

TARDIS Run Rules

The Master and many of the Doctor's most feared opponents have teleported into the TARDIS to steal the last copy of the Black Scroll of Rassilon from the TARDIS library. With no one else, the Doctor's regenerations have been gathered to help. Whoever finds the Black Scroll and escapes first wins.

You will need:

1 Game Board

4 white seal of Rassilon paddles (2 one seals, 2 two seals)

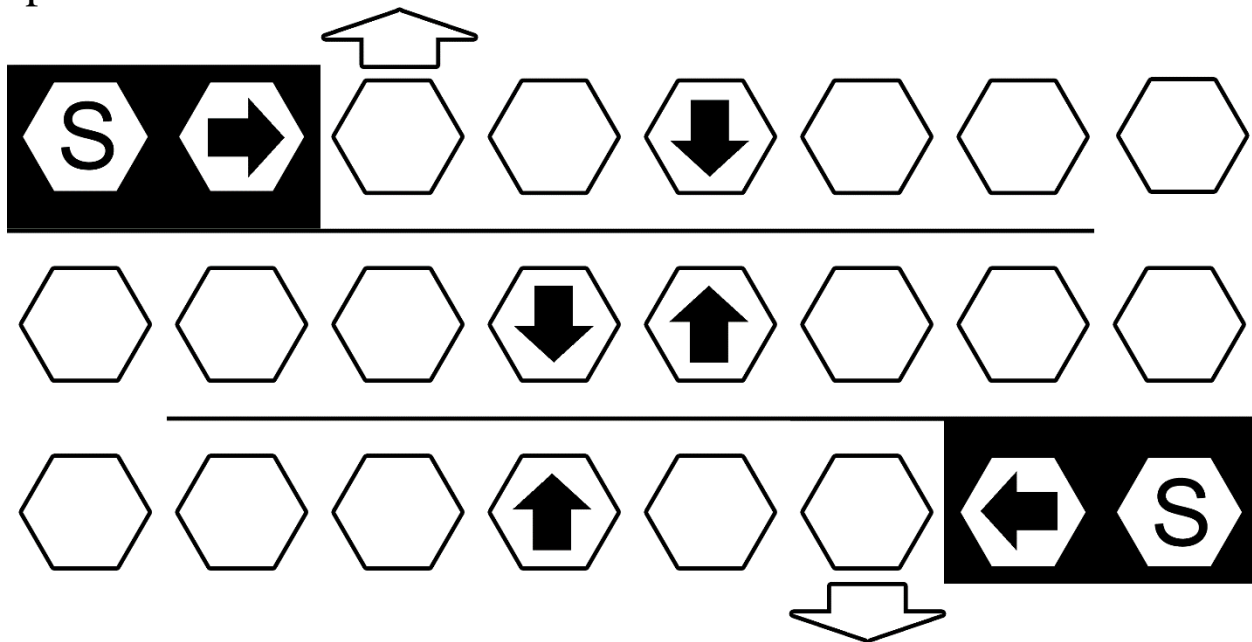
1 black seal of Rassilon paddle (1 seal/2x)

4 Doctor pawns

4 Monster pawns

Setup

The player who has been a fan of Doctor Who the longest gets to choose which side they will play. Each player places their pawns in the home base closest to their side, 2 pieces per home space.



Movement

Monsters go first. Players take turns picking which of their pieces they will move, then shaking and dropping the paddles and moving that piece the number of seals that appear. Players travel a route that snakes around the board and escapes at the arrow opposite their start space. An exact roll is not necessary to exit the board.

If movement ends on a shortcut space (with an arrow not in the base) you may (optionally) take an extra move in the direction indicated at the end of your move.

If zero seals are showing you claim the black paddle for yourself, taking it from the other player if they already have it. You may then use the black paddle in your future rolls along with the white paddles when desired. With the black paddle “2x” means to move double the number of shields visible. If zero seals are rolled when in possession of the black paddle (“2x” does not count as a shield) then the chosen piece is sent back to your “S” space at the start. If the “S” space already has 2 pieces on it the piece occupies the next available space.

Capture

When a piece’s movement ends on a spot occupied by a friendly piece both pieces share the square. When a piece’s movement ends on a spot occupied by a single opponent piece the opponent piece is sent back to their start space. If a piece’s move ends on a spot occupied by multiple pieces, friendly or opponent the move is canceled.

If movement ends on a teleport square occupied by an opponent piece then capture rules go into effect when landing on the square, and again if the option is taken to use the teleport.



Correcting Turn Order

If the player rolls the paddles before they pick a piece to move they must pick a piece and re-roll regardless of what appeared.

Winning the Game

In order to win a player must get all their pieces off the board while in possession of black paddle. If all the pieces are off the board but the black paddle is not in their possession the player continues to roll on their turn without moving any pieces until they gain the black paddle.

Distribution of Moves

When dropping the paddles distribution of moves is not even, unlike when rolling a dice. Adding the 5th paddle complicates the distribution but makes rolling all face down half as likely and rolling a higher move possible. Refer to the chart below to help plan your moves:

4 Paddles

Seals	0	1	2	3	4	5	6
Odds	1/16	2/16	3/16	5/16	2/16	2/16	1/16

5 Paddles

Seals	0	1	2	3	4	5	6	7	8	10	12
Odds	1/32	1/32	4/32	3/32	7/32	3/32	6/32	1/32	3/32	2/32	1/32

The black paddle makes the moves less predictable, but with potentially higher payoff. Use the black paddle wisely.