

STORY DICE REFERENCE

Black story dice have one of each symbol.

BLACK DICE



The Green, Blue, and Red story dice have a higher probability of getting certain symbols.

GREEN DICE



BLUE DICE



RED DICE



1. PREPARE

- Add two Sonic Charge tokens to your TARDIS
- Dismiss Companions
- Discard Equipment
- Play Equipment
- Use prepare step effects

2. TRAVEL

Stay at your current Location, Move to another Location in play, or a new Location.

3. ADVENTURE

- A.** Recruit a Companion
- B.** Determine the Challenge
- C.** Create your Dice Pool
- D.** Roll your Dice
- E.** Resolve the Adventure

4. FINISH

- A.** Discard empty Locations
- B.** Place Dilemmas in any empty slot on Earth
- C.** Discard down to four Timey-Wimey cards.
- D.** Pass the TARDIS dice to the next player.

DALEK TURN

- 1.** Move the Dalek Marker
- 2.** Check for Victory