



THE DOCTOR



FLANKING STRIKE SCHEME

After revealing a numbered Order Marker on an Army Card and taking a turn with that card, you may reveal an "X" Order Marker on this card to choose up to two figures you control without the Super Strength or Flying special powers and move them up to 4 spaces each. After moving those figures, you may roll an unblockable attack die against a figure engaged with both chosen figures. Figures moved with Flanking Strike Scheme will take any leaving engagement attacks and must be within 4 spaces of the Doctor before moving. The Doctor may be one of the chosen figures.

DELICATE HEALTH

At the end of each round, if this card has any Wound Markers on it, roll an unblockable attack die against the Doctor.

LASTING WISDOM

When the Doctor is destroyed, you may place him on the card of a Unique Hero in your army. When that Unique Hero rolls combat dice for anything other than a special attack, if the Doctor is on that figure's card, you may choose to re-roll 1 die. Then, if that Unique Hero is not a Gallifreyan Wanderer, remove the Doctor from their card.



GALLIFREYAN

UNIQUE HERO

WANDERER

CANTANKEROUS

MEDIUM

5



6
LIFE

MOVE 4

RANGE 1

ATTACK 1

DEFENSE 2

90

POINTS

