

THE DOCTOR

TEAM TARDIS



WIBBLY-WOBBLY TIMEY-WIMEY

Before initiative, you may reveal Order Marker X on this card. This round, players start their turns by revealing their highest numbered Order Marker instead of their lowest.

SONIC SCREWDRIVER

Instead of an attack action with the Doctor, you may place a Sonic Marker on the card of a figure within 3 clear spaces. When a figure defends, you may remove any number of Sonic Markers from its card. It has -1 Defense for each Sonic Marker removed.

FAST-TALKING

If there is a revealed numbered Order Marker on this card when an opponent begins their turn, you may choose a Common or Unique figure adjacent to the Doctor. That figure cannot attack and its abilities are negated until either the turn ends or it is no longer engaged with the Doctor.



•Chronal •Science •Telepath

