendous pull will be drawn into the bubble's center and very likely be crushed by the immensely strong gravitational forces.

The bubble is a danger to the TARDIS because of its inter-dimensional nature. If the TARDIS becomes caught in its field, it will be stuck in the Temporal Vortex and never able to materialize again. Using their skills, the players will manage to avoid this fate by materializing on an unknown spacecraft (the Terran starship *Leander*).

THE *LEANDER'S* MISSION

Unknown to the players, the *Leander* is on a vital mission, carrying to the Earth colony Ionia a highly-perishable serum to combat an epidemic of the dreaded Hadder's Fever. The serum must be imported because its components are extremely rare and found only on scattered planets in the Empire. The *Leander* is currently 30 hours travel (at its fastest speed) from Ionia. The serum must be delivered in 48 hours, or the virus causing it will mutate and overrun Ionia, making futile any further attempts to quell the epidemic.

The *Leander* is a small vessel commanded by Robert Fleming, a 30-year veteran of the Imperial Space Navy, with a crew of about 20. Usually employed for rapid shuttles of important personnel and documents to and from meetings, the *Leander* was chosen to carry the serum because of its size and speed: It was the only ship large enough to carry the necessary amount of serum that could make it to Ionia in time.

Due to the nature of its present mission, a security force of ten Imperial Centurions has also been assigned to

the *Leander,* and this team is commanded by Major Richard Reitz. Reitz is a brilliant tactician and an excellent soldier, but he is also a strong disciplinarian and slightly paranoid.

The whole vessel is run by SAM (the Ship's Automated Monitor), an intelligent computer. The human crew is usually needed only to monitor SAM's activities.

DISTRESS SIGNAL

After the players leave the TARDIS to investigate their present circumstances, they will quickly be picked up on SAM's security monitors and most likely be captured by the centurions. As Reitz will probably accuse them of attempting to sabotage the mission, the players must face some tricky Verbal Interaction to explain their presence on the *Leander.*

Shortly after the players are captured, a distress signal will be picked up from inside the gravity bubble, which the *Leander* has now detected on its scanner. The signal is from a small Earth merchant vessel whose instruments were damaged, and therefore unable to detect the dangerous gravity field. The *Leander*'s engines should easily be able to pull both ships out of the region of the bubble in which they are trapped.

After some convincing by the crew, and possibly the players, Fleming will decide to make an attempt to dock with the ship and rescue the merchants.

As Hadder's Fever takes several weeks to kill its victims, no one will die of the disease for awhile yet, and so Fleming can afford to use some of his precious time to rescue the craft. The rescue must be swift, however, or millions of lives may be lost. The crew of the *Leander* is totally unaware that the crippled merchant vessel is a fake. It is actually part of an elaborate trap set by the Cybermen!

CYBERMAN PLOT

The crippled merchant vessel actually carries a small band of Cyberman, led by Cyberleader Vorak. The Cybermen intercepted Earth transmissions concerning the epidemic quite awhile ago. From these, they learned of the Earth mission to deliver the serum. They saw this as a chance to regain a home planet. The Cybermen plan to remove everyone aboard the *Leander* and to leave it, a lifeless husk, inside the gravity bubble, where it will be either crushed or discovered later. Earth officials will be led to believe that the *Leander* suffered a disastrous power failure that left it unable to detect or escape the bubble. Cyberleader Vorak has prepared a false message from Fleming explaining the *Leander's* imminent doom.

The band of Cybermen is weak and its numbers limited. They wander through space in a small, unimpressive ship, the only means of transportation they could find at the rapid conclusion of the Cyberwars. Since then, they have been constantly on the run. To increase their strength a bit, they have used their Cyber-technology to build powerful androids. These androids are what the Cybermen plan to use to attack the crew of the *Leander,* and so the characters will not know about the presence of the Cybermen in the area. Medical Assistant Arthur Gray, a medic assigned to the *Leander* mission, has been paid ten million Earth credits to help the Cybermen from inside the vessel by sabotaging the automated defense systems. The Cybermen, of course, have no intention of paying up. After Gray has served his purpose, he will be liquidated. The Cybermen also plan to use their ghastly conversion chamber to transform as many humans as possible into their own kind and to destroy the rest.

A NEW HOME BASE

After the Cybermen have secured the *Leander* and its crew, they will travel to Ionia. Due to the fever, the colony will be very weak and unable to offer any resistance, allowing the Cybermen to convert as many of the Ionians as possible. Those who refuse to undergo the process will be efficiently eliminated by the Hadder's Fever (Cybermen are immune to the disease). After the human population of Ionia is eliminated, the Cybermen will have a planet they can use as a home base. If the *Leander* fails to deliver the serum in time, the Earth scientists know that the virus will reach such proportions that any further colonization of the planet will be impossible and any further contact with it extremely dangerous. Earth will probably quarantine the whole area, giving the Cybermen time enough to contact other roving bands of their kind, build the planet into an impregnable fortress, and gather forces for a new invasion of Earth.

Shortly after the *Leander* docks with the *Cybership* (disguised as the crippled merchant vessel), the androids will board it and begin a pitched battle against Major Reitz's security for control of the ship. This is a battle that the Earth centurions cannot possibly win. The androids will eventually secure the bridge and bring all their prisoners there to await further orders. At this point, their true masters will reveal themselves.

The players will almost certainly be captured at some point in the battle and taken to the bridge to encounter the Cybermen. Cyberleader Vorak will deliver to them a speech detailing his plans for making Ionia into the Cybermen's new home planet and for launching a massive invasion of Earth. The Cybermen will then lead several of the prisoners on the bridge off to the conversion chamber.

THE DOCTOR WHO ROLE PLAYING GAME

A DEADLY RIFT

Suddenly, everyone on the bridge will notice a huge power drain that is beginning to affect the *Leander*. It is as though the starship's energy is being sucked into the gravity bubble. As the players will learn, what appeared to be the gravity bubble is actually a deadly chronic rift, a hole in normal space that leads to the Temporal Vortex. Because of the massive gravitational pull it exerts on objects, the rift appears to be a simple gravity bubble until one gets too close. The moment an object nears the rift, power starts being drained from the object into the Temporal Vortex. The rate at which power is drawn increases exponentially and is usually too minute to notice at first. Cyberleader Vorek learns that the same phenomenon is being observed aboard his ship. The power drain starts out slowly, but, unless something is done soon, both ships will become powerless shells, stranded in the rift forever. The power drain will also affect the players' TARDIS and eventually the Cybermen themselves.

To make matters worse, shortly after Vorak's speech, this message is received aboard the *Leander* from a group of Vegan pirates: "Prepare to be boarded and to surrender your cargo, or you will be destroyed."

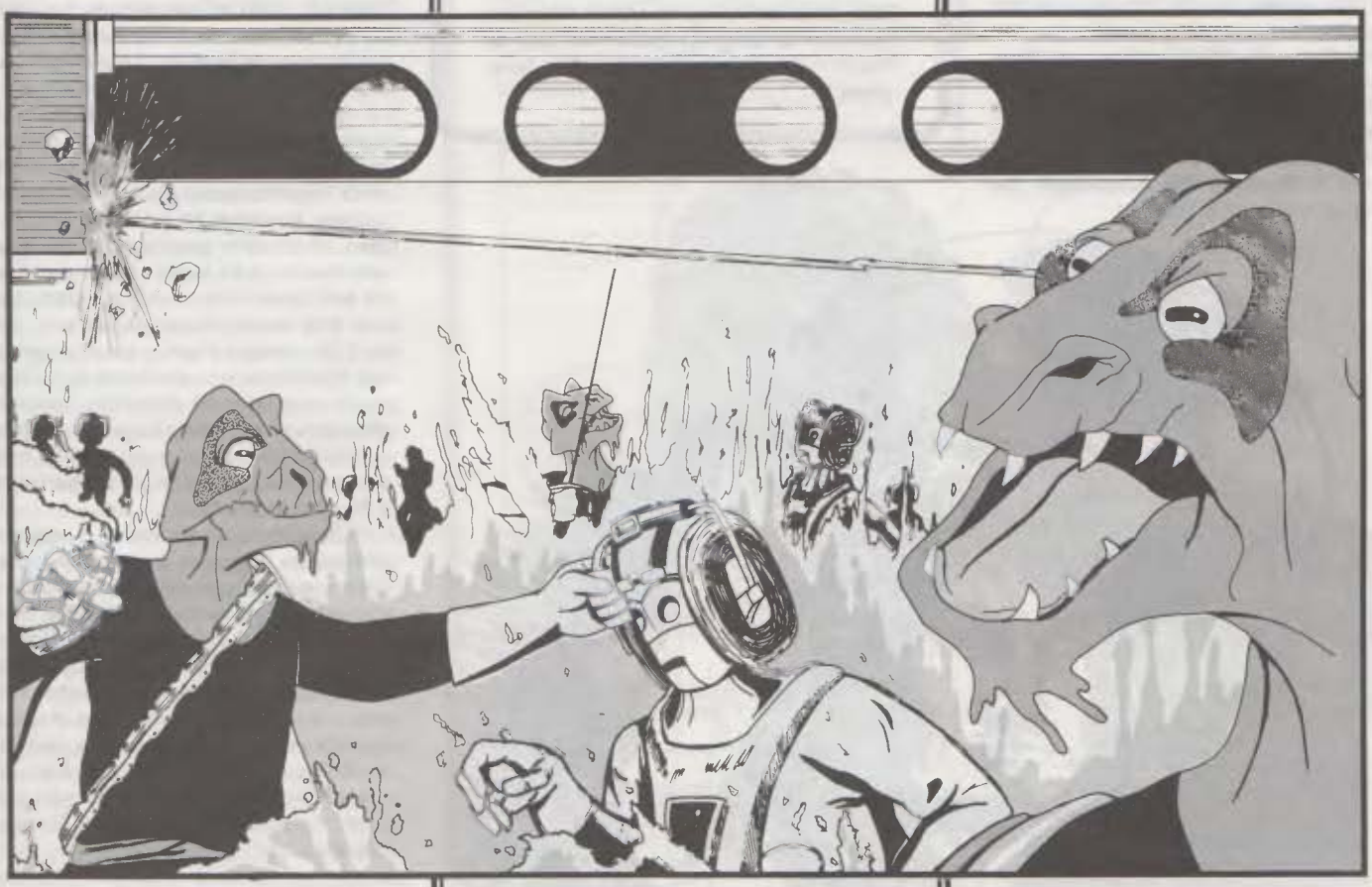
UNEASY ALLIANCE

The Vegans are a rapscallion race of thieves, cutthroats, and pirates from the planet Vega XII. They usually travel about in small bands preying upon Earth shipping.

This particular band of Vegans picked up the false distress signal from the *Cybership* long ago. Thinking a crippled merchant ship would be an easy kill, they were about to attack when the *Leander* came to the rescue. As their ship, the *Jack of Hearts*, is no match for an armed Imperial courier, they planned to leave the area until they detected that the power failure was affecting the Earth vessel, too. Because the Vegans do not realize the power failures are being caused by the 'gravity bubble,' they believe both ships offer them an easy kill for salvage.

On the bridge of the *Leander*, Cyberleader Vorak will order Captain Fleming to give the Vegans permission to board. He will prepare an ambush using some of his Cybermen and androids, deciding to ignore the problem of the power drain until after having disposed of all the humans and Vegans. After docking, the Vegans will take heavy casualties in the fighting with the Cybermen, but many of the pirates will escape back onto their own ship and into the corridors of the *Leander*. Aboard their ship is a secret smuggling hold where several of the pirates will take refuge.

In the adventure, the players must stop the Cybermen, somehow free the *Leander* from the chronic rift so that it can carry out its mission, and deal with the Vegan pirates. They may be able to convince the pirates to work with them against the Cybermen. Knowing the Vegans, however, this truce probably will not last too long. If Kalik, captain of the Vegan ship, manages to find out about the Earth vessel's mission to Ionia, he will certainly get his own ideas about using it to his advantage.



THE DOCTOR WHO ROLE PLAYING GAME

How To Use This Booklet

This chapter includes step-by-step instructions for gamemastering **Countdown,** from player character creation through detailed suggestions for carrying out the gamemaster's essential tasks. Although this chapter has been written with the beginning gamemaster in mind, it is hoped experienced gamemasters may find new information and ideas that will improve their game also.

GETTING STARTED

Having studied the rules thoroughly and gathered together a few friends who would like to try the ***DOCTOR WHO* Role-Playing Game,** the gamemaster's next step is to be sure the players understand what a role-playing game is. If the players are novices, it may be a good idea to read them the story "Tabby Cats and Time Lords" found on pp. 18-25 of the ***DOCTOR WHO* Role Playing Game Player's Manual.** The gamemaster may also wish to read them the Example Of Play found in **Running The Adventure,** the second half of this chapter.

CHARACTER CREATION

Before beginning the character creation process, the gamemaster should re-read pp. 26-31 of the ***DOCTOR WHO:* RPG Player's Manual** and pp. 28-31 of the **Game Operations Manual.** If possible, have each of the players read the **Player's Manual** before the character creation session, as it contains all the rules they will need to know. (The rules found in the **Game Operations Manual** are chiefly for the gamemaster.) Then, during the character creation session, the gamemaster can quickly review the **Manual** with the players and answer any questions they may have.

Each player should now be ready to create his or her own character. This process is a little tricker than it seems, as the key lies in bringing to life his concept rather than merely compiling a list of statistics. The gamemaster should help the players, especially the beginners, through every step of this process. That will not only speed up matters, but it also gives the gamemaster important knowledge of each player character. (As the process of character creation is lengthy, there will not be much role-playing until after it is complete.)

Forming A Concept

The very first step in creating a character is to formulate a concept, that is, an outline for the design of the character. It should include basic ideas on the character's race, background, personality, appearance, and abilities. Some good resources for character concepts include books, movies, history, and the *Doctor Who* television series.

As an example, let's say that Bill, one of the players in the group, wants to create a character who is a 17th century French cavalier. Bill believes a French cavalier would have high DEX and CHA scores, as well as being very skilled in the use of the rapier and flintlock pistol. Thus, Bill notes that he will probably want to acquire these two Armed Combat skills. He also decides that his cavalier will be colorful, daring, and slightly overprotective of females. Finally, Bill notes that his character will wear high, soft leather boots, a loose white blouse, a rapier at his side, a flintlock pistol in his belt, and a wide-brimmed musketeer hat with a long, trailing plume. He will have a thin moustache and regal beard.

Bill has developed a good character concept. He knows what his character's main attributes will be, some of the skills he will possess, how his character will act, and what he looks like. The process of actually creating his character will now be a lot easier. He knows how he will spend his attribute points, and can now determine what skills to 'buy' (a 17th century French cavalier would not have Temporal Sciences VI!). Other good examples of character concepts are a proud, eccentric Time Lord, a 20th-century Earth reporter, a scientist from a futuristic Earth colony, a barbarian, or a Roman legionnaire.

Developing character concepts should be a group process. As each player comes up with his concept, it should be discussed with the other players and the gamemaster. Players should be encouraged to contribute ideas to each other's concepts. And, while it is also important that there be variety among the characters and that each be different from the rest, the group should try to come up with concepts for characters that will form an efficient team.

Character Rolls

After everyone has a good character concept, they will begin the series of choices and die rolls that are the heart of the character creation process. Complete instructions are found on pp. 26-31 of the **Player's Manual.** It is recommended that players be allowed to roll for their special ability BEFORE allocating their attribute points and buying skills. The special ability is one of the more important aspects of a character, and could easily alter the original character concept.

Gamemasters should feel free to add new special abilities of their own design to the table or to alter those already there. When doing so, take care not to make any special ability too powerful or too common because that could seriously damage the game. Also, the gamemaster may wish to reward a player who has devised a particularly good character concept by allowing him to choose his own special ability. As this could easily upset the balance of the game, extreme care should be taken in this instance, too.

After everyone has determined their attributes and skills, they will fill out two copies of the *DOCTOR WHO* Character Data Record at the back of the **Player's Manual.** The gamemaster keeps one of the copies, as he will find it invaluable later on to know what are the skills and abilities of the player characters.

Personality/Appearance/Age

The next step in character creation is by far the hardest, the players must now develop their characters' personalities. The table on p. 31 of the **Player's Manual** is intended only as a guideline and aid for players who have no ideas for their characters' personalities. (Players with good character concepts or good ideas for personality should be encouraged to choose their own traits.) Some excellent descriptions of personalitiy traits are found on pp. 16-17 of the **Player's Manual.** Each player should choose any trait(s) that seem relevant. Good role-players will also determine their characters' quirks, mannerisms, and favorite expressions at this point.

Players with good character concepts should also be allowed to choose their appearance and age (though Time Lord characters should almost never be allowed to choose their own actual age). Artistic players may wish to sketch their characters. If no artists are available in the group, each player should write out a complete description of his character and allow the other players and the gamemaster to read it.

Gamemaster's Approval

The final step in the character creation process is getting the gamemaster's approval. As each character is submitted for judgment, the gamemaster should carefully examine the description to be sure it includes the attributes and skills the character needs to survive. Also, the gamemaster should veto any combinations of skills and attributes that are unfair because they make the character too powerful. Finally, it is crucial that each character have enough personality traits to make role-playing interesting. If a character does not pass inspection, the gamemaster can discuss the problems with the player, encouraging him to make the character more viable through modifications. It is almost never necessary to throw out everything and start all over again.

DEVELOPING CHARACTER HISTORIES

The gamemaster and players must now work together to develop a background that ties the individual characters together. In doing so, keep in mind that the background should answer questions such as: What happened to each of the characters in the past? How did they meet? Would any of them have any information from past experience that would be of help in the current adventure?

As with character creation, the group process is important here. If time permits, have each player write out a brief history of his character. The players should then discuss their individual histories, as they may be able to contribute ideas to one another's backgrounds. This is especially important if the gamemaster plans to run a campaign.

Character histories are important for many reasons. First, his history may affect the way a character decides to react to various present-day situations. A character whose family was killed by Movellans might develop a strong hatred for them and try to exact revenge every time he encounters one. Also, a character with a well-developed background seems more 'real' to everyone, which adds to the general enjoyment of the game. Finally, character histories usually provide the gamemaster with a wealth of ideas for adventures.

Consider the following example: A player with a Time Lord character decides that he left Gallifrey upon discovering that one of the members of the Inner Council was corrupt. The Time Lord tried to prove his discovery but failed and was about to be put on trial for conspiracy against a Council Member. This left the Time Lord with no choice but to steal a TARDIS and flee.

THE DOCTOR WHO ROLE PLAYING GAME

The good gamemaster will see in this example several possibilities for adventures. Perhaps the corrupt Time Lord is worried that someone discovered his secret, and so decides to hire assassins from the outer edge of the galaxy to track the player character down. The gamemaster might also devise adventures where the character is given a chance to discover more evidence against the corrupt Time Lord – maybe enough to return to Gallifrey and convict him. All good character histories will provide many such opportunities.

Part of each character's history should discuss how he met the other characters, and the gamemaster should work closely with the players on this part of their histories. Gamemasters with little experience may wish to design mini-adventures whose sole purpose is to have the characters meet. In this case, the player characters will meet one another during the course of an adventure. This is how The Doctor usually meets his companions on the television series.

EQUIPPING THE CHARACTERS

The gamemaster will now ask the players to make a list of all the equipment their characters will carry on their person and where they will carry it. On pp. 48-55 of the **Sourcebook For Field Agents** is a list of some of the equipment available to the players. Do not allow any character to become a walking warehouse, however. While no arbitrary limit should be set on the amount of equipment that can be carried, allow the players to carry only what is reasonable. If the gamemaster finds the characters beginning to rely more on their gadgets than on their brains, he knows they are carrying too much.

Next, determine what basic equipment will be available to the characters in their TARDIS. Feel free to invent new equipment wherever it seems logical, and allow them to invent their own (usually with the appropriate Skill Rolls to design and create it.) Only a very small portion of any of this equipment should be carried on their person, however.

Sonic Screwdriver

The sonic screwdriver uses sonic fields to move and manipulate small objects (which is how it opens locks). This function can be used to detonate mines (by depressing their triggers), remove screws, and myriad other uses.

The sonic screwdriver gives a user familiar with its operation the equivalent of a Level VI in *Lockpicking*. A character making a roll against his rating in *Engineering* or *Technology* who has access to a sonic screwdriver should receive a +2 to his ability entry line on the Interaction Matrix Table when use of the sonic screwdriver would be appropriate.

Finally, with a successful Level V task roll in *Electronics*, the screwdriver can be altered into a form of sonic weapon that does 3D6 temporary damage against creatures such as Sea Devils, who are particularly sensitive to sonic vibrations. Like all equipment, the gamemaster should carefully monitor the use of the sonic screwdriver and not allow its abuse.

K-9 Unit

Another piece of equipment that can be extremely valuable to both gamemaster and players is a K-9 unit, especially if the players are very inexperienced. Initially, the gamemaster can use K-9 units to give the players hints when they are stuck for clues, or to help protect them in combat. After the characters develop the ability to survive on their own, the K-9 unit can be removed from the game by having it destroyed, recalled by the CIA, and so forth. Remember, the K-9 must be role-played as if he were a character. For more data on K-9, see pp. 75-76 of the **Game Operations Manual** and pp. 56-57 of the **Sourcebook for Field Agents**.

Name: K-9

Attributes

STR	— Level III	CHA	— Level IV
END	— Level V	MNT	— Level VI
DEX	— Level II	ITN	— Level III

Special Abilities:

Tracking (*See* p. 76 of the **Game Operations Manual**)

Combat Statistics:

AP:	5
Armor:	4D6
Armed Combat, Staser Pistol:	Level V

Significant Skills	**Level**
Engineering	
Electrical	IV
Mechanical	IV
Military Science, Trap Discovery	V
Physical Sciences	
Chemistry	VI
Computer Science	VI
Mathematics	VI
Physics	VI
Space Sciences	
Astronomy	IV
Astrophysics	IV
Navigation	IV
Technology	
Astronautics	V
Communication Systems	V
Computer Systems	V
Cybernetics	V
Force Field Systems	V
Electronics	V
TARDIS Systems	V
Temporal Science	III
Trivia, K-9 Maintenance	VII

Combat:

K-9 is equipped with a Staser pistol as described on p. 76 of the **Game Operations Manual**. He does not take damage the same way normal characters do. When his MAX OP END is reduced to 16, roll two dice on the K-9 Minor Systems Damage table on p. 76 of the **Game Operations Manual**. Any further damage causes another minor systems failure on a roll of 1-3 on a D6. If K-9 reaches 0 MAX OP END, he shuts down completely. Roll three dice. If their total is less than the amount of damage taken past 0, K-9 is irreparable. For information on repairs, see the **Game Operations Manual**.

Power:

K-9 units run out of power rapidly. Make a K-9 power chart to keep track of his current power level. He starts with 14 units of power. Every game hour, cross off one of the rectangular boxes representing units. For simplicity, assume that three units of power are consumed in 2.5 hours (one turn at regional scale). Whenever he fires his blaster, cross off another box. The column of the highest unchecked box is K-9's current power level. If he goes two hours without firing his Staser, he can restore one unit of power. If he is plugged into a direct power source, he can recharge fully in 15 minutes (one turn at large-area scale.)

Notice how K-9's Staser Damage and AP change as his power level is reduced. The die listed in the damage column is the type of die rolled to determine the red die (row) result on Damage Table A (D6 is normally used). If D3 is listed, roll a D3 (D6 divided by two, rounding up), and use the result to determine the row on Damage Table A. If a number is listed, assume that it is the result of the red die roll and use it to determine the row used. When K-9 finally reaches 0 power, he shuts down completely until he regains enough power for operation.

K-9 Power Chart

Level:	VII	VI	V	IV	III	II	I
Dmge:	D6	D6	D6	D3	D3	2	1
AP:	5	5	5	5	4	4	3

THE DOCTOR WHO ROLE PLAYING GAME

RUNNING THE ADVENTURE

PREPARING FOR PLAY

Now that all the preliminary steps are complete, it is time to begin adventuring. (Before running **Countdown,** the gamemaster should have read through each chapter in this booklet several times to make sure he is familiar with every detail of the adventure.)

The gamemaster begins play seated a short distance across from the players. If possible, he should set up a screen behind which his notes for the adventure can be hidden. Remove the commonly-used tables from the back of the **Game Operations Manual** and keep them handy for quick reference. Make sure the *Doctor Who* rulebooks, the **Countdown** adventure booklet, copies of the players' Character Data Sheets, and plenty of paper and pencils are also close at hand.

GAMEMASTER'S TASKS

Once play begins, the gamemaster acquires many responsibilities. These include being an expert on the rules, giving descriptions, judging the results of the players' actions, role-playing the NPCs, keeping the adventure moving, and making sure everyone is having fun. This last point is by far the most important. The following example is taken from an actual role-playing session, and illustrates some of the tasks the gamemaster is called upon to perform during play.

Example Of Play

A gamemaster is running two players through a short adventure. Player One's character is a Time Lord named Apollo who decided to steal a TARDIS and become an agent in the CIA. He is eccentric, scatterbrained, and driven by insatiable curiosity to investigate anything and everything. Player Two's character, Evelyn Miller, is a female officer from the Earth Diplomatic Corps of the 27th century. She is likable, well-mannered, and carries out most tasks given her with remarkable efficiency.

GAMEMASTER: "You're both aboard Apollo's TARDIS. He has just finished making some tricky repairs of the guidance system. Evelyn, you have been reading through the Time Logs Apollo keeps in the console room. You can't make any sense of them at all."

EVELYN: "Apollo, you really should learn to keep better books."

APOLLO: (Ignoring her:) "There, finished at last. Where would you like to go, Evelyn?"

EVELYN: "How about that crystal planet you're always telling me about."

APOLLO: "O.K., next stop Janiculus III." (Then, addressing the gamemaster:) "I set the controls for Janiculus and dematerialize."

GAMEMASTER: "At first, everything appears to be normal; but, after a short time, you hear a loud, grinding noise and the time rotor stops. You check the console and note that you have materialized somewhere on Earth in the 25th century. Quickly checking the view scanner, you find that you have materialized in a cave system."

EVELYN: "Apollo, I thought you said you had fixed the TARDIS."

APOLLO: "Those rocks must be millions of years old. They look fascinating. Come on, let's go take a look!" (To the gamemaster:) "I'm opening the door and leaving."

EVELYN: "Shouldn't we try to repair the TARDIS and leave?" (To the gamemaster:) "Oh, I guess I'll follow him."

GAMEMASTER: "Outside, it is totally dark. The rocks a few feet ahead of you are gray granite with quartz and some other minerals running through them. In the distance, you can hear drops of water striking a puddle, and the whole cave has a musty smell."

APOLLO: (To the gamemaster:) "We'll take the tunnel ahead."

EVELYN: "Apollo, I don't like this."

GAMEMASTER: "You walk down the tunnel a short distance. A cold breeze is coming from the other end. Each of you try to make a roll against your rating in *Surveillance,* Task Level V. Your target numbers are both 4."

APOLLO: (Rolls a 7.) "I missed mine."

EVELYN: (Rolls a 9.) "I missed, too. What happens?"

GAMEMASTER: "A hairy, three-foot tall spider drops from the ceiling onto Apollo. The spider will get to act first this round, due to your unawareness. He spends 3 AP and tries to bite Apollo." (Rolls die.) "He misses. His turn is over."

EVELYN: "I'll use 2 AP to draw my blaster, 2 to aim it, and 1 to fire."

GAMEMASTER: "The base Task Entry Line is IV. You receive +2 for your aim, −1 because the spider is small, and −1 because it is kind of dark. Your target number is 7."

EVELYN: (Rolls a 5.) "I got him!"

GAMEMASTER: "Don't bother to roll damage. The spider dies instantly, roasted to a crisp."

APOLLO: "Caves can be dangerous places."

EVELYN: "Come on, let's get out of here."

THE DOCTOR WHO ROLE PLAYING GAME

GAMEMASTER: "Before you can leave, you hear a voice from the other end of the tunnel, saying 'Who are you?' Suddenly, you are blinded by a bright light. Some shadowy figures are advancing."
APOLLO: "My name is Apollo and this is Evelyn. We were just taking a stroll through this fascinating cave system."
GAMEMASTER: "Make a CHA roll." (Since the gamemaster knows that the team advancing on the characters has had several of its men disappear under strange circumstances lately, he makes the roll Task Level VII. The team is very suspicious.) "Your target number is five."
APOLLO: "Hmmm." (Rolls a 7.) "I missed."
GAMEMASTER: "After your eyes adjust to the light, you see four figures approaching, all dressed in green jumpsuits. They are carrying weapons. You can just make out the badges on the front figure's uniform. They say 'Earth Survey Team Alpha Phi' and 'Survey Leader Roth'."

THE FINE ART OF GAMEMASTERING

Some of the gamemaster's many duties can be easily mastered. For example, it is easy enough to learn the rules of the game just by reading through them carefully several times. Making sure everyone is having fun may seem more complex. However, if the gamemaster carries out his other tasks well, a good time usually follows. That leaves giving descriptions, judging the action, and role-playing the NPCs. While none of these are particularly difficult, they do require a little practice. In addition to the following tips, gamemasters will benefit by re-reading "Presenting Scenarios" by Wm. John Wheeler, on pp. 24-27 of the **Game Operations Manual.**

Giving Descriptions

This is probably the task most often performed by the gamemaster, as he must describe each new location the players enter, each NPC they meet, and the specific results of any actions they perform. These descriptions are extremely important in creating a vivid, enjoyable game atmosphere.

Descriptions of each NPC and each location the characters will encounter are included in **Cast of Characters** and **The Adventure** sections, respectively. The first time the players enter the location or encounter the NPC, the gamemaster should read the description in this booklet and embellish it if necessary. The next couple of times the players enter the area or meet up with the NPC, the gamemaster should give them the important points of the description again. After a short while, the players will develop a mental image of the location or NPC, so that further description should not be necessary.

When giving descriptions, remember to include information the characters would receive from all their senses, not just sight and hearing. (Remember how the gamemaster in the **Example of Play** described the caves as stale and musty?) Further, describe only what the player characters can perceive. For example, if the characters are running for their lives down a darkened hallway, do not give them detailed descriptions of the ornate friezes they are passing. When devising your own descriptions, try to emphasize the details that make the location or NPC unique. For instance, the Earth Empire in **Countdown** has a distinctly Roman flavor. Thus, the descriptions of the NPCs' uniforms and the corridors of the *Leander* emphasize the Roman style of dress and architecture.

NPCs and locations are not the only things that must be described, however. If the characters are in a climactic battle or are performing an important die roll, describe the results of their action in detail. Instead of saying, "The Cyberman tries to hit you and misses," or "You make your roll, and the bomb is diffused," say, "The Cyberman raises his powerful arm and mechanically swings at you, missing by inches", or, "With but two seconds left, you manage to dislodge the yellow wire, stopping the low hum that indicated the bomb was activated."

Judging The Action

Another task the gamemaster is commonly called on to perform is judging the results of the players' various actions. He must interpret the results of Skill Saving Rolls, Attribute Saving Rolls, Verbal Interaction, and Combat. As noted above, if a Saving Roll or combat action is particularly important or climactic, it is important to describe the results in more detail than simply announcing success or failure.

Saving Rolls:

When judging Saving Rolls, the gamemaster begins by calculating the player's Ability Entry Line and the Task Entry Line before consulting the Interaction Matrix to find a Target Number. For hints on doing this, re-read pp. 34-35 of the **Game Operations Manual.** The gamemaster will usually announce the Target Number to the player making the roll. If, however, there are special modifiers or a situation of which the player is unaware, simply ask him to roll the dice to determine his success or failure.

When designing and running adventures, the gamemaster makes the game exciting by providing many opportunities for the players to use their Skills and Attributes and to make Saving Rolls. Take care not to go overboard, however. Too many die rolls can make the game seem like an endless rolling contest. Remember, too, the importance of providing opportunities for the characters to use all their skills during the course of play. After all, why should a player 'purchase' *Administration* if the gamemaster is never going to give him a chance to use it? Finally, when designing your own adventures, try not to include any rolls whose failure would mean the mission cannot be completed. Players should never be punished too severely for bad luck.

THE DOCTOR WHO ROLE PLAYING GAME

Verbal Interaction

Judging Verbal Interaction presents a different set of difficulties. Some groups of players will never try Verbal Interaction with NPCs, while others will try to abuse it by 'persuading' guards to let them go, or 'convincing' major villains to give up. If a player is meeting an NPC for the first time and is trying to make some sort of impression, have him make a CHA Saving Roll. When determining the Task Entry Line for this roll, consider current circumstances. In the **Example of Play** given above, the gamemaster determined that Apollo's Task Entry Line would be extremely high because members of the Earth survey team had recently been killed in the caves and Apollo automatically became suspect. Note the degree of success of the roll and look at the Variable Success for CHA Rolls Table on p. 36 of the **Game Operations Manual**. These guidelines will become useful for role-playing the NPC later and determining the chances of success of any further interaction.

Whenever someone tries to persuade an NPC to do something, make a *Negotiation/Diplomacy* roll. The Task Entry Line is determined in almost the same way as it was for CHA rolls. Some other modifiers to look for on persuasion attempts are: the results of the CHA roll made when the character first met the NPC, how reasonable the request is, and the general situation.

The *Leadership* skill is used when a character tries to command others, usually those he does not know. Again, determine the Task Entry Line as above, and use the chart on p. 36 of the **Operations Manual** for guidelines for determining the Task Entry Line given above. Also, take into consideration how good the deal is for the NPC. If the players are chasing The Master through the streets of London and offer an old man all the English currency they have – about 500 pounds – for the use of his bicycle, their Task Entry Level should obviously be Level I.

What is important to remember when judging Verbal Interaction is that no matter how skilled the interacting character is, some NPCs simply *cannot* be convinced in certain matters. You cannot persuade the Master to transform himself into a force of good who will use his powers to fight evil, although you might be able to persuade him to help combat an evil menace to humanity because he sees it as a threat to himself. Before determining the Task Entry Line, you should determine if the request, deal, or command the player is trying to make is even possible!

Combat

Generally, the most important action the gamemaster must judge is combat. It often means the difference between success and failure in an adventure. After gaining some experience with the combat system, there will be relatively few difficulties in resolving combat situations. It might be a good idea to stage a few sample combats before play begins to become familiar with the system.

Most combats will be either a transitional scrape or a climactic battle. Transitional scrapes are small combats whose purpose is to move the adventure along. A typical transitional scrape would be knocking out a guard to escape from some sort of prison. The gamemaster should try to get transitional scrapes over as quickly as possible. The NPCs will usually only choose basic combat actions, and little description of the action is necessary.

Climactic battles are the long, drawn-out fights that conclude many adventures. These should be described in great detail, and players and NPCs should be encouraged to take unique combat actions (tipping over tables, swinging on chandeliers, etc.). Players will enjoy the action a lot more.

As with Saving Rolls, no player should be punished too severely for bad luck. A player who makes no mistakes but is beaten by an obviously superior foe should probably not be allowed to die permanently in combat. The gamemaster may instead choose from a number of other options: having the foe capture the player instead, having someone arrive to give the player timely medical aid, or having the player regenerate (if he is a Time Lord). A key phrase in the above sentence is "makes no mistakes". If the player dies due to some mistake *he* made, it should stand. This mistake could include entering combat in the first place. An unarmed player who single-handedly attacks five Cybermen should be allowed to die (unless he has some excellent reason for attacking the Cybermen, such as helping his own comrades to escape, etc.)

Role-Playing NPCs

Another of the gamemaster's important tasks is to take on the roles of the various non-player characters. Good role-playing on the part of both gamemaster and players is a skill that usually develops gradually, and players usually take their cue from the gamemaster. When he does a good job of role-playing the NPCs, the players usually follow suit.

For each NPC, the gamemaster needs to develop some sort of recognition handle. A recognition handle can be a mannerism, part of the character's description, or part of his or her personality. If the gamemaster constantly emphasizes this recognition handle when playing the NPC, the players will develop a strong image of the character in their minds, making the play situation seem more real. Recognition handles for the major NPCs in **Countdown** are provided in the **Cast of Characters** section of this booklet.

The gamemaster must play the roles of ALL the NPCs in this adventure, not just the humans. NPCs can be creatures, aliens, and robots, too. In **Countdown,** one of the NPCs is a computer! All of these beings should be given personalities and recognition handles. By combining good role playing with good judging, the gamemaster should find running *Doctor Who* adventures to be a very satisfying experience.

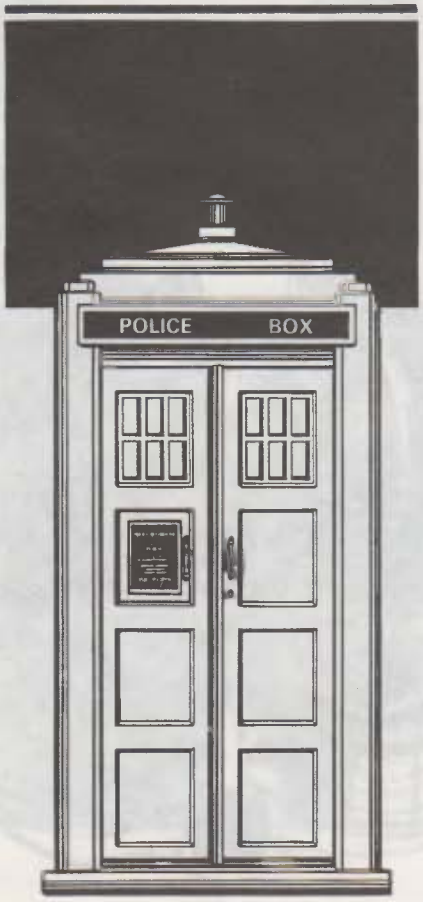
(NOTE: With inexperienced players, the gamemaster should at first ask only that they respond to game situation as their characters would. Later, they will naturally begin to talk like their characters and to identify with them strongly. Again, dynamic role-playing on the gamemaster's part serves as a role model for the players.)

THE DOCTOR WHO ROLE PLAYING GAME

The Adventure

This chapter includes detailed descriptions of all the events and locations that make up the **Countdown** adventure. It includes instructions for running each event, for connecting the events together, and notes on the various courses of action the players might choose. Although these events are presented in the order in which they are most likely to occur during play, certain actions taken by the players may demand that some events occur in a different sequence. As an aid to deciding the proper course of the game's events, the gamemaster should study the Plot Synopsis included in the **Introduction** until he has a thorough understanding of both the situation and its implications.

To keep in the spirit of the *Doctor Who* television series, drama was stressed over realism in designing the events that comprise **Countdown**. For instance, if a player is captured and taken to the conversion chamber, any players making a rescue attempt will arrive in just the nick of time to save their comrade – no matter how long it takes for the rescue party to arrive. However, should the gamemaster wish to run a more realistic campaign, he will have to modify some of the following event descriptions.



CRISIS

The adventure begins with all the players aboard their TARDIS. The TARDIS operator in the group has just finished performing some sticky repairs of the internal guidance system. The other players can be doing anything they want. Ask each player to describe what he or she is doing. The TARDIS is currently in flight, but has no special destination planned. Ask the players where they would like to go next, encouraging them to role-play any discussion of their destination.

While the players are discussing possible destinations, ask all the players to make a Difficulty Level V ITN saving roll. If no one succeeds with this roll, ask them to try try again at Difficulty Level IV. If all fail once more, lower the Difficulty Level to III. Continue to lower the Difficulty Level until someone finally makes the roll. The first player who succeeds will notice that the time rotor (the column in the middle of the TARDIS control console) has stopped moving. The above rolls really are not important. They serve, rather, as tension-builders.

Three seconds after all the players are aware that the rotor has stopped, the TARDIS will begin to shake violently. Ask all the players to make Difficulty Level III DEX rolls to stay on their feet. Anyone who fails this roll will fall to the ground, unable to perform any action until having passed a Difficulty Level III DEX roll to stand up.

If anyone able to stand and look at the TARDIS instruments can pass a Difficulty Level III *Temporal Sciences* roll, he will realize that the TARDIS has become caught in a gravity bubble. If he passes this roll with a critical success, he will realize that the TARDIS is actually caught in a chronic rift. (See the **Plot Synopsis** for more on the gravity bubble-chronic rift situation.) The gamemaster can read the TARDIS Data Bank Entry on gravity bubbles (or chronic rifts) to anyone who passes this roll, as their character would already know the information.

About one minute after the shaking starts, it will grow much more violent. Before anyone can perform any action, he must now pass a Difficulty Level III DEX roll to steady himself. Inform the players that unless they manage to materialize fast, the TARDIS will shake apart. To materialize the TARDIS requires a Difficulty Level III DEX roll to steady, followed by a Difficulty Level IV *Temporal Vehicles Operation* roll. If the players fail either of the rolls, have them try again until they make it, noting the number of times they failed.

GAMEMASTER'S NOTE: The above scene is intended to get the players into the action quickly. The gamemaster should play it out very dramatically, describing in detail the players falling to the floor or clutching for the materialization lever. The players are really in no danger at all, and they will automatically and safely materialize the TARDIS. Try to make them believe, however, that the bubble is very dangerous and that they could shake apart at any moment. Be sure to remind the players that they must materialize blind, without knowing where they are. They could end up anywhere, even in the middle of a star!

After the TARDIS has materialized and things are back to normal, the players will automatically learn that they were trapped in a gravity bubble (if they hadn't known this already). Any character with *Temporal Vehicle Operation* skill will automatically realize from coordinate readings that the TARDIS materialized on a moving spacecraft. The year is 2576. The TARDIS has materialized in Auxiliary Cargo Hold #2 of the Terran starship *Leander*. If the players use the ship's scanner to observe the area, refer to the detailed room description given in **Vessels**. Finally, if the players missed any rolls for materializing the TARDIS, roll once on the Gravity Bubble Damage Table (see below) to learn if the TARDIS' systems are damaged from the incident. Add the number of times the players failed to materialize to the die roll.

GRAVITY BUBBLE DAMAGE TABLE

Die Roll	*Effect*
2-7	No Damage
8	Internal Restructuring System
9-10	Mean Free Path Tracker
11	Chameleon Circuit
12	Time/Space Navigation Control

Nearly all the results from the above table are minor damage, and none of them will affect the outcome of this adventure at all (although they may affect future adventures, at the gamemaster's discretion.) Guidelines on how to judge TARDIS damage and repairs are found on pp. 71-73 of the **Game Operations Manual**.

THE DOCTOR WHO ROLE PLAYING GAME

INSIDE THE *TSS LEANDER*

Upon materialization, the players will probably use the TARDIS scanner and other instruments to check out their surroundings. Atmosphere and gravity readings will all indicate Earth normal. The TARDIS has materialized in Auxiliary Cargo Hold #2 on B Deck of the Primary Hull.

GAMEMASTER'S NOTE: Most of the **Countdown** adventure will take place in the chambers and corridors of the starship *Leander*. See the chapter on **Vessels** for a complete description, background information, and deck plans for the starship.

After investigating their surroundings, the players will probably leave the TARDIS to look around. If they seem reluctant to leave, tell them that the gravity bubble they encountered can be very dangerous to spacecraft and that they may wish to warn the crew. Also, the CIA would certainly want them to investigate the bubble so that other time travelers could be warned. If they continue to resist, tell them that the TARDIS simply does not have the power to dematerialize again. A massive power failure is being caused by something in the area (the Chronic Rift). In this case, the rift will begin to affect the TARDIS early (the TARDIS could be affected earlier than everything else because its inter-dimensional nature makes it more sensitive to the drain, etc.)

IN THE CARGO BAY

After the players leave the TARDIS, they will find themselves in a rectangular room, six by seven–and–one-half meters in size. In one corner of the room is the TARDIS, while the rest of the room is filled with stacks of crates. Next to the door is a panel consisting of some kind of gauge and several dials (actually a thermostat controlling environmental conditions in the cargo hold). The crates are marked "MEDICAL EQUIPMENT - EXTREMELY FRAGILE - MUST BE KEPT BETWEEN 17 AND 18 DEGREES CELSIUS". Each crate is about two feet by two feet at the base and one foot high. The crates are made from a silvery plastic material.

A character trying to force open one of these crates with his bare hands must make a Difficulty Level V STR roll to succeed. If the players use a sonic screwdriver or pry bar of some type (definitely available on the TARDIS), the crate will open automatically. Inside are four trays, each approximately three inches high, holding several hundred tiny vials. The vials contain the serum to cure Hadder's Fever. If a character with skill in *General Medicine* examines the serum, he will know that it is the cure for Hadder's Fever if he can make a Difficulty Level V roll. If a character with skill in *Pharmacology* examines the vials, he will determine their nature with a Difficulty Level III roll.

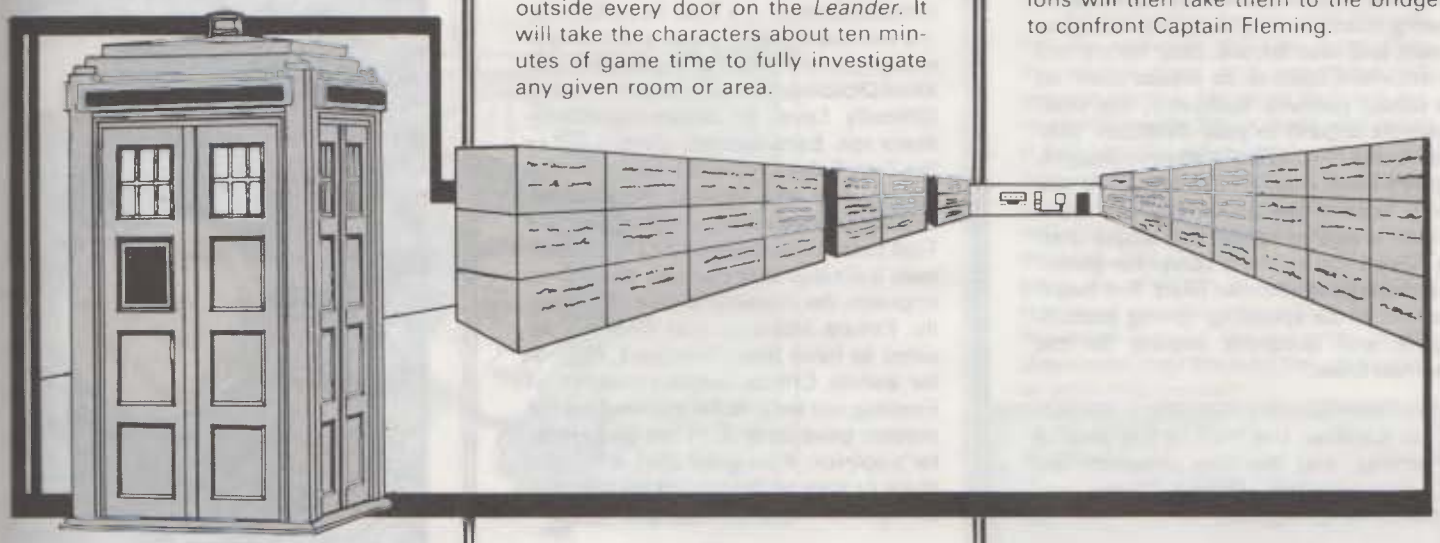
After investigating the crates, the players will probably wish to leave the cargo hold and look around the ship. The only doors that will be locked are those that lead to private staterooms, or unused areas of the ship (such as the special visitors' facilities). As they leave, they will notice a placard just outside the door that reads "Auxiliary Cargo Hold #2". A similar placard appears outside every door on the *Leander*. It will take the characters about ten minutes of game time to fully investigate any given room or area.

TRACKED BY SAM

Just after the players leave the hold, start making a roll every five minutes (game time) to see if they are detected by SAM's security system. Using the Skill Level of the party member with the best skill rating in *Stealth*, make a Difficulty Level VI *Stealth* roll for the whole party. If this roll fails, Imperial Centurions will arrive on the scene in five minutes. If it succeeds, wait another five minutes and roll again. If none of the players have *Stealth* skill, use the highest DEX present and make the Difficulty Level VII.

When the party finally fails a detection roll, SAM will lock onto their location and track them everywhere they go. It is impossible to escape this detection. SAM will guide a patrol of five Imperial Centurions straight to them (see **Gamemaster's Notes** chapter for further details on the Centurions' combat abilities and equipment). This patrol will be led by Major Reitz himself. Because of the Centurions' training and complete knowledge of the ship and the players' activities, the patrol will take the characters by surprise unless the character with the highest *Surveillance* Skill Rating can make a Difficulty Level VI roll.

Whether they take the party by surprise or not, it should be obvious to the players that combatting the Centurions is not a good idea. The five Centurions and Reitz will all have their Mark VII Blasters on stun and at the ready. If any of the players tries anything remotely resembling combat, the Centurions will stun him and warn the rest. When the players finally give up, Reitz will poke his blaster in one of their faces and say, "Well, it looks as though we've found some saboteurs." Reitz and the Centurions will then take them to the bridge to confront Captain Fleming.



THE DOCTOR WHO ROLE PLAYING GAME

TO THE BRIDGE

As the Centurions lead the players off to the bridge, the gamemaster will describe the areas of the ship through which they are passing. He should use the deck plans to determine the most likely route to the bridge.

As soon as the player-characters have been captured, some of the Centurions will leave. There are as many centurions as characters remaining on the bridge, with Reitz automatically staying to command them. This might get the players thinking about an escape attempt. This should be played out as a normal combat. The Centurions will have their Blasters set for stun and leveled to fire at the prisoners. If the players manage to escape (or if they somehow eluded capture in the first place), a full-scale security alert will be posted. Ten Centurions as well as several members of the *Leander* crew will begin a room-by-room search of the ship. Anyone captured by them will be escorted to the bridge.

GAMEMASTER'S NOTE: The gamemaster will read the following description to any captured players brought to the bridge: "You are placed in a turbo-lift that elevates and then comes to a sudden stop. The plastic door opens to reveal a large, T-shaped room, obviously the bridge of the vessel. The room is done entirely in a glossy black plastic. On the floor is an intricate mosaic made from plastic tiles. Ahead of you are four ornamental, Roman-style columns. To either side, you see black metal stairways leading up about twelve feet to a gantry level. On the gantry are banks of machinery and equipment. A young man with blond hair is standing on the gantry looking down on you. Directly ahead, you see a curving bank of instruments being monitored by two crewmen, one male and one female. Just before the instrument bank is an ornate chair on a raised podium. Suddenly, the chair swivels around in your direction. Seated in the chair is a slightly overweight, grey-haired man in his fifties. At the very head of the room, you can see a video image of space, and above that, a screen displaying a computer-generated image of a human head. The 'head' seems to be speaking, giving instructions and progress reports to the human crew."

(The man on the gantry is First Officer Lindsay, the man in the chair is Fleming, and the two crewmen are Communications Officer Dirkes and Navigator Campbell.)

MEETING WITH CAPTAIN FLEMING

Major Reitz will report the discovery of the players to Captain Fleming. Fleming will introduce himself as Commander of the *TSS Leander*, an Earth fast courier, and introduce everyone present on the bridge. He will then give the players a chance to explain themselves. After the characters have done so, have each player make a CHA roll for every NPC on the bridge, including Reitz (see **Cast Of Characters** for descriptions). Remember to record the results of these rolls.

If Reitz' reaction to any players present is Neutral or worse, he will try to persuade Captain Fleming to have all the players executed as saboteurs. (This is within Fleming's authority, and the Earth regulations can be interpreted as calling for it). The players must try to talk him out of it, using their *Negotiation/Diplomacy* skill. As Fleming is reluctant to execute anyone, this is a Level III task. Adjust the level down 2 if Fleming is Actively Supportive toward any of the characters and down 1 if he is Friendly toward any of them. Adjust the level up 1 if Fleming is Aggressively Hostile to any of the characters. Make Difficulty Level II persuasion rolls for *Negotiation/Diplomacy* for each NPC on the bridge who is Friendly or Actively Supportive of any of the characters. If this roll is successful, lower the Difficulty Level of the players' *Negotiation/Diplomacy* roll by 1.

If the NPC in question does not have *Negotiation/Diplomacy* skill, automatically alter the Task Entry Line by +2 instead. Finally, allow every player except the one with the highest *Negotiation/Diplomacy* Skill Rating to make a Difficulty Level IV *Negotiation/Diplomacy* roll. Each success gives a +2 to the Task Entry Line of the final roll. The player with the highest *Negotiation/Diplomacy* skill makes a roll against the Task Entry Line determined above. Success indicates that Fleming decides to imprison the characters only temporarily. Failure indicates that Fleming decides to have them executed, but not for awhile. Critical success means that Fleming will believe the explanation the players gave (only if, in the gamemaster's opinion, it is a good one), and allow them to stay on the bridge for the time being.

GAMEMASTER'S NOTE: Whether Fleming decides to execute the characters or not will have very little bearing on the adventure. (It will only make things all the more dramatic.) If he does so decide, the execution will not be scheduled for at least three hours. By this time, the Cybermen and androids will have arrived and made the execution impossible. Fleming's reaction to the players will probably change after he sees some evidence that they are trying to help him anyway.

The gamemaster should encourage strong role-playing during this scene. The players may ask several questions of the bridge crew during the scene or immediately after. If they ask about SAM or the *Leander*, First Officer Lindsay will explain their full functions and backgrounds to them automatically. (This is considered classified or secret information.) In the course of that conversation, allow the players to learn that the *Leander* is on an important special mission. If they ask what that mission is, no one will respond. If they happen to mention the serum for Hadder's Fever they may have seen in the cargo hold, allow them a Difficulty Level IV persuasion attempt (using *Negotiation/Diplomacy*) to persuade Fleming to tell them about the situation on Ionia and the *Leander's* mission.

THE DOCTOR WHO ROLE PLAYING GAME

SIGNAL FROM SPACE

Just after the fate of the players is decided (or any time the gamemaster feels appropriate, should the players have managed to elude capture or detection), Communications Officer Dirkes will announce, "Sir, SAM is picking up a distress call from an Earth merchant vessel trapped in the gravity bubble we detected earlier. Sir, they need help badly." Fleming will then ask her to play the message so that the bridge crew can hear it. The message reads: "THIS IS THE EARTH MERCHANT VESSEL *TOWER OF LONDON.* OUR ENGINES HAVE MALFUNCTIONED AND WE ARE BEING PULLED TO THE CENTER OF A GRAVITY BUBBLE. UNLESS WE RECEIVE HELP SOON, WE WILL BE DESTROYED. MAYDAY. MAYDAY."

If the players are on the bridge, they may wish to persuade Captain Fleming to help the vessel (with a Difficulty Level III *Negotiation/Diplomacy* roll). If the players do not try to intervene or they fail, then Lindsay and Dirkes will persuade Fleming to aid the ship (in which they are automatically successful). This scene should be role-played. Reitz will insist that stopping to help the ship will consume valuable time. (If the players do not know of the *Leander's* mission, allow them a Difficulty Level IV *Negotiation/Diplomacy* roll to persuade Fleming to tell them why the *Leander cannot* afford long delays.) Lindsay and Dirkes will point out that it will not take long to dock with the ship and rescue its crew. Further, the fever will not begin killing its victims for awhile yet.

If the players managed to escape detection or capture and are not on the bridge when the distress call comes in, Lindsay and Dirkes will persuade Fleming to aid the distressed merchant. Fleming will use the public address system to inform the entire crew that the *Leander* is stopping to dock with an endangered Earth merchant vessel. This docking is to take place in approximately 15 minutes. The players will, of course, hear this message as well.

If the players are still on the bridge and Fleming decided to imprison or execute them at a later time, they will be taken to and locked in the Food Storage Room on Deck B of the Primary Hull (Room 15 on the deck plans). Reitz and one Centurion for every player will escort the group. The Centurions will also see that the doors to all the cargo holds are locked (just in case).

Lining the walls and in the center of the storage room are bins containing various fruits, vegetables, and other foods. If players open the bin on the back wall, they will discover a large walk-in storage area (recessing into the hull) containing crate after crate of food. In the corner of the room is an unlocked door that leads to a freezer. The freezer also recesses deep into the hull of the ship. It mostly contains frozen meats. Inside the Food Storage Room next to the door is a thermostat control and a video screen, which is turned off. The Difficulty Level of the lock to the storage room is Level IV. (The target number for a lockpicking attempt using a sonic screwdriver is 10.)

THE DOCTOR WHO ROLE PLAYING GAME

DEADLY ANDROIDS

About 15 minutes after Fleming announces to the crew that the *Leander* is going to aid the crippled merchant ship, the *Leander* will be in docking position. If the players are in sight of Docking Bay #1 (Primary Hull, Deck B, Room 8), they will see a boarding party arrive about five minutes before the docking is to occur. This party consists of four Imperial Centurions, Engineer Spencer, and two enlisted *Leander* crewmen (stewards). Sergeant Hall is commanding the detachment of Centurions. If the players are on the bridge, they will hear Fleming give orders for this party to assemble and go to the docking area.

The actual docking will go without a hitch. The Earth party will take about two minutes to prepare to board.

To everyone's surprise, the airlock door will suddenly and unexpectedly open to reveal two deadly androids. Before anyone can react, these androids will each shoot some type of beam out of their hands, one killing a steward, the other killing one of the Centurions. If the players are not in sight of the massacre, one of them will notice a conveniently-placed video screen displaying the docking and the subsequent battle. (There is such a screen in the Food Storage Room where the players will be imprisoned, and the bridge personnel will certainly be watching the docking proceedings on security monitors. There are similar video screens all over the *Leander*, and so, no matter where the players are, they will see the docking.)

After the first two rounds of combat, the androids will step away from the airlock door and two more will emerge from it. Sergeant Hall will immediately radio Major Reitz and issue a full security emergency. (Reitz, the rest of the Centurions, and several armed members of the *Leander* crew will arrive in six combat rounds, or one minute). The Centurions will then engage the androids in a pitched battle, retreating into the main atrium and taking cover behind the columns. If the players are near the area, they may wish to enter this combat.

Name: CYBER-ANDROID

Attributes

STR	—VI	CHA	—I
END	—VI	MNT	—I
DEX	—II	ITN	—I

Combat Statistics:

AP:	5
Armed Combat, Blaster Rifle:	IV
Unarmed Combat, Brawling:	II

The androids have 4D6 armor. They also have a weapon equivalent to a Blaster rifle built into their right hands.

Significant Skills

None.

PITCHED BATTLE

The androids have a pre-programmed battle strategy. They will slowly advance to the bridge, securing the corridors as they go, and wait for their masters to arrive. The Centurions are the only humans they will actively try to destroy; all the others are to be captured and the officers taken to the bridge to await the Cybermen, if possible.

GAMEMASTER'S NOTE: The presence of the Cybermen in the adventure is intended to be a dramatic surprise sprung on the players. Before the Cybermen decide to reveal themselves, the players should see only the androids, and it would be impossible to identify their origin without a detailed analysis taking at least 24 hours.

The androids have one weakness: The equipment that Vorak and the other Cybermen had available for their construction was not the best, and, consequently, the androids suffer from a technical flaw near the chest unit. Any player who looks at the android and makes a Difficulty Level III *Cybernetics* roll or a Difficulty Level V *Electronics* roll will notice this weakness. Discount the androids' armor in determining damage for any attacks hitting the androids in their weak spot (requires a -3 aimed shot).

CALCULATING TIME

Once the battle with the androids begins, the gamemaster must begin to keep strict track of time. Note the several dotted lines on the deck plans.

Next to each dotted line is a figure representing the number of combat rounds (ten seconds each) it will take the androids to push the Centurions back behind that line. After the given number of rounds have passed, the remaining Centurions will fall back to somewhere in the vicinity of the next red line and make another stand. Every time the defenders fall back, roll a D6-3 for the number of them that are killed (a result less than 0 is treated as 0). Assume that no androids will be destroyed unless the players intervene. This is a very abstract, but simple, way of keeping track of the battle. If the players themselves are involved in the battle, play it as normal combat. The androids will fire heavily into the defenders and then advance on them. In either case, the defenders will not win. Thirty minutes after the battle begins, the androids will successfully reach the bridge. The Cybermen have four more androids on their ship who can be brought in as reinforcements, and, if necessary, they will personally enter the fray.

MOVEMENT AND ACTIONS

If the players are on the bridge during the battle, they can watch the whole thing on SAM's security monitors. SAM is programmed to seal off all parts of the ship and begin to respond with automatic defenses in an emergency such as this, but every time he tries to engage, this program fails. (Medical Assistant Gray has secretly erased this capability, and, if given the opportunity, Reitz will of course blame the players for it.

If the players are trying to wander or sneak about the *Leander* during the battle, conduct their movement and actions in tactical scale (spending AP, etc.) The gamemaster may be called upon to estimate the AP) costs for some unusual actions. If he decides an action costs more AP than a character has, the character spends more than one round doing it (fully searching a room, for instance, might cost between 30 and 50 AP.) If, sometime during the battle, the players happen to be near the Engineering or Computer Rooms on Deck A of the Primary Hull, they will notice Medical Assistant Gray come running out of one of the rooms. (Gray has just sabotaged the defense program.) For every three combat rounds the players spend wandering about the ship, roll on the Encounter Table below. Add 1 to the roll for every encounter the players have already had. Add 2 to the roll if the players are within six meters (four squares on the deck plans) of the dotted line the Earth men are currently defending.

Battle Encounter Table

Die Roll	*Encounter*
2-6	No Encounter
7	Android
8-9	Centurion Patrol
10-11	Trapped Centurions

Android:

The players will encounter an android heading toward (or coming from) the main battle. They can avoid or hide from the android with a Difficulty Level III *Stealth* roll or a Difficulty Level II *Concealment* roll. Make one roll for the whole party using the best *Stealth* or *Concealment* skill present among the players. If none have *Stealth* or *Concealment,* make it a Difficulty Level IV DEX roll. If the players fail to avoid the android, it will attempt to capture them and eventually take them to the *Leander* bridge to meet the Cybermen. Play it out as a normal combat. If the players try to flee, lead them into the Trapped Centurions encounter (see below) and add another android to the attack group. Add 1 to further rolls on the Battle Encounter Table.

Centurion Patrol:

The players will see three Imperial Centurions coming down the corridor heading toward the battle. The players can avoid the Centurions using the method described above, but this time the Difficulty Levels are both III. If the patrol notices the players, they will attempt to capture them (if the players have escaped imprisonment), stunning them if necessary. Captured players will be taken to the bridge. Before they get there, however, the Centurions escorting them will be attacked by two androids, resulting in the Trapped Centurion encounter. If the players were not imprisoned, they may decide to voluntarily join the Centurions to fight the androids. If this happens, they will soon be attacked by two androids, also resulting in the Trapped Centurions encounter. Add 1 to further rolls on the Battle Encounter Table.

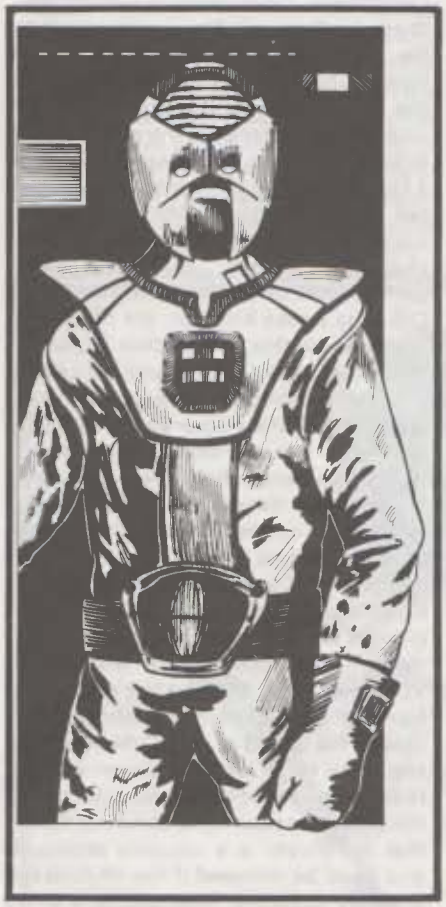
Trapped Centurions:

The players come across a group of three Centurions pinned by two androids. The Centurions are in grave danger, which the players should recognize and so probably try to rescue them. If they are near a group of columns, the Centurions will be hiding behind them; otherwise, they will be hiding behind a barricade of overturned tables. If possible, the players will come up behind the Centurions and become pinned with them. If this encounter is being played out as a result of the Centurion patrol above, wait until the group reaches some area where they could become pinned in before the androids attack.

THE DOCTOR WHO ROLE PLAYING GAME

SNEAKING ABOUT

After the Cybermen and androids have taken over the ship and posted guards and patrols, characters trying to get from one area to another undetected will be a common occurrence. In this case, the character must make a roll against his skill in *Stealth*. The base difficulty for sneaking about the *Leander's* corridors is Level III. The gamemaster can modify this as he sees fit, depending on the condition of guards, available cover, or any other relevant circumstances. Modify the Task Entry Line by -2 for each level of *Surveillance* skill the guards possess. If the character making the attempt does not have *Stealth* skill, allow him to make a DEX roll instead at a base Difficulty Level of V.



DESTROYING THE ANDROIDS

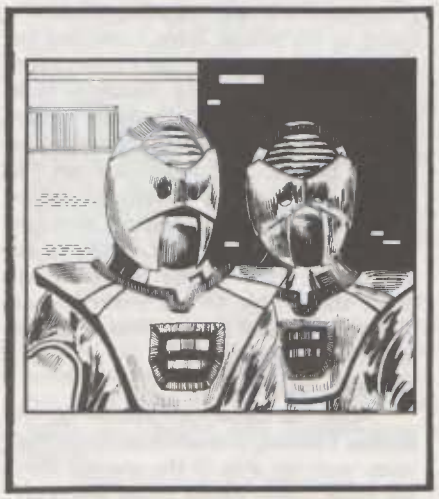
Three combat rounds after the players arrive, make a Difficulty Level III ITN roll for each player. Anyone successful will think of one of the following methods of destruction: If the battle takes place near any sort of lab or accessible science area, the player will realize that a certain acid (easily found in the lab) will automatically destroy the androids. It requires a successful combat roll to throw the acid on each android. If the battle takes place in an area where there are columns, the player can notice that it is possible to shoot out one of the columns so that it falls, crushing and completely destroying the androids. An aimed shot (-3 to Task Entry Line) is required to shoot the column properly.

If the battle takes place in neither of these two areas, the players will notice that the androids are standing underneath an automatic sprinkler. With an aimed shot (13 to the Task Entry Line), the heat from a blaster can turn the sprinkler on, dousing both androids. The androids will spark furiously, then jerk wildly and finally collapse.

These special attack methods will only work once, however. After that, the Cybermen will modify the androids' programming by radio signal, so that they will be on guard against them. If the players have escaped imprisonment thus far and the gamemaster wants them to be captured for another reason, the Centurions will surround the player characters and take them to the bridge. (Even if the players saved their lives, Imperial Centurions remain highly-trained, disciplined troops who always follow their orders.) If the players saved the Centurions, they can try to dissuade them not to capture with a Difficulty Level V *Negotiation/Diplomacy* roll. In this case, the Centurions will ask them to join the battle against the androids, but will not press them if the player characters have a more important task to perform. This encounter will occur once. Treat a roll of 10-12 as the Android Encounter described in the above table. After this encounter occurs, treat all Centurion Patrol Encounters as Android Encounters as well.

CAPTURED!

The players will eventually be captured by the androids and taken to the bridge. If the players have not been captured (or have already managed to escape) by the time the androids reach the bridge, have a party of three androids surprise them in the open wherever they are. If the players are still locked in the storage room, the androids will suddenly burst in and lead them off. If they are on the bridge, they will be taken prisoner when the androids arrive. If they are trying to hide somewhere, the androids will be guided by sensor equipment from the *Cybership* directly to the player characters' location, taking them by surprise.



It should be noted that it is very difficult for the players to get back to their TARDIS by this time. The *Leander* cargo hold, where the TARDIS is now situated, is locked, the power drain from the chronic rift having already made it impossible for the automatic doors to open. The doors can be opened manually, but this would take at least 15 minutes. In any case, the players should be captured by the androids before they are allowed to run and hide in the TARDIS. The gamemaster should also make it obvious to the players that resisting the three androids is useless. They will take the players by surprise and can easily overpower them.

ENTER THE CYBERMEN

Once the players are captured by the androids, they will be taken to the bridge. There they will find Fleming, Reitz, Fredrick, Gray, Spencer, Campbell, and Dirkes also being held prisoner. A total of six androids will be on guard. All obvious weapons will be removed from the prisoners at the time of capture. The androids are not capable of speech, but will make it known through gestures that anyone touching any of the *Leander's* equipment or trying to escape will be destroyed.

After all the prisoners are secure, the players will hear the turbo-lift slowly rising to the bridge. After it reaches the proper level, there will be a short delay and then the door will suddenly slide open to reveal the Cybermen! Cyberleader Vorak and two others will arrive on the bridge. Two minutes from this time, the remaining Cybermen (seven in all) will spread themselves throughout the corridors of the *Leander* to act as guards. Four of the androids will leave the bridge to aid them. Cyberleader Vorak will then deliver a speech detailing his plans.

Vorak's Speech

After the Cybermen appear on the bridge, Fleming will ask them what they want with his ship (if the players don't ask first). Cyberleader Vorak will reply: "The answer to that is simple, Earthman." (If the character is a Time Lord, Vorak will address him properly also, as he automatically knows who is human and who is a Time Lord.) "You are carrying a certain serum that I must guarantee never reaches its destination. My kind has been reduced to small wandering bands, unable to increase our numbers, for nearly a thousand years now. We have no world to call home. When I intercepted radio transmissions concerning your mission, I conceived of a plan that will provide us with a home planet at last.

"I have determined that the plagued planet to which you are carrying your precious serum would make an ideal homeworld for my race. Under the effects of the disease, Ionia will be weak and will fall easily to the invasion we plan. If your vessel were never to reach the planet, your Earth government would probably quarantine the entire sector. They know that the deadly fever will run rampant unless treated soon, and they will not risk the possibility of a vessel carrying the fever virus to other inhabited areas. This will give us time – time we desperately need."

At this point, Lindsay breaks in to say, "You murderer! You're condemning ten million innocent people to death!"

"Fear not," Vorak responds. "The inhabitants of Ionia will not die. That would be a tremendous waste of resources. No, they will go on living, as Cybermen. My kind can only increase their numbers by converting humans into Cybermen. Many of the Ionians will gladly accept this transformation to save themselves from the fever. Those who do not accept will be wiped out by the disease.

"After the planet is secure, we will have time to contact others of our kind, regroup our forces, and build. Eventually we will become powerful enough to carry out our supreme goal – the subjugation of Earth!"

Fleming breaks in here. "Earth will never believe that the *Leander* disappeared without a trace. They'll send someone to investigate."

Vorak replies calmly, "And when they do, Captain, they will find what is left of your vessel at the center of the gravity bubble. We have already prepared your log to show that your vessel suffered a disastrous power failure and were sucked into the bubble. They will believe it."

Vorak will then order a party of Cybermen up to the bridge to lead away a group of humans to be converted to Cybermen. This group will consist of Engineer Spencer, Dr. Fredrick, Navigator Campbell, and possibly a player character. This player character must be human, but otherwise can be selected at random. If all the player characters are Time Lords, they will be left on the bridge, and Vorak will tell the other Cybermen that conversion of the prisoners must wait until later, for now they may still be useful. Once down the turbo-lift, the prisoners on their way to the conversion chamber will meet a group of five enlisted prisoners heading for the same fate. The group will be well-guarded all the way to the *Cybership* and conversion, with little chance for escape.

For now, Vorak plans to secure the ship, post guards, and begin converting the prisoners. The Cybermen will be engaged in attempting to carry out these plans for most of the rest of the adventure.

THE DOCTOR WHO ROLE PLAYING GAME

LOSING POWER

After the characters are led off the bridge to the conversion chamber, something strange will occur. SAM will report that all the ship's power levels are falling at a slowly increasing rate. Many of the ship's major systems have already become inoperable. Cyberleader Vorak, still on the bridge with other Cybermen and androids, will receive a radio report from his own ship indicating that a similar phenomenon is being observed aboard it as well.

After the report comes in, First Officer Lindsay will receive permission from Vorak to examine the *Leander's* instruments to see what is causing the drain. Lindsay will then announce that the readings are very unusual and beyond his comprehension. If one of the players still on the bridge asks to look at the instruments, Vorak will again grant permission. If the player can pass a Difficulty Level IV Temporal Sciences roll, he will realize that the gravity bubble is actually a deadly chronic rift. If a character passes this roll, the gamemaster can read to him the TARDIS Data Banks Entry on the rift, as he would know this information anyway.

If the character gives any indication of understanding the chronic rift, Vorak will threaten the player with death unless he or she can explain. The player may try to persuade Vorak that the rift is extremely dangerous and that only he has the knowledge to respond to the danger. This is a Difficulty Level VII *Negotiation/Diplomacy* roll because Cyberleader Vorak is very doubtful that there is any technology superior to his own. If the character is successful, Vorak will allow him and any assistants free use of the *Leander's* laboratories (under the guard of two Cybermen) to study the rift. If another player was already taken to the conversion chamber, the character may try to convince Vorak that the player is a valuable assistant and must be released if the rift is to be properly analyzed. Treat this as a Difficulty Level VI *Negotiation/Diplomacy* roll. Of course, Vorak will have any characters studying the rift killed or converted when they are no longer useful to him.

Any characters studying the rift for the Cybermen will be led off to the research laboratory just after the Vegans' message comes in (*see* **The Vegan Threat**). Once there, they may try to stall or work on something other than a solution to the rift (such as a way to defeat the Cybermen). If this is the case, have them make a Difficulty Level IV *Stealth* roll to do this without their guards noticing. Any players failing this roll will immediately be taken back to the bridge (or conversion chamber). If the players try to find a way to deal with the Cybermen, refer to **Ultimatum.** If they actually try to find a way to seal the rift, see **Sealing The Rift**. If they try to escape, play it out as a normal combat.

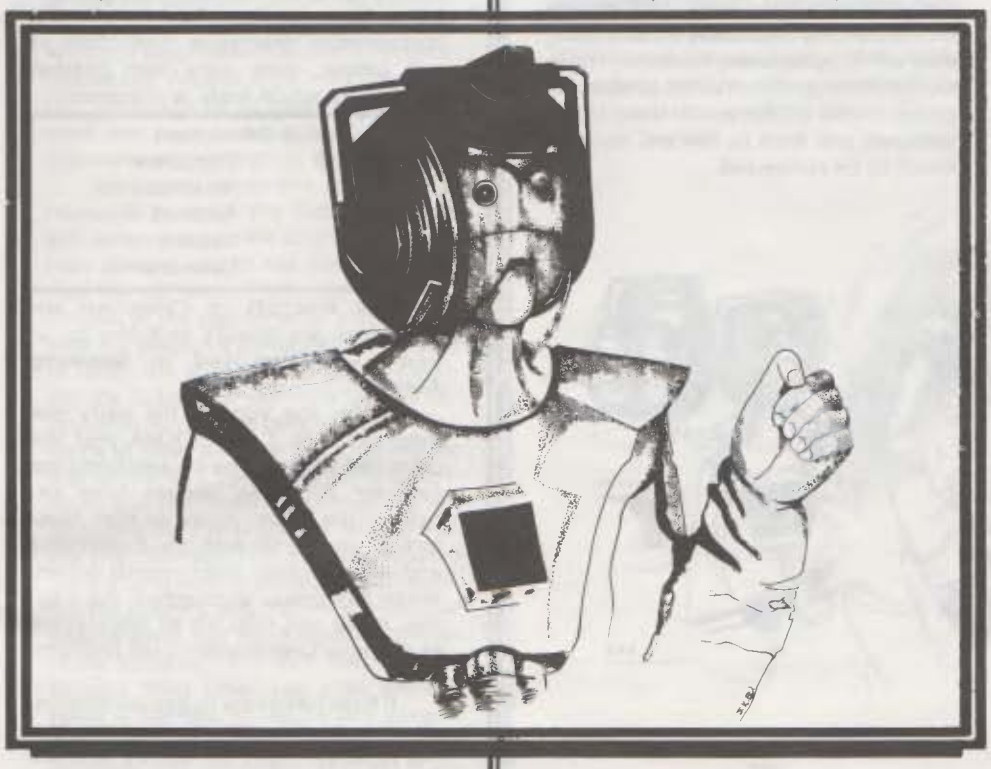
EFFECTS OF THE CHRONIC RIFT

The rift will have many effects on the adventure's outcome. First of all, the lights on the *Leander* soon will begin to dim, due to lack of power. This darkening will modify combat and possibly other rolls, at the gamemaster's discretion. The rift will also begin to drain power from the Cybermen themselves! After a while (at least an hour), the APof all the Cybermen (except Vorak, whose superior technology foils the drain) and androids will be reduced by 1. Also, their combat Skills Levels will each fall by 1. The exact timing of these effects is up to the gamemaster. If the players are doing well and progressing easily, he may decide to wait awhile before invoking the effects of the drain. If they are doing poorly and need help, the gamemaster might have the drain begin to affect the Cybermen early. If the players realize that the drain will effect the Cybermen (Difficulty Level III *Temporal Science Roll*) and specifically state that they are delaying their final attack as long as possible (*see* **Ultimatum**), the AP of all the Cybermen and androids will have had time to be reduced by 2. By the time the drain would have had further effects, the Cybermen will have been defeated.

If the players have a K-9 unit, it will be affected by the power drain in the same way as the Cybermen.

THE NEXT STEPS

It will finally become obvious to any player realizing that the ships are trapped in a chronic rift that they are in great danger. The rift will continue to drain power from both ships until they are no more than lifeless husks. Eventually, the life-support systems themselves will cease functioning. The players now have two tasks to perform: foiling the plans of the Cybermen, and sealing the rift to save the Earth mission and their own lives! Unless the players could convince Vorak that the rift is deadly and he enlists their aid, Vorak will make sure that the entire *Leander* crew has been converted or killed before taking any steps to remedy the power drain. He believes that his superior Cybertechnology will easily come up with a satisfactory method of escape.



THE DOCTOR WHO ROLE PLAYING GAME

THE VEGAN THREAT

About 30 minutes after SAM noticed the power drain (try to encourage the players to role-play and interact with the NPCs for awhile to allow a short time to pass before beginning this event), Communications Officer Dirkes will announce, "Captain, SAM is picking up a signal. You had better listen to it yourself!" (By this time, the bridge crew will have been allowed to monitor their controls, under strict guard, to keep the vessel functioning.) Dirkes will then set the communications equipment to play the message throughout the ship, and the players will hear it no matter where they are. The message is: "AHOY, PLANETLUBBERS. THIS IS KALIK, SKIPPER OF THE VEGAN PRIVATEER *JACK OF HEARTS*. YOU HAVE JUST FIVE MINUTES TO PREPARE TO BE BOARDED AND TO SURRENDER YOUR BOOTY OR WE'LL LAUNCH A BROADSIDE INTO YOU THAT WILL BLOW YOU CLEAN BACK TO THE MOONS OF MAROS. MAKE SURE THERE ARE NO TRICKS EITHER, OR YOU'LL WIND UP SCRAPING THE BOTTOM. REMEMBER, FIVE MINUTES."

Allow any Time Lord players hearing the message Difficulty Level V MNT rolls to see if they happen to remember what Vegans are. If this roll is successful, read them the TARDIS Banks Data Entry on Vegans (see **Gamemaster's Notes**.)

After hearing the message, Cyberleader Vorak will order his troops aboard the *Cybership* to blow the Vegan vessel out of existence. The troops will immediately reply that this is impossible because the power drain has rendered all weapon systems inoperative. Vorak will then order Captain Fleming to signal the Vegans, agreeing to their terms. At gun-point, Fleming will do as they ask. Vorak will then begin organizing an ambush to meet the Vegans as they board. Shortly after this, more Cybermen will first come to the bridge and then a large group of them will leave again, including Vorak. Before Vorak leaves, he will hand Medical Assistant Gray (who has been on the bridge all this time masquerading as a prisoner) a Mark VII Blaster and tell him to help guard the prisoners, revealing him to be the saboteur of SAM's computer defenses. (Be sure to role-play the prisoners' reaction to this.) This leaves just one android, one Cyberman, and Gray on the bridge to guard the players.

AMBUSH AND ESCAPE

Watching the main security on the bridge, the players and other prisoners will witness Vorak and the other Cybermen ambush the Vegans. Any player not on the bridge will happen to witness this on a nearby video screen. The Vegan vessel will dock at Docking Bay #2 on B Deck of the Primary Hull. Eight Vegans will board the *Leander,* and two will be killed instantly by the Cybermen. Vorak, two other Cybermen, and four androids will be the ambushers. The Vegans will quickly flee. Three of them (including what appears to be the leader) will escape onto the *Leander.* They will run through the main atrium and appear to be heading towards A Deck and the Command Level. Two Vegans will escape back onto their own ship (where they will hide in the secret smuggling hold), and two others will be captured and taken by the *Cybership.* The Cybermen will quickly secure the Vegan ship, but will find no trace of the two Vegans who escaped onto it.

In the meantime, any players aboard the bridge will probably start thinking about escape. The guard on them is probably weaker now than it ever will be in the future. As mentioned above, an android, a Cyberman, and Gray remain on the bridge. The prisoners still present are Fleming, Reitz, Lindsay, Dirkes, and any players. All the NPC prisoners (including Reitz) will be willing to take part in any escape attempt. If the players do not suggest escape, Lindsay will whisper the possibility to them.

Conduct the escape attempt as a normal combat. As the Cybermen and androids are paying full attention to the ambush on the security monitor, they will be taken completely by surprise. During the first round of combat, only the prisoners can act. Before the battle begins, allow the players each a Difficulty Level IV ITN roll to realize that the lone Cyberman is clutching his gun very loosely. During the first round of combat, the Cyberman can be approached and his gun taken out of his hand with a Difficulty Level IV Unarmed Combat roll. If all the players fail to notice this, the gamemaster can have them spot a Mark VII Blaster that the Cybermen just happened to leave on the other side of the bridge. The gamemaster will position the prisoners and guards as he sees fit on the tactical map of the bridge (see the **Deck Plans**).

If the guards ever have an opportunity to shoot, the gamemaster should probably have them select NPC targets first. If Fleming or Lindsay are still alive, they will suggest to any escaped prisoners that they go down to the Armament Locker (room 12, command level) to get weapons and then to free the humans about to be converted.

TO THE RESCUE

After the players escape from the bridge, they will probably want to proceed to the *Cybership* to rescue as many humans as possible from the conversion chamber. If the players escaped from the bridge with the other prisoners, the NPCs will suggest this course of action to them. If Reitz is with the escaping group, he will run off by himself. Reitz still believes the players are to blame for the entire incident and will refuse to cooperate with them in any way. If desired, the gamemaster can bring him back later or have him singlehandedly charge some Cybermen, dying in the process. If the players are doing research in the lab for the Cybermen, have the NPCs escape from the bridge as mentioned above, killing all their guards. The escaped prisoners will then proceed to the lab and attempt to rescue the players. Play out the rescue attempt as a normal combat, using some of the guidelines given for the bridge escape above.

For any group of escaped prisoners moving through the *Leander,* roll on the Encounter Table below as often as seems fit. How successful the players have been so far should help the gamemaster determine how often to roll (about once very two combat rounds at tactical scale is suggested).

Escape Encounters

Die Roll	*Encounter*
2-5	No Encounter
6-7	Android
8-9	Vegans
10-12	Cybermen

Any androids or Cybermen encountered are guards and can be avoided, as described in **Sneaking About.**

As for the Vegans, the party will meet up with Captain Kalik and the other two Vegans who escaped onto the *Leander.* All three Vegans have expended the power packs on their blasters (in the battle with the Cybermen) and will have their short swords drawn. When the group encounters the Vegans, make CHA rolls for all the players to see how Commander Kalik reacts to them.

If Kalik has a very negative reaction, the Vegans will attack the humans, trying to finish them off quickly and get moving again. (For the special combat

THE DOCTOR WHO ROLE PLAYING GAME

abilities and tactics of the Vegans, see **Gamemaster's Notes**.) If any of the Vegans are confronted with a working Blaster during this battle, the attack will cease and the Vegans will probably flee. The players can convince Kalik to aid them in their attempt to eliminate the Cybermen with a Difficulty Level IV *Negotiation/Diplomacy* roll (modified as the gamemaster sees fit for Kalik's reaction to the player making the other roll). Any Time Lord knowing anything about the Vegans will know that they must be watched carefully, as they are a highly untrustworthy race. (To determine this, the characters make a Difficulty Level V MNT roll. If successful, the gamemaster reads them the TARDIS Data Banks Entry.) If Kalik decides to help the players, he will agree to aid them in an attempt to rescue prisoners from the *Cybership*. He knows that several of his own men were captured.

FREEING THE PRISONERS

If the players are heading for the *Cybership*, remind them that it is docked at Docking Bay #1. (*See* **Vessels** for full description of the ship.)

Any characters taken to the *Cybership* earlier will be taken aboard under heavy guard and locked in (Difficulty Level VI lock) the prisoner chamber. There, they will be let out one by one to face the chamber. Of course, all obvious weapons and electronic devices will have been taken from the prisoners. Before the Vegans dock with the *Leander*, there will be at least three Cybermen and two androids guarding the prisoners and operating the chamber.

No matter when the rescue party manages to reach the *Cybership*, they will arrive just in time to see the Cybermen placing one of the players (if one was led off earlier) into the chamber. Unless, in the gamemaster's opinion, it took the players a particularly long time to reach the ship to rescue the prisoners, the Cybermen will have had the opportunity to convert only one of the humans (it takes a little while to power up the converter.) Spencer (now a Cyberman) and two other Cybermen are left guarding the the prisoners and operating the chamber. If it took the players quite a long time to get around to rescuing the players, add more Cybermen as guards (they had more time to convert more humans). If it took them an extremely long time, you may wish to make it too late to rescue any players held captive. Once placed in the chamber, the conversion process is automatic and cannot be resisted.

ESCAPE POSSIBILITIES

In any event, the guard on the prisoners will be heavy before any rescuers arrive. Extremely resourceful players held prisoner may, however, think of some method of escape. The gamemaster may resolve any escape attempt as he sees fit. The other prisoners will gladly cooperate in such an attempt. Present in the prisoner chamber are Dr. Fredrick, Engineer Spencer (who will be converted first, as mentioned above), Navigator Campbell and five enlisted crewmen, in addition to any players. After the Vegans dock and are ambushed, two Vegans will be added to the prisoners. Although the Vegans cannot be converted to Cybermen, the Cybermen have captured them for observation and study.

Play out any rescue or escape attempt as a normal combat. (See **Gamemaster's Notes** for the combat tactics and abilities of the Cybermen). Newly-converted Cybermen are not very stable for the first twelve hours, and so Spencer will be very hesitant in combat. For the first few hours after the conversion, it is possible for the players to try and reawaken Spencer's old human instincts. Treat this as a Difficulty Level VI *Negotiation/Diplomacy* roll. If this roll is successful, Spencer will reject his new Cyber-programming, causing a conflict that destroys him. Trying to convince Spencer to reject the process will take up at least three action rounds in combat. The players will automatically know which of the Cybermen is Spencer.

HIDING OUT

Once the prisoners are freed, any NPCs accompanying the players will suggest that they find a safe place to hide for awhile and plan their next move. The Cybermen will surely be back in force after they discover that their ship has been raided. If the players decide to free the two Vegans as well, they can gain them as allies with a Difficulty Level IV *Negotiation/Diplomacy* roll. In this case, the Vegans will suggest the secret smuggling hold aboard their ship as a good place to hide. If Kalik is already with the players, he will suggest it. Continue rolling on the Escape Encounter Table above, only now much more frequently than before. If the players have already encountered Kalik and the other Vegans through the table, treat this result as a Cyberman Encounter. If the encounter with the Vegans takes place after the players have already gained the two Vegan prisoners as allies, Kalik will automatically side with the players for the time being. The Cybermen are concentrating on finding the rest of the Vegans, so treat a roll of 5 as a Cybermen Encounter rather than No Encounter, when rolling near the Vegan ship. When the group arrives at the Vegan vessel, they will automatically find a Cyberman and two androids guarding the vessel's main control room. Play this as normal combat.

THE DOCTOR WHO ROLE PLAYING GAME

THE *JACK OF HEARTS*

When the players arrive at the *Jack of Hearts,* they will be met by a small party assigned by Cyberleader Vorak to guard it. This party must be defeated before access to the smuggling hold can be gained. Once the group is safely in the smuggling hold, however, the Cybermen will not find them because the hold is well-concealed from sight and scanners.

THE SECRET SMUGGLING HOLD

The secret smuggling hold aboard the *Jack of Hearts* is the perfect place for the players to hide and plan their next move. If they have acquired any Vegans as allies, these will volunteer the information that the hold is a safe spot.

In the middle of the secret hold is a large object covered with black tarpaulin. Just under the covering, the glint of gold is visible!

HIDDEN TREASURE

The Vegans have just recently attacked and boarded an Earth freighter carrying some golden art treasures. They brought the captured gold down to the smuggling hold, melted it down, and recast it in bars. Any NPCs from the *Leander* will guess the origin of the gold. They have heard about the disappearance of the freighter carrying the art treasures.

The players will probably want to use the gold against the Cybermen, knowing automatically that it is one of their weaknesses. Kalik will at first refuse. Eventually and reluctantly, he decides to give in to the wishes of the players, which are now shared by his crew, who are terrified of the Cybermen after witnessing the massacre of the Vegans. The gold will be very unwieldy and difficult to use in its present bar form. It can, however, easily be modified into dust form (the most convenient for attacking Cybermen) using the Vegans' small metallurgical lab.

THE GOLDEN WEAPON

The players must roll to see how fast they can convert the gold. As only one character should roll, determine which one as follows: First, use the character with the highest *Metallurgy* Skill Rating; second, use the character with the highest *Mechanical Engineering* Skill Rating; lastly, if no players have either of these skills, use the player with the highest MNT. The Difficulty Level for a character with skill in *Metallurgy* is II, that of character with *Mechanical Engineering* is IV, and, if a character is forced to use his MNT score, the Difficulty Level is V. Determine the target number (modifying the Difficulty Level for any special circumstances as you see fit), have the player roll, and refer to the Gold Conversion Chart.

Gold Conversion Chart

Die Roll	*Success*	*Time*
Target −5	Critical Success	6 min.
Target −3	Average Success	10 min.
Target 0	Marginal Success	15
Target +1	Average Failure	20 min
Target +5	Critical Failure	30 min

This chart is used in the same way as the Variable Success Table on p. 36 of the **Game Operations Manual**. The resultant time is the amount it will take for the players to convert enough gold to make one attack. The players probably will not have very long to work on the gold, as Cyberleader Vorak is about to deliver his ultimatum.

GAMEMASTER'S NOTE: While the players are converting the gold, the gamemaster may wish to try to make them a little suspicious of Kalik (by having him whisper things to his men, etc.) Throughout the process, Kalik will shout often at his men and the other characters in the hold.

GOLD DUST DAMAGE

The gold dust has the following statistics in combat.

GOLD DUST DAMAGE

DMG	DDF	PB	SHRT	MED	LNG	EXTR
A	−2	1	2	3		4

Gold dust will only damage Cybermen and Androids. Use the Firearms column of Damage Table A for determining damage. Armor has no effect on gold dust, and to attack with it requires a successful hand-to-hand combat. The dust can either be used directly or thrown at a target (use the range numbers given). Note that gold dust has no long range. All ranges over 3 are considered to be extreme.

THE DOCTOR WHO ROLE PLAYING GAME

ULTIMATUM

Shortly after the players manage to rescue the prisoners from the *Cybership* (or any time the gamemaster decides, if the players managed to skip doing this), Cyberleader Vorak will issue an ultimatum. By now, the Cybermen will have determined that the power drain is becoming critical and that there is very little time to waste (they may also be having problems capturing any prisoners and the Vegans who escaped from the ambush.) Consequently, the Cybermen will decide to abandon their plans to convert all the Earthlings, if necessary, and deliver an ultimatum, hoping to remove the problem of the humans so that they can begin to deal with the power drain.

Vorak will deliver the following message over the public address systems of the *Leander* and the *Jack of Hearts*, and the players will hear it no matter where they are: "EARTHLINGS, YOU HAVE BEEN CLEVER IN ELUDING US. YOU ARE CONSUMING A GREAT DEAL OF TIME. UNFORTUNATELY, TIME IS SOMETHING I CANNOT SPARE. I AM CERTAIN THAT YOU UNDERSTAND WHAT THIS MEANS. IN JUST TWO HOURS, THE CONDITIONS ABOARD ALL THREE VESSELS WILL BECOME SUCH THAT YOUR SURVIVAL WILL BE IMPOSSIBLE. UNLESS YOU SUBMIT YOURSELVES FOR CAPTURE, AND EVENTUAL CONVERSION, YOU WILL BE TERMINATED."

Anyone with skill in *Astronautics* who hears the message will know that Vorak's approximation is correct: in two hours, the atmosphere will be depleted to the point that life will be impossible. With all three vessels connected, any life support provided by the *Cybership* or the *Jack of Hearts* will be dispersed through all three ships, and neither has powerful enough systems to sustain something the size of the *Leander*. Unless the *Leander's* systems are switched on again soon, all living things aboard all three ships will die. Naturally, the two-hour deadline will limit the amount of gold the players can convert, if they are in the smuggling hold, or the amount of time they have for research, if they have been pursuing that avenue.

ATTACK ON THE CYBERMEN

If the players have not been conducting research, they will want to engage the bulk of the Cybermen in a mass battle, fight their way to the life support room (room 5, A Deck, Primary Hull), and hopefully defeat them for good. By now, the chronic rift should have affected the Cybermen and made them much less effective in combat. (Any player making a Difficulty Level III *Temporal Sciences* roll will realize this and may try to delay the attack as long as possible, hoping for the Cybermen to be further affected.) If the players have converted some of the gold bars found in the secret smuggling hold of the *Jack of Hearts* into gold dust, they will have a powerful advantage in the upcoming battle. Otherwise, they will just have to rely on more conventional weapons. Any escaped NPCs (from both the bridge and the *Cybership*) and the escaped Vegans (if the players have won Kalik as an ally) will gladly take part in the battle. If the players haven't encountered Kalik yet, or failed to win him over, have him and the four remaining Vegans show up on the side of the Earthmen halfway through the battle.

Begin the battle by having the attack party encounter a lone Cyberman sentry. The sentry will engage in fierce combat, but will most likely be taken out very early. Three combat rounds after the action starts, the six remaining Cybermen and two androids will show up. To simplify things, the gamemaster should divide the attackers into two groups. One group will consist of the players and two or three NPCs of the gamemaster's choice, the other group will consist of the remaining NPCs. The group containing the players must face three of the Cybermen and one android. Play this out as a normal combat, and assume that the other group will automatically defeat the remainder of the Cyber-forces, taking whatever casualties considered appropriate. (*See* **Gamemaster's Notes** for Cybermen combat tactics and abilities.)

The players' group will be the first to reach the life-support area. If they have been doing well up to now, the gamemaster should have the NPCs in the players' group leave to help the others, permitting the players to enter the room and reactivate the equipment on their own. Once they enter the area, they will encounter Cyberleader Vorak, who has been waiting at the life-support control area, hoping to make a last stand. The players must defeat Vorak before they can reactivate the support system. This battle is meant to be climactic. While playing it out, the gamemaster should embellish the action with detailed descriptions. To make things more exciting, roll on the table below anytime someone takes a shot with a Blaster, or similar weapon, and misses.

Energy Weapon Miss Table

Die Roll	*Effect*
2-7	No Effect
8-9	Spark Shower
10	Steam
11-12	Falling Debris

Spark Shower: The shot has struck a bank of machinery, causing a brilliant shower of sparks to issue forth. Determine where the shot has struck. Anyone within three meters (two squares) of that location must make a Difficulty Level IV DEX roll or be blinded next round, preventing any action. Vorak is immune to this effect.

Steam: The shot has broken open a pipe, which begins to spray hot steam. Determine where the shot has struck. Anyone within one square of this location takes 1D6 damage and must make a Difficulty Level IV DEX roll to perform any actions next round. Again, Vorak is immune to the effects of the steam.

Falling Debris: The shot has struck a point high on the wall and caused some stray metal and debris to crash to the floor. Determine where the shot has struck. Anyone directly below this location must make a Difficulty Level IV DEX roll or take 3D6 damage.

As soon as the players have defeated Vorak, it will take one round to reactivate the life-support system.

THE DOCTOR WHO ROLE PLAYING GAME

THE SCIENTIFIC SOLUTION

The players may have opted for a more scientific solution to the Cyberman threat. They may have begun such research while working for the Cybermen under the pretense of finding a way to seal the chronic rift. Following is a method for conducting this research.

The research has been broken up into stages. Each stage is given a Skill, a Difficulty Level, and a Base Time. A researcher cannot try to complete a stage of the research until all previous stages have been completed (either by him or someone else). To complete a stage of the research, the player(s) must pass a Skill Roll at the indicated Difficulty Level. If the player does not have the skill listed, substitute the MNT characteristic and make the Difficulty Level one higher.

To see how much time it takes to complete a stage of research, refer to the Variable Success Chart on p. 36 of the **Game Operations Manual.** If the result of the Skill Roll is a critical success, one-half the Base Time is consumed. If it is an average success, three-fourths of the Base Time is consumed. If the result is a marginal success, the full Base Time is consumed. If the result is an average failure, three-fourths of the Base Time is consumed and the player must attempt to complete the stage again (consuming more time). If the result is a critical failure, the full base time is consumed before the player may attempt to complete the stage again. A player may reduce the base time for a stage by 25 percent by voluntarily increasing the Difficulty Level by 1. Each stage in the research to foil the Cybermen is presented below.

Having completed the research, the player will have discovered a way to accelerate the effects of the chronic rift on the Cybermen (draining their energy away much faster) by making the rift more sensitive to certain energy frequencies (such as the one on which Cybermen operate). Once put into effect, this will reduce all the Cybermen and androids (except Vorak, who still must be fought as outlined above) to 0 AP. The Cybermen and androids will simply shake and quiver, unable to perform any actions, making them into sitting ducks.

RESEARCH STAGES

The Idea: Difficulty Level V MNT Roll, Base Time: 15 min.

The player must pass this roll in order to get the idea to accelerate the effects of the rift on the Cybermen.

Will It Work? Difficulty Level III *Temporal Sciences* Roll, Base Time: 30 min.

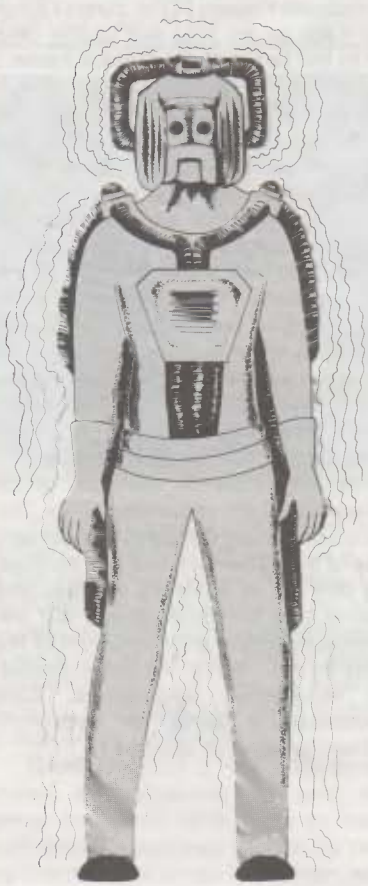
The player must pass this roll to discover the particulars of the rift's power drain and to learn that, by polarizing the hull to the proper point, the drain will affect certain power frequencies faster.

What Frequency?: Difficulty Level IV *Electronics* Roll, Base Time: 30 min.

This stage allows the player to determine the power frequency at which the Cybermen operate, and, therefore, the polarization of the hull necessary.

The Wiring: Difficulty Level VI *Electronics* Roll, Base Time: 30 min.

During the final stage, the player must construct a control unit and wire it to the hull, polarizing it. The enhanced effects of the rift will only be in effect while the device is operating and connected to the hull.



THE DOCTOR WHO ROLE PLAYING GAME

SEALING THE RIFT

By now, the Cybermen menace should have been overcome. The problem of the chronic rift, however, remains. Unless the rift is sealed in three hours, the power drain will become critical and knock out the life-support systems again. As they have not had the proper time to regenerate since Vorak switched them off, the life-support systems will go down immediately this time, causing instant death to all living things aboard all three vessels. To find a way to seal the rift, the players must conduct research using the system detailed above. Two potential solutions exist.

First, if the *Cybership*, with its powerful self-destruct system, is detonated at just the right coordinates in space, the rift will seal. To implement this solution, the players must build a remote-control system to steer and detonate the ship, and surge all available power from the three vessels into the *Cybership* so that it can launch. If the players fail the idea roll for the first solution (stage one of the research), have them roll to see if they come up with the idea for the second after the indicated amount of time passes. If they fail this roll, wait and have them try again at the first, etc.

The second solution is to surge all the available power into the communications circuits of the *Leander*, then broadcast it at exactly the right point in the rift, sealing it. Even though both solutions will automatically work, providing all the research stages have been completed, the gamemaster should make things more dramatic by leading the players to believe that there is a chance they will fail (using phrases like "it just might work" or "it's a slim chance, but the only one you have"). The various stages for both solutions are described below.

SOLUTION #1

The Idea: Difficulty Level V MNT Roll, Base Time: 30 min.

The players must pass this roll to get the idea to detonate the *Cybership* to seal the rift.

Finding The Coordinates: Difficulty Level IV *Temporal Sciences* Roll, Base Time: 20 min.

This stage is necessary to determine the exact point in the rift where the ship should be detonated. Because calculating the coordinates is a very mathematical task, modify the Task Entry Line by +1 for every level of *Mathematics* skill the researcher has.

Examining The *Cybership:* Difficulty Level III *Mechanical Engineering* Roll, Base Time: 20 min.

Before the players can begin building the remote control mechanism, they must study the *Cybership* and its control and drive systems.

Building The Remote Control Unit: Difficulty Level V *Electronics* Roll, Base Time: 30 min.

This stage involves the actual building and installation of the remote control. To complete stages three and four, the player must actually board the *Cybership.*

SOLUTION #2

The Idea: Difficulty Level IV MNT Roll, Base Time: 30 min.

The players must pass this roll to come up with the idea to broadcast the power surge into the rift.

Finding The Coordinates: Difficulty Level IV *Temporal Sciences Roll,* Base Time: 20 min.

This is identical to stage two of Solution #1, except the players are finding the proper coordinates for broadcasting the power surge.

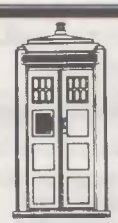
Readying The Communications Gear: Difficulty Level IV *Communications Roll,* Base time: 30 min.

Before the surge can be broadcast, the *Leander's* communications gear must be prepared. If Communications Officer Dirkes is still alive, she will perform this stage if asked.

Wiring The Power Into The Communications Gear: Difficulty Level V *Electronics* Roll, Base Time: 25 min.

During this final stage, the player will wire the power systems of all three vessels directly into the *Leander's* communications gear.

NOTE: To implement either solution, someone with skill in *Spacecraft* must be aboard all three ships while the plan is being carried out in order to channel the power at the proper moment. (Of course, no one need be aboard the *Cybership* if it is being launched.) There should be plenty of NPCs alive who have this skill.



KALIK MAKES HIS MOVE

Sometime during the battle with the Cybermen, Captain Kalik will stumble upon the *Leander's* cargo hold and notice the serum. He will immediately realize that the *Leander* must be delivering its cargo to Ionia to combat the recent Hadder's Fever outbreak there. After seeing this, Kalik will plan with any surviving members of his crew to eliminate the *Leander* crew, seize the serum, and travel to Ionia. Once there, he will give the colonists the serum – for a mere one hundred million credits! He knows that the colonists will have no choice but to grant whatever demands he makes. To forewarn the players a little, the gamemaster should give them a few more little clues to make them suspicious of Kalik while they are conducting research (i.e., they hear him whispering to his crew, see him sneaking around, etc.)

If the players are using Solution 1, Kalik will try to capture the remote-controller and launch the ship early, while the player doing the wiring and any assistants are still aboard. The NPCs aboard the *Leander* (and probably any players there as well) will definitely attack him to prevent him from launching the ship, causing a battle to ensue. Anyone aboard the *Cybership* will have time to get off and go join the battle (though the gamemaster should be dramatic and scare them a little). If Kalik did not have a good opportunity to capture the controller or the rift is being sealed using Solution 2, he will wait until the rift is sealed. At that point, he and his crewmen will draw their weapons, and a battle will ensue. Any *Leander* NPCs will gladly participate in combat against the Vegans. If the battle seems to be going against him, Kalik will order his men to retreat to the *Jack Of Hearts.* Once there, he will try to launch the vessel and escape.

THE DOCTOR WHO ROLE PLAYING GAME

Vessels

This chapter contains complete profiles of the *TSS Leander*, the *Jack of Hearts*, the Vegan pirate vessel, and the *Model 100 Cybership*. These descriptions supplement the **Deck Plans** for each vessel. Each profile contains a general description of the starship, which the gamemaster can draw upon when creating his own detailed descriptions of areas in the ship. There are also room-by-room descriptions, listing the major features found in each chamber. Finally, a starship data profile, listing technical facts about the vessel, is presented to add color and flavor to the ship's description.

TSS LEANDER

Very few of the areas described below will become significant to the plot. Most of the information is presented so that the gamemaster can describe the area as the players wander around the ship. Detailed combat maps (scaled for use with counters or miniatures) are provided for some of the more important battle locations. If a combat situation develops in an area for which no combat map is provided, the deck plans and written descriptions should provide all the information the gamemaster needs to create his own.

Vessel Class: Orpheus Class
Affiliation: Earth Empire
Designation: Fast Courier
Function:

Used in shuttling important documents and diplomats rapidly from place to place. Offers first-class passenger staterooms and full conference facilities. Vessels of this class are often used by Earth admirals for headquarters.

Hull Data:

Length: 225 m
Width: 80 m
Height: 50 m
Wingspan: 165 m

Engines And Power Data:

Power Plant:
Two MF140 Spiral Drive Neutron-Ram Engines
Performance:
Max. Speed: 200 x c
Max. Operation Time: 2 years

Weapons And Firing Data:

Armament: Two Mark VI Pulse Laser Turrets

Other Data:

Crew: 8 Officers, 12 enlisted men

GENERAL APPEARANCE

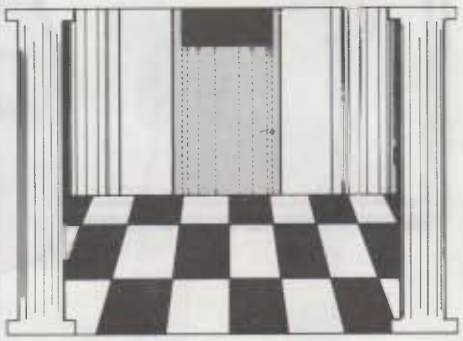
The flavor of the *Leander's* interiors is distinctly Roman. For example, each deck has a central atrium surrounded by Roman colonnades. The flooring is made up of small tiles laid out in intricate patterns, and all walls and ceilings on the command and bridge levels are glossy black. The floors are black with patterns laid out in white tiles. The walls, ceilings, and floors on all the other decks are made of a plastic that simulates marble in appearance.

Doors:

All rooms aboard the *Leander* have two sliding doors: a transparent one and an opaque white one. If the opaque door is closed, the transparent one must be closed as well. However, the transparent door can be closed by itself, eliminating noise coming from outside but still allowing occupants to look out. Next to each door is a panel that controls its operation. The doors are opened and closed by touching certain sections of colored glass plates. Each door can be locked, and a key is required to open it again. The keys look like small metal disks and are touched to the glass plate to lock or unlock the door. Picking the lock on a standard *Leander* door is Difficulty Level IV.

Entry Level:

This deck consists of one room. When the *Leander* lands, a telescoping tube is lowered from this room and used as the shaft for a turbo lift to bring passengers from ground level into the vessel. While the ship is in operation, the room contains the tube in retracted form and several equipment lockers (containing mostly environmental suits).



ROOM DESCRIPTIONS

COMMAND LEVEL:

This deck contains the officer's quarters and recreation areas as well as the access way to the bridge.

Observation Room (1)

The front of this room is actually a reinforced window that looks out into space. There are four comfortable reclining chairs and two small storage cabinets, now empty.

Captain's Suite (2)

These are Captain Fleming's quarters. The suite consists of a large bedroom and communications alcove, an office, and a bathroom. The bedroom/communications room contains a bed, dresser, night stand, wardrobe, two chairs, and communications gear enabling Fleming to tie into the ship's main communications equipment and contact SAM directly.

Officer's Lounge (3)

The lounge contains a large table and four chairs, a sofa, coffee table, and liquor cabinet. On the wall are striking paintings of the *Leander* and Captain Fleming.

Officer's Lounger (4)

Identical to Room 3 (above).

Access Chamber (5)

This chamber contains two lifts that allow access to the entry level and the bridge level, respectively. The chamber also contains two chairs and two small storage cabinets.

Officer's Quarters (6)

Each stateroom is identical and contains a bed, night stand, closet, table, and three chairs. The bed and night stand are in a separate sleeping alcove. Every two staterooms share a bathroom. Stateroom 6g has its own bathroom. A Roman colonnade divides the hallways, providing access to the staterooms:

First Officer Lindsay's Quarters (6a)
Engineer Spencer's Quarters (6b)
Medical Assistant Gray's Quarters (6c)
Dr. Fredrick's Quarters (6d)
Navigator Campbell's Quarters (6e)
Stateroom (6f)
(Sergeant Hall is currently occupying this stateroom, which is generally unused.)
Communications Officer Dirkes' Quarters (6g)

Officer's Lounge (7)

Same as 3, above.

THE DOCTOR WHO ROLE PLAYING GAME

Officer's Mess (8)

The officer's mess contains two large tables seating four diners each, two counters capable of seating three more diners, and two food tables. In an alcove just outside the door is a third table and an observation window that looks out into space. The kitchen is found in the back of the mess hall. A group of three enlisted chefs work a rotation of cooking for special passengers, cooking for the officers, and then cooking for the enlisted men.

Research Lab (9)

Earth Empire regulations make it mandatory for all space vessels of a certain size to have some sort of lab facilities. The *Leander's* lab contains a computer station that ties into SAM, several work counters and tables, and four separate alcoves for: astrophysical research, biological research, chemical research, and meteorological research. The lab also has its own storage room containing several large storage bins and an office containing complete records of all research done aboard the *Leander.*

Library (10)

The library on this level is usually used by the officers for recreational reading. It has a fully-stocked selection of data-carts, and even a few old books!

Sensor Bay (11)

This chamber provides direct access to the ship's sensors. It contains a large sensor readout display and diagnostic panel. In the room is a hatch providing access to a tunnel that leads directly to the ship's main sensor equipment.

Armament Locker (12)

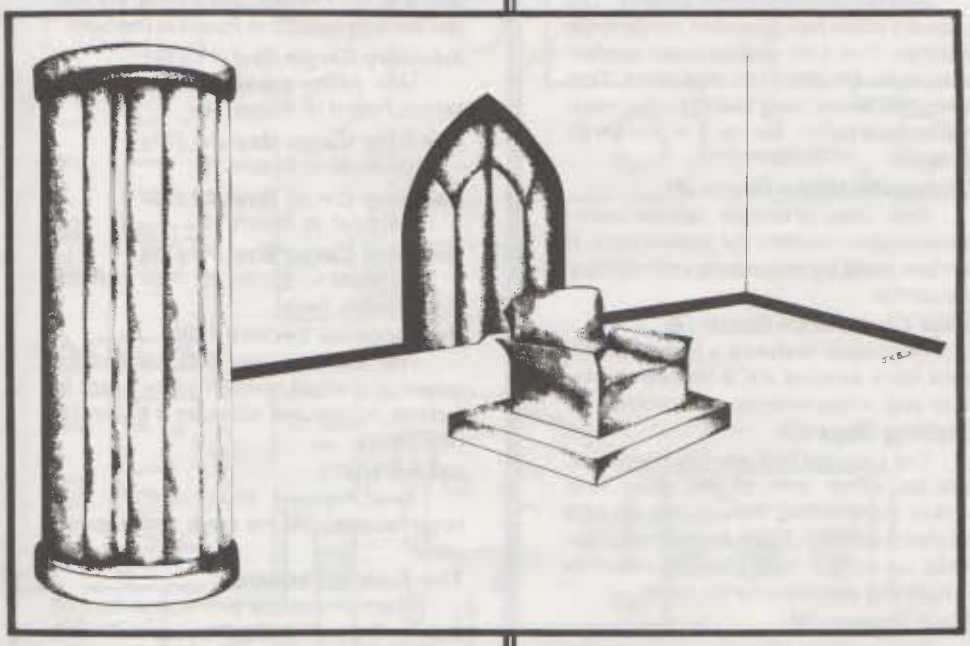
This locker contains twelve Mark VII Blasters and several reserve power packs for them. Also to be found are five Fusion II grenades. (*See* **Gamemaster's Notes** for description of this equipment.)

BRIDGE LEVEL

The bridge of the *Leander* is a whole separate deck unto itself, and much of the action in **Countdown** takes place here. Access to the bridge is provided by a turbo elevator that leads to the Access Chamber (Room 5) on the command level. Someone entering the bridge will immediately notice the four ornamental columns positioned directly in front of the turbo lift. Set on a podium in the center of the room is the Captain's chair. Further ahead is the main control console where the *Leander's* status is displayed and the ship is controlled. The First Officer and the Communications Officer are stationed here. To either side of the console are large banks of machinery. Off to the left, between the console and the Captain's chair, is the Engineer's Station. From here, the Engineer can monitor the vessel's power output and usage.

To both the left and right of the bridge are stairways leading up to the gantry level, which contains more instrument and control banks. No one is permanently stationed on the gantry, but the Communications and Engineering Officers will have to go up to monitor the instruments and operate controls several times.

At the front of the bridge is the main viewscreen. The screen can be set to view space from various angles (and at various magnifications) as well as tying into the *Leander's* security monitors and communications systems. Above the main viewscreen is the image of SAM, the *Leander's* intelligent computer. SAM appears as a topographical 3D image of a human head. He controls and monitors all systems aboard the ship. The only real need for the human crew is to carry out SAM's instructions and monitor his activities to make sure he is functioning properly. Like the command level below it, the walls and ceiling of the bridge are constructed from glossy black plastic. The floor is an ornate pattern of grey and white tiles.



PRIMARY HULL - 'A' DECK

This deck contains the enlisted men's quarters and the technical areas. Access to it is provided by a large Roman stairway leading up from the command level.

Enlisted Mess (1)

The enlisted mess contains three large tables seating four each, and three smaller counters capable of seating three more. Each enlisted mess has a kitchen that connects to it directly.

Enlisted Lounge (2)

In addition to two sofas, the lounge contains a large table, three writing desks, two small storage cabinets, and several chairs.

Enlisted Quarters (3)

Each chamber provides quarters for up to twelve enlisted men. Usually only six of these spots need be filled, but, with Major Reitz's aboard, all spots are needed. Each room contains six bunk beds and lockers, a table, and several chairs. Each man has his own small closet hatch in the wall above the beds. A large bathroom connects directly with the quarters.

THE DOCTOR WHO ROLE PLAYING GAME

Power Switching Station (4)

From here, the *Leander's* power output and usage can be varied manually. Control panels allow varying amounts of power to be switched to all the ship's systems. In the middle of the room is a status board that shows where all the *Leander's* power is currently going.

Life Support Control (5)

This room allows manual control of the ship's life-support systems. Occupying most of the chamber are the motors that drive the life-support system. There are also control panels and a hatch leading to a tunnel that provides access to the *Leander's* main engines.

Engineering (6)

From here, the activity of the engines can be monitored and modified. In the middle of the room are the engine status board and the engine gauge control. On one end of the room is a stairway leading up to the gantry where the engine output modification controls are found. On the other end of the room is a stairway leading up to a catwalk where more gauges are located. In the corner, occupying a major portion of the room, are the main engine drive motors.

Rostrum (7)

Just outside the atrium, the rostrum is used by the captain to address the crew. At the head of the room is a large speaking platform and two video display monitors. Bench seating is provided for approximately 30 persons.

Sick Bay (8)

This is the *Leander's* medical facility. It consists of four rooms: a main sickbay, the Chief Medical Officer's office, the medical research lab, and a small operating theater. The main sickbay has space for three patients. It also contains cabinets and lockers containing a wide variety of medical equipment. The Chief Medical Officer's office contains a desk, chairs, and a filing system holding complete medical profiles for everyone aboard the *Leander*. The research lab and operating theater are both small but adequate. The lab has the usual research facilities, a direct computer link station, and a complete record of all medical research.

Computer Banks (9)

This room contains a lot of the hardware that makes up SAM. Access is provided from the computer control section (Room 10).

Computer Control Section (10)

This room allows direct access to SAM's programming. The computer's operation and activity can be monitored from here. There are consoles for programming and modifying, as well as a large status board.

Communications Bay (11)

This room provides direct manual access to the *Leander's* sophisticated communications equipment. The console for operation, monitoring, and status are found here.

PRIMARY HULLL - 'B' DECK

This is the largest deck on the *Leander*. It contains quarters and facilities for special passengers, docking bays, and storage and cargo sections.

Passenger Suite (1)

There are four such suites aboard the *Leander* for special passengers. Each consists of four rooms: a living area, a study, a bedroom, and a bathroom. The living area features a sofa, tables, and chairs. The study provides the occupant with a desk and filing area. The large bedroom contains a bed, nightstand, table, chairs, and a wardrobe. Major Reitz occupies one of the suites, and the rest are currently empty.

Lounge (2)

This is the lounge used by special passengers. It contains a large table, writing area, two sofas, and a liquor cabinet.

Dining Hall (3)

This is the most lucrative of the *Leander's* dining facilities. The long wooden table easily seats four. Two food tables and several counters are also available.

Auxiliary Conference Room (4)

Special passengers aboard the *Leander* often have need of conference facilities. This area and the main conference room (Room 7) fill that need. This room has everything found in the main conference room, but on a much smaller scale.

Communications Room (6)

This area provides special communications facilities for passengers. It is often used by diplomats and military personnel.

Main Conference Room (7)

This room features a large conference table seating six, a recording station, and video display equipment.

Docking Bays (8)

The *Leander* has two docking bays, one on either side of the ship. This makes transferring passengers on and off much simpler. Each docking bay features an airlock and storage cabinets containing environmental suits.

Main Atrium (9)

This area is often used for recreation by passengers. In the center of the atrium is a pond and spectacular fountain. Chairs have been placed around the pond.

THE DOCTOR WHO ROLE PLAYING GAME

Storage Areas (10)

These three storage bays hold the tools and provisions necessary to support the *Leander* crew. Lining each room are large storage lockers that recess deep into the hull. In the center of the rooms are a series of storage bins.

***Library* (11)**

This library is identical to the one on the Command Level. It is provided for use of passengers.

***Recreation Area* (12)**

This room features a sofa, chairs, and video display equipment. It is provided for the use of passengers.

***Gymnasium* (13)**

This small gymnasium is for the use of crew and passengers alike. It features a large mat, weight training, and gymnastic equipment.

Main Cargo Bay (14)

This is the *Leander's* main hold. It currently contains hundreds of crates, each containing several hundred small vials of the serum to cure Hadder's Fever. At the back of the hold is the access hatch leading to the *Leander's* escape pinnace.

Food Storage (15)

This area contains storage of all the food needed by the crew and passengers. Storage lockers line the walls. Along the back wall, the locker recedes deep into the hull. Storage bins are found in the middle, and a separate frozen storage section is found at the back.

Auxiliary Cargo Bay #1 (16)

This room contains more of the serum found in Room 14.

Auxiliary Cargo Bay #4 (17)

Identical to Room 16.

Auxiliary Cargo Bay #3 (18)

Identical to Room 16.

Auxiliary Cargo Bay #2 (19)

Identical to Room 16. The TARDIS materializes here.

Hydroponics Section (20)

The *Leander* uses this section for growing a small portion of its food. In a pinch, it can also serve as a botanical laboratory.

Laundry (21)

Two enlisted men operate this large laundry for the crew and passengers.

The Escape Pinnace

A small escape pinnace is stored behind B Deck in the primary hull. The pinnace is large enough to carry the entire crew of the *Leander*, but only for short distances. Medical Assistant Arthur Gray intends to use the pinnace for escaping the ship after aiding the Cybermen. Before anyone is given the opportunity to use the pinnace, however, it will become inoperative due to the power drain caused by the chronic rift.

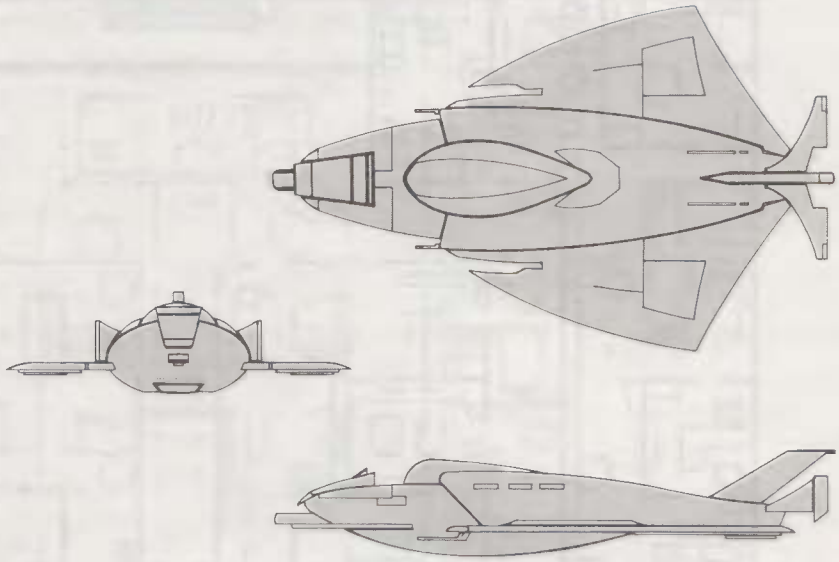
TSS LEANDER

Hull Data:
Length: 225 m
Width: 80 m
Height: 50 m
Wingspan: 165 m

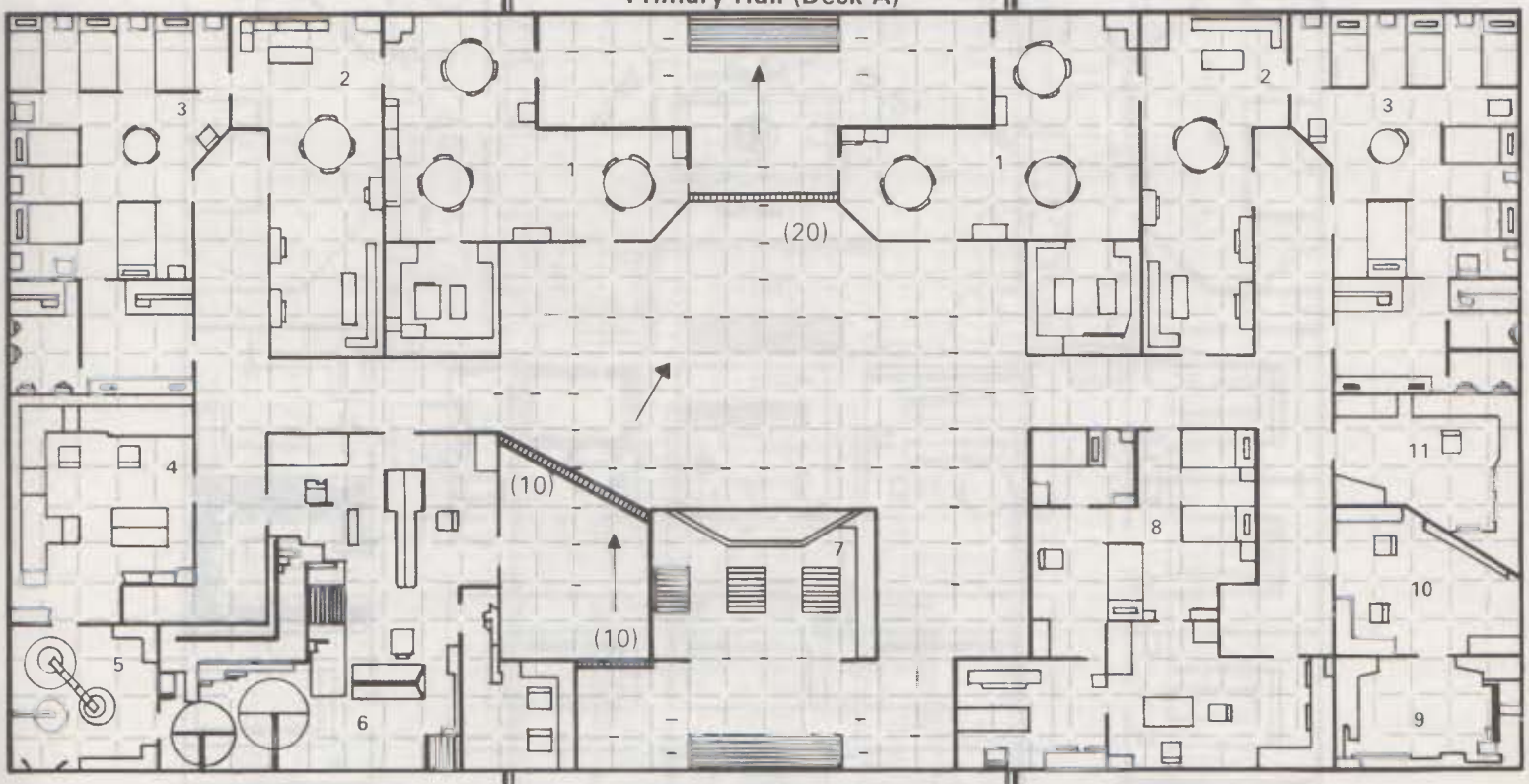
Engines And Power Data:
Power Plant:
Two MF140 Spiral Drive Neutron-Ram Engines
Performance:
Max. Speed: 200 x c
Max. Operation Time: 2 years

Weapons And Firing Data:
Armament: Two Mark VI Pulse Laser Turrets

Other Data:
Crew: 8 Officers, 12 enlisted men

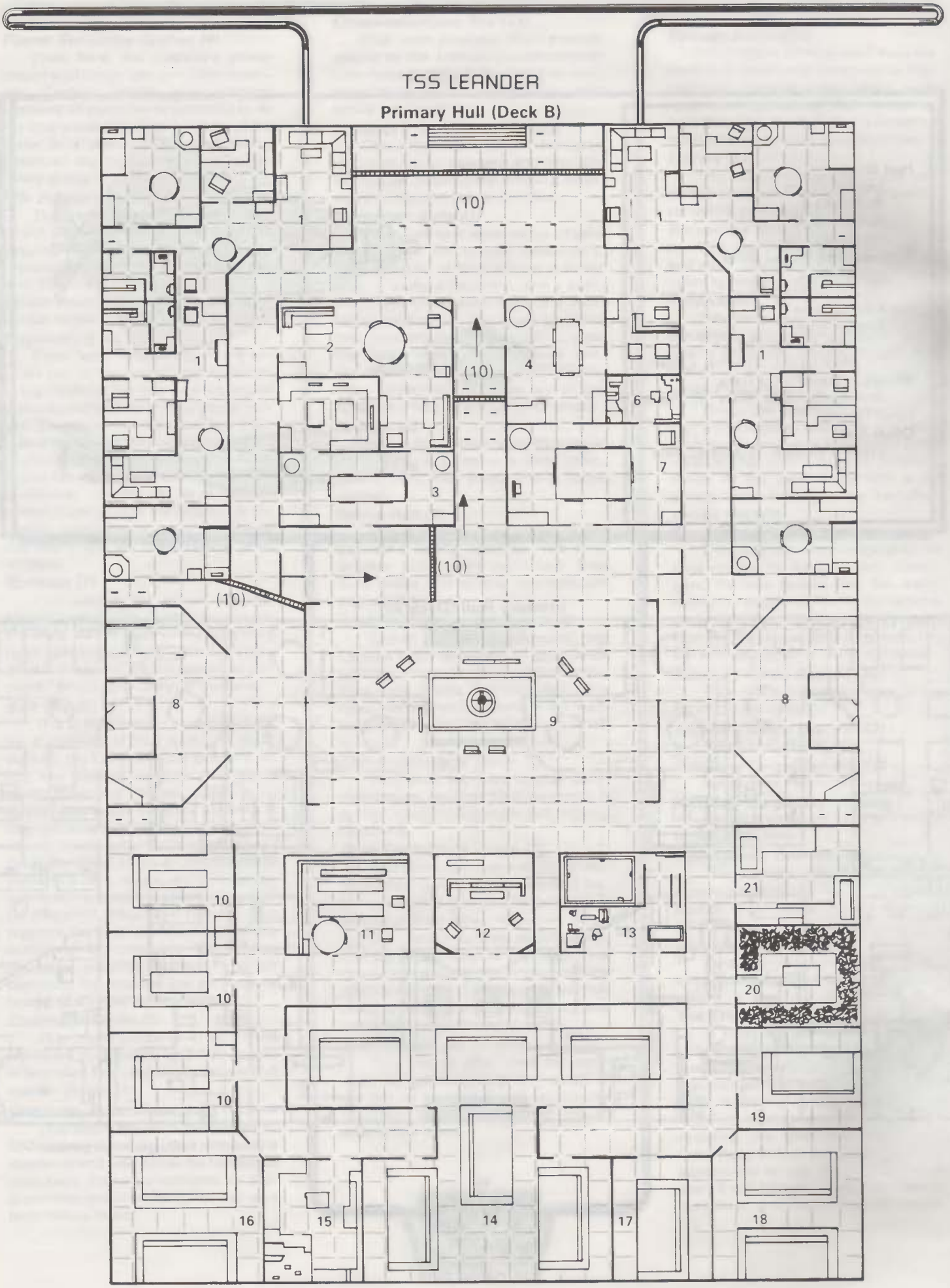


Primary Hull (Deck A)



1 square = 1.5 meters

THE DOCTOR WHO ROLE PLAYING GAME



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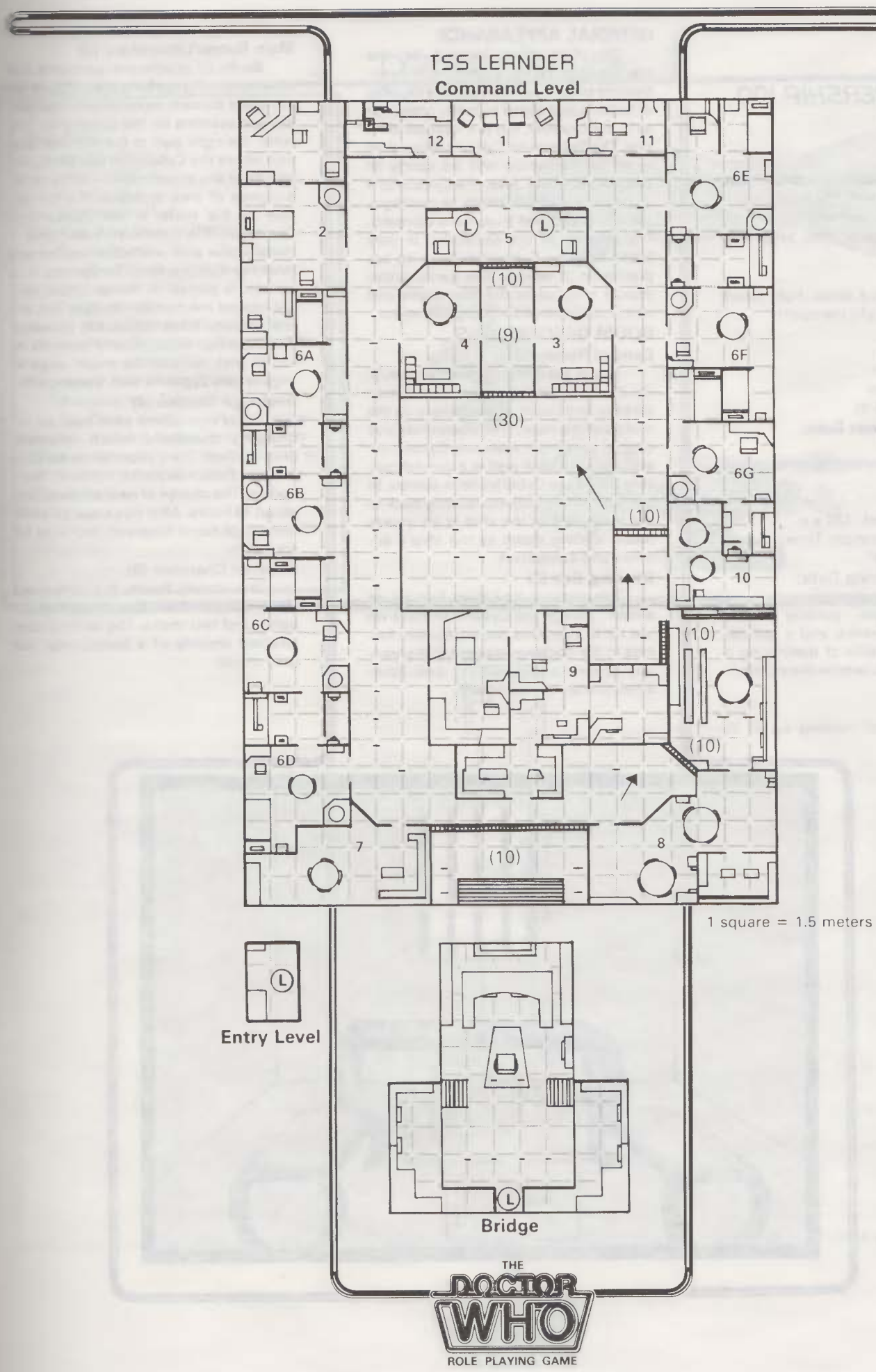

TSS LEANDER
Command Level
1
2
3
4
5
6A
6B
6C
6D
6E
6F
6G
7
8
9
10
11
12
(9)
(10)
(30)
1 square = 1.5 meters
Entry Level
Bridge
THE DOCTOR WHO
ROLE PLAYING GAME

CYBERSHIP 100-1136

Vessel Class: Model 100
Affiliation: Cybermen
Designation: Model 100 Multi-Purpose Craft
Function:
Often used as a scout, light attack craft, or light transport.
Hull Data:
Length: 39 m
Width: 10.5 m
Height: 10.5 m
Wingspan: 15 m
Engines And Power Data:
Power Planet:
Two Ion-thrust, Cyber-technology engines.
Performance:
Max Speed: 120 x c
Max Operation Time: Indefinite
Weapons And Firing Data:
Armament:
Two triple particle accelerators, 4 rocket banks, and a self-destruct system capable of destroying a small planet if detonated in the vicinity.
Other Data:
Crew:
Capable of holding up to 20 Cybermen.

GENERAL APPEARANCE

The first thing noticed by the players entering the *Cybership* is its extremely small size. The vessel is capable of holding just about as many crewmen as is the *Leander,* but is a fraction of its size. This is because Cybermen need no room for recreation and no eating or sleeping facilities. Also, the *Cybership's* controls are much more technologically-advanced and thus more compact. The interior of the *Cybership* is very bland because Cybermen have no appreciation of beauty. The gamemaster should emphasize the blandness and lack of size when describing its interior.

ROOM DESCRIPTIONS

Control Room (1)

This is the bridge of the *Cybership.* On the front walls are two observation screens and banks of machinery. In the middle of the room is an instrument and control panel that seats two Cybermen, and near the back wall is a curved console that is the Cyberleader's station. In the floor of the hallway leading back to the main part of the ship is an access hatch leading down to the ship's engines and computers.

Docking Bay (2)

The docking bay does feature an airlock, though the Cybermen have no use for it. There are two equipment lockers in the docking bay containing various scanners, detonators, and other small pieces of equipment.

Main Room/Laboratory (3)

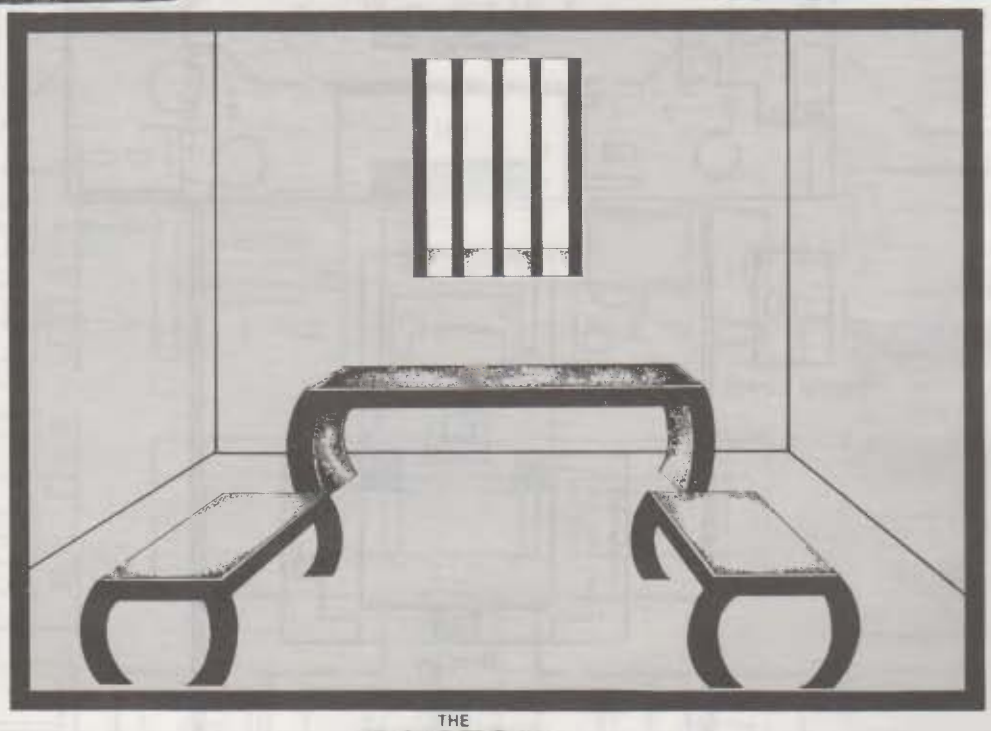
Banks of machinery surround the entire room. Large bins placed high on the walls contain replacement machinery and systems for the Cybermen. Toward the right wall is the monitor station where the Cybermen can study the results of any experiments and track the progress of their androids. To the left side of the room is the Conversion Chamber. The chamber looks like a metal coffin with a window placed just over the victim's face. To operate it, a human is placed in the chamber and the control mechanism started. The entire process takes about ten minutes. The chamber automatically dissects its victim and replaces its major organic organs and systems with Cyber-parts.

Recharge Station (4)

These two rooms each hold six recharging chambers, which resemble glass coffins. The Cybermen draw their power from batteries within their bodies. The charge of each battery lasts about 48 hours. After this time, a Cyberman must come here and recharge for six hours.

Prisoner Chamber (5)

This room holds the prisoners about to be converted. It contains a bench and two chairs. The room is constructed entirely of a particularly dull grey metal.



THE DOCTOR WHO ROLE PLAYING GAME

CYBERSHIP 100-1136

Hull Data:
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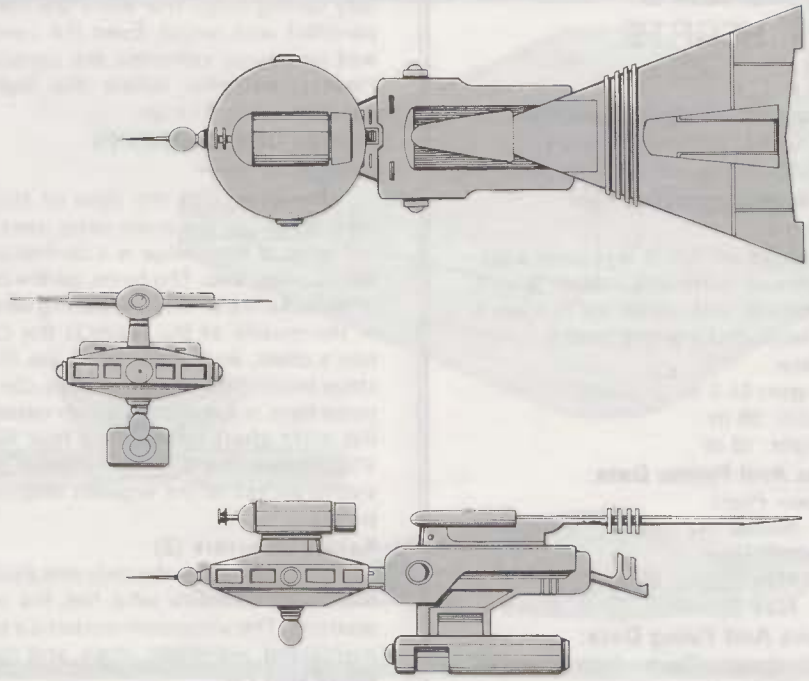
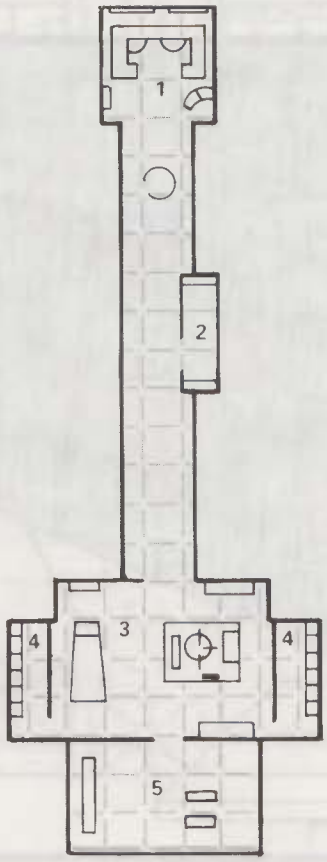
Width: 10.5 m
Height: 10.5 m
Wingspan: 15 m

Engines And Power Data:
Power Planet:
Two Ion-thrust, Cyber-technology engines.
Performance:
Max Speed: 120 x c
Max Operation Time: Indefinite

Weapons And Firing Data:
Armament:
Two triple particle accelerators, 4 rocket banks, and a self-destruct system capable of destroying a small planet if detonated in the vicinity.

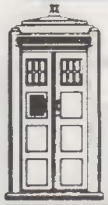
Other Data:
Crew:
Capable of holding up to 20 Cybermen.





1 square = 1.5 meters

THE DOCTOR WHO ROLE PLAYING GAME



JACK OF HEARTS

Vessel Class: Ace of Space Class
Affiliation: None. Privately owned.
Designation: Light merchant
Function:

The *Jack of Hearts* was once a privately-owned merchant vessel. It was later captured and converted by Kalik's Vegan band into a pirate cruiser.

Hull Data:
Length: 61.5 m
Width: 36 m
Height: 10 m

Engines And Power Data:
Power Plant:
Model 742 Neutron Drive
Performance:
Max Speed: 85 x c
Max Operation Time: 2 years

Weapons And Firing Data:
Armament: Two high-powered laser-cannons

Other Data:
Crew: 9

GENERAL APPEARANCE

The interior of the *Jack of Hearts* somewhat resembles that of a 17th-century sailing ship. The walls are metal, panelled with wood. Even the control and computer consoles are panelled. Players will also notice the highly-polished brass fittings.

ROOM DESCRIPTIONS

Bridge (1)

The bridge of the *Jack of Hearts* also serves as the main entry area. At the head of the bridge is a control console seating two. The helm, on the console, looks like an antique sailing wheel. In the middle of the room is the Captain's chair, and at the back are three steps leading up to a poop deck. On the poop deck is a weapons locker containing eight short swords and four Mark VII Blasters. There is also a hatch providing access to the engines and computers.

Kalik's Quarters (2)

Captain Kalik is the only one aboard the *Jack of Hearts* who has his own quarters. The stateroom contains a bed, nightstand, wardrobe, chair, and desk.

Mess Hall (3)

The mess hall contains two large tables seating four each. On the side wall is a door leading to a small kitchen and food storage area.

Crew Quarters (4)

The crew quarters hold four bunk beds and four storage lockers. Above the beds on the walls are further storage spaces for each of the crewmen.

Forward Storage Locker (5)

This area contains several storage bins lining the walls and standing on the floor. The bins contain mostly spare parts, tools, and mechanical equipment.

Bathroom (6)

Cargo Hold #1 (7)

Currently empty.

Cargo Hold #2 (8)

The Vegans are currently storing some extra food and machinery here in small metallic crates.

Cargo Hold #3 (9)

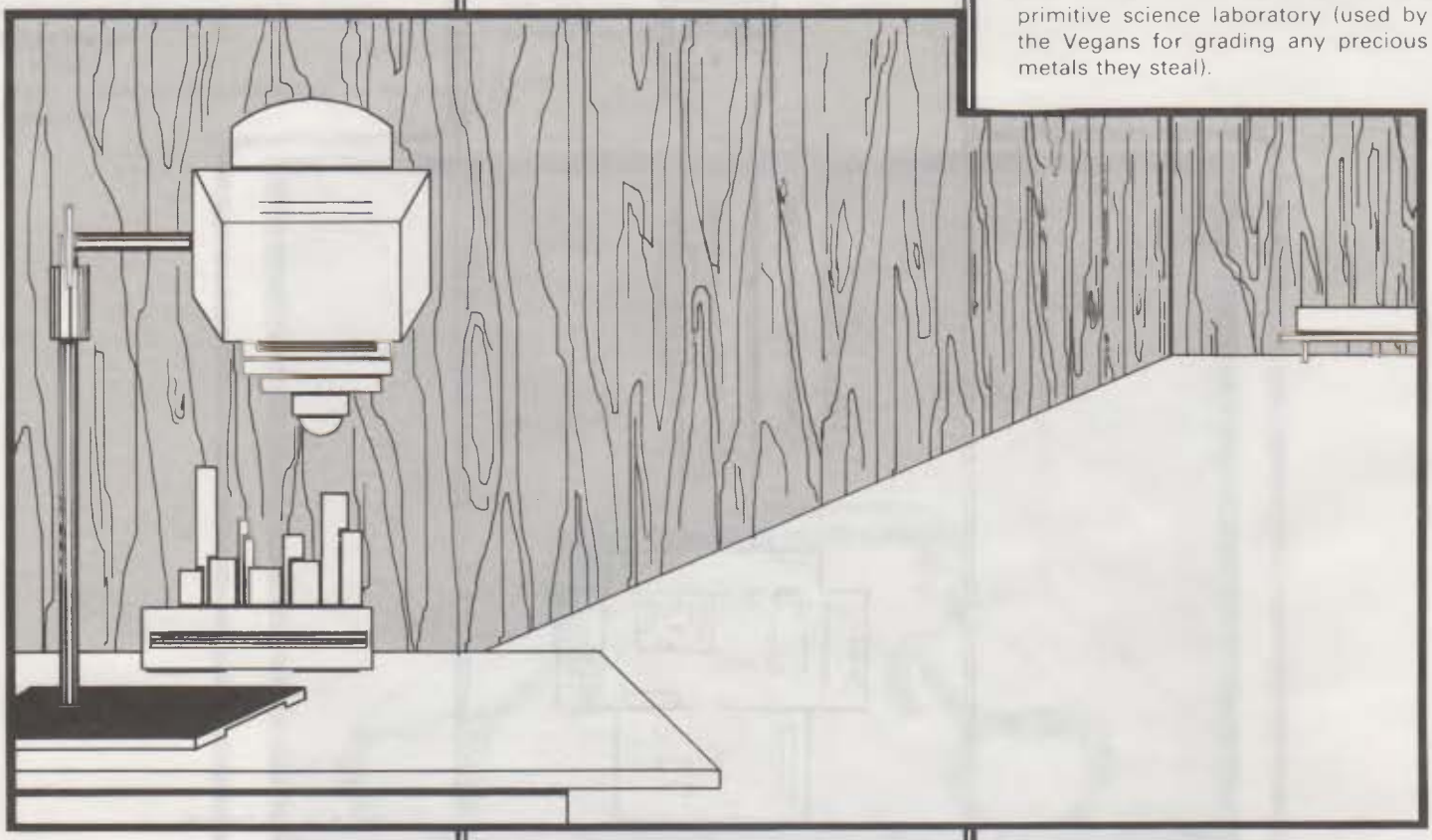
Same as Cargo Hold #2. Concealed under one of the crates is the hatchway leading to the secret smuggling hold.

Docking Bay/Airlock (10)

The docking bay holds two storage lockers containing environmental suits.

Secret Smuggling Hold

The hold is a fairly large, rectangular room. Like the rest of the *Jack of Hearts,* the metal walls have been panelled with wood, and the fittings are polished brass. In one corner of the hold are a number of benches; in another corner is what appears to be a small, primitive science laboratory (used by the Vegans for grading any precious metals they steal).



THE DOCTOR WHO ROLE PLAYING GAME

JACK OF HEARTS

Hull Data:
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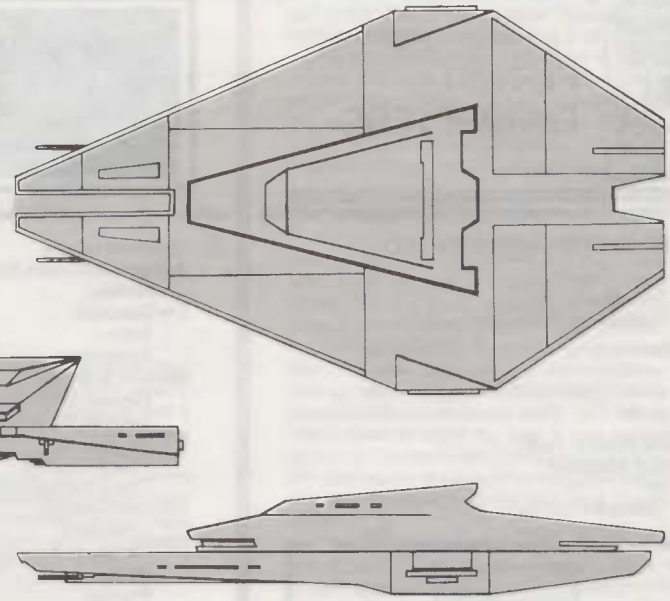
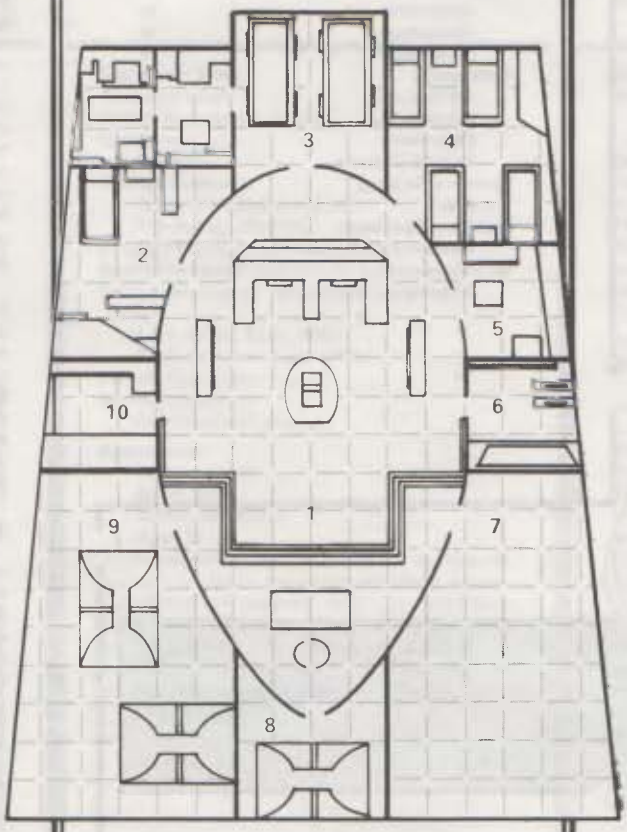
Width: 36 m
Height: 10 m

Engines And Power Data:
Power Plant:
Model 742 Neutron Drive
Performance:
Max Speed: 85 x c
Max Operation Time: 2 years

Weapons And Firing Data:
Armament: Two high-powered laser-cannons

Other Data:
Crew: 9





1 square = 1.5 meters

THE DOCTOR WHO ROLE PLAYING GAME

Cast Of Characters

PLAYER CHARACTERS

Name: KELAPHALUDNER (KELLY)

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes

STR	—III	CHA	—V
END	—IV	MNT	—VII
DEX	—IV	ITN	—IV

Special Ability: Luck

Combat Statistics:

AP: 7
Unarmed Combat
Martial Arts: IV

Significant Skills	Level
Artistic Expression, Painting	V
Leadership	VII
Life Sciences	
Botany	III
Exobiology	V
Medical Sciences	
General Medicine, Gallifrey	V
General Medicine, Human	III
Military Sciences	
Trap Discovery	IV
Trap Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	V
Mathematics	III
Physics	III
Security Procedures	
Stealth	IV
Surveillance	III
Social Sciences, Galactic History	IV
Space Sciences	
Astronomy	III
Astrophysics	III
Navigation	IV
Technology	
Astronautics	IV
Cybernetics	III
Electronics	VI
TARDIS Systems	V
Temporal Science	VI
Trivia, Art	V
Temporal Operation	
Temporal Vehicles	VI
Verbal Interaction	
Negotiation Diplomacy	

Appearance:

Height: Average
Build: Average
Looks: Looks
Apparent Age: Middle-aged
Actual Age: 900
Regenerations Used: 1
Recognition Handle: With his refined and regal facial features, Kelly has a very aristocratic air. He sports a carefully-kept shock of white hair and is usually seen wearing a fancy maroon Venusian dinner jacket (complete with two extra sleeves tied neatly behind him!) At times, he wears a French beret and carries an ornate swagger stick. Dressed in spotless clothing and well-polished short leather boots, his overall appearance is immaculate.

Brief Personal History:

Birthplace: Gallifrey

Kelly, a member of the Prydonian order of Time Lords, was an instructor at the Gallifreyan academy. An excellent prospect for membership one day, he became close friends with several members of the High Council. Over the years, he began to see the folly in the Time Lords' non-interventionist policy, and so he joined the CIA, though he never admitted this to his friends on the High Council. On his first mission, Kelly defeated a Dalek invasion of a primitive fringe world. Since then, he has encountered many of the traditional Temporal Marauders.

Personality:

Motives Desires Goals:

Kelly has been so successful on his missions that he tends to see himself as superior to most of the creatures he must battle. He doubts very much that he will ever be called upon to perform a mission that will present a real challenge to his abilities. He considers violence in all its forms primitive and uncivilized, but can resort to it when absolutely necessary. He enjoys art in all its forms, often isolating himself with a canvas for days at a time.

Manner:

Kelly always maintains a very serious exterior (much to the amusement of his travelling companions). He has a certain air of superiority about him that very few people question. He believes himself to be superior to almost everyone he encounters and often lets them know it. He greatly enjoys the company of his companions, but will never let them know it. While in his third incarnation, The Doctor once said of him, "If he'd only learn to laugh once and awhile, he'd be one of the most decent chaps in the agency."

THE DOCTOR WHO ROLE PLAYING GAME

Name: Phillip DuLAKE

Race: Human
Sex: Male
Profession: Gentleman

Attributes

STR	—IV	CHA	—V
END	—V	MNT	—III
DEX	—VI	ITN	—IV

Special Ability: None.

Combat Statistics:

AP:	11
Armed Combat:	
Foil	Level VII
Flintlock Pistol	Level VI
Unarmed Combat, Brawling:	Level V

Significant Skills	Level
Artistic Expression, Poetry	VI
Carousing	V
Climbing	V
Gaming, Chess	IV
Leadership	IV
Public Performance	VI
Security Procedures	
Stealth	V
Concealment	IV
Trivia	
Horsemanship	VI
Pre-17th Century Earth Literature	V
Verbal Interaction	
Negotiation Diplomacy	V
Haggling	V

Appearance:

Height: Average
Build: Average
Looks: Striking
Age: 28

Recognition Handle: Phillip is a refined-looking gentleman with deep blue eyes, shoulder-length brown hair, a thin moustache, and a regal beard. He always dresses in his native clothing: white blouse with loose sleeves, crimson trousers and vest, a pair of high leather boots, a wide belt, and a wide-brimmed, plumed cap. He usually carries a flintlock pistol tucked into his belt and a foil at his side. His speech and movements are flowery and stylish.

Brief Personal History:

Birthplace: Earth, 1621

The son of a nobleman, Phillip earned his reputation of being the best swordsman in Paris at a very early age. Eventually, he grew tired of the noble lifestyle and began frequenting inns and taverns of the city, earning a living by reading his sonnets to whomever would listen. While visiting 17th century France, the Time Lord Kelly encountered Phillip and took a great interest in his poetry. After Phillip managed to show up just in time to save the Time Lord from a gang of street ruffians, their friendship was cemented.

Personality:

Motives Desires Goals:

Phillip has a flair for the daring and adventurous. He loves the excitement that travelling with Kelly brings and has no desire to return home. He is a great believer in the "code of honor," which often gets him into trouble.

Phillip also has a strong compassionate side that surfaces. He may be confused by the strange technology and alien races he has encountered since meeting Kelly, but he recognizes injustice when he sees it and does what he can to prevent it. He is also known to become emotional over the loss of an ally, often composing special sonnets on the spot as a tribute.

Manner:

As mentioned earlier, Phillip walks, talks, and acts with a certain elegant style. He is very outgoing and courteous, with impeccable manners. He treats everyone with respect until they show him otherwise. The poet in him often tends toward expressing long, lyrical descriptions of his plight and the "demons" he seems to encounter almost too frequently since meeting Kelly.

Name: Gwendolyn FRAZIER

Race: Human
Sex: Female
Profession: Nurse

Attributes

STR	—III	CHA	—VI
END	—IV	MNT	—IV
DEX	—V	ITN	—V

Special Ability: None.

Combat Statistics:

AP:	9
Armed Combat, Handgun:	III
Unarmed Combat, Brawling:	III

Significant Skills	Level
Administration	III
Artistic Expression, Dance	IV
Carousing	VI
Leadership	III
Medical Sciences	
General Medicine, Human	IV
Psychology, Human	IV
Security Procedures, Stealth	IV
Social Sciences, Earth History	IV
Sports, Swimming	IV
Trivia	
Earth Music, Early 1960s	V
Earth Fashions, Early 1960s	V
Vehicle Operation, Ground	IV
Verbal Interaction	
Negotiation Diplomacy	VII

Appearance:

Height: Short
Build: Slim
Looks: Attractive
Age: 23

Recognition Handle: Gwen (as her friends call her) is a short, pretty girl with long, honey-blonde hair and deep-set, dark eyes. She wears a mini-skirt, blouse, calf boots, and a scarf tied around her neck. She is always bubbly and enthusiastic and (to the annoyance of Kelly) is fond of such phrases as "groovy" and "fab".

Brief Personal History:

Birthplace: Earth, 1942

Gwen is one of the many "dolly-birds" that roamed London of the "swinging 1960s" and the early Beatles. The daughter of a wealthy family, she often frequented jet-set parties thrown by young members of the British aristocracy. Through her job as a nurse, she met Kelly and Phillip and became involved in repelling an attempted awakening of the still-dormant Fendahl. Since then, she has chosen to remain with the Time Lord.

Personality:

Motives Desires Goals:

Gwen is a very kindhearted person who often places more trust in people than they deserve. She will gladly sacrifice almost anything she has to help someone. Her main problem is that she is extremely curious. She cannot help but go off and investigate (often on her own and in violation of Kelly's direct orders), no matter what the possible dangers. It is to satisfy this burning curiosity that she travels with Kelly.

Manner:

Gwendolyn is bright and bubbly. She is usually the first to introduce herself and is always seeking new friends. She somehow manages to keep up this bouncy demeanor even when facing the gravest perils. She also has a strong sense of 'fun'. She is currently engaged in attempting to teach Phillip some of the dances from her time period. Kelly, of course, will have nothing to do with such frivolous nonsense.

THE DOCTOR WHO ROLE PLAYING GAME

Name: Michelle VOIGHT

Race: Human
Sex: Female
Profession: Research Scientist

Attributes

STR	—III	CHA	—V
END	—IV	MNT	—VI
DEX	—IV	ITN	—V

Special Ability: None.

Combat Statistics:

AP: 7
Unarmed Combat, Martial Arts: V

Significant Skills	Level
Administration	IV
Carousing	IV
Engineering, Electrical	V
Gaming, Chess	V
Leadership	V
Physical Sciences	
Computer Science	VI
Mathematics	V
Physics	V
Social Sciences	
Law, British	V
History, Earth	V
Sports, Swimming	IV
Technology	
Computer Systems	VI
Electronics	VI
Vehicle Operation, Ground Vehicles	IV
Verbal Interaction	
Negotiation Diplomacy	V

Appearance:

Height: Average
Build: Slim
Looks: Attractive
Age: 26
Recognition Handle: Michelle's sandy brown hair is tied away from her face. She has sparkling blue eyes, and her little-girl features make her seem much younger than she is. Michelle wears a long lab coat and cannot see much without her glasses. She has a habit of carrying small pieces of lab equipment around in her pockets.

Brief Personal History:

Birthplace: Earth, 1959

An extremely intelligent young woman, Michelle entered Cambridge University at the young age of 16 years. After she received her doctorate in computer engineering, she was selected to head up the top-secret computer project ORION. Michelle became a pawn of The Master, who was using the ORION project in an attempt to take over TNP *Earth*. After The Master's plot was foiled by Kelly and Phillip, Michelle stowed away on the TARDIS, hoping to see a bit of the universe.

Personality:

Motives Desires Goals:

Like Gwendolyn Frazier, Michelle is a very inquisitive young woman. Her training as a scientist has made her very observant and interested in all the types of advanced alien technology she has encountered since joining up with Kelly. For the present, she is quite content to travel, having no desire to return home just yet. Michelle hopes to one day understand all the intricacies of Kelly's TARDIS.

Manner:

Michelle is the quiet type, usually staying in the background while Kelly and Gwendolyn do all the talking. Her loyalty to her friends is very strong. She almost never acts without first developing a complete plan of action.

Name: The DOCTOR (Fourth Incarnation)

Race: Gallifreyan
Sex: Male
Profession: Time Lord

Attributes

STR	—IV	CHA	—V
END	—IV	MNT	—VI
DEX	—IV	ITN	—VI

Special Ability: None.

Combat Statistics:

AP: 7
Armed Combat:
Sword V
Staser Pistol III
Unarmed Combat, Brawling: III

Significant Skills	Level
Environmental Suit Operations	IV
Gaming	IV
Leadership	V
Life Sciences	
Botany	III
Exobiology	V
Zoology	III
Mecical Sciences	
General Medicine, Gallifrey	V
General Medicine, Human	V
Psychology, Human	VI
Military Sciences	
Trap Discovery	IV
Trap/Ordinance Disarmament	IV
Physical Sciences	
Chemistry	III
Computer Science	IV
Mathematics	V
Physics	IV
Security Procedures	
Concealment	IV
Lockpicking	V
Stealth	IV
Surveillance	III
Social Sciences	
Archeology, Earth	IV
Political Science	III
History, Earth	V
History, Gallifrey	V
History, Galactic	V
Space Sciences	
Astronomy	III
Astrophysics	IV
Navigation	IV
Sports, Cricket	V
Streetwise	V
Technology	
Astronautics	IV
Computer Systems	IV
Cybernetics	III
Electronics	IV
Force Field Systems	III
TARDIS Systems	V
Temporal Science	VI
Vehicle Operation	
Aircraft	III
Ground Vehicles	IV
Water Vehicles	III
Spacecraft	III
Temporal Vehicles	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VII

Appearance:

Height: Tall
Build: Stocky
Looks: Average
Apparent Age: Middle-Aged Adult
Actual Age: 750 +
Regenerations Used: 3
Recognition Handle: In his fourth incarnation, The Doctor appeared as a tall, lanky man with a tangled mop of curly red-brown hair, prominent blue eyes, and an open expresssion; this form has been affectionately described as "all teeth and curls". He wore a long, reddish-brown frock coat, a floppy hat, and a distinctive seventeen-foot-long scarf with multi-colored stripes. From time to time, The Doctor affected a brown plaid vest with a dull red neckcloth knotted at the collar of his white shirt. This form lacked the dexterous grace exhibited by his third incarnation and often tripped over his own scarf.

Brief Personal History:

Birthplace: Gallifrey

(*See also* p.59, **A Soucebook For Field Agents**)

Personality:

Motives Desires Goals:

In many ways, The Doctor's fourth regeneration was more eccentric than any of his previous personalities. In this form, The Doctor's manner shifted at a moment's notice from unbounded and vibrantly energetic to wnadering and abstractedly lethargic. Nevertheless, he was always governed by unquenchable curiosity and amazing (and often unjustified) self-confidence. In this form, The Doctor was happiest when travelling to new times and new worlds, hating to stay in one place for very long. At times, his conversation was very difficult to follow, as he forgot the other people's minds did not work as quickly or eccentrically as his. This form was witty, charming, and occasionally unconsciously arrogant; quite fearless, all too often he was so interested in what was going on around him that he forgot to be scared.

Manner:

In his fourth incarnation, The Doctor had a passionate concern for all forms of life, whatever their size, shape, or composition. The sight of injustice or evil was guaranteed to prompt his intervention, no matter how strenuously he swore to himself not to get involved. This form was not as physically oriented as he was in his third body. He openly abhorred unthinking violence, though he was forced to admit that a "good thumping" often proved necessary.

Name: LEELA

Race: Human (Sevateem)
Sex: Female
Profession: Warrior

Attributes

STR	— IV	CHA	— IV
END	— V	MNT	— III
DEX	— VI	ITN	— IV

Special Ability: Enhanced Dexterity

Combat Statistics:

AP:	9
Armed Combat	
Sword	Level IV
Axe	Level III
Thrusting Spear	Level VI
Club	Level III
Dagger, thrown	Level VI
Unarmed Combat, Brawling:	Level V

Significant Skills	Level
Carousing	IV
Climbing	V
Leadership	IV
Military Sciences	
Small Unit Tacctics	IV
Trap Discovery	IV
Security Procedures	
Concealment	IV
Stealth	V
Surveillance	IV
Sports, Swimming	III
Wilderness Survival	V

Appearance:
Height: Tall
Build: Average
Looks: Striking
Age: 27
Recognition Handle: Leela is tall, trim, and beautiful. Her long, fiery red hair frames a perfectly proportioned face and a golden tan. She wears a very revealing leather half-leotard, knee-high leather boots, a bead necklace, and a scabbard for her dagger.

Brief Personal History:
Birthplace: The planet of the Sevateem

Leela was a warrior in the tribe of the Sevateem (Survey Team), the savage descendants of a lost Earth expedition.

Bored by the prospect of peace on her homeworld, Leela managed to force her way on board the TARDIS. Her travels across time with The Doctor provided her with ample adventure and conflict.

At last, she accompanied The Doctor to Gallifrey itself as he tried to stop a combined Vardan-Sontaran invasion. After the fourth Doctor time-looped the Vardans and disintegrated the Sontarans with a Demat Gun, Leela chose to remain on Gallifrey. She had fallen in love with Andred, the commander of the Chancellery Guards, and decided to marry him.

Personality:
Motives Desires Goals:

Leela is first and foremost a warrior. Raised in the midst of a constant and bloody war, Leela finds pleasure in conflict and combat. She has adopted The Doctor as a combination god and war leader — though she is puzzled by his soft-hearted, humanitarian ideals. She wants to help The Doctor and to protect him from those who take advantage of his foolish idealism.
Manner:

Leela is a ruthless, savage warrior who can kill without a moment's hesitation. Her habit of killing first and asking questions later often annoys The Doctor, but even he has been forced to admit that she's often saved him from potentially fatal encounters. On her part, Leela shows an odd mixture of absolute confidence and resigned distrust in The Doctor's abilities. She believes that he can do anything, but she also believes that he's far too trusting, merciful, and *civilized* to act sensibly.

After several years of peace and tranquility on Gallifrey, Leela grew restive. The Doctor, making a small stop on Gallifrey, encouraged her to come on a small holiday with Romana and himself.

Name: Lady ROMANADVORATRELUNDAR (Romana)

Race: Gallifreyan
Sex: Female
Profession: Time Lord

Attributes

STR	— III	CHA	— IV
END	— III	MNT	— VI
DEX	— IV	ITN	— IV

Special Ability:

Controlled Regeneration	VII

Combat Statistics:

AP:	7
Armed Combat, Stase Pistol:	II

Significant Skills	Level
Administration	III
Environmental Suit Operations	III
Leadership	III
Life Sciences, Exobiology	III
Physical Sciences	
Computer Science	III
Mathematics	IV
Physics	IV
Social Sciences	
History, Gallifreyan	III
Space Sciences	
Astronomy	11
Astrophysics	II
Navigation	II
Tecchnology	
Electronics	III
Force Field Systems	III
TARDIS Systems	IV
Temporal Science	V
Vehicle Operation	
Temporal Vehicles	VI
Verbal Interaction	
Negotiation Diplomacy	II

Appearance:
Height: Average
Build: Slim
Looks: Striking
Age: 120 +
Regenerations Used: 1
Recognition Handle: In her second incarnation, Romana is a petite, pretty woman. Her long, dark blonde hair is usually parted in the middle and frames a delicate, snub-nosed face, and brilliant blue eyes. Her choice of clothing is always varied and unpredictable, but often emphasises her youthful appearance.

Brief Personal History:
Birthplace: Gallifrey

Romana began her adventures with The Doctor when she was assigned by The White Guardian to help find the all-powerful Key to Time, though she had never been on a mission off Gallifrey before, having recently graduated with the highest honors from the Prydonian Academy. In her first incarnation, Romana's skills and bravery proved an invaluable aid to The Doctor. During the quest for The Key to Time, she was captured by The Black Guardian's aides and psychologically tortured. This lead her to voluntarily regenerate.

In her second incarnation, Romana decided to remain with The Doctor and accompanied him on a variety of adventures. Among other things, she helped defeat an attempt by Scaroth to stop the evolution of life on Earth, assisted the Doctor in breaking up druig smuggling by the naturalist Tryst, and helped stop Pangol the Argolin from starting a war with the reptilian Foamasi.

Personality:
Motives Desires Goals:

Romana started out more businesslike than The Doctor in his fourth incarnation, and she was nearly as curious. After decades of dry dusty schoolwork in the academy, she was more than ready for new sights and experiences. In many ways, she remained a student and Galactic tourist while travelling with The Doctor. Though she was more thoroughly conditioned against interference than The Doctor, her sense of justice usually forced her to take interventionary action. After her regeneration, Romana lost a large portion of her businesslike ways and gained a more childlike sense of wonder.
Manner:

Romana is cheerful and helpful to a flaw. On more than one occasion, she has helped the wrong parties. This seems to stem from her willingness to show off her talents to almost anyone. But when the occasion demands she is forceful where injustice to others is shown.

THE DOCTOR WHO ROLE PLAYING GAME

NON-PLAYER CHARACTERS

The following are complete statistics and descriptions for all the major NPCs the players will encounter during this adventure. Included in each profile are game statistics, a personal history, a personality profile, physical description, and role-playing notes. Minor NPCs are given game statistics and brief descriptions.

The personal histories are solely for the benefit of the gamemaster, who will find them helpful in role-playing the character and designing future scenarios involving the NPC. The personality profiles will also be useful to him for role-playing. As mentioned in the **How To Use This Booklet** chapter, the description of the character should be read to the players the first time they encounter him or her, and the important sections re-read at each further encounter. Finally, the role-playing notes provide brief clues on how to make the NPC seem more real.

(NOTE: Two special characteristics – CHAR and PERS – are given for each NPC. Use the CHAR statistic as the base Difficulty Level of the CHA Saving Roll each character makes the first time he meets the NPC. Use the PERS statistic as the base Difficulty Level for any persuasion attempts the players might make on the character using *Negotiation/Diplomacy* or *Haggling*. These are intended only as guidelines. Normal modifiers still apply, and the gamemaster should alter these levels if circumstances warrant him doing so.

Name: Captain Robert FLEMING

Race: Human
Sex: Male
Profession: Commander, *TSS Leander*

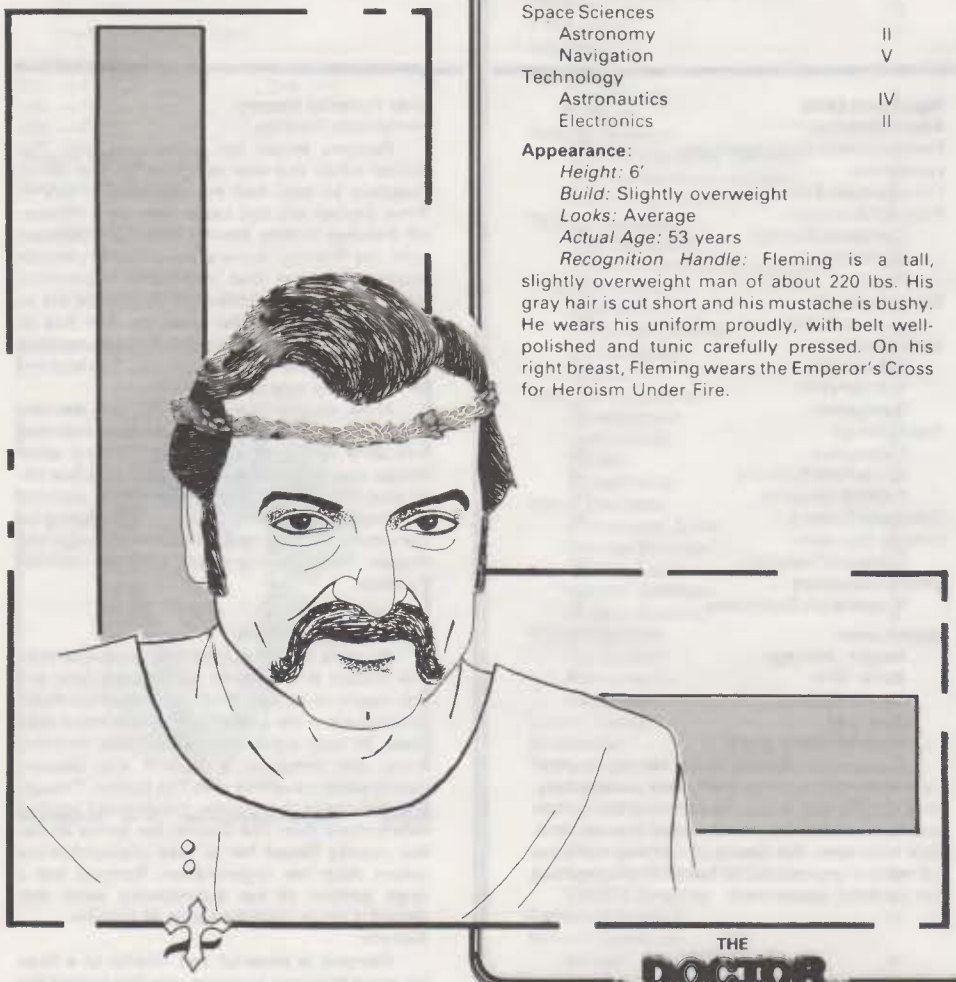
Attributes

STR	—IV	CHA	—V
END	—IV	MNT	—V
DEX	—IV	ITN	—V

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat, Mark VII Blaster:	IV
Unarmed Combat, Brawling:	IV



Significant Skills	Level
Administration	VI
Environmental Suit Operations	V
Security Procedures, Surveillance	III
Vehicle Operation, Spacecraft	V
Carousing	III
Leadership	V
Verbal Interaction	
Negotiation/Diplomacy	IV
Social Sciences, Law	III
Military Science, Small Unit Tactics	III
Engineering	
Electrical	II
Mechanical	II
Physical Sciences, Physics	II
Space Sciences	
Astronomy	II
Navigation	V
Technology	
Astronautics	IV
Electronics	II

Appearance:

Height: 6'
Build: Slightly overweight
Looks: Average
Actual Age: 53 years
Recognition Handle: Fleming is a tall, slightly overweight man of about 220 lbs. His gray hair is cut short and his mustache is bushy. He wears his uniform proudly, with belt well-polished and tunic carefully pressed. On his right breast, Fleming wears the Emperor's Cross for Heroism Under Fire.

Brief Personal History:

Birthplace: Earth

Robert Fleming joined the Imperial Space Navy at the age of 18 as a Spacehand 2nd Class. He began his distinguished career by saving two of his comrades from a fire, a move that soon earned him a promotion. After ten years in the Space Navy, he was sent through officer training, from which he emerged an Ensign. After another twelve years, he managed to reach the rank of Captain and was given his first command, a small freighter. Resenting being assigned to such an unimportant ship, Fleming hoped one day to be able to command a combat vessel. After a series of assignments to a variety of small vessels, he was given command of the *Leander*.

Personality:

Fleming is a man of such wide experience that he is almost never taken by surprise in any situation. He is a shrewd commander who does not give up easily, and he likes action and adventure. Fleming fully understands and enjoys his responsibilities and power as Captain, but he is also quite fair and reasonable. He holds himself personally responsible for each of his crewmen. Due to his long years as an enlisted man and lower-grade officer, Fleming respects the abilities and opinions of every crewman aboard, regardless of rank. For that reason, he is well-liked by the crew. Fleming is somewhat resentful of Major Reitz's efforts to steal some of his authority.

Motives Desires Goals:

Captain Fleming is excited about the *Leander's* current mission, believing that if he performs well, he will be placed in command of a better vessel, the combat ship of his dreams.

Manner:

While on duty, Fleming is firm and serious, never revealing much outward emotion. While off-duty, he is transformed into a jovial and fun-loving person.

Role Playing Notes:

When playing Captain Fleming, always have him ask all his subordinates for their opinions on major decisions. Then, have him sit silently for a short time in deep concentration. Soon after, he will spring up suddenly to announce his final decision in the matter. At first, Fleming will be a little suspicious of the players' sudden arrival, but he will begin to trust them if they show how much they wish to help.

Fleming is given two CHAR numbers. Make a CHA Saving Roll at the first Difficulty Level listed for each of the players when they first meet him; make another CHA Saving Roll at the second meeting when he has some evidence that they truly wish to help him.

CHAR: V/III PERS: IV

THE DOCTOR WHO ROLE PLAYING GAME

Name: Richard REITZ

Race: Human
Sex: Male
Profession: Major, Imperial Centurions

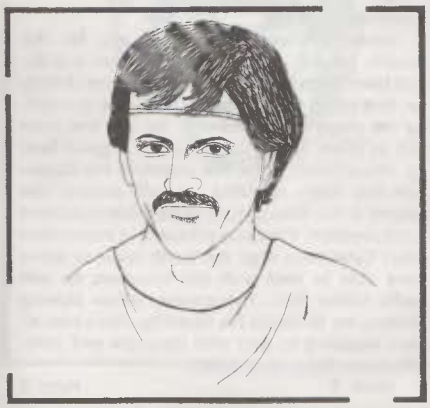
Attributes

STR	— V	CHA	— II
END	— V	MNT	— III
DEX	— IV	ITN	— III

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat:	
Mark VII Blaster	VI
Knife	IV
Unarmed Combat, Martial Arts:	V



Significant Skills	Level
Security Procedures	
Concealment	III
Stealth	III
Surveillance	V
Leadership	V
Administration	IV
Military Sciences	
Ordinance Construction Repair	IV
Small Unit Tactics	VI

Appearance:

Height: 6'2
Build: Muscular
Looks: Attractive
Actual Age: 27
Recognition Handle: Reitz is a tall, muscular man. He has carefully-trimmed short red hair and mustache. He wears the uniform of an Imperial Centurion Commander very proudly and is rarely seen in anything but full dress.

Brief Personal History:

Birthplace: Earth

Reitz is the son of the famous Earth General Alfred Reitz. Due to his father's connections, he entered the Imperial Army a fully-commissioned officer at age 18. After undergoing a variety of special trainings, he was assigned to the distinguished Fifth Legion, Twenty Third Cohort. After serving admirably for five years, Reitz was promoted to the rank of Major and assigned to the Imperial Centurions, the emperor's personal elite guard, and placed in command of a Cohort. As he and his men were readily available for the *Leander* mission, they were assigned to it.

Personality:

Motives Desires Goals:

Reitz is a dedicated military man who believes in carrying out his duties and responsibilities impeccably. He sees himself, and all other officers, as superior to the enlisted men and junior officers they command. Thus, he resents Fleming asking advice of his crew and wishes the *Leander* mission were in better hands. Unconsciously, Reitz will begin to give orders that are more in Fleming's jurisdiction, believing he must keep a close eye on Fleming and intervene occasionally if their mission is to succeed. Reitz rarely trusts anyone not in the military. As he is technically under Fleming's command, Reitz will obey his orders, though reluctantly.

Manner:

Reitz is a very strict disciplinarian who behaves in a cold, authoritarian manner. He obeys orders from his own superiors without question and expects the orders he gives to be similarly obeyed.

Role-Playing Notes:

Reitz is the stereotypical *Doctor Who* paranoiac. (Anyone familiar with the series will recall seeing a character of his type in most episodes.) He will immediately accuse the players of trying to sabotage the mission, refusing to believe they are not spies in league with the Cybermen. Players will get the impression he is more worried about his reputation than the safety of his men.

CHAR: VII PERS: VI

Name: Arthur GRAY

Race: Human
Sex: Male
Profession: Medical Assistant, *TSS Leander*

Attributes

STR	— IV	CHA	— V
END	— IV	MNT	— V
DEX	— IV	ITN	— IV

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat:	
Mark VII Blaster	III
Unarmed Combat:	
Brawling	III

Significant Skills	Level
Security Procedures	
Concealment	III
Lockpicking	III
Stealth	IV
Surveillance	III
Vehicle Operation, Spacecraft	III
Verbal Interaction	
Negotiation Diplomacy	IV
Administration	III
Medical Sciences, General Medicine	IV
Streetwise	V

Appearance:

Height: 6'
Build: Slim
Looks: Striking
Actual Age: 27
Recognition Handle: Gray is a handsome young man with neatly trimmed brown hair and deep-set, alluring eyes. He is usually dressed in medical garments instead of his uniform (much to Reitz' consternation, of course.)

Brief Personal History:

Birthplace: Earth

Because he attended a military academy, Arthur Gray began his military career as a commissioned officer. He used the power and responsibility of his commission to set up an elaborate black market operation on the asteroid to which he was assigned. This operation made him thousands of credits and was so successfully hidden that none of his superiors ever found a clue to its existence. In fact, Gray was considered by many to be one of the finest officers on the asteroid. He was promoted several times and eventually cross-trained as a medic. At his medical academy, Gray set up a similar operation that met with equal success. Staying at the academy until he was fully trained in general medicine, he was eventually given the rank of Medical Assistant.

Because of his impressive record, Gray was assigned to the *Leander* mission to aid Dr. Fredrick in administering the serum to the colony's populace. After closely observing the Earthmen known to be going on the mission, Cyberleader Vorak detected his greed and offered him ten million Earth credits to shut down the *Leander's* automated defense systems just prior to the docking. After taking care of the rest of the Earth crew, the Cybermen promised to then allow him to escape with the money in a pinnace. Gray naturally accepted.

Personality:

Motives Desires Goals:

Gray is driven chiefly by his greed, which will make him go to any lengths to get the power and money he craves. He knows that by collaborating with the Cybermen he will be partially responsible for the loss of millions of lives, but he cares very little. After escaping the *Leander,* Gray plans to move back to Earth and possibly establish his own casino.

Gray is a plotter who never acts without having first devised a well-organized mental plan. Having thought through the consequences of success and failure for any of his actions, he usually has several contingency plans as well. Gray is also a master of deception who is able to hide his mischievous tendencies and is always well-liked. He is still believed to be one of the finest officers aboard the medical aid satellite to which he is permanently assigned.

Manner:

Gray is a sly, deceptive person who will keep his cool in any situation. Whether he likes them or not, Gray treats everyone he meets with kindness and impeccable manners, though this is just a front.

Role-Playing Notes:

No matter what the results of the players' initial CHA rolls, Gray will treat all of them as if they had rolled critical successes. He will politely refuse to take any action that might implicate him or jeopardize his cover. Later in the adventure, he will start having second thoughts about the Cybermen and whether they will really allow him to escape, all of which begins to make him nervous. With a successful *Negotiation Diplomacy* Roll against a Level VI Task, the players may be able enlist Gray's aid temporarily by convincing him that the Cybermen are going to doublecross him. No matter what happens, Gray will probably try to escape at the earliest opportunity.

CHAR: II PERS: II

THE DOCTOR WHO ROLE PLAYING GAME

Name: Michael LINDSAY

Race: Human
Sex: Male
Profession: First Officer, *TSS Leander*

Attributes

STR	—IV	CHA	—VI
END	—V	MNT	—IV
DEX	—IV	ITN	—V

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat, Mark VII Blaster:	IV
Unarmed Combat, Brawling:	IV

Significant Skills	Level
Environmental Suit Operations	IV
Vehicle Operation, Spacecraft	V
Leadership	V
Carousing	V
Verbal Interaction	
Negotiation/Diplomacy	V
Haggling	IV
Administration	V
Engineering	
Electrical	III
Mechanical	III
Security Procedures, Surveillance	III
Physical Sciences	
Computer Science	IV
Mathematics	III
Physics	IV
Space Sciences	
Astronomy	III
Astrophysics	III
Navigation	III
Technology	
Computer Systems	V
Astronautics	III
Electronics	III

Appearance:

Height: 5'10
Build: Average
Looks: Average
Apparent Age: 35

Recognition Handle: Lindsay has short blonde hair and a very friendly face. Nearly always with a smile on his face, he is often seen stopping to exchange pleasantries and jokes with other crew members.

Brief Personal History:

Birthplace: Earth

Michael Lindsay entered the Imperial Space Navy as a commissioned officer after completing his university education. Because of his excellent service and many friends in the upper ranks, his rapid promotions came as no surprise. Lindsay has been on the *Leander* longer than Captain Fleming and knows the ship and crew better. Lindsay has been specially trained in computer technology. One of his responsibilities aboard the *Leander* is to make sure that SAM is always functioning properly. He is seen as one of the most excellent prospects for ship captain in the navy.

Personality:

Motives/Desires/Goals:

Lindsay very strongly believes in using the minimum amount of force necessary to solve a problem, and he puts more faith in his instincts than anything else. He is always cool under pressure and very capable of making snap decisions (an excellent command prospect). Like Fleming, he respects everyone aboard the ship regardless of rank or status. He has adopted Fleming's technique of asking everyone for advice when time permits.

Manner:

Lindsay is a likable, level-headed young man who makes friends very easily. He handles responsibility very well and is quite an able leader.

Role-Playing Notes:

Lindsay is provided as an ally for the players. He will most likely trust them and defend them from Reitz's accusations. Even if Reitz can find some circumstantial evidence connecting the players with the plot, he will still have faith in them. He instinctively has a 'good feeling' about them. After the threat of the Cybermen has been revealed, he will include the players in the discussions of possible solutions to the problem. If the players seem to know more about Cybermen than the Earth crew or seem more able to deal with the situation, he will gladly follow their instructions. When playing Lindsay, try to stress his likability. Have him always stopping to chat with the crew and other characters (including SAM).

CHAR: II PERS: II

Name: TYPICAL *LEANDER* CREWMAN

The crew of the *Leander* consists of seven officers and twelve enlisted men. Use the stats below for all the minor NPC crewmembers. Some sketchy descriptions and statistic modifications are provided for some of the NPCS the players are likely to encounter. It may be necessary to fill in some information if one of these NPCs manages to take on unexpected importance in the adventure.

Attributes

STR	—IV	CHA	—IV
END	—IV	MNT	—IV
DEX	—IV	ITN	—IV

Special Ability: None.

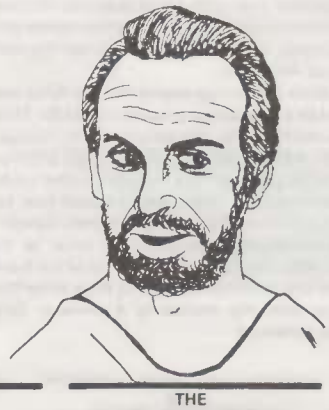
Combat Statistics:

AP:	7
Armed Combat	
Mark VII Blaster:	II
Unarmed Combat	
Brawling:	II

Significant Skills	Level
Environmental Suit Operations	III
Administration	II
Any Specialty	V

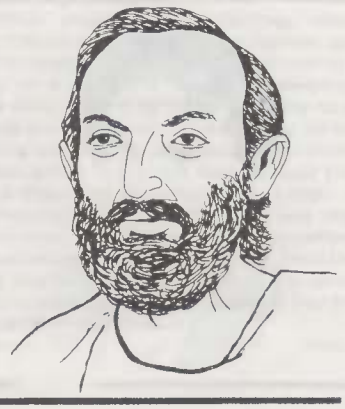
Navigator Thomas CAMPBELL:

A tall man in his early forties, Campbell respects Fleming a great deal and will do anything he asks. He has been on the *Leander* for quite some time and is thrilled to have been given such an important mission. Campbell has *Astronomy* and *Navigation* at Skill Level V and *Astrophysics* at Level III. He also has *Physics* at Skill Level III.



Doctor John FREDRICK:

An old, very experienced military doctor, Dr. Fredrick has been specially assigned to the *Leander* for this mission. He is an expert on Hadder's Fever and its treatment. The *Leander's* regular doctor is on leave. Frederick likes his young assistant, Gray, and has no idea that the man is in the employ of the Cybermen. Once the action starts, Fredrick will do anything he can to help. He has Skill Level VI in *General Medicine, Pathology,* and *Surgery.* He has Skill Level IV in *Chemistry.*



THE DOCTOR WHO ROLE PLAYING GAME

Engineer Alex SPENCER:

Spencer is responsible for keeping the *Leander's* systems functioning properly, and is good at his job. He resents SAM, the computer, because it makes him feel the human crew is being totally replaced by machines. Spencer is also handy with his fists. He possesses Skill Level V in *Electrical Engineering, Mechanical Engineering, Astronautics,* and *Electronics.* He has the Unarmed Combat Skill of *Brawling* at Level V.

Communications Officer Elizabeth DIRKES:

Lieutenant Dirkes has always proven a very capable officer. Like First Officer Lindsay, she will be more inclined to trust the players and defend them from Reitz's accusations. She has skill in *Communication Systems* at Level V and in *Electronics* and *Computer Systems* at Level III.

Name: TYPICAL IMPERIAL CENTURION

The *Leander* currently holds one Decade of Imperial Centurions (ten men and one commander). Two such decades make up a squadron, ten squadrons make up a cohort, and ten cohorts make up a legion. Reitz is actually in command of the whole cohort, but is personally commanding the decade assigned to the *Leander* mission. Use the statistics below for the Centurions.

Attributes

STR	—V	CHA	—IV
END	—V	MNT	—IV
DEX	—V	ITN	—IV

Special Ability: None.

Combat Statistics:

AP:	9
Armed Combat:	
Mark VII Blaster	VI
Knife	IV
Unarmed Combat, Martial Arts:	V

Significant Skills	**Level**
Security Procedures	
Concealment	III
Stealth	III
Surveillance	IV
Administration	II
Military Sciences	
Ordinance Construction Repair	III
Small Unit Tactics	V

Sergeant Franklin HALL:

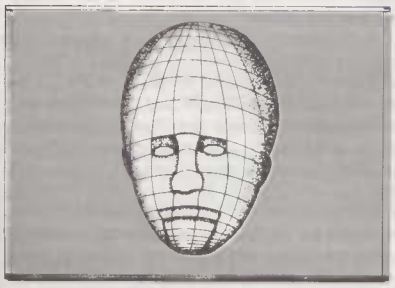
Hall is Reitz's second in command, and is a typical decade commander. Like all the centurions, he is a stern disciplinarian. Although he believes that Reitz is a good commander, Hall realizes the danger inherent in the man's paranoid tendencies. If the characters provide strong evidence that they intend to help defeat the Cybermen, they should be allowed to make a *Negotiation/Diplomacy* roll at Task Level VI to convince Hall to go against Reitz's direct orders and help them any way he can. In addition to the skills listed above for the typical Centurion, Hall has skill in *Leadership* at Level IV.

Name: SAM

Attributes

STR	—0	CHA	—III
END	—0	MNT	—VII
DEX	—0	ITN	—II

Special Ability: None.



Significant Skills	**Level**
Administration	III
Engineering	
Cartography	IV
Chemical Engineering	IV
Civil Engineering	IV
Electrical Engineering	IV
Mechanical Engineering	IV
Metallurgy	IV
Physical Sciences	
Chemistry	VI
Computer Science	VI
Mathematics	VI
Physics	VI
Vehicle Operation	
Spacecraft	VI
Security Procedures	
Surveillance	VII
Space Sciences	
Astronomy	VI
Astrophysics	VI
Navigation	VI
Technology	
Astronautics	VI
Communication Systems	VI
Computer Systems	VI
Electronics	VI

Brief Personal History:

SAM was built by the Century Cybernetics Corporation and installed into the *Leander* when the ship was built. His function is to operate the controls, suggest repairs, analyze data, and make a complete log of all the ship's experiences. He knows about the mission and places great importance on its completion.

Personality:

Motives/Desires/Goals:

SAM is intelligent, but he has not been programmed for hobbies, interests, emotions, or humor.

Manner:

SAM is seen on the bridge of the *Leander* as a large screen displaying a topographical model of a human head. He has a very lifeless personality. Although SAM is capable of carrying on conversations, they are usually academic and dull.

Role Playing Notes:

SAM will not play a very active part in the adventure, as he is present merely for flavor. Of course, if anyone asks him a question, he will answer readily. If the players are having a particularly hard time, the gamemaster can have SAM offer advice to Captain Fleming or First Officer Lindsay on what to do next. This advice will, naturally, reach the players' ears as well. SAM will not aid Cybermen in any way, as this would violate the prime programming that exists in his core. The Cybermen will probably shut SAM down when they see he is of little use.

THE DOCTOR WHO ROLE PLAYING GAME

Name: VORAK

Race: Cyberman

Attributes

STR	—VII	CHA	—II
END	—VI	MNT	—VI
DEX	—IV	ITN	—II

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat, Blaster Rifle:	IV
Unarmed Combat, Brawling:	IV

Significant Skills	Level
Leadership	VI
Military Science	
Ordinance Construction/Repair	V
Small Unit Tactics	V
Technology	
Cybernetics	VI
Computer Systems	V
Vehicle Operation, Spacecraft	IV
Security Procedures, Surveillance	IV

Appearance:

Height: 2.3 meters

Build: Man-shaped

Recognition Handle: Cyberleader Vorak is distinguished from the other Cybermen by his black head cowling (the others wear silver). He walks in a slow, lumbering manner and is incapable of showing any expression.

Brief Personal History:

Birthplace: Mondas

Vorak was one of the original Cybermen from Mondas. He witnessed The Doctor's destruction of the planet and escaped to Telos. Over the years, he has gained a position of seniority and authority, and his systems were improved with the most modern Cybertechnology. At the conclusion of the Galactic Cyberwars, his group of Cybermen became one of the many isolated bands to escape and roam the Galaxy. Until now, the band has only taken the actions necessary to support themselves. After intercepting Earth transmissions, Vorak formulated the plan to capture Ionia as the new Cyberworld. He contacted Arthur Gray and offered him ten million Earth credits to help complete the operation. Of course, he does not intend to pay, but will simply eliminate Gray when he is no longer useful. Upon completion of his operation, Vorak plans to contact other roving bands of Cybermen and unite them, with the intent to finally invade and destroy Earth.

Personality:

Motives/Desires/Goals:

Vorak will quickly analyze any problem and make a decision based entirely on logic. The only thing that concerns him is completing his plan. He will ignore the problem of the 'gravity bubble' until he has dealt with all the humans and Vegans and is in a position of total control. He has a great deal of confidence in Cybertechnology, believing it capable of overcoming any obstacle. The other Cybermen will follow his instructions without question or hesitation.

Manner:

All Cybermen have the same personality: cold, ruthless, and mechanical.

Role Playing Notes:

To those familiar with the *Doctor Who* television series, Vorak's character will be familiar. All Cybermen act exactly alike. The gamemaster should try to build a little ironic sympathy for the Cybermen among the players. For example, at one point, Vorak makes a speech dealing with the woes of his dying race. In role-playing Vorak, remember to use all the old tricks: threatening to kill assistants and NPCs unless the players do something for him, threatening to destroy important items, and so forth. Vorak has encountered The Doctor twice and is quite familiar with the danger presented by the Time Lords. He will automatically know which players are Time Lords and will take extra caution in dealing with them. It is not necessary to make a CHA roll when the players first meet the Cyberleader or *Negotiation/Diplomacy* rolls thereafter. Vorak will automatically see all humans and Vegans as threats, and he will only grant requests that will logically help his cause. (*See* **Gamemaster's Notes** for statistics on the other Cybermen and details on their special combat abilities and tactics.)

Name: KALIK

Race: Vegan

Sex: Male

Profession: Pirate

Attributes

STR	—VI	CHA	—II
END	—VI	MNT	—III
DEX	—IV	ITN	—III

Special Ability: None.

Combat Statistics:

AP:	7
Armed Combat:	
Blaster Pistol	V
Short Sword	IV
Unarmed Combat, Brawling:	

Significant Skills	Level
Environmental Suit Operations	IV
Security Procedures	
Concealment	III
Stealth	II
Surveillance	III
Vehicle Operation, Spacecraft	III
Carousing	VI
Gambling	III
Leadership	IV
Military Sciences, Small Unit Tactics	IV
Streetwise	VI
Technology, Astronautics	III

Appearance:

Height: Tall

Build: Stocky

Looks: N A

Age: Middle-Aged Adult

Recognition Handle: Large and muscular, Kalik is a typical lizard-like Vegan. He wears an eye patch over his left eye, two blaster pistols tucked into his belt, and a cutlass at his side.

Brief Personal History:

Birthplace: Vega XII

Kalik is Captain of the Vegan pirate vessel *Jack of Hearts,* whose crew he joined when very young. Over the years, he rose through the ranks, eventually becoming First Mate. During a battle with an Earth freighter, Kalik saw his opportunity and killed the Captain, making it look as though the death occurred due to damage done to the ship by the freighter. Kalik quickly assume command and led the pirate band to 'avenge' their comrade's death and to cripple the freighter. Since then, Kalik has ruled with an iron hand. His position aboard the *Jack of Hearts* is very stable, and he has no challengers.

Personality:

Motives/Desires/Goals:

Kalik is a typical scoundrel. He is driven by greed for wealth and power and will sacrifice any of his men to get it. He is a firm leader, and the other Vegans follow his orders without question. Kalik enjoys his position as Captain of the *Jack of Hearts,* but has even greater ambitions. He hopes one day to make enough money to buy and rule his own planet. As a rule, Kalik is generally suspicious.

Manner:

Kalik is cold and stern in his manner. He often slowly scans an area with his lizard-like head, trying to intimidate everyone with sinister looks.

Role Playing Notes:

Kalik should be played as a stereotypical pirate. In describing him and the *Jack of Hearts,* the gamemaster should emphasize the pirate-like qualities. Though cold and gruff, Kalik constantly exclaims things like "By the five flaming moons of Falvax!", "Avast, ye planet lubbers!" and similar colorful expressions. It is quite possible that the players will be able to convince Kalik to aid them after he sees most of his crew destroyed by Cybermen. Alliance with him will always be shaky, however. He will play along with the characters until the Cybermen are defeated, then he will try to eliminate everyone and grab the serum. (*See* **Gamemaster's Notes** for typical statistics for the rest of the Vegans, as well as their special combat abilities and tactics.)

TARDIS DATA BANKS

During the course of this adventure, the players may wish to consult the TARDIS data banks for an explanation of the following terms.

CHRONIC RIFT

This is an extremely rare, deadly opening in space/time that leads directly to the Temporal Vortex. The Rift often drains power from all energy sources within its range directly into the Vortex. The power drain starts off slowly and increases exponentially. It affects smaller power sources faster than larger ones. The Rift's draining of energy into the Vortex seems to carry larger objects into it, also. For this reason, a large gravitational field appears to be caused directly by the Rift (they are often mistaken for gravity bubbles). The Rift is extremely dangerous to spacecraft. Most engines will rapidly lose their power, leaving the ship unable to resist the pull into the Vortex, which will surely destroy it. The exact nature of Chronic Rifts is not understood.

CYBERMEN

The gamemaster should permit the player characters full access to all the information on **The Cybermen** found in the **Temporal Marauders** section of the **Sourcebook For Field Agents.** Allow the players to look over that material at their leisure.

EARTH EMPIRE

The Earth Empire is a political organization comprised of the planet Earth and several of its colonies, all found in Mutter's Spiral. The system of Earth colonies took the title Empire ca. 2450 A.D. The Empire itself is ruled by an Emperor, and each planet has its own representing Senator. It controls powerful military forces, but is generally peaceful. Important enemies of the Earth Empire have included Cybermen, Daleks, and Draconians.

GRAVITY BUBBLE

A gravity bubble is a phenomenon caused by an object with an extreme gravitational pull occupying the same place in another dimension that it occupies in normal spacetime. The gravity field of the object seems to transcend the trans-dimensional barrier and affects objects in normal spacetime. Its pull can be dangerous to spacecraft. If unable to break free of the gravitational field, the vessel will be pulled to the center of the bubble (where the field is much stronger) and shattered by the extreme forces there.

Gravity bubbles present a danger to time capsules because of their interdimensional nature. Somehow the gravity field crossing the dimensional barriers seems to jam a TARDIS' directional and materialization circuits, leaving it stuck in the Temporal Vortex and subjected to powerful forces. Gravity Bubbles have the unusual feature of suddenly appearing and disappearing in certain areas. Their exact nature is not understood, but most starfaring cultures have experienced them and have learned certain methods of minimizing their danger.

HADDER'S FEVER

A deadly disease discovered by Dr. George Hadder in 2511 A.D. The disease is known to affect only humanoid races (Time Lords are immune). The virus that causes the fever drives its host mad, bringing out strong, violent urges. After two weeks, the victim usually dies. There is a known cure, a serum that must be administered to victims and potential victims in the area of the fever outbreak as soon as possible to bring the virus under control. The virus mutates rapidly, and becomes incurable if not brought under control in one week.

THE VEGANS

The Vegans are a rapscallian race originally from the planet Vega XII in Mutter's Spiral. They are powerful, lizard-like beings with much greater strength and endurance than normal humans. Like most reptilians, they are cold-blooded and that is also their most profound weakness. Most Vegans are pirates or smugglers who see illegal operations as the easiest way to achieve power. No system of laws has ever been organized for their society, which seems to operate on the 'survival of the fittest' principle. The Vegans have developed interstellar travel and have a wide range of technologies (captured from other races) at their disposal.

THE DOCTOR WHO ROLE PLAYING GAME

SUPPLEMENTARY BACKGROUND

Following is additional background material for the gamemaster's eyes only, which he will need to run the adventure.

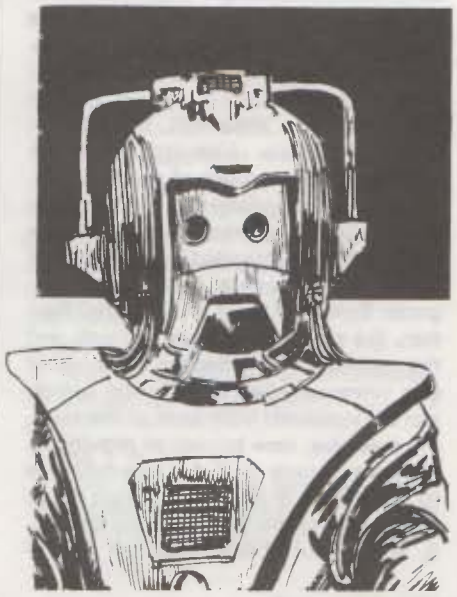
THE CYBERMEN

In addition to the information found on pp. 20-21 of the ***DOCTOR WHO* RPG Sourcebook For Field Agents**, consult the Target Books novelisations for any of the following *Doctor Who* television episodes in which the Cybermen have appeared.

First Doctor
"The Tenth Planet" (1966)
Second Doctor
"The Moonbase" (1967)
"The Tomb of the Cybermen" (1967)
"The Wheel in Space" (1968)
"The Invasion" (1968)
Fourth Doctor
"Revenge of the Cybermen" (1975)
Fifth Doctor
"Earthshock" (1982)
"The Five Doctors" (1983)
Sixth Doctor
"Attack of the Cybermen" (1985)

Skills And Attributes

Over the years, there have been many different models of Cybermen. The Cybermen featured in **Countdown** are of the Model VI variety (the same as appear in "Earthshock" and "Attack of the Cybermen"). Model VI Cybermen are depicted in the photographs on p. 21 of the **Sourcebook For Field Agents.** Statistics and information on other models of Cybermen will appear in the **Cybermen** supplement forthcoming from FASA.



Name: MODEL VI CYBERMAN

Attributes

STR	—VI	CHA	—I
END	—VI	MNT	—V
DEX	—III	ITN	—II

Combat Statistics:

AP:	6
Armed Combat, Blaster Rifle:	V
Unarmed Combat, Brawling:	IV

Significant Skills	**Level**
Military Science	
Ordinance Construction/Repair	IV
Small Unit Tactics	IV
Technology	
Cybernetics	V

Combat Abilities And Statistics:

In combat, the Cybermen usually try to fire heavily first, and then advance to do hand-to-hand combat with the survivors. All Cybermen are armed with a weapon that is the equivalent of a Blaster rifle. As long as it is in the hands of a Cyberman, the weapon can fire indefinitely before needing a recharge (it draws power from the Cyberman himself). If someone else uses the weapon, it will only be able to fire three shots before needing to be recharged. The Cybermen's tough metallic skin gives them 5D6 of armor! Against their own weapons, however, they only have 3D6 of armor.

Cyberleader Vorak is one of the new Type VII Cybermen. Treat him exactly as a Type VI Cyberman except that he is able to absorb power from his environment and does not need to recharge. Thus, the Chronic Rift will have no effect on Vorak for quite some time.

EARTH EMPIRE

History

The Earth Empire began around the year 2400 A.D. For several hundred years before this time, mankind was using its newly-developed interstellar technology to spread throughout the galaxy, leaving colonists nearly everywhere they went. The population and political power of many of these colonies eventually grew to rival that of the Earth itself. Many of the colonies were tired of being ruled directly by Earth and were starting to call for their independence.

In the year 2388 A.D., the Conference of Althos was organized to develop a new system of government, giving all the colonies a more equal share. Representatives from all the Earth colonies attended the conference and devised what was known as the Imperial System. Under the Imperial System, the chief ruling body of Earth and the colonies was a Senate made up of one representative (usually the governor or president) from each of the existing colonies, now known as provinces. Provisions were made for new colonies to be added. A new colony had to go through a seven-year colonial period. If, at the end of this time, the colony appeared to be viable, it was given province status and allowed a representative in the Senate. The Senate was presided over by an Emperor, who would be elected by the full Senate. His term lasted either until his death or until a majority of Senators voted him out. Earth was the capitol of the Empire, where the Emperor resided and the Senate met.

The first major test of the newly-formed Empire was to defeat the Cybermen in the Galactic Cyberwars of 2400 A.D. Fortunately, the Empire was able to strike an alliance with Voga, the planet of gold, and use its resources against the Cybermen, defeating them. Later, the Empire would battle the Draconians, Daleks, and Ice Warriors. They would encounter races as diverse as the Macra, the Wirrn, the Sensorites, and the Exxilons.

Around 3100 A.D., the Empire had grown to be not only very powerful but also corrupt. Many colonies started to revolt against the injustices perpetrated by the Senators (who were now concerned more with their own welfare than that of the planets they represented) and the Emperor. The Galactic Revolution of 3120 A.D. eventually overthrew the Imperial System, and replaced it with a new, more democratic government. Many of the Earth provinces became independent political states. In another 80 years, Earth and the provinces remaining under its dominion helped to form the Galactic Federation to defend the galaxy from outside invasion.

Crewmen And Centurions

The representatives of the Earth Empire who appear in **Countdown** are the *Leander* crewmen and the Imperial Centurions. (For their game statistics, see **Cast of Characters**.)

***Leander* Crew**

The *Leander* crewmen dress in knee-length white tunics. The officers' tunics are trimmed in purple, and the enlisted tunics have no trim. All ranks wear a gold-colored belt and headband, and a pair of plastic sandals. The captain of the ship wears a headband simulating an olive wreath. Rank is displayed by a series of stripes on the belt buckle.

Imperial Centurions

Centurions wear a bronze breastplate (giving them 1D6 armor, not usable against energy weapons) and grieves under a short toga. Officers' togas have purple trim; enlisted togas have no trim. Each Centurion wears a helmet that is a kind of futuristic version of those worn by the ancient Romans.

Combat Abilities And Tactics

Centurions are highly-trained soldiers and they behave accordingly. *Leander* crewmen, though not specifically trained for combat, will have above-average fighting ability. All Earth forces in **Countdown** are armed with the Mark VII Blaster, the standard-issue weapon. Centurions carry their Blasters, holstered, everywhere they go. *Leander* crewmen will not carry Blasters, but will be armed with them in emergencies. The Blaster is as large as a normal pistol. Following are its statistics:

Weapon Type	Damage	DDF	PtBlnk	Shrt	Med	Long	Extr
Mark VII Blaster	A,40(T)	−1	1	5	12	25	45

THE DOCTOR WHO ROLE PLAYING GAME

The Mark VII Blaster has two settings. On the first, it fires for normal type A damage. On the second, it acts as a stun pistol and does 40 points of temporary damage. A small switch on the pistol controls the setting. (An Operate Familiar Device action is needed to change settings in combat.) The Blaster can fire 15 shots before its power pack is drained. Power packs are small, rectangular plastic boxes about 5 cm long.

In addition to carrying a Mark VII Blaster, every Centurion carries three extra power packs and one Fusion II Grenade. The Fusion II Grenade is a low-powered, lightweight grenade that resembles a small black plastic ball. Fusion Grenades are thrown using the same range modifiers as rocks. They do type A damage to everything within three meters of their target.

THE VEGANS

History

Vega XII, the home planet of a lizard-like race of beings, was colonized by the Earth Empire early in its history. The Vegans, a relatively primitive race, did not take very kindly to the intrusion, and destroyed the entire colony. Reevaluating the colonization potential of Vega XII, the Empire decided not to return. From the remnants of the Earth colony, the Vegans managed to learn the basic secrets of space travel, and improved their technology greatly.

Around 2500 A.D., the Draconians noticed the Vegans' hatred of Earthlings and began providing them with weapons and technology. The Draconians saw the Vegans' primitive society as an excellent tool to use against the Earth. The Vegans used the Draconian weapons to attack Earth shipping, and the majority of the race became pirates or smugglers. Even after the Draconians no longer took an interest in the Vegans and their planet was surrounded on all sides by the borders of the Empire, the Vegans continued their pirate activities, now relying on captured weapons and technology.

Skills And Abilities

The statistics for Captain Kalik are included in the **Cast of Characters** chapter. For the rest of the Vegans, the following statistics apply:

Name: TYPICAL VEGAN PIRATE

Attributes

STR	—VI	CHA	—II
END	—V	MNT	—III
DEX	—IV	ITN	—III

Combat Statistics:

AP:	7
Armed Combat:	
Short Sword	IV
Blaster	IV
Unarmed Combat:	
Brawling	IV

Significant Skills	**Level**
Environmental Suit Operation	III
Security Procedures, Stealth	II
Carousing	III
Gambling	II
Any Shipboard Specialty	III

Appearance:

The Vegans are a race of overdeveloped lizards. On each arm, they have a hand with four fingers and an opposable thumb, but their feet consist of three claw-like digits. They also have a powerful tail and sharp teeth, though these are never used in combat. Essentially, Vegans look like a cross between a human and a Tyrannosaurus Rex.

Combat Abilities And Tactics:

Vegans are powerful fighters, but are very undisciplined. They have a wide assortment of captured Earth weapons at their disposal (every Vegan will be armed with a Mark VII Blaster), but they prefer to close short range and use their cutlasses (treat as STR-based short swords) and fists. The Vegans' tough hide gives them the equivalent of 1D6 armor.

Because the Vegans are cold-blooded, cut their AP in half and reduce their STR and END scores by one level if they are ever in an environment whose temperature is less than 60 degrees Fahrenheit.

THE DOCTOR WHO ROLE PLAYING GAME

TIME LINE

The following time line should prove useful in running the adventure. Bear in mind that the given times are only suggestions, so that the gamemaster may speed up or slow down the course of the adventure, depending on how easy or difficult a time the players are having. Gamemasters may also wish to alter the timing of various events in order to increase their dramat-impact.

–2 Days Ago

The Gravity Bubble (Chronic Rift) forms in the area in which this adventure will take place.

–Day 0

The adventure begins when the players' TARDIS is trapped in the Chronic Rift and must materialize aboard the *TSS Leander.*

–Day 1 + 25 min.

The *Leander* picks up the false distress signal from the *Cybership.*

–Day 1 + 45 min.

The *Leander* comes into docking position and docks with the disguised *Cybership.* The Cyber-androids board and begin to fight their way to the bridge.

–Day 1 + 75 min.

The Cyber-androids bring the captured players and NPCs to the bridge. The Cybermen arrive, and Vorak delivers his speech.

–Day 1 +90 min.

The power drain effects of the Chronic Rift become noticeable aboard the *Leander.*

–Day 1 + 2 hours

The signal from the Vegan pirates is received aboard the *Leander.*

–Day 1 + 130 min.

The Vegans board the *Leander* and are ambushed by the Cybermen.

–Day 1 + 160 min.

The power-drain effects of the Chronic Rift should begin to affect the Cybermen.

–Day 1 + 200 min.

Cyberleader Vorak delivers his ultimatum and shuts down the life support. If a captured player was taken aboard the *Cybership* and has not been rescued yet, it is probably too late at this point.

–Day 1 + 320 min.

The life support will become unable to sustain life if not restored by this time.

–Day 1 + 500 min.

The effects of the power-drain on the *Leander* will become fatal to all aboard unless stopped by this time.

BEYOND THE AVENTURE

After the Cybermen have been defeated, the rift sealed, and Captain Kalik's plans thwarted, the players will have successfully completed the adventure. If Kalik and his men were captured, they will be taken custody by the *Leander* crew and held until they can be turned over to the proper officials. The *Leander* crew will also clean up the remnants of the battle with the Cybermen and perform the minor repairs necessary to get underway once again. The players may now feel free to leave. If they wish, the gamemaster may provide them with an opportunity to slip away unobserved (as The Doctor usually does).

Alternately, the players may wish to stay aboard the *Leander* for awhile to make sure the serum is delivered on time. The crew of the *Leander* will certainly have no objection to this. If the players choose this option, the gamemaster may choose to design another adventure that takes place en route to Ionia. After all, there are many different alien races and groups that would like to see the Earth mission fail.

If the players failed to complete the adventure successfully, the gamemaster should discuss with them where they went wrong and what other options they might have chosen. Encourage them to create new characters (if their original characters were killed) and try again. If they failed to stop the Cybermen, the gamemaster can have their new characters adventure on Ionia, their 'new' home planet. Or, the players can be given the chance to make up for their failure by thwarting the forthcoming Cyber-invasion of Earth or destroying Ionia altogether. The possibilities are limitless.

INCREASING SKILLS

As mentioned on p. 37 of the **Game Operations Manual,** the players will have a chance to increase their Skill Ratings through play. Before beginning the adventure, the gamemaster should determine which of the two increase systems he will be using in the campaign. If using the first system, the players will increase their skills at the end of every play session, whether or not they have completed the adventure. In the second system, players are only given the opportunity for skill increase at the end of the session that completes an adventure. Both systems work equally well, so choose whichever one seems more comfortable. The gamemaster may also wish to give one or two bonus skill point increases to any players who played their characters particularly well or were unusually clever during play.

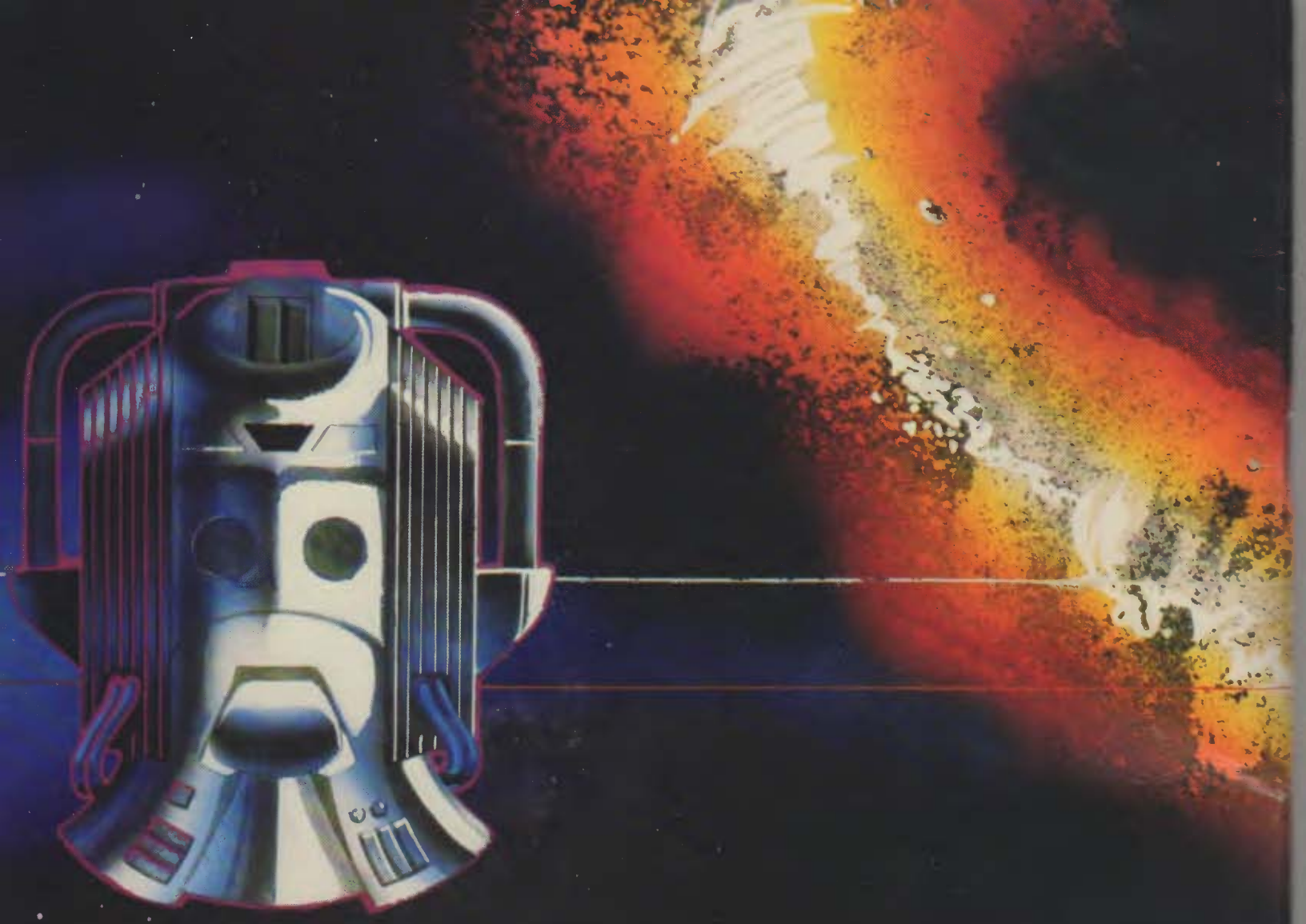
THE DOCTOR WHO ROLE PLAYING GAME

BUILDING CAMPAIGNS

If **Countdown** is the gamemaster's first effort at running an adventure, he should start thinking about taking on a full-blown campaign once this adventure is completed. Campaigns are a lot of work for the gamemaster, but are even more fun than merely playing unrelated adventures. Take it slowly at first, however. Run short, simple adventures, gradually building up to more complex, detailed ones.

One thing the gamemaster should strive for in campaign-play is continuity. As often as possible, he should try to bring back characters, races, and situations the players have encountered earlier. This tends to connect the adventures in the players' minds and make them seem a lot more realistic. At the end of every adventure, make up an index card or note page for every character or alien race that might return later and file it for future use. Be sure to record anything special that happened to any characters in question and generally how they felt about the player-characters. This prevents the gamemaster from making mistakes such as bringing back a character with full sight who was supposed to have been blinded earlier. At the end of **Countdown,** for instance, the gamemaster should probably make notes on the Cybermen, the Vegans, and the Earth Empire of the period. All of these could very easily be incorporated into further adventures. Also, make notes on any characters who might be brought back later. For example, the players would probably be delighted to encounter their old friend Captain Fleming in a later adventure.

Just as it's a good idea to take notes on any characters or races that might return later, take notes also on the basic happenings of any adventure. If the planet Hydrax is destroyed during one adventure, the gamemaster does not want to plan any further adventures on that planet (unless they take place in a time BEFORE the planet was destroyed.) After playing the campaign for awhile, the gamemaster will begin to build up a basic history of the campaign universe through the outcomes of the many adventures the players have completed. At this point, adventure ideas will seem to suggest themselves, and it will be as if the campaign has taken on a life of its own. This is what being a good gamemaster and running a good campaign is all about.



The sudden appearance of a dangerous gravity bubble causes the TARDIS to dematerialize aboard a ship of the Earth Empire on an emergency mission to deliver vital serum to a plague-ridden world. Before the adventure is over, The Doctor and his Companions must contend not only with the death-dealing gravity bubble, but with the ship's paranoid computer, space pirates, and an attack by androids as well.

This adventure contains the deck plans of the courier ship and extensive notes to help the beginning gamemaster run a role playing adventure scenario.

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ISBN 0-931787-95-5 FASA700

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