

**THE DOCTOR**


SONIC SCREWDRIVER
Start the game with the Glyph of Sonic Screwdriver on this card. The Doctor cannot lose this Glyph by receiving wounds unless he is destroyed.

**GALLIFREYAN**
UNIQUE HERO
WANDERER
QUIRKY
MEDIUM 5

WIBBLY-WOBBLY TIMEY-WIMEY
After all Order Markers have been placed and before rolling for initiative, you may reveal an "X" Order Marker on this card. If you do, for the remainder of the round, all players on their turns must reveal their highest numbered unrevealed Order Marker and take a turn with that Army Card instead of revealing Order Markers and taking turns normally. Opponents cannot reveal more than one of the same numbered Order Marker this round.

FAST TALKING
When an opponent reveals a numbered Order Marker on an Army Card they control, if there is a revealed numbered Order Marker on the Doctor's Army Card, you may choose a Common or Unique figure engaged with the Doctor. For the rest of that player's turn or until that figure leaves engagement with the Doctor, it cannot attack and all special powers on its Army Card are negated.



6 LIFE

MOVE	5
RANGE	1
ATTACK	1
DEFENSE	3

160
POINTS