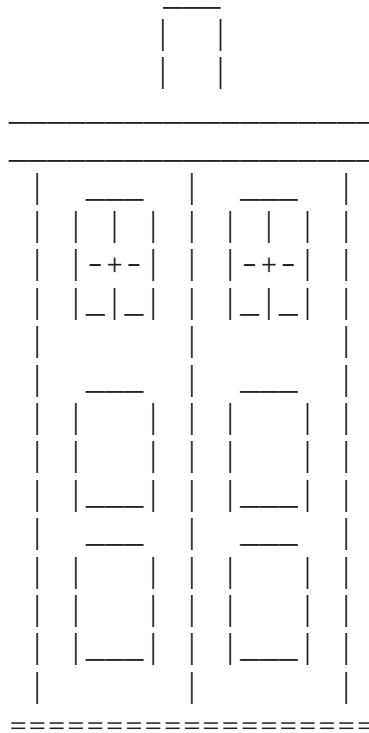


THE TWELVE DOCTORS: DOCTOR WHO CARD GAME

SECOND EDITION

Created by Mark Chaplin



PRINTER FRIENDLY

RULEBOOK

INTRODUCTION

The first Time War has ended, and the Universe has been plunged into an era of confusion and chaos. The renegade Timelord, known only as the Master, has resurfaced and is now vying for control of the Universe, having hatched a deadly new plan. Can the Doctor stop him?

OVERVIEW

The Doctor and Master battle for control of three Timelines (Gallifrey, Earth of the Past, and Earth of the Present and Future) by playing cards to support their plans. The Master plays attacking Temporal Marauders, Alpha Marauders and Tech to his side of the table, while the Doctor relies on Companions, Nexus Points and Tech to defend the Timelines from the Master's machinations. Both players also have one-shot cards to aid them – Cunning Ploys and Clever Effects, respectively – and special starting cards that are always available to play at the most opportune moment (such as the Master's power of mesmerism or the Doctor's TARDIS).

OBJECTIVE

The Twelve Doctors is a two-player, asymmetric (attack-defense) card game, where one player (the Doctor) tries to defend against the other player's (the Master) attacks.

The Doctor wins if:

- The Master has an empty draw deck when required to draw / disrupt cards.
- All 6 incarnations of the Master are regenerated / destroyed.
- Five tokens are placed upon 'Lucy Saxon'.
- The Doctor has 5 'Key to Time' cards in play (Key to Time Expansion only).

The Master wins if:

- The Doctor has an empty draw deck when required to draw / disrupt cards.
- Gallifrey's power is reduced to zero.
- Earth's power is reduced to zero (both Past, and Present / Future cards).
- All 11 incarnations of the Doctor are regenerated / destroyed.
- Five tokens are placed upon the 'Wirrn'.
- The Master has 5 'Key to Time' cards in play (Key to Time Expansion only).

COMPONENTS OF THE BASE GAME

- Two 63-card player decks
- 20 beads, pennies or other counters
- Three Timeline location cards
- Four Doctor starting Play-Area cards (TARDIS, Chameleon Arch, Journal of Impossible Things, and Romana II)
- Five Master starting Play-Area cards (I am the Master - You Will Obey Me, Interstellar War!, and three planets: Telos, Skaro, and Metebelis III)
- Eleven Doctor regeneration cards
- Six Master regeneration cards

SETUP

1. Place the three Timeline location cards (two Earth cards and a Gallifrey card) in the middle of the playing area, between both players but facing the Doctor player. Gallifrey should be the central card, flanked by the two Earth cards.
2. The Doctor player should make sure that his stack of eleven regeneration cards is in order, and placed off to one side – with regeneration #1 on top (William Hartnell) and #11 at the bottom (Matt Smith).
3. The Doctor player then places the top Doctor regeneration card (William Hartnell) in any one of the columns below one of the three Timeline cards.
4. The Doctor player then places the 'TARDIS' (with a token), 'Romana II', 'Chameleon Arch', 'Journal of Impossible Things', and the Doctor regeneration cards to one side of his play area – not below a Timeline.
5. The Master player should also make sure that his stack of six regeneration cards is in order, and placed off to one side – with regeneration #1 on top and #6 at the bottom.
6. The Master player should then take the 'I am the Master - You Will Obey Me' card, the Master regeneration cards, the three Planet cards, and the 'Interstellar War!' card and put these beside his playing area – not below a Timeline. The Master is NEVER placed in a column.
7. Both players then place their shuffled player-decks face-down in their playing area. The Master's cards have a black fascia – The Doctor's cards have a blue fascia.

Both players have a discard pile beside the draw pile. At the start of the game, the discard piles are empty. Cards which are discarded or disrupted are placed face-up in the discard pile. The order of the cards in the discard pile must never be modified. At any time, both players are allowed to look through either player's discard piles.

Now **both** players should draw five cards each for their opening hands.

NOTE: Each player will also draw two cards in their first Card Phase, per the normal turn structure.

Setup is now complete. The Master ALWAYS takes the first turn.

PLAYING THE GAME

The play area consists of the three Timeline locations (Gallifrey, Earth of the Past, and Earth of the Present and Future), with an imaginary column at each Timeline location on each player's side. Each column can hold no more than four cards. Play alternates back and forth with each player completing all phases of their turn before passing to the other player. **If at any time one of the victory conditions is met (see Objectives) the game immediately ends.**

The Master always takes the first turn.

The turn is divided into three phases taken in the following order (note that the Doctor player only plays the first two phases each turn):

Draw Phase (Mandatory): Draw two cards from the draw deck.

Card Phase (Optional): Play any number of cards from the player's hand or use cards already in play.

Attack Phase (Mandatory): Determine the Master's attack and the Doctor's subsequent disruption.

DRAW PHASE:

Draw two cards. If the draw deck is empty when a player is required to draw a card, he loses.

CARD PHASE:

To play any card, the player must pay the cost of that card. The cost to play the card is indicated by a number in the top right hand corner of each player-deck card. This cost is met by discarding a number of cards from the player's hand, equal to the stated cost, to the discard pile.

Some cards have an additional cost - this is the card's disrupt cost. This is indicated by a red number with a plus sign, in the bottom center of the card. When a card with a disrupt cost is played, that player must pay the normal cost by discarding cards, and then a number of additional cards must be flipped (equal to the disrupt cost) from the draw pile directly into the discard pile, face-up.

When either player plays a Nexus Point, Companion, Marauder or Tech card, the player must have an available space in a Timeline column in which to play the card (unless that card has a one-shot effect). Remember that each column on each side of the timeline only has four slots. To be clear, that's four slots for each player at each location. As a general rule of thumb, the cards you can place at a Timeline location all have a red power value in the top left hand corner of the player-deck card – even if that value is zero or a negative value.

- The Doctor player may remove a card already in one of the slots and place it in his discard pile to make a space if necessary. He may only do this if all four slots on his chosen Timeline are already full.

NOTE: The current Doctor regeneration card always fills one of the available slots in the location he is currently occupying.

- The Master player, unfortunately, cannot discard a card voluntarily from one of his slots (Marauders are not so easily persuaded to give up the fight!).

Example 1: The Master wishes to play 'EX-TER-MI-NATE!' to remove 'Adric' from the Gallifrey column. The cost for 'EX-TER-MI-NATE!' is zero, so he does not have to discard another card. 'Adric' is destroyed! The Master puts 'EX-TER-MI-NATE!' in his discard pile, and The Doctor places 'Adric' in his discard pile.

Example 2: The Doctor wants to play the 'Medusa Cascade' card into the Earth of the Past column (it only has two cards in it at present). The cost of 'Medusa Cascade' is five, so if the Doctor player has five other cards available in his hand, he must discard them. If he has more than five, he makes a choice over what to keep and what to discard.

Example 3: The Master wishes to play a 'Sontarans' card. The cost is one, and the disrupt cost is two. So the Master discards one card from his hand, and then flips two cards from the top of his deck into the discard pile. The 'Sontarans' may now enter play.

Notes:

- The cost for each card is only paid once when the card comes into play. If you cannot pay the full cost, you cannot play the card. Some cards have zero cost: If they have a power value you just play them for free into a Timeline column of your choice (if you have a free slot). **If the card has a one-shot effect: Follow the card's text, and then discard the card.**
- There is no hand size limit (each player may hold as many cards as they wish).
- Many cards have special rules listed in their text. All text takes effect immediately when the card is played. For one-shot card effects, the card is implemented and then the card is placed in the appropriate discard pile.
- Play-area starting cards, like 'Skaro', or the 'TARDIS', can only be used on the respective player's turn (except the 'Chameleon Arch'). **Example:** The Doctor cannot use the 'Journal of Impossible Things' during the Master's turn.
- Some Companions and Marauders have effects that only last while the card remains in play; others have effects that only happen when the card enters play. Follow the rules on the cards as they read.
- A number of cards also require you to place tokens on them - such as 'Family of Blood'. **Place the first token on them during the turn that they come into play.**
- With regard to the actual targets of any card played, in all cases (except when the card specifically says different) the active player always chooses their target.

ATTACK PHASE:

During each turn that the Master takes, he must determine his attack value in each of the three columns. To determine the Master's attack in each column, add up the total power (mainly contributed by Alpha/Temporal Marauders) on his side of the Timeline location. Compare this to the Doctor's total power (contributed mainly by Companions and Nexus Points) on his side of that same column. **NOTE:** **The Doctor also adds the value of the Timeline location to his total power.**

If the Master's total power in a Timeline column is greater than the Doctor's in the same Timeline, then the Doctor must disrupt (flip from the top of his deck into his discard pile) the difference between the Master's total power and the Doctor's total power. All three Timeline locations are checked in this fashion before the turn ends and play passes to the Doctor player (after checking for Master regenerations, see Special Card Rules).

Example 4: The Master has 'Sontarans' (power of three), and the 'Valeyard' (power of two), below the Earth of the Past Timeline card. His attack power is $3+2=5$. Opposite these cards, the Doctor has only 'Mel Bush' (power of one), so his power is $1+3=4$ (Mel, plus Earth of the Past's intrinsic defense value of three). This means that the Doctor must disrupt one card into his discard pile.

Example 5: The Master has 'Sontarans' (power of three), and the 'Daleks' (power of four), below the Gallifrey Timeline card. His attack power is $3+4=7$. Opposite these cards, the Doctor has 'Cardinal Borusa' (power of one), and three 'UNIT Soldier' cards (power of one each), so his power is $1+1+1+1+5=9$ (Gallifrey plus the four companion cards each with a

SPECIAL CARD RULES

The Master's Regeneration Cards:

These cards represent the various incarnations of the Master. Each has a value in red printed on the top of the card - this is the regeneration value (essentially this is the number of lives this incarnation has). The number at the bottom left is the Master's regeneration order number.

Each turn that the Master fails to disrupt the Doctor in some way, place one token on the Master's current regeneration card (disruption can either be triggered by cards played or during the Attack Phase). To be clear, the Master player **must** have forced the Doctor to have flipped at least one of his cards into his discard pile, by any means, during his turn (not necessarily the Attack Phase) for the Master to claim that he has disrupted the Doctor.

If the Master's disruption is prevented by some means, such as the playing of a 'Reverse the Polarity of the Neutron Flow' card when the Master was just about to inflict nine points of disruption, then this is not classed as disruption. The Doctor must have been forced to flip a card into his discard pile, by the Master, for there to have been disruption.

When the number of tokens on the Master's current regeneration card equals the value on the card, remove those tokens and replace the card with the Master's next regeneration card - **any surplus tokens are carried over to the new card.**

The Master's regeneration cards are never placed into any of the columns, and are also not targetable by any cards - in play, or played from the hand.

Additionally, the Master player may, once per turn, do one of the following actions:

- Draw a card.
- Reduce the cost of one card in his hand by one.

If he chooses one of these options, the Master must immediately discard all tokens from his current regeneration card, and then replace that card with the next in order.

NOTE: Each turn, no matter how badly the Master failed to disrupt the Doctor, he only ever places **one token** on his current Master regeneration card.

If the Master is on his final regeneration and he is forced to regenerate once more, the game is over with the Doctor as the winner.

The Doctor's Regeneration Cards:

These cards represent the various incarnations of the Doctor. Each has a value in red printed at the top of the card - this is that Doctor's power value (which is added up with all other cards in the column during the Master's Attack Phase). As opposed to the Master's regeneration cards, this value does NOT represent the number of "lives" the incarnation has. The number at the bottom right is the Doctor's regeneration order number.

- The Doctor must always have a regeneration card in play, in one of the Timeline columns.
- The Doctor's current regeneration card can move at will during the Doctor's turn (always observing the four-card limit).
- The Doctor's regeneration cards always count as Companion cards, in respect to their interactions with other cards. So, 'Raston Warrior Robot' and 'Rassilon's Gauntlet' will destroy the current regeneration of the Doctor (and many others). Exception: The Master's 'Cyber-Conversion' card cannot target any of the Doctor's regeneration cards.

Additionally, the Doctor player may, once per turn, do one of the following actions:

- Draw a card.
- Reduce the cost of one card in his hand by one.

Either of these actions is classed as voluntary regeneration.

If the Doctor's current regeneration is destroyed, or voluntarily regenerated:

1. Remove the current regeneration card from the game.
2. Replace the old regeneration card with the next one from the top of the Doctor's regeneration stack.
3. Make sure this card is put into play, as a reminder, turned to 90°.

While still turned to 90°, this regeneration's power is not added to the defensive power value of the Timeline column it occupies. Also, whilst in this state, the regeneration card is still a valid target for further destruction cards or affects played by the Master.

If the Doctor is forced to regenerate, he receives no bonus action.

Example 6: The Master plays the 'Raston Warrior Robot', which allows him to destroy one or two Companion cards. The Master player chooses to destroy a 'UNIT Soldier' card, as well as the Doctor's current regeneration. The opposing player discards the 'UNIT Soldier' card, as well as removes the current Doctor's regeneration card from play. He then places the next Doctor's regeneration card in the removed card's position, but turned 90°.

The Doctor's regeneration card is restored right-side up at the beginning of the Doctor's next Card Phase.

NOTE: If +1 tokens are placed upon the current regeneration card, they only ever add to that card's power value – The Master still only has to play one card to destroy it.

If the Doctor is on his final regeneration and he is forced to regenerate once more, the game is over with the Master as the winner.

SPECIAL PLAY-AREA CARD RULES

Play-area cards are cards, typically double-sided, placed on each player's respective side of the table during setup, but not actually into a Timeline location. This group of cards is not targetable by other cards, such as the 'Demat Gun', unless the played card specifically mentions the play-area card, such as the text on 'Chancellery Guards'. **Design note:** These cards only exist because this game is available as a print & play card game – if this were a board game, then this group of cards would, instead, be printed elements on the board.

Romana II:

This card begins play placed to one side. The only way for her to come into play is when the first 'Romana' Companion card gets destroyed. (Note that 'Romana II' does not come into play rotated 90° to one side). You may not voluntarily discard the original 'Romana' card, unless the column she occupies is already full.

When 'Romana II' is put into a Timeline column, she is no longer a play-area card. If she is destroyed whilst in a Timeline column, 'Romana II' is put into the Doctor's discard pile.

NOTE: Remember to recover her at the game's end.

Journal of Impossible Things:

The Doctor player can use this card on his turn to take the top five cards from his discard pile and shuffle them back into his draw pile. The cost of this is to remove a token from the Master's current regeneration (if one is available). **One use per game.**

The Doctor's TARDIS:

This card starts the game with one token upon it. On the Doctor's turn, he can discard a token to move a Companion card from one column to another - other cards exist in the Doctor's deck that can replenish these tokens.

Mesmerism (aka "I Am The Master - You Will Obey Me"):

During the Attack Phase this card can be flipped to add the power value of one Companion to the Master's total in that column for this turn only – The Doctor's current regeneration card is also a valid target. **One use per game.**

Chameleon Arch:

Flip this card to prevent one of the Master's cards from forcing the Doctor to regenerate. This card can be used during the Master's turn.

One use per game.

NOTE: If the Master played a card that targeted two cards belonging to the Doctor (one of which was the current regeneration card), and the Doctor player activated the 'Chameleon Arch', the Doctor's regeneration would be saved, but the other card would still be destroyed.

Planet Cards (Metebelis III, Skaro, Telos):

Flip the Planet card and pay the cost to get the benefits listed. For 'Skaro' and 'Telos', there is an ongoing increased cost for 'Dalek' and 'Cybermen' related cards once these planets have been destroyed. If you have destroyed a planet, look out for the cards in your deck with the matching icons – these are the cards that now have an additional cost levy. **Each planet can only be destroyed once per game.**

Black Scrolls of Rassilon:

This may only be activated by the Master once during his turn.

Interstellar War!:

This card can be used on the Master's turn to block a column and prevent the Doctor from adding cards to it until a levy has been paid equal to the number of tokens on the card.

The Doctor may pay the cost of the 'Interstellar War!' card using the 'TARDIS Key' or 'Torchwood HQ' card, if he chooses. Also, don't forget that the Doctor's current regeneration can still move into a warzone (i.e. the chosen column for 'Interstellar War!'). **One use per game.**

Example 7: The Master discards five cards, places five tokens on the 'Interstellar War!' card, and puts the card at the bottom of the Earth of the Past column. Until the Doctor discards five cards (one for each token on the card) he can place no more cards on his side of the Timeline location. The Doctor need not pay the cost all at once; each time he chooses to discard a card to pay the cost, he may remove a token. The Master can continue to place cards on

OTHER CARDS OF NOTE

Some of the cards mentioned below are found in expansions to **The Twelve Doctors**, and are not found in the core game.

Notable Cards From The Master's Player Deck

Davros:

'Davros' lists part of his ongoing cost as +2 card disruptions per turn. This cost is not optional - it is mandatory. You cannot choose not to pay the disrupt cost. Choose your allies wisely! The same also applies for 'Crucible – Dalek Empire Flagship', and other cards of this ilk. Additionally, when the Doctor plays a card, like 'Cold Logic', the Master may pick 'Davros' as a valid target for that card's text.

Sisters of the Water:

The abducted card's powers cannot be used by the Master. Also, none of the Doctor's regenerations can be a target of the Sisters.

Dalek Sec:

This card is not an Alpha Marauder like other Daleks - he's been tainted by human DNA.

Omega:

'Omega' is not an Alpha Marauder. The game design needed a very powerful "vanilla" villain - 'Omega' fitted the bill. He has a very narrow selection of cards that can destroy him, however.

NOTE: The Master may choose to discard 'Omega' to help pay for the cost of the 'Temporal Anomaly' card, and then use that card to bring him into play. It is a temporal anomaly, after all...

Tomb of the Cybermen:

This card is not destroyed if 'Telos' is atomised - it is assumed that the Master visits the Tomb before any such cataclysmal event. Also, the Tomb can only be targeted by cards that specify 'any card' or 'destroy Marauder Base'.

Mandrels:

This enemy occupies two slots – meaning it is as if you played two cards into the Timeline column rather than one. If there is not enough space for two cards in the column to which you wish to play the 'Mandrels', you may not play the card.

Slitheen:

The 'Slitheen' card stays in play until destroyed or removed by other means.

NOTE: If the 'Slitheen' card is upon the Earth of the Past location, and the Master has already placed three -1 power tokens upon the Earth of the Present and Future location, then the Master has won!

Cybermen:

These passionless beings get to activate one of their special effects on every Master turn.

Notable Cards From The Doctor's Player Deck

Timelord High Council Intervention:

When you play this, do not shuffle the Doctor into your draw deck. The Doctor stays in play, but is replaced with a new regeneration card and rotated 90°. Please note: If the Doctor was already regenerating when 'Timelord High Council Intervention' was played, you must expend another regeneration card. Also, through the use of this card, it is possible to bring about a situation where both Romanas could be in play.

Grachtian Statue:

While this is in play, this effectively gives the Doctor an Attack Phase, at the end of his turn, which is focused on only one Timeline column.

The Twelve Doctors:

After deciding how many Doctors to deploy, you may play these Doctors in any of the three Timeline columns, ignoring the four-card occupancy rule. This exception stands for as long as those Doctors are still in play, until other cards are removed or destroyed in the column, bringing the number of cards back down to four cards or less – then the normal card occupancy limit is reinstated.

Alpha Marauders and Temporal Marauders

All of the creatures, races, and villains that the Master has in his deck fall into two distinct groups: Alpha Marauders and Temporal Marauders. Alpha Marauders are a distinct, powerful group of races and villains (such as the 'Daleks' or 'Cybermen'), while Temporal Marauders are the remainder of the intergalactic foes the Doctor will face.

To be clear, to target an Alpha Marauder the card must state that it targets, destroys, or affects an Alpha Marauder. For instance, the 'Sonic Screwdriver' card can only ever destroy Alpha Marauder cards – it may not be used against Temporal Marauders.

The term 'Temporal Marauders' is interchangeable with the keyword 'Marauder', but neither of these relates to Alpha Marauders.

Dalek, Cybermen, and Key to Time Icons



You will notice that many cards possess one of three icons: Dalek, Cybermen, and the Key to Time. These icons relate to other specific cards in different ways, as indicated on those cards.

Timeline Locations

Gallifrey should always be the central card, flanked by the two Earth cards. The number printed on each location is that card's power value – added to the power total of the Doctor's other cards in that column, during the Master's Attack Phase.

When moving cards from one column to an adjacent column, remember that there is no wrap-around movement. Thus, Earth of the Past is NOT adjacent to Earth of the Present and Future.

The 'TARDIS', and many other cards, do allow you to move a Companion card into any other column – just pay attention to the card's instructions.

NOTE: When -1 power tokens are placed upon a location card, they remain there until removed by the Doctor player. Each token reduces the power value of the Timeline by one.

Reducing a Timeline location's power is not the same as disrupting the Doctor.

Nexus Point Cards

Some Nexus Points come into play with a number of tokens upon them. Unless otherwise stated, you may use all of the tokens upon the card in one turn, if you wish.

UNIT Cards

Only those cards with UNIT in their title are actually classed as UNIT – only for the sake of interacting with other cards. This does not mean 'The Brigadier' is not a member of UNIT! He just cannot be targeted by 'Sergeant Benton', for instance.

Flipping Cards

If the instructions on a card say, "flip the card": Do just as instructed – turn the card over. That card may not be used again this game, unless it is flipped back over again by a specific in-game card effect.

Cancel Cards

Some cards have the ability to 'cancel a card as it is played' – if this is the case, you pay the cost for your 'cancel' card on your opponent's turn, reveal it, and then both cards are simply discarded. If your opponent in turn plays a subsequent 'cancel' card to cancel your 'cancel' card, then the original card is put into play, and both 'cancel' cards are discarded.

NOTE: Make sure your opponent still pays the cost for playing any cancelled cards. Hard cheese!

Simultaneous Destruction

When the Master plays a card (or engineers a situation) that forces both players to run out of cards from their draw decks simultaneously, the Doctor player wins the game.

Key to Time Victory Condition (Expansion Only)

The actual Key to Time provides a new shared victory condition: If either player manages to get five 'Key' icon-bearing cards into play and keep them there, then they will immediately win the game. However, even if they do not manage to assemble the fabled Key, cards such as 'The White Guardian' and 'The Black Guardian' are scarily powerful even in their own right – Key to Time cards are still useful, in the main, even if you don't actively pursue this path to victory.

GENERAL RULES

When two cards' text conflict with each other, follow these rules:

1. 'Can't' trumps 'can'. If one card says something can happen and another says it can't, the 'can't' text wins.
2. Do as much as you can. If a card has instructions for you to do something that you can only partly complete, you **MUST** do as much as you can, and then ignore the rest of the card text without effect.

EXPANSION FILES

The fourth Artscow file introduces 50 new cards for the game, 2 picture cards, and 2 joke cards ('Frobisher', and 'Awkward Dalek Conversion').

The fifth Artscow file – **The Talons of Weng-Chiang** – introduces 54 new cards for the game.

COMMONLY OVERLOOKED RULES

- Both the Master and the Doctor can voluntarily regenerate.
- If the Doctor is forced to regenerate, he receives no bonus action.
- Disrupt is not the same as drawing a card.
- The Master is the only player who attacks, and he only does so on his turn.
- The Doctor is considered a Companion card.
- Alpha Marauders can only be destroyed by Alpha-Marauder-targeting cards.
- If you flip a card, you may not flip it back over when you wish.
- When a card says, "every turn", it means every turn of the card's controller – not each player's turn. This applies to the 'Wirrn', 'Lucy Saxon', etc.
- If the Doctor prevents all forms of disruption, the Master gets a token.

DECK DRAFTING RULES

In the event that you are using some or all of the expansion cards, then you and your opponent should agree (before the game starts) on a mutual deck card limit – say both of you set a limit of 80 cards. Then, secretly, both of you should choose which cards you wish to use against your enemy, and then shuffle that number of cards to form your personal player deck. This can make for an interesting meta-game situation; with both players trying to out-think their opponent before the duel begins.

You will require the **The Talons of Weng-Chiang** expansion to be able to make use of the following deck construction rules:

63-70 card deck: Play the game as per normal.

71-80 card deck: Replace Master regeneration III (value 3) with alternate III (value 4).

81-90 card deck: Replace Master regeneration VI (value 2) with alternate VI (value 4).

91+ card deck: Replace Master regeneration III (value 3) with alternate III (value 4), and also replace Master regeneration VI (value 2) with alternate VI (value 4). We call this the 'Bigger on the inside' deck!

NOTE: The alternate Master regeneration cards can be identified by their Gallifreyan text being printed in the colour yellow instead of the normal white text found on the core game regeneration cards.

FREQUENTLY ASKED QUESTIONS

1. When do you place tokens?

At some non-specific point, of your choice, during your turn, including the turn in which the card was played. So the 'Axos' effectively starts with a power value of one.

2. Can I use the 'Krop Tor Black Hole' to put 'Omega' back on top of the Master's deck?

Yes. Clearly you have not destroyed him – just dropped him into a black hole! The same trick can be pulled on 'Rose Tyler' with some of the Master's cards.

3. Some cards use the term "opposing". What does this mean?

This indicates the effect can only be used in the same Timeline location, i.e. the column directly opposite from the column where the card that mentions "opposing" is played.

4. 'Forcefield Tech'. Is this played on the Doctor's turn?

Yes. Likewise with many of the Doctor's cards such as 'Bessie', 'Sometimes my brilliance...', and 'Reverse the Polarity of the Neutron Flow' - these can be played on the Master's turn.

5. Earlier in a game, I atomised 'Skaro', flipping the card. Now that I have played 'Temporal Anomaly' targeting 'Skaro', can I destroy the planet a second time?

Yes. You have effectively travelled back in time before Skaro was atomised. It is up to you whether you wish to do it again.

CREDITS & DISCLAIMER

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Card graphics designed by Joe Walerko

Rulebook developed by Mark Harkins

Rulebook designed by Joe Walerko

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