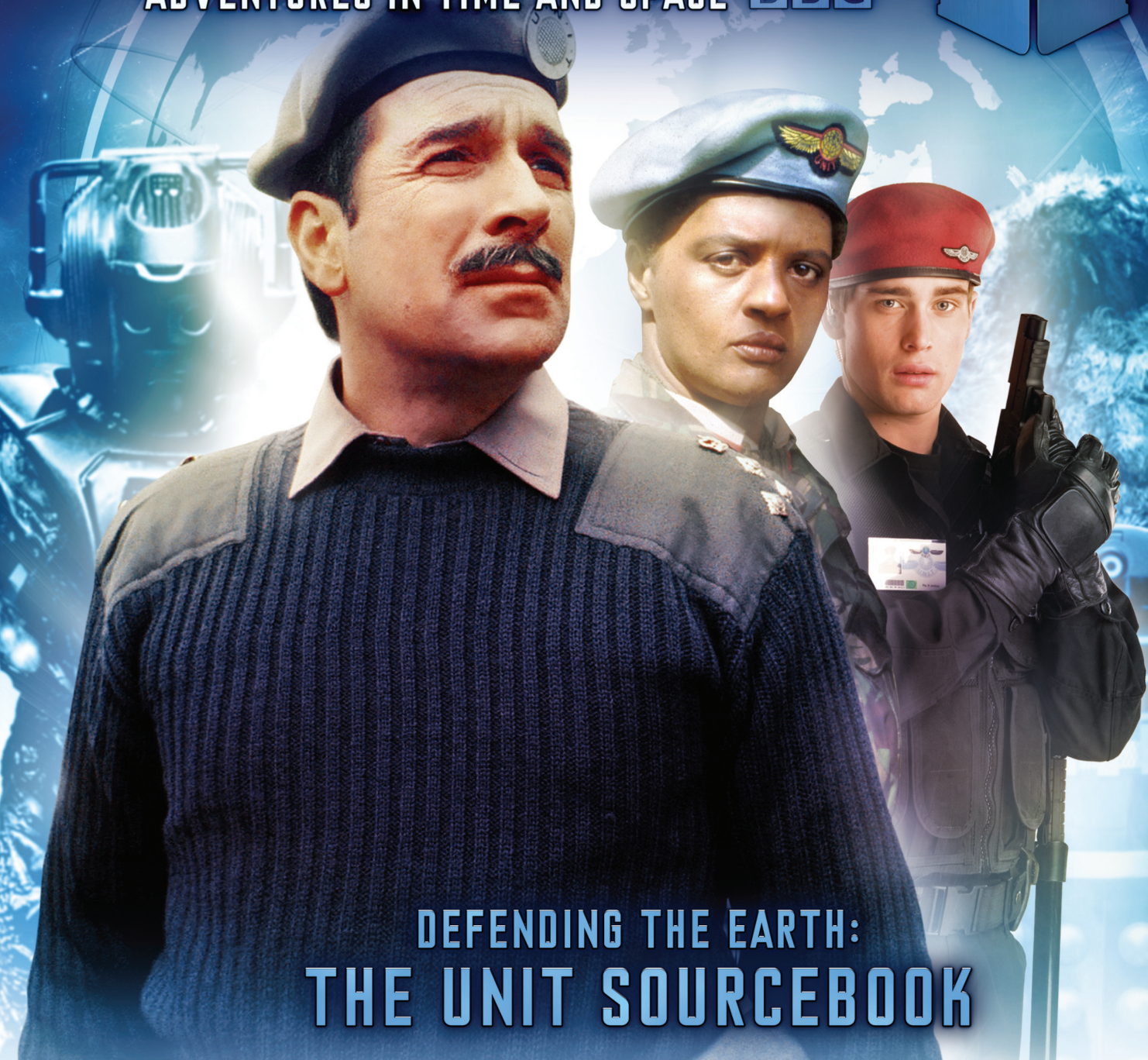


BBC



DOCTOR WHO

ADVENTURES IN TIME AND SPACE BBC



DEFENDING THE EARTH:
THE UNIT SOURCEBOOK

CREDITS

LINE DEVELOPER: Gareth Hanrahan

WRITERS: Will Brooks, David F. Chapman, Alex Guttridge, Gareth Ryder-Hanrahan, Andrew Peregrine, Gareth-Michael Skarka and Jason Vey

GAME DESIGN: David F. Chapman

ADDITIONAL DEVELOPMENT: Nathaniel Torson

GRAPHIC DESIGN: Paul Bourne and Lee Binding

COVER DESIGN: Lee Binding

LAYOUT: Paul Bourne

EDITOR: Dominic McDowall-Thomas

ART DIRECTOR: Jon Hodgson

CREATIVE DIRECTOR: Dominic McDowall-Thomas

SPECIAL THANKS: Georgie Britton, Angus Abranson, Kate Bush, Richard Hollis, Edward Russell and David Wilson-Nunn



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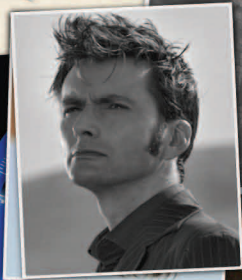
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CHAPTER ONE: WELCOME TO UNIT



CHAPTER ONE:
WELCOME TO UNIT





WELCOME TO UNIT

Welcome to the command centre of the Unified Intelligence Taskforce, or UNIT for short. You've got an admirable service record in your field, and you handled yourself and your men exceptionally well against those Sontarans. Were it not for your exemplary command of your team after the tragic death of the original Commanding Officer, the situation could have got well out of hand before we arrived to put things back in order.

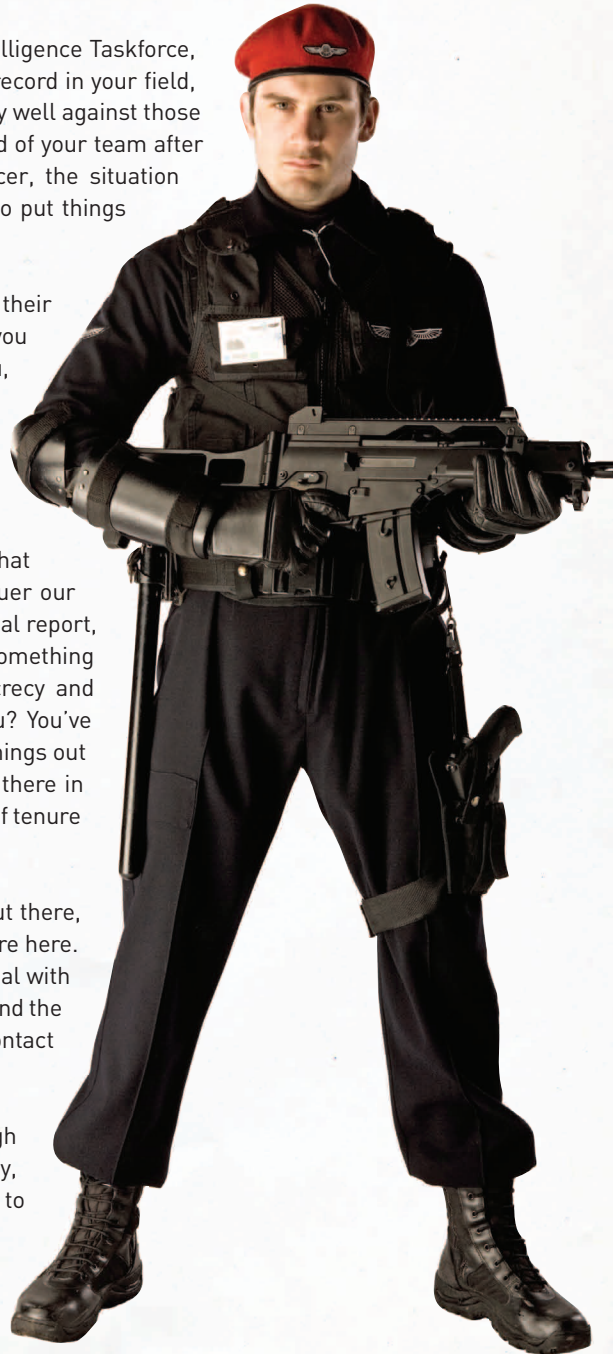
Everyone joins the service to give something back to their country, to their people. You joined up because you wanted to be a part of something bigger than you, because you wanted to serve and protect.

I'm about to offer you the chance to do this on an entirely new level.

Now, you saw those things. You know damn well what they were – they were space monsters out to conquer our world. We don't mince words around here. The official report, of course, will be swamp gas, tainted water, or something along those lines. Your men will be sworn to secrecy and forbidden to talk about what they've seen. But you? You've the opportunity to go deeper. Those aren't the only things out there like this. The Earth's made a lot of noise out there in space, since the sixties, and even more since the brief tenure of Harriet Jones as Prime Minister.

To be blunt – there are a lot of intelligent species out there, many more advanced than us, and they all know we're here. Most of them aren't friendly, and someone has to deal with them when they show up. That's what we do. We defend the Earth against hostile aliens, and preside over first contact with non-hostiles (and there are damn few of those).

We're a hammer when needed, and not often enough we're an olive branch. We use advanced technology, state-of-the-art tactics, and we train specifically to battle these extra-terrestrial threats.



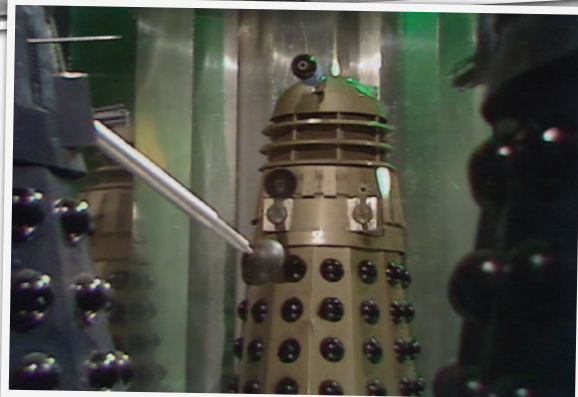
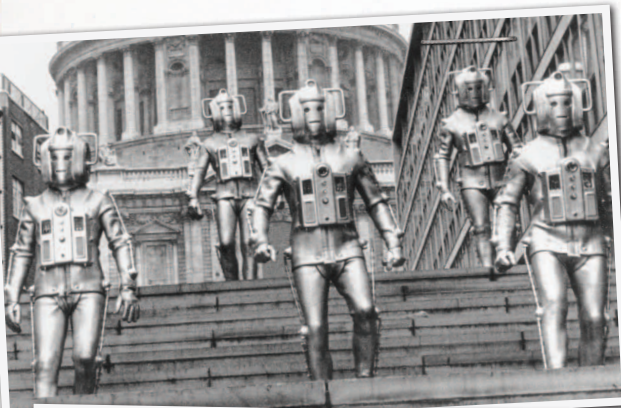
CHAPTER ONE: WELCOME TO UNIT





A life with UNIT isn't easy. It's a dangerous and violent job, and not everyone who joins the Taskforce will make it back out alive. But, if you put all your energy into defending the planet, then it can be one of the most rewarding jobs around. The Universe, though filled with many dark corners and war-like species, is a truly remarkable place, and a job with UNIT is the only way to get a glimpse of that beauty.

UNIT has been the Earth's frontline of defence since 1968. We've seen off hundreds of attempted invasions over the years, ranging from Daleks, to Cybermen and beyond. Whilst aliens may attempt to crush the Human race, UNIT is waiting and ready to fight back.



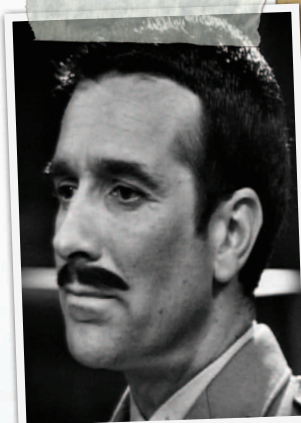
So what do you say? Do you want to see more, or do we drop you back into your mundane chain of command? It's your choice.

HOW TO USE THIS BOOK

Not all adventures need a Doctor chap and a little blue box to get them started. Life on Earth can be an adventure too, and when it comes to protecting the Earth from alien threat, UNIT is the first line of defence. UNIT have been protecting the planet since the 1970s, and are striding into the twenty-first century well-prepared to face the future.

In this book, we'll look at how you can use UNIT as an organization in your **Doctor Who: Adventures in Time and Space** game, including new rules to help you create characters that work for the Taskforce, and new combat rules for fighting as a military organization, be it just a soldier on his own with his regulation pistol, or an entire squad of UNIT soldiers, fighting off the advancing Cyberman army!

You'll find an in-depth look at the history of UNIT (or as in-depth as the top secret files would allow!) and its many encounters with other species, in **Chapter Two: UNIT History**. Here, you'll find all the information you need to know about the key members of the Taskforce, from former Brigadier Sir Alistair Gordon Lethbridge-Stewart to Jo Grant and Erisa Magambo. Also included are statistics for you to play these defenders of the planet in your own games!



There's a selection of UNIT's most fearsome foes from the last 40 years, ranging from the Robotic Yeti which stalked the London Underground, to more recent enemies, such as the Sontarans, or the few members of the Swarm that made it through a worm-hole and out into the night sky.

You'll also find a great new adventure, along with a whole host of new adventure hooks, to get your own UNIT squad up and running in short order!

WHO ARE UNIT?

UNIT, or the 'Unified Intelligence Taskforce' (formerly the 'United Nations Intelligence Taskforce') is a military group, formed by the United Nations in the late 1960s. Its remit is to deal with the unexplained and alien, to protect the Earth at any cost. UNIT's main headquarters is based in Geneva, but they have bases around the world, including several in England, as well as Paris, New York, Sydney and beyond.

Officially, UNIT are simply a government body who deal with various threats and few know their true purpose. Occasionally they have had brief brushes with fame, as information or photographs leak out into the public domain, but over the years they have become better and better at covering the truth up.

UNIT operates in several different ways. There are the soldiers, who are seconded to the organisation from the regular army, a scientific core, and investigative teams. Working together, UNIT fights off any threat to our world, no matter how big it may be, from Autons and Axons to Sycorax and Slitheen.



TRAVELLERS IN THE TARDIS

If you're already playing the Doctor and his companions in the TARDIS (or a similar group, like another Time Lord and their collection of strays or a group of other time travellers) as described in the main **Adventures in Time and Space** boxed set, then your characters may run into UNIT from time to time.

The Taskforce investigates strange events and alien sightings across the world, after all. While it's rare for a UNIT officer to go travelling in the TARDIS, it's not unheard of (especially if the TARDIS is in a random mood, and decides to go off on an extended series of trips before returning to the modern day). Even if you don't have any UNIT player characters, you can have allies and friends in the Taskforce.

WORKING WITH UNIT

The Doctor spent several years working with UNIT as a scientific advisor. UNIT's primarily a military organisation, but it knows the value of talented civilian specialists. You can have a mixed group of UNIT and civilian characters, especially if the characters' time machine breaks down and has to be repaired, stranding them on Earth for a while.

ALL UNIT, ALL THE TIME

Another option is to run a game where all the characters are part of UNIT. They're all part of the military chain of command (maybe with a few civilian specialists mixed in). Instead of travelling through time and space, they're assigned to a particular UNIT base... defending the Earth, 24/7.

THE UNIT ROSTER

UNIT has employed many heroic people over the years and, much like the Doctor himself, they only take the best. Martha Jones was offered a job with the Taskforce after the Doctor put in a good word. The Brigadier himself saw off countless invasion attempts.



You'll find all these characters, and more, waiting for you in Chapter Two, all ready to join the adventures you're running. But UNIT is a massive, multi-national organization, and you don't have to use any of these people if you don't want to! **Chapter Four: UNIT Personnel** contains everything you'll need to create your own members of UNIT, ranging from Privates out in the field, to Lieutenants, Colonels, and even perhaps the next Brigadier.

The future of UNIT is in your hands - choose your personnel wisely!



ENEMIES

Over the last few decades, UNIT has encountered some particularly nasty foes. From Robotic Yetis infiltrating the London Underground to Silurians reclaiming the Earth as their own. They've encountered ruthless human foes too, stopping the plans of Tobias Vaughn and Professor Stahlman. You'll find many of these enemies waiting for you though this book, ready to use in adventures of your own.



TEXT CONVENTIONS

By now, you've probably read the books in the core set, and perhaps even played a few adventures of your own. If not, then you should probably go back and read them first. This book builds on the basic rules, but won't be much use to you if you don't know how to play the game!

Just to recap, there are some basic things you may need to remember while reading this book. The book will look different depending on what's happening. If the words look different for any reason, then something important has happened.

This is standard text, and most of the book will look like this does. It contains all of your basic information, be that new rules for combat, or a history of UNIT's encounters with the Master.

These boxes contain extra information that you might need to know. In the history of UNIT, for instance, you'll find these boxes giving you more in-depth information about a character, item or mission that may be of additional interest to you.

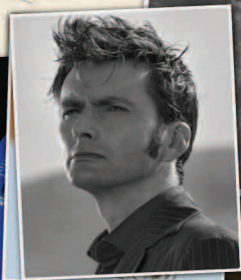
These boxes contain all the Attributes, Traits, Skills and information you'll need to play a character or creature in the game.

Boxes like this point you in the direction of extra help, or advice while reading through the book.

PAGE REFERENCES

As **Doctor Who: Adventures in Time and Space** is a series of books, you may have to refer to another book rather than the one you're holding. If the text tells you to "see p.27", then it's letting you know that additional information can be found on that page within the book you're currently holding. If it says "see p.27 of **Aliens and Creatures**", then it's directing you to that page in the other book.





CHAPTER TWO: UNIT HISTORY

CHAPTER TWO: UNIT HISTORY





UNIT HISTORY

The history of UNIT is classified and only a select few top-ranking officials in government have access to the complete files of UNIT's involvement in defending the Earth against alien threats. What follows is classified Eyes Only, and is edited highlights of UNIT's history reprinted on a strictly need-to-know basis. There are many more encounters not listed here, which you will be given access to should you need to know.

CHAPTER TWO: UNIT HISTORY

THE SHADOW OF THE STARS

Before the existence of UNIT, there was no coordinated international effort to investigate and deal with mysterious and unexplained incidents. Not all of these events went unnoticed by the authorities – there were stories of hideous malformed blue-skinned people on the coast fighting Russian soldiers, sightings of unrecognisable metal creatures on the streets of London and the worrying contents of the Constantine Report.



THE CONSTANTINE REPORT

.... As detailed in Part Two of this report, Doctor Constantine's diary, written throughout this ordeal, was also recovered. See extract transcripts below.

18TH JANUARY, 1941

The situation has become far worse, another six were found today. I still can't work out how the gas mask is actually formed; it is the colour and texture of an actual mask, but seems to be bonded with the flesh of the face. Read up on facial deformities and late onset mutation. Still no sign of the source of the infection, there are reports of him showing up around London and our constant admissions mean he is still out there somewhere.

19TH JANUARY, 1941

Shouldn't have been so inquisitive, if I can't work out a cure then the army will destroy the hospital and report it as an errant bomb. I cannot judge them – this impossible contagion must be contained – but I will not abandon my patients.

Physical injuries as plague. Unthinkable.

20TH JANUARY, 1941

[Spelling is correct as written in the diary]

This is becomm too difficult, ther iss no end only this.. Im done. who wil care for tem when I am on of them?

21ST JANUARY, 1941

There is no way to explain what has happened, everyone is well, someone came, a doctor, and fixed us all. I have two of the patients under observation and I am attempting to observe any significant changes in their physiognomy.



URGENT COMMUNIQUE TO ALL TROOPS

There have been attacks in the area by strange 'blue people'. They are described as having barnacles or other growths covering their faces, and have clawed fingers. They are dressed in old clothing, possibly stolen from coastal farms. Firearms appear ineffective but stabbing them in the chest seems to work. Fix bayonets as standard procedure from now on.

Good luck men,

Captain Horace

The first military group assembled to react to unusual events was the Intrusion Countermeasures Group, officially tasked with taking action against covert threats on British soil.

Its first major deployment came in the Shoreditch Incident of 1963 where they successfully defended against two warring factions of Daleks (helped by the Doctor, long before he became a scientific advisor for UNIT - although it was long after this in his own timeline).



On its 'roof', it has a radar scanner, probably sending back information to its controller or controllers. We believe this may be its weak point, if we could destroy the transmitter it may render the unit inoperative.

We are preparing an assault on the warehouse we believe the parts of the machine are being delivered to, there may also be resistance from whatever organisation or agency controls the machine. There is a significant danger of loss of life. Captain Lawrence is happy to remain in command whilst you are tied up with the Norfolk situation.

----MESSAGE ENDS----

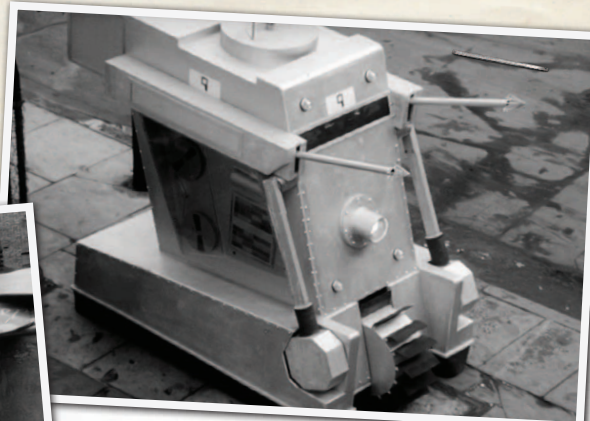
WAR MACHINE

FAO: Group Captain Gilmore
FROM: Sergeant Judd

----MESSAGE BEGINS----

Sir,
As requested, here is as much information as we have on the machines at this time.

Absolutely enormous, it is essentially a tank-like structure, boxy in appearance, but seemingly invulnerable to bullets and basic anti-tank explosives. It has large arms built into its side for demolition and blunt trauma, with which it appears to be able to smash through almost anything. Above these, it has two high-pressure gas emitters that shoot a cloud of poison gas, able to kill instantly. We believe it to be some kind of cyanide compound. At its base, it has a caterpillar track to help it go over rough terrain and debris.





However, the regular army had to deal with the next two incursions. The first of these was the Post Office Tower Campaign, fighting against large computer-controlled War Machines. The second was Operation UNDERGROUND, where Robot Yeti took over the London Underground. Many men lost their lives in the fight, but one of the survivors, Colonel Lethbridge-Stewart, would turn out to be a major player in the early days of UNIT.

THE FORMATION OF UNIT

The Yeti invasion of the London Underground was the event that finally proved that a formal response to these threats was required. UNIT, the United Nations Intelligence Taskforce, was formed and charged with investigating strange and extra-terrestrial occurrences. Although governed from Geneva, its presence was global, and UNIT set up stations in the UK, Germany, Australia, Singapore, Canada and the United States of America. Over time, more UNIT bases would be established. Initially, UNIT was primarily a structure for sharing information and tactics between member states – even at the height of the cold war, both the US and USSR recognised that an outside force could threaten all humanity, regardless of political ideology. That said, the primary backers of UNIT were and still remain the NATO powers.

To head UNIT in the UK, they approached Colonel Lethbridge-Stewart, on the recommendation of Group Captain Gilmore of the (now disbanded) Intrusion Countermeasures Group. He agreed, and upon promotion to Brigadier was given command of the newly formed Taskforce.



UNIT had no permanent base to begin with, instead setting up a mobile command centre in the cargo compartment of a C-130 Hercules transport aircraft. This gave the Taskforce great operational flexibility. The first deployment of this base was to London to investigate a company called International Electromatics, believed to be attempting to facilitate an alien invasion (see below). While investigating, they came across the Doctor doing his own research into the company, and Brigadier Lethbridge-Stewart unofficially made use of him as a temporary scientific advisor.

The Brigadier and his team discovered that the managing director of International Electromatics, Tobias Vaughn, was in league with a race called the Cybermen, and was slowly importing and activating an army for them. By broadcasting a signal that incapacitated all humans within range, the Cybermen invasion force could emerge from hiding and take over without any resistance. With the Doctor's help, UNIT overrode the signal. Russian rockets destroyed the transmitter and British missiles were launched to repel the Cyberfleet – a true example of the international cooperation that being part of the United Nations could bring.



International Electromatics

Throughout the mid-1960s, International Electromatics became the market leader of the electronics world, taking control of various areas of the market, their bestseller being personal radios. The radios contained a built-in hypnotic circuit, and rendered anyone in close proximity to an International Electromatics device paralysed when the Cybermen activated the circuits as their Cyberfleet descended on the Earth.

A squad of UNIT soldiers were deployed to fight the Cybermen that had made it to the Earth – a challenging though not impossible task. UNIT's actions were a resounding success, proving to the United Nations that they were correct in putting together the group, and guaranteeing their continued existence.

However, one far-reaching consequence from the encounter with the Cybermen was the photographs of journalist Isobel Watkins. She had taken photos of much of the ground conflict with the Cybermen and sold them to a well-known magazine before UNIT were aware of the photos' existence. Although they managed to suppress some of them, a few were published and alerted the public to the existence of UNIT, even if they were not exactly sure what the Taskforce did. This small amount of press attention and the interest it attracted was a thorn in UNIT's side even if the vast majority of the world still had no idea of its existence.

THE DOCTOR

Shortly after the Cyber threat, Brigadier Lethbridge-Stewart looked to assign a full-time scientific advisor for UNIT. The Doctor helped, but he had a tendency to disappear without warning and the Taskforce required something more permanent. He found what he was looking for in a young scientist called Liz Shaw. The Brigadier travelled to Cambridge to recruit her

into UNIT, however this trip was disrupted when he received reports of a man calling himself the Doctor, who was being held in a hospital and claiming to know him. Although, at first sceptical that this was the same Doctor as the short, scruffy man he had previously encountered, he was eventually convinced by the acute knowledge of their past meetings displayed by the patient. Reminding the Doctor how useful he had been during the Electromatics assignment, the Brigadier brought him in to advise on the situation that was rapidly unfolding around them.



Isobel Watkins

Daughter of an in-demand professor, Isobel Watkins was living in London, trying to make it big as a photographer. Having missed the swinging scene of the mid-1960s, she returned to London and stayed in the house of her friend Edward Travers, who was away in America, lecturing about his experiences with Yeti.

Focusing mostly on fashion photography, Isobel had set up a makeshift photographic studio in her temporary front room, and she would snap anyone who was willing. With little money, but huge ambition, Isobel was determined to succeed.

A chance encounter with the Second Doctor and his companions led Isobel down the path she desired, accompanying them as they fought the Cybermen. Working alongside the Doctor and the newly formed UNIT, she took photos of UNIT troops fighting the Cybermen both on the streets of London and within the factory compound of International Electromatics.

No one questioned her actions during the battle – they were all too busy trying to defeat the Cyberman threat – but the existence of the photos would go on to have a long-reaching effect on UNIT's early years.

Isobel sold her photos to a magazine, causing a considerable and very unwelcome information management problem for UNIT.



Strange, hollow plastic meteors had fallen from the sky, with no discernible pattern to their trajectory or landings and no one could identify their make-up or purpose. To complicate matters further, UNIT was delayed in finding one of the meteors as a local farmer had taken it (a course of action that would lead to his death). The Doctor helped to discover that the meteorites had contained the disembodied Nestene Consciousness, a gestalt entity from the planet Polymos, able to control any form of plastic.

The entity was now loose on Earth. The Nestene had taken over a plastics manufacturing company, Auto Plastics Ltd, replacing its company director with a plastic facsimile. Auto Plastics made shop window dummies, which the Nestene used as soldiers, dubbed Autons, arranging for them to ship to multiple stores across the country for later activation.

The Nestene Consciousness was also replacing major figures in the government with plastic replicas. The VIPs were told that they were to be immortalised in wax for display in museums, but in reality the Nestene were creating the plastic doubles that then replaced their human originals.



With the Autons activated, bursting out of shops around the country, UNIT stormed Auto Plastics and attempted to hold the plastic soldiers at bay – a task that was extremely tricky as bullets and bombs made little impact on their plastic bodies. They succeeded in holding them off long enough for the Doctor to use a signal jammer he'd assembled to destroy the part of the Nestene Consciousness that was on Earth, stopping the invasion and deactivating all the Autons. The Brigadier, on learning that the Doctor was exiled to Earth, stranded here with a non-functioning TARDIS, asked him to become an official UNIT scientific advisor alongside Liz Shaw.

Fresh from the success of defeating the Nestene, UNIT was sent to Wenley Moor, in Derbyshire, to investigate a series of mysterious power outages in an experimental nuclear power research centre built into underground caves. It was feared that if these power outages continued, there could be a major nuclear disaster. During the investigation, they discovered the power was actually being drained by a reptilian race called the Silurians that had ruled the Earth before the rise of mankind. The Silurians were hibernating in the caves, having placed themselves in suspended animation to escape a planetoid headed for the Earth and planning to reawaken shortly after the ensuing global catastrophe had died down.



Unfortunately, their hibernation pods malfunctioned and they remained suspended for millions of years, during which time Homo Sapiens had claimed the Earth for their own. The power surges from the research centre kicked the pods' awakening mechanism into action and the reptiles emerged, disorientated by this strange and unanticipated new world. Angry at what had happened to the Earth, they wanted to reclaim it for themselves and wipe out the now indigenous human race.

The Doctor advocated a peaceful solution, but the Brigadier was forced into action as the reptiles released an unknown, deadly and highly contagious virus into the Earth's population, aiming to start a plague that would wipe out mankind. The Doctor and Liz Shaw managed to find an antidote and trick the reptiles into returning to hibernation. With the reptiles asleep, the Brigadier, sanctioned by Geneva, felt he had no choice but to destroy their hibernation chambers, obliterating the remainder of their race to ensure the safety of humankind. Although some were unhappy at the destruction of the reptiles (the Doctor taking this action almost personally), the Brigadier stood by his decision as a sound defensive manoeuvre.

SILURIANS

The dinosaurs are well-known masters of the planet from well over 65 million years ago, but there are other species, lost in the mists of time. Before the evolution of man, the planet was under the control of the Silurians.

The Silurian race built a great civilisation across the planet. Stories of the Silurian Empire crossed the universe, and many still believe the Silurians are the masters of the planet - human achievements are yet to match those of this ancient race.

However, Silurian star-readers studied the night sky, and concluded that another planetoid was heading for contact with the Earth. Fearing the effects of this impact, the race split, forming several distinct factions across the planet. As the celestial

body approached, the Silurians fled underground, building hibernation chambers in which to survive.

With the surface of the world empty, the Silurian race was unaware that the Earth's gravity eventually caught the planetoid, which became the moon. As the millennia rolled on, the Silurian race was forgotten, as their once great empires and cities crumbled to dust. The human race evolved and became the planet's next dominant life form.

Since their initial hibernation, Silurians have attempted to return to the surface on several occasions, with the ultimate goal of taking back their world.

Still buried under the planet's surface are hundreds more hibernation chambers, waiting to awaken and re-claim their ancestral home.

During this time, the British Space Program was having difficulties with some of its spacecraft. Mars Probe 7 had been out of contact for eight months and they were about to launch a new probe, Recovery 7, to investigate. UNIT was assigned as security for the project. Taking the Doctor with them to the Space Centre, they waited to find out what the probe would find. Unfortunately, communication with the rescue craft was also lost, but it did return to Earth. The pilots had been kidnapped and an alien species, dependent on radiation, had taken over their spacesuits using them to come to Earth.

Commandeering Recovery 7, the Doctor travelled to Mars Probe 7 discovering the pilots were safe and it was actually the aliens that had been kidnapped. General Carrington, former astronaut and now head of the Space Security Department, was attempting to start an interstellar war with the otherwise peaceful race of aliens out of xenophobia. During Carrington's last space flight, the alien race had accidentally killed a member of his crew and he was now blinded by vengeance for that act. The Brigadier and the Doctor managed to stop and arrest Carrington, and UNIT - using the Space Program's equipment - arranged for the safe return of the aliens, in exchange for the original pilots.

After a request was put in to Geneva, UNIT was asked to step in to provide security for the final stages of 'The Inferno', a project to drill into the Earth's crust and harvest the pockets of 'Stahlman's Gas' that was contained within. This turned to disaster when the drilling brought up green ooze that mutated people upon contact. With a single-minded Professor and the disappearance of their scientific advisor, UNIT stepped up their involvement, reacting to the increasing threat. The Brigadier managed to maintain rule over the base while defending it against mutants and sabotage, with the Doctor returning in the nick of time to prevent the project going critical and causing a cataclysm.





After Project Inferno, Liz Shaw left the service and the Doctor became the only full-time scientific advisor. However, the Brigadier had been given charge of a young girl by the name of Josephine Grant, who had been forced on UNIT by her influential uncle and had nothing to do. The Brigadier thought it best to appoint her as the Doctor's permanent assistant.

THE ARRIVAL OF THE MASTER

While the Doctor was adjusting to his new assistant, UNIT was investigating the theft of one of the plastic meteors from the Nestene invasion attempt, which had been on display in a museum since the Consciousness had been defeated. The investigation led to a radio telescope where they found the perpetrator was someone the Doctor knew. Calling himself the Master, he was an old rival of the Doctor and a fellow Time Lord.



The Master had stolen the meteor and hooked it up to the radio telescope, establishing contact with the Nestene. The Master had also taken over a plastics factory, putting the necessary machinery in place to allow the Nestene to animate the factory's products and begin the invasion. After experimenting with a plastic chair that smothered the sitter and a troll-like doll that would come to life and strangle its owner, the Master suggested using a Nestene jet, disguised as a daffodil. The jet, when activated via the Consciousness, would squirt a small film of plastic over the nose and mouth of anyone within the vicinity, asphyxiating them. The film then reacted with the air and evaporated after a short while, leaving no evidence of the crime.

Using disguised Autons to distribute the daffodils free of charge around the country, the plan was to incapacitate as much of the population as possible while the Master opened a homing signal with the radio telescope to allow the Nestene to invade. UNIT, upon uncovering this scheme, deployed a squad to hold the Autons at bay as the Doctor and the Brigadier attacked the Master in the radio telescope control room.



The Doctor managed to convince the Master that the Nestene would immediately betray him, and would try to eliminate him upon their invasion. Agreeing out of self-preservation, or just out of the fun of double-crossing the Nestene, the Master helped reverse the radio signal, sending the Consciousness spinning back out into the cosmos. When they went to arrest the Master, they found he had escaped. Although the Doctor looked forward to crossing paths with the Master again, the Brigadier hoped he never had to.

Still basking in the success of defeating the Nestene for a second time, word arrived that the first World Peace Conference was to be held in Britain and UNIT was assigned to coordinate and oversee the prestigious event. It proved to be no picnic, as the Master had returned with one of the Chinese delegates already under his control. The Master had invented a process utilising a technology known as the Keller Machine to use a person's own phobias as a weapon against them. The Master attempted to unleash this on the conference. When his initial attack on the conference failed, the Master switched to a backup plan.

Using a prison riot as a cover to condition and recruit the criminals to his cause, he used this private army to hijack a Thunderbolt missile, aiming to launch it at the peace conference. He planned to make each nation think that the attack originated from a different country, provoking World War III.

The Doctor offered the Master a trade – he would give him back the dematerialisation circuit for his TARDIS, stolen during their recent encounter, if he would hand the missile over to him. Agreeing to the trade, the Master allowed the Doctor to meet him, but fighting broke out and in the ensuing struggle the missile was detonated in its remote silo, causing only minimal damage. In the confusion of the explosion, the Master escaped with his dematerialisation circuit. UNIT had been successful in protecting the conference, but sure that the Master would return in the future. He would be back much sooner than they could have imagined.

When an alien craft seemingly crash-landed on Earth, its golden occupants, the Axons, offered to exchange a miracle substance, known as Axonite, for energy to restart their spacecraft. UNIT took charge of the situation and though under pressure from the government to accept as much Axonite as possible from the visitors (with its market value being huge) UNIT remained suspicious of the deal.



Angry at UNIT's attitude and unwillingness to do as ordered, a government minister had the regular army put the attending UNIT party under arrest. UNIT were proven right as the Axonite turned out to be a part of the Axons' spaceship, and a way of draining the Earth of all its energy.

UNIT & National Governments

UNIT's relationship with the various national governments is a tangled one. In theory, the chain of command should be perfectly clear. Local UNIT forces report to the national HQ; the national HQ reports to the world HQ in Geneva, and Geneva ultimately reports to the United Nations. In practice, though, UNIT draws many of its troops from the armed forces of the host nation. Most of the UNIT troops in the UK, for example, are either transferred from the British army or are actually still part of the army but on loan to UNIT. This means that a national government can exert considerable unofficial influence over their UNIT troops in their country.

The ultimate allegiance of UNIT troops is supposed to be to humanity as a whole, but living up to such lofty ideals is hard...

Having already captured the Master following his escape from the Peace Conference affair, the Axons captured the Doctor and Jo. They planned to use the Time Lord's knowledge of temporal mechanics to drain time and space of its energy.

Codekeepers

During the early days of the Taskforce, one anticipated scenario was the so-called 'rogue contact'. What if peaceful aliens visited Earth, then one rogue nation fired on them in defiance of international law? A single small country could determine the fate of the whole planet. To avoid this nightmare scenario, UNIT was given authority over two related fields.

Firstly, UNIT was the official point of contact for any alien visitors. The Taskforce would speak for Earth if aliens ever made first contact.

Secondly, UNIT was given control of Earth's nuclear weapons. Any nation with the ability to fire an intercontinental ballistic nuclear missile was obliged to give UNIT a veto over any launches, to avoid a situation where one rogue state fired on an alien ship. In practice, few nations completely obeyed this treaty – most gave UNIT control over their 'official' nuclear assets, but maintained a separate nuclear arsenal under their sole control.



CHAPTER TWO: UNIT HISTORY



Brigadier Lethbridge-Stewart easily overturned the illegal imprisonment of his forces and managed to capture the Master, just as he had managed to escape from the Axons' clutches. Offering to help destroy the Axons in exchange for his freedom, the Master attempted to cause an energy feedback loop and destroy the spaceship. Failing, he managed to slip away from UNIT in the flurry of activity that ensued. The Doctor came up with a plan to trick the Axons. He convinced them that he would give them the secrets of time travel. However, he connected their ship to his TARDIS and dematerialised their ship and all of the Axonite, trapping the Axons in a perpetual time loop from which they could never escape.

The Master had not given up his obsessive desire to conquer or destroy Earth and attempted to summon Azal, the last of a race known as the Daemons, in order to possess its power. UNIT had to fight tooth and nail to gain access to the village of Devil's End where events were taking place. For all their guns and military tactics, in the end Jo Grant saved the day by being willing to sacrifice her own life to save the Doctor. Jo's act of selflessness destroyed Azal, and UNIT were finally able to capture the Master.

UNIT had its first run-in with the Daleks during another peace conference, this time designed to avert World War III. Attempting to destroy the conference, the Daleks used time-travel technology to return from the 22nd Century. They planned to ensure the War occurred, sufficiently weakening the Earth in the future to make it an easy target for Dalek attack. Bringing with them a species subservient to them, the Ogrons, as extra muscle, the Daleks attacked the peace conference. UNIT fought off the Daleks while evacuating the conference delegates, successfully ensuring the conference could continue (albeit slightly delayed and relocated).



Celebrations of the Daleks' defeat were short-lived, however, when the Master escaped his imprisonment and began time experiments on Earth, using a Transmission Of Matter Through Interstitial Time (or TOMTIT) machine, intending to capture and control a powerful creature named Kronos, which fed on time. The Master managed to immobilise a UNIT task force sent against him, reducing Sgt. Benton to a baby and trapping the rest in a time bubble. This left only the Doctor and Jo to defeat Kronos and the Master, and rescue the UNIT team.

All sense of reality disappeared for Brigadier Lethbridge-Stewart when the Doctor he had first encountered all those years ago battling the Yeti arrived at UNIT HQ, alongside the new Doctor he had become used to. Before having a chance to understand events, pink, gel-like monsters attacked the HQ. Defending the base from this attack, the Brigadier, the Second and Third incarnations of the Doctor, Jo and Sgt. Benton were transported to an antimatter universe – the prison of a Time Lord known as Omega.



Omega had harnessed the power of a supernova to power Time Lord society, but was thrown into the antimatter universe after the explosion of the supernova ripped through time and spacial dimensions. Imprisoned for so long, he had gone insane, vowing vengeance upon all Time Lords. The Time Lords on Gallifrey had engineered the meeting of the two Doctors in order to combat this, which caused the attack on the UNIT HQ. Omega intended to make his new prisoners share his lonely existence, trapped in the antimatter universe. The Doctor, both of him, bargained for the others' lives, agreeing to stay with Omega if he let the others return to Earth.

With the Brigadier, Benton and Jo back in the real world, the Doctor destroyed the antimatter universe, death being the only release for Omega. As a way of repaying him for dealing with the threat, the Time Lords lifted the Doctor's exile, allowing him to travel in the TARDIS again. With his exile lifted, and taking Jo with him, the Doctor started taking long periods away from UNIT to explore the universe again.



The Doctor and Jo returned to UNIT headquarters just as the Brigadier was preparing to leave for Wales. Medical reports had been passed to UNIT detailing the death of a miner from Llanfairfach, whose body glowed bright green. Jo joined the Brigadier as he set off for Llanfairfach, the Doctor having 'better' things to do in the TARDIS. There they discovered hazardous green liquid seeping through the walls of the mines. It was also causing maggots to mutate to a giant size and attack people.

Calling in the rest of UNIT, and joined by the Doctor, they discovered that a nearby company, Global Chemicals, was pumping toxic waste into the community. This was not as straightforward as it sounded as a sentient computer named BOSS (Biomorphic Organisational Systems Supervisor), who could brainwash humans into doing its bidding, was controlling Global Chemicals. Captain Yates was one of the humans brainwashed, an event that would have major repercussions for the rest of his life.

While the Doctor and UNIT attempted to battle the side effects of the green death oozing from the factory, a local group of environmentalists, known as the Nut Hutch, attempted to work on a cure for the toxic slime. Jo was working closely with the head of this group, Professor Cliff Jones, when she

accidentally knocked a fungus onto a sample of the slime, causing a reaction that turned the compound inert, providing the solution to their problems. The Doctor confronted BOSS, and the factory was destroyed.

With the balance restored to Llanfairfach, UNIT regrouped at the Nut Hutch, where Jo announced her intention to leave both UNIT and her travels with the Doctor, to marry Cliff. The Brigadier was moved by her decision, having grown fond of her over the years.

The next few weeks saw the Doctor hanging around UNIT HQ. The Brigadier enjoyed the quiet and the chance to catch up and, for the records, de-brief his old friend. The quiet did not last, though, as reports started coming in of scientists going missing from a nearby research complex. This turned out to be a more troublesome investigation than UNIT had previously encountered. Investigating the complex, they found that a freelance journalist, Sarah Jane Smith, had bluffed her way in using her aunt's credentials. A scientist, from whom the Doctor was attempting to gain information, Professor Rubeish, went missing. The Brigadier thought that this disappearance, being so recent, might provide enough information to allow a lead.



It was quite the opposite. The Doctor and Sarah Jane Smith disappeared shortly afterwards. The Brigadier, torn between worrying for his friend and knowing that this was the kind of thing he did all the time, called in the UNIT troops and combed the research complex finding no trace of what had happened. A sudden emergency in London pulled all of UNIT's resources from the complex, forcing the Brigadier to bring the case to an unsolved and highly unsatisfactory conclusion, going down as one of UNIT's first real defeats.



This emergency in London proved to be the sudden appearance of prehistoric creatures roaming the streets and causing untold damage. UNIT had to put into practice emergency procedures they had planned and rehearsed from the beginning of the organisation's existence – the full-scale evacuation of a city. Quickly and cleanly moving the population to safe centres outside of the city they, in partnership with the regular army, attempted to establish and maintain a martial law.



Shortly after the evacuation, the Doctor returned with Sarah Jane to help unravel the mystery of the suddenly appearing dinosaurs. Not only did this turn out to be a plot by a group of renegade army scientists, but also Mike Yates, mentally scarred following his run-in with BOSS, who had turned traitor to UNIT. The plan was to remove all but specially chosen representatives of humanity,



and wipe the planet clean of technology and industrialisation – returning the world to a 'Golden Age'. Managing to defeat the scientists and restore things to normal, the Brigadier offered Mike Yates a chance to take extended sick leave and resign his commission rather than face court martial. Yates left to attend a retreat in rural England, in hopes of recovering from his breakdown.

The Secret World

UNIT is not the only clandestine organisation involved in defending the Earth and investigating alien sightings. Every major nation has its own alien-hunting group, like Torchwood in the UK. There are also private groups and foundations, like the Think Tank or Van Statten's GeoComTex, involved in the 'secret game'. All of these groups have similar goals – protect their home nation from attack or subversion and recover alien technology. UNIT is the largest and best-known of these groups. The rest prefer to remain as anonymous as possible.

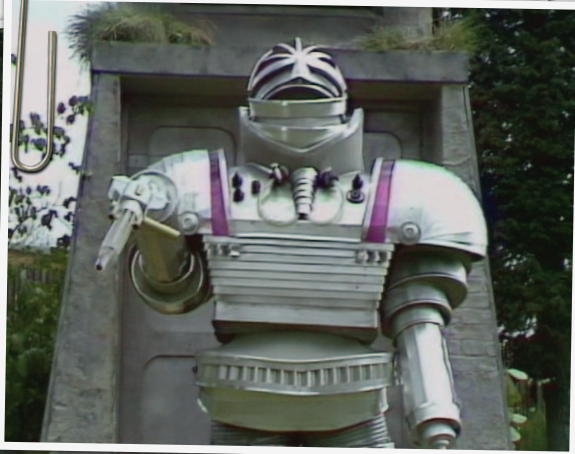
REGENERATION AND A NEW ERA

The Doctor (along with Sarah Jane Smith) went missing after attempting to research psychic energy, only to return three weeks later, the Doctor apparently dying. The Brigadier, joining Sarah Jane, witnessed the Doctor regenerating again into his fourth incarnation. UNIT placed the newly regenerated Doctor in their medical wing under the care of Surgeon Lieutenant Harry Sullivan (recently seconded from the Navy). The Doctor lay unconscious as his newly regenerated form stabilised, and his new persona solidified.

UNIT had been receiving reports of a spate of break-ins at key governmental defence locations. Equipment had been stolen, but the main worry was the loss of secret, detailed plans that would allow the construction of a 'disintegrator' gun – a weapon capable of breaking down solid matter and reducing it to its component molecules. The minute molecules would then naturally disperse in the atmosphere, irreversibly destroying the target.

It appeared that some kind of multi-purpose heavy-digging equipment had been used to break in to these places, either by going through fences, walls and doors, destroying them as it went, or by tunnelling under all defences to emerge at its intended location. Sarah Jane and Harry went undercover at 'Think Tank', the National Institute for Advanced Scientific Research, and found what they believed to be the perpetrator of the crimes, the Experimental Prototype Robot K1.

Built as a service robot by the elderly Professor Kettlewell, K1 was supposed to have protocols built in to prevent any activity that would harm the human race. The Brigadier discovered that 'Think Tank' had been infiltrated by the SRS, the Scientific Reform Society, a fringe group that believed in working towards a society ruled by a scientific elite, subjugating all others and restricting them to only following SRS rules. Kettlewell was part of this group and had reprogrammed K1 to follow the orders of the SRS. This caused it to become unstable as the new orders clashed with its core programming, producing a kind of 'robot dementia'.



With the SRS retreating to an underground bunker intending to use nuclear codes to destroy the population of the world, they left the K1 guarding the doors of the bunker. The robot, in its crazed state, kidnapped Sarah Jane, and in his attempts to rescue her, the Brigadier shot it with the 'disintegrator' gun. Unfortunately, rather than breaking it down to its molecules, it increased the robot's number of molecules, causing it to grow to a giant size, towering above the soldiers below.

The Doctor soon found a solution to the problem, with UNIT sending tanks and soldiers after it to keep it occupied, he synthesised a metal-eating virus and launched it at the robot. Spreading across the K1's body, it threw the growth mechanism into reverse and ate away all trace of the robot ever having existed.

By this time, change was already afoot in UNIT. Benton was thinking about leaving to make a living selling second hand cars, Jo was travelling the world with her new husband, and the Doctor wasn't staying around for long. The Brigadier found

himself constantly ferrying back and forth between the UK and Geneva on official business, attempting to grapple with paperwork, new rules and a slow change in UNIT's outlook and objectives. The Taskforce was resolving to have a more defensive, rather than reactive, stance on aliens, with more of a 'guns blazing' approach.



As the changes began to take effect, the Brigadier found himself distracted. When his suspicions were aroused by reports of attacks on oil rigs in Scotland he reluctantly called the Doctor and his companions back to Earth for assistance. The Doctor, Harry and Sarah Jane helped the Brigadier to discover that the attacks were the work of a large, part-organic, part-robotic creature called the Skarasen, controlled by the Zygons, a small band of refugees from a destroyed planet, who were in a ship at the bottom of Loch Ness.

The Zygons could mimic the biology and look of any given life form, providing that life form was held alive in their ship for genetic imprinting. Through the Brigadier's actions, the Zygons' plans to infiltrate the country and replicate their home world by changing the Earth's biology were disrupted when their ship, containing all but one of the aliens, was destroyed.

The final Zygon had taken the appearance the Duke of Forgill, a VIP at the World Energy Conference, in an attempt to destroy the conference and provide favourable conditions for an invasion. It also sent a signal to the Skarasen, calling it to London to cause further disruption. As the Brigadier took troops and disposed of the final Zygon, the Doctor fed the Skarasen its own signalling device. With no signal to follow, the creature returned to Loch Ness (where it





would occasionally be spotted by curious tourists and monster hunters) and the Zygon threat was nullified. It was the final time the Brigadier, within his leadership of UNIT, would collaborate with the Doctor.

The Doctor continued to work with UNIT infrequently. He helped UNIT and staff at the Space Defense Station thwart an attempted invasion by body-duplicating androids. (The Space Defense Station was a joint effort between Torchwood and the British Rocket Group that was cancelled due to budget cutbacks in the 1990s), and was obscurely involved in the Krynoid incident.

THE CHANGING OF THE GUARD

In late 1976, Brigadier Lethbridge-Stewart decided it was time for him to part ways with UNIT, having been with the Taskforce from the beginning, and having felt a sense of personal pride in the way it had developed. However, UNIT was heading in a new direction – harsher and more aggressive – with which he was no longer comfortable.

The Brigadier decided to put his other skills into practice and moved to the country, taking up a position teaching mathematics at Brendon Public School.

UNIT continued to battle away without its former leader, attempting to keep the Earth safe from alien threats while looking for opportunities to learn from any friendly contact. As the decade drew to a close, it was business as usual, although there was no sign of the Doctor visiting to help with their troubles, an act which Brigadier Crichton took personally.

The Osterhagen Project

The Osterhagen Project was the ultimate 'scorched earth' tactic, designed to deny the Earth to its enemies if defeat were inevitable. The project involved nuclear devices placed at key locations in the Earth's crust, which would blow the planet to pieces when detonated. There were five Osterhagen Stations, three of which would have to be armed and manned to allow the system to detonate. A key would be needed at each of the three arming stations, turned simultaneously to detonate the device. Only seven keys were made.

THE BATTLE OF LAKE VORTIGERN

While escorting a nuclear warhead convoy to Lake Vortigern, UNIT accidentally became involved in a war from another dimension. The convoy was diverted and temporarily stopped by mediaeval knights armed with energy weapons, who fell from the sky! Landing unharmed, the knights were instantly ready for battle. The newly promoted Brigadier Bambera had taken charge of the situation, and was shocked when the Doctor and his companion Ace arrived, apparently having followed a distress signal.



Bambera confronted the leader of the knights, known as Mordred. He told of his mother, Morgaine, and her imminent arrival. Having requested that he be informed if there was any appearance of the Doctor, Brigadier Lethbridge-Stewart arrived on the scene, liaising with Bambera though she remained in command. Morgaine appeared to be using magic to fight off the Taskforce soldiers (although the Doctor pointed out that any sufficiently advanced technology is indistinguishable from magic). The situation escalated as skirmishes between the knights and UNIT soldiers became more frequent and costly. Morgaine summoned a creature from her dimension, known as the Destroyer, who when set free would devastate the Earth.

Lethbridge-Stewart faced down the Destroyer with only his sense of duty and a revolver. When taunted by the Destroyer, asking if the world had no one better to offer as its saviour, he gave what was to become the quote of his life, "Probably, I just do the best I can".



Morgaine, having broken into the convoy, was talked down from detonating the nuclear warhead and was imprisoned with her son.

EXPOSURE & REFORM

The 21st Century was to be a period of huge change within UNIT. The United Nations was a peacekeeping force, and their peacekeeping activities were increasingly in the public eye.

The UN decided that they should disassociate themselves from the activities of UNIT, and changed the name of the Taskforce, although all administration remained the same. The name became the 'Unified Intelligence Taskforce' and UNIT became a worldwide brand. The uniform was changed as well, all countries now sporting black utility outfits, topped by a red beret bearing the UNIT logo.



Around this time, with Colonel Mace taking charge of the Taskforce, UNIT began to change its approach once more. Not all aliens come to Earth to invade or harvest its resources – some merely want to observe or learn, and UNIT became, at least at the point of first contact, much less aggressive. UNIT were on hand during the Big Ben Incident of 2006, when the Slitheen, a family from Raxacoricofallapatorius, crashed a dummy spaceship into the Thames. This was meant as a distraction for forces such as UNIT, while members of the Slitheen family assembled in Downing Street hidden inside the skin of Government officials.



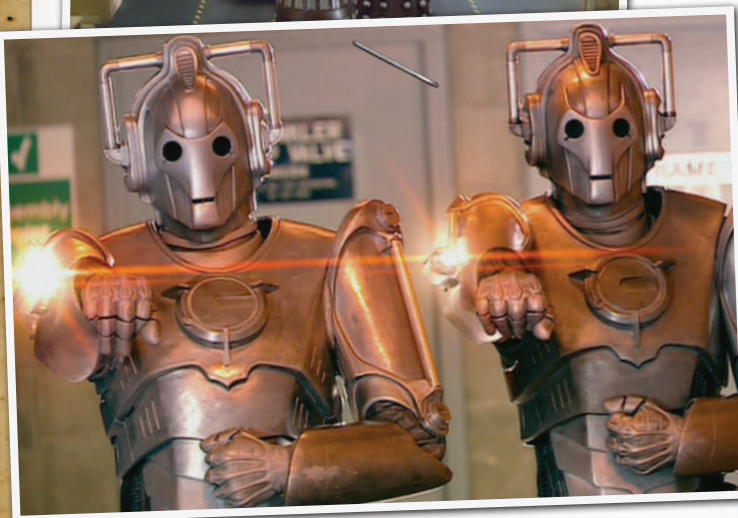
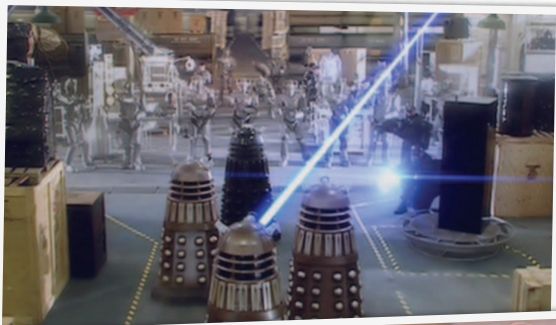
Higher members of UNIT's UK contingent, including their Scientific Advisor, Peter Reynolds, their Head of Operations, Muriel Frost, and their PR Delegate, Alex Brooks, were all on hand at a meeting for the world's greatest 'alien experts'. The Ninth Doctor was also in attendance, brought in under armed-guard with his companion, Rose. But the meeting was a trap. Their ID badges electrocuted all of the experts as a way to eliminate those most likely to foil the Slitheens' plans. The Doctor, however, survived the attack, and helped defeat the invasion with future Prime Minister Harriet Jones.

The Doctor, Harriet Jones and UNIT teamed up again during Christmas 2006 when the Sycorax, en route to Mars, intercepted the Guinevere One Space Probe. During the Mars probe mission, the Sycorax leader killed Major Blake, who was acting as UNIT liaison to the British Rocket Group.



Eventually, having defeated the Sycorax Leader in a sword fight, the Doctor made them vow to never return to the Earth, telling them, "It is defended". The Doctor had faith in UNIT, who were continuing their reform. Harriet Jones, however, was less sure. Calling in a favour from Torchwood, she destroyed the Sycorax ship as it left Earth's orbit.

Following the disastrous Battle of Canary Wharf, UNIT deployed world-wide to oversee cleanup and containment operations following the Cyberman invasion and Dalek attack. Notably, this led to an increase in UNIT operations in the United Kingdom, as the domestic Torchwood agency was virtually annihilated in the attack. The fabled Torchwood archive of captured alien technology, however, remained in the hands of the British Government despite UNIT's appeals.



The Black Archive

The Black Archive is UNIT's repository of alien artefacts that have been discovered or recovered during their many encounters with alien species on Earth. UNIT's largest archive is located in Central England at an undisclosed location, known only to high ranking UNIT officials. It has been operational since UNIT's formation.

By this stage, UNIT had established its own clean up force, which would look into and cover up any evidence of alien activity that could reach the press. They helped to remove the body of the Racnoss from a hidden Torchwood facility beneath London's Thames Flood Barrier once the building had been drained. They were also on hand at the return of the Royal Hope Hospital after the Judoon incident.

By late 2008, the higher ranks of UNIT's UK branches had been mostly replaced. UNIT was handed control of the 'first contact' between Earth and the Toclafane, arranged by the Master during his time as Prime Minister Saxon. UNIT troops, from both the UK and the US, were aboard the *Valiant* during the actual first contact meeting. However, in accordance with the Geneva Convention, and to avoid making a bad impression during a sensitive first contact, all armed personnel had to leave the deck, so no UNIT troops were present during the assassination of President Winters.

His wife, Lucy Saxon, killed the Master before UNIT could arrest him for the assassination. Following this incident, Martha Jones ended her travels with the Doctor, opting instead to stay on Earth

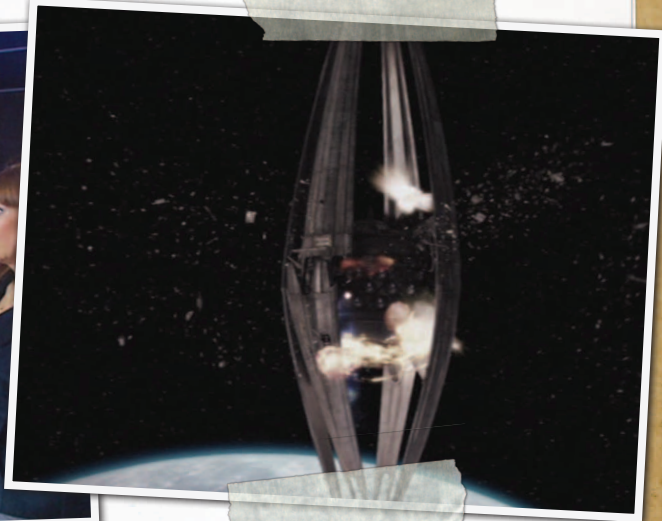
The Unified Intelligence Taskforce

Under the terms of its revised charter, UNIT is now independent of the United Nations. Most (but not all) of the United Nations member states have also signed the UNIT revised charter. This charter gives UNIT the ability to recruit, train and station troops in member states, and the authority to take command in matters relating to planetary security. In exchange, UNIT is bound to protect the member states against alien attack, and to share scientific advancements obtained from alien technology. UNIT is funded by its member states.

where she could look after her family. Some well-placed words with the Brigadier and a few phone calls later, and UNIT offered Martha a job as one of their medical personnel.

In early 2009, when ATMOS systems became a subject of UNIT concern, Martha Jones was assigned the task of bringing the Doctor back to Earth. The Doctor was recruited to help UNIT with their latest mission, Operation BLUESKY, examining the ATMOS system at its largest UK factory.

When the Sontaran attack was thwarted and their ship destroyed, UNIT forces around the globe were despatched to shut down remaining ATMOS factories. The government, informed of the situation, offered cash incentives for people to have their ATMOS removed from their car at the nearest garage, along with a full refund for the initial cost of the system. By late 2009, the systems had been fully removed from 97% of cars.



The systems were the work of the Sontarans, who were trying to poison the world in an attempt to make a new clone world for themselves – a quick way to add soldiers to their endless battle with the Rutan Host. The Sontarans infiltrated UNIT by hypnotising several of its soldiers and cloning Martha Jones – using her to avoid a nuclear attack against their ship.

UNIT were a key target of the Daleks during their attempt to destroy reality in the 'Stolen Earth' incident. Earth's main UNIT bases were targeted early in the invasion, including the *Valiant*, under the command of Captain Marion Price, which was destroyed.

The New York offices were also targeted because of Martha's presence, and her status as one of the 'Children of Time'. Lieutenant-General Sanchez instructed her to use Project INDIGO and flee the base. At the same time, he gave her one of the seven Osterhagen Keys and told her that it was her duty to use it. Martha soon ended up in Germany, threatening to use the Osterhagen Project in a doomed attempt to blackmail the Daleks into releasing the Doctor.

The following Easter, UNIT were called to Gladwell Road Tunnel in London, where a number 200 bus had recently disappeared. They soon identified a wormhole at the mouth of the tunnel. As they investigated, they received a call from the Doctor, who was on the other side of the wormhole on the planet





of San Helios. San Helios had been decimated by the Swarm, which had swept across the planet devouring everything and were opening a wormhole to start on their next meal – Earth. With the Doctor's help, and the assistance of UNIT's new scientific advisor, Malcolm Taylor, the bus returned to London and the wormhole was closed.



A few members of the swarm managed to make chase through the wormhole, but UNIT shot these down and the clean-up operations team quickly dealt with them. The hollow carcasses of these creatures currently reside in the Black Archive.

Over the Christmas period of 2010, UNIT was temporarily compromised when the Master converted human beings into his own 'Master Race', all in his own image. Almost every human on the planet was transformed into a clone of the Master, not only looking like him, but also using the same brain and under direct command from the Master himself.

With all of UNIT now transformed into the Master, the Taskforce was under his control for nearly 48 hours. The most important action the Master attempted whilst in control of the task force was to set off a

number of missiles, targeted at a Vinvocchi ship being piloted toward his location at the mansion of multi-billionaire Joshua Naismith.

Following the Master's disappearance closing the Time Lock, and sending the Time Lords back into the Time War, UNIT took control of events at the Naismith Estate. They removed the 'Immortality Gate', a medical device that had been used during the Master's attack on the world. Both Joshua Naismith and his daughter were arrested on New Year's Eve and taken into UNIT custody. Their charges were not disclosed to the public, but among their offences were listed the construction and attempted use of a potentially dangerous alien technology, and kidnapping.

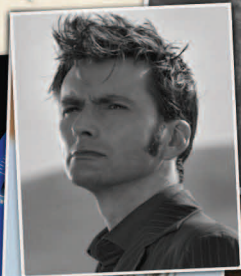
UNIT is finding new missions on a daily basis, and they monitor all reports of strange occurrences, in case the need to investigate should arise. The Doctor sometimes makes contact with them to provide them with hints, or tips about impending doom. As UNIT continues to stride forward, they are ready for what the 21st Century has to throw at them.



The Future...

The 21st century is when everything changes. For most of UNIT's history, the existence of aliens was kept secret from the general population of Earth. Invasions and encounters were covered up, but the extremely public Slitheen crash-landing in central London could not be concealed. UNIT's role is changing to meet the new challenges of the future, becoming Earth's first line of defence and actively pursuing ways to challenge invaders before they land. The *Valiant's* sister ships now patrol the skies of Earth; UNIT's first moonbase is under construction, and there are plans on the drawing board for UNIT spacecraft and orbital interceptors.

Beyond that, only time travellers can say what is in store for the Taskforce. Who knows what the future holds?



CHAPTER THREE: MODERN UNIT

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MODERN UNIT

In the 21st Century, UNIT is a well-equipped organisation at the forefront of the Earth's efforts to combat extra-terrestrial threats. Over the decades, UNIT has expanded its forces, upgraded its technology and developed its tactics to become a state-of-the art planetary defence force.

UNIT HEADQUARTERS

Across the world, UNIT owns many hundreds of buildings, each with their own unique purposes – from archiving and warehousing to scientific research and military training grounds. Each country with UNIT forces also has its own headquarters (HQ) as well.

UNIT's head offices are based in Geneva, due to the country's association with peace-keeping and international relations. From here, all other UNIT divisions are controlled and advised. All Field Marshals have offices here, as do many of the other long-standing UNIT officers, including Brigadier Lethbridge-Stewart (though his office often remains empty). In his retirement, Sir Alistair prefers to do the paperwork in the comfort of his own home.

Under the terms of the Revised Charter, UNIT has responsibility for planetary defence. The heads of UNIT hold a great deal of power and can overrule the governing body of a country, if they believe that it is in the interest of the planet's ultimate safety. UNIT also has access to missile launch codes, including the codes to weaponry based in individual countries, though these are only to be used in dire emergency.

Most of the work conducted at Geneva HQ is strictly bureaucratic or diplomatic and very little conflict has taken place at the location. A small scientific research station is present on site, though most research work is allocated to the station best suited to carry it out.



NATIONAL UNIT HQ'S

As stated above, UNIT has headquarters in several countries across the world. Some countries, such as Britain or the United States, have more than one regional base. These bases oversee more local operations. Though each base is immediately answerable to the HQ in Geneva, they function as independent offices.

Though the location of many UNIT HQs is top secret information, bases are known to exist in the following locations:

LONDON, UK: In addition to the main UK headquarters at Priory House (see page 41), UNIT has a secondary base situated under the Tower of London in the centre of the city. Installed during the 1990s, the base serves as a quick response centre to alien activity in the UK Capital. Since the more frequent invasion attempts on London in the early 21st century the base has expanded, almost doubling in size. As of 2009, UNIT has also taken control of a previous Torchwood base under the Thames barrier and has converted it into research laboratories.

NEW YORK, USA: Covering the top 12 stories of a high-rise building, the New York base serves a similar purpose to the London HQ, working to keep an eye on invasion from that side of the planet. The New York facility is also used as a test bed for technology, its most recent output being the work on Project INDIGO.

HONG KONG: The Hong Kong base is UNIT's primary naval facility. With water covering more than two-thirds of our world, we must be ready to defend the entire planet, not just the sections inhabited by humanity. Plus, you never know when the Sea Devils or yet another Atlantis will show up.

SYDNEY, AUSTRALIA: Situated underwater in Sydney Harbour, the base is primarily a storage facility. It also doubles as an archiving station while also overseeing UNIT's presence in Australia.

MOSCOW, RUSSIA: One of UNIT's more recently established bases, the Moscow base covers all UNIT operations in the country. It has no special status, merely over-seeing the country's forces. A previous UNIT base in Russia was located in Novosibirsk.

JOHANNESBURG, SOUTH AFRICA: A former UNIT base was located in the Hillbrow Tower in Johannesburg from the mid-1970s. The base served mainly for archiving and research purposes, though was shut in the early 1990s after an alien incursion killed most of the high-ranking staff. As of 2010, the base is still semi-operational, with a minimal team excavating the archives.

SNOWCAP, ANTARCTICA: Frozen deep in the wastes of Antarctica, the Snowcap base is merely a signal transmission station, scanning the Earth's upper atmosphere and beyond for unusual alien activity, reporting directly to Geneva.



Some of UNIT's national HQs serve individual purposes, such as archiving, research or listening for alien signals as well as being the main base of a country's UNIT force. Usually, the HQ is a mix of different talents, with scientific research happening in one wing, while new troops are trained in another.



HOME FROM HOME – CHOOSING A UNIT INSTALLATION

Unless your characters are going to be travelling the world, they will most likely be assigned to a particular UNIT base as the launch pad for each adventure. This is especially true if there are a high proportion of scientific characters in the group as they will need labs and facilities to work on their projects. So, if you are creating a UNIT campaign it is worth putting a little time and effort into establishing what kind of base the characters use. We've already provided a lot of detail on what you'll find in a UNIT base, using the original UK HQ as a template, so you need to figure out something about the facility that houses all these elements.

The base is going to be home for the player characters so it makes sense to breathe a little life into it, especially as many UNIT facilities do not conform to a standard pattern.

To make this process simpler, we provide a list of questions you should ask yourself about the facility to build up a picture of what it needs to be like. When you know the purpose and style of the facility you can then use the information in the previous chapter to decide what it contains and what sort of resources it has.

1 – What is the base for?

The purpose of the base defines in many ways the style and themes of the campaign you are planning to run. If you want a campaign of mass battles and modern warfare, a country house scientific facility is not especially suitable. There are four main purposes a base might have, although they are all equipped to some degree to handle any of the functions listed below.

Military Operation: The base is a military construct and designed to house troops and weapons to mount assaults or repel invasions. It will house few scientific projects and carry some very heavy ordinance. Any form of modern military hardware will be available, including that not usually considered as standard issue.



Scientific facility: Mainly used for research and scientific projects. Much of the space will be given over to laboratories. The military presence is to provide security and protection for the base rather than to defend the Earth. Some special ordinance might be required to contain any 'accidents' arising in the science block.

Administration: Paperwork is a necessary evil of any organisation, and sometimes you need a whole facility simply to handle it. Central control is often rooted through administration facilities, making the base the home of some very high ranking officers. The security will be extremely tight on such a base, and the troops able to withstand siege. However it is unlikely to carry especially heavy ordinance. As its location might not be especially secret and it will need ties to local and national government, it is quite likely the base will also be in a population centre, such as a tower block in a city.

Showcase: UNIT has a big problem in terms of the press. As a world-wide organisation with a mandate to protect the people of Earth and inform the governments of its operations, these must be transparent and subject to scrutiny. On the other hand it handles some of the more classified secrets of the planet and needs to make sure no one outside UNIT breaks its security. It's a tough act to juggle. So some bases are unofficially deemed 'press and publicity' forums. They have plush press rooms and are happy to allow tours of the base and various 'show and tell' sessions for media and government officials.

The base maintains a fully functional military force, which is ready to act just like any other. However, it has nothing on the premises that is confidential or secret in case a journalist starts snooping around. Such a base will see its share of the action, but also involve itself in politics and sometimes have the glare of the celebrity spotlight turned on its staff.

2 - How big is it?

Bases come in many different sizes and how big it is can have an important effect of the place of the player characters in it. In a large base the operations are more impersonal. It will handle larger projects or carry bigger weapons, but the player character will simply be cogs in the machine. If the base is smaller it won't be such a glamorous posting (unless its one project is especially interesting) but the player characters are more vital.

If an officer falls it may even be up to a player character to take command of the base. So you should consider the size of your campaign and what part you want the player to take in the major decisions UNIT will have to make.

3 - How secret is it?

How many people are likely to know about the base and what it does? Obviously a larger base is more difficult to hide, but Area 51 (or 'Dreamland') is extremely secret even though everyone knows where it is. Sometimes, large projects and weapons still need to remain secret, but small is often best when it comes to keeping things confidential.

If you want to remain secret there are really two ways to do it. The first is to make sure security is very, very tight. So soldiers will have to be on their guard at all times against not only alien foes but nosey human ones. They will have to have training on how not to answer media questions when reporters catch them in the street and maintain a cover story about what goes on at the base, even to friends and family.



The second option is to make the base look like something else. You don't need good security if no one is looking for your operation. The base might appear to be a corporation or a security firm. UNIT operatives will never wear uniform on site, to maintain the illusion. Their friends and families might not even know they work for UNIT. In some cases the base might not look like any form of installation at all. It may appear to be a private house or even built like a criminal mastermind's lair, underground or in a mountain complex (although with current health and safety legislation it is unlikely that a base will be sited in a dormant volcano).

4 - Where is it?

UNIT is a world-wide organisation so it has property everywhere. Larger and more secretive bases might be places somewhere very out-of-the-way, such as the desert or the snows of Siberia. Some projects might be so large or dangerous they cannot be placed near a population centre. Having said that, UNIT is there to defend the people of Earth and if it cannot place its forces where they are needed it can't do its job.



When choosing Base Traits below (which determine the features and capabilities of the base), the size of the base determines the number of Base Points you have to spend.

BASE SIZE	BASE POINTS
Outpost	3
Regional Base/Temporary Base	6
National Base	9
Major Base (Geneva HQ/ <i>Valiant</i>)	12



The operatives in the base will also be drawn from the local UNIT forces. While soldiers or scientists of any country might be stationed in a base in Africa, most of the staff are likely to be African. So while UNIT itself might offer a certain amount of Britishness in general, you might find it interesting to consider how other cultures run UNIT operations. This is especially true in Eastern countries such as China, Japan and Saudi Arabia as UNIT has an endemically western approach that will not always sit well. The universe may be full of alien species, but Earth is packed with a wide variety of fascinating cultures that can all inspire a different style of UNIT adventure.

5 - What does it look like?

Finally, take some time to consider what it is like to live and work in the base. Not every base is a military warehouse full of identical corridors. UNIT owns a lot of property across the world and many bases (especially scientific operations) are installed in old country houses or refurbished factories. Some bases are purpose built and very modern, with lots of screens and terminals, wooden panelling and glass sliding doors with UNIT logos on them.



Whatever shape it takes, you should also wonder what sort of state the place is in. Was the facility built years ago and has not had a coat of paint since 1975? Is the technology so new the network is always breaking down? Have the clever new operations systems only been run during simulated attacks and might not work as well as expected if a real attack occurs? Are they temporary pre-fab units that have been there since 1962 and are especially cold in the winter?

With these questions answered, you should now have a feel for the sort of place your player characters are going to be living and working in. It is up to the players to add the little touches that will make it home for them. Do they get on with everyone? What are their

living quarters like? Encourage every player to add something to the base when the Gamemaster has explained what it is like and how it works. That way everyone can have a part in bringing the base to life for themselves and their characters. When players have an investment in something it is easier for them to defend it and more dramatic when it is damaged. It is unfortunate when a Slitheen blast blows up D section. However, it is tragic when a Sontaran squad smashes up one of the rooms and burns a player character's picture of his mum.



BUILDING YOUR BASE

Once you've got an idea of what the base looks like, it's time to pick its Traits. Bases have traits just like a player character. The players should pick the Traits they want. You can go about this several ways depending on how the group work together. They could vote on them as a group, take turns to each choose a Trait at a time, or by talking it through and coming to a consensus.

Like normal character traits, Base Traits are bought with points. The number of points available depends on the size and importance of the base. The Gamemaster decides how many points are assigned to the group, and may also pick some of the base's Traits before the group gets to spend any points (see the table on page 31 for examples).

Bases can have both Good and Bad Traits. Traits marked with a * can be selected more than once.

STORY POINT TRAITS

Some of these Base Traits say *'this trait gives 3 Story Points that can only be spent on...'* and indicate some particular type of skill check. These points can be spent by anyone in the organisation, including non-player characters. The Base's stock of Story Points 'resets' after each adventure.

GOOD BASE TRAITS

Advanced Technology*	Alien Gadget*	Armoury	Computing Power
Database Access	Defence Systems*	Fortified	Holding Cells
Internal Sensors	Laboratory	Landing Pad*	Lockdown
Medic	Mobile Base	Secret Base	Secure Base
Training	Troops*	Vehicle Pool*	

BAD BASE TRAITS

Alien Threat	Dangerous Experiment	Dark Secret	Harsh Conditions
Isolated	Main Reactor	Ongoing Mission	Space-Time Rift
Traitor	Trouble At The Top	Unreliable Resource*	Wandering Civilians

GOOD BASE TRAITS

All these Traits improve your base and give it added capabilities.

ADVANCED TECHNOLOGY*

The base has got a piece of advanced human-built technology, perhaps one that has been reverse-engineered from alien sources. Examples include the turbo-fans that keep the *Valiant* aloft, or the experimental teleporters of Project INDIGO.

ALIEN GADGET*

You've got a... thing. It glows, and it's covered in weird alien symbols and strange lights. You are not sure how it works, but it sometimes comes in handy. You are under orders to study it and eventually reverse-engineer it. The gadget has a strange power or ability that is partially under your control.



Effect: Discuss with the GM what sort of Advanced Technology the base has. You've got two options – either it's a 1 point gadget that everyone in the team is assigned (one per person), or a 4-point gadget that's built into the base.

Note: You can take this Trait more than once. Each time, it gives you a different form of advanced technology.



Effect: This is a 4-point (or more!) personal gadget. It could be an alien weapon, or a spaceship, or something more elaborate and impressive like a Time Agent's Vortex Manipulator or a salvaged alien artificial intelligence. Unlike Advanced Technology, the gadget cannot be replicated by present-day humans – it's completely beyond our understanding.

Note: You can take this Trait more than once. Each time, it gives you a different Gadget.



ARMOURY

The base has a large and comprehensive armoury. You can get any weapons you need, from machine guns and sniper rifles to missile launchers and field artillery, as well as plenty of grenades and explosives. You've even got exotic weapons and ammo, like gold rounds for Cybermen and chemical sprays to drive off the Slitheen.



Effect: You can get any weapons you need easily. Without this Trait, your base has only a limited number of conventional firearms and other equipment – more than enough for normal operations, but not if you're besieged.

DATABASE ACCESS

Your base is connected directly to the UNIT worldwide database, giving you a constantly updated feed of military movements, political events and possible alien activity across the globe. You can tap into telecommunications and secret government records. You also have access to UNIT's exhaustive database of past encounters.

The Central UNIT Database

All UNIT Facilities around the world are linked to the 'Central UNIT Database', an intranet that is used to keep all branches of the taskforce up-to-date with other UNIT operations. In most facilities, the Database is broadcast on a large, wall-mounted screen, split into several sections.

While some of the information displayed is constant and controlled by Geneva, such as hourly updates on low-level atmospheric activity, other areas of the system are controllable by the user. The screen can connect to images from any CCTV camera in the world. In a similar way to the CIA's Echelon, it listens in to phone signals and e-mails for mention of 'the Doctor' or 'Blue Box' as well as other keywords related to alien species.

Effect: This Trait provides 3 Story Points every game session that can only be spent on research and related activities. You could spend the Story Points to get extra dice to succeed at a really difficult Knowledge roll, or spend them to declare you've got a copy of some vital document or map in the archives.

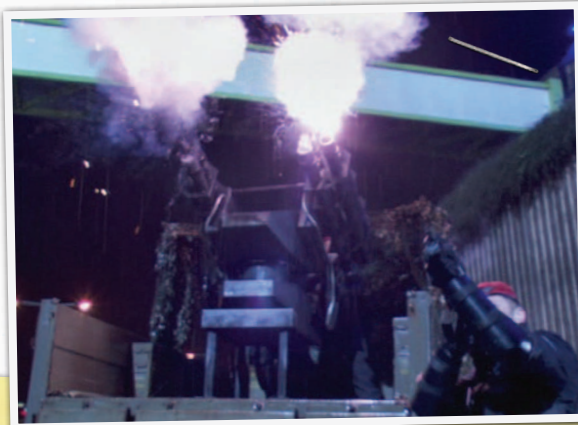
COMPUTING POWER

You've got access to a high-tech supercomputer and a high-speed secure internet connection.

Effect: This Trait provides 3 Story Points every game session that can only be spent on Technology-related rolls and related activities, like hacking into another computer system or performing some complex computer modelling to solve a problem.

DEFENCE SYSTEMS*

Your base is equipped with high-tech defence systems designed to stop a particular sort of attack. It might have anti-aircraft missile launchers, or be surrounded by anti-tank landmines. It could even be equipped with lasers to shoot down spacecraft, or teleport jammers to stop Sontaran commandos from blipping into the middle of your HQ.



Effect: Pick one form of attack. The base provides a +8 bonus to Offence or Defence against that form of attack (or reduces enemy Mobility by -8 if they are using a particular form of transport). You can choose to split this bonus to give a smaller bonus to both Offence and Defence if you want, as long as it adds up to +8.

For example, a base equipped with anti-aircraft missiles might also be hardened against attack from above, giving it a +4 bonus to Offence and Defence against air attack.

Note: You can take this Trait more than once; each time it applies to a different sort of attack.

FORTIFIED

This place is tough – the walls are made of hardened concrete, the doors are forged from an advanced alloy that's much harder than steel, and the whole base is surrounded by fences and defensive earthworks. Taking it won't be easy.

Effect: Your base gives a +6 bonus to Defence when it's directly attacked.

HOLDING CELLS

You've got the facilities to hold prisoners – including alien prisoners. These cells could keep a Dalek chained up! Having Holding Cells means that any prisoners you've captured are certain not to break free. In fact, your cells may even come with a few aliens captured by previous UNIT missions...

Effect: Any captured aliens cannot escape without outside help (or really cunning plans – not even a UNIT holding cell could hold the Master for long...)

INTERNAL SENSORS

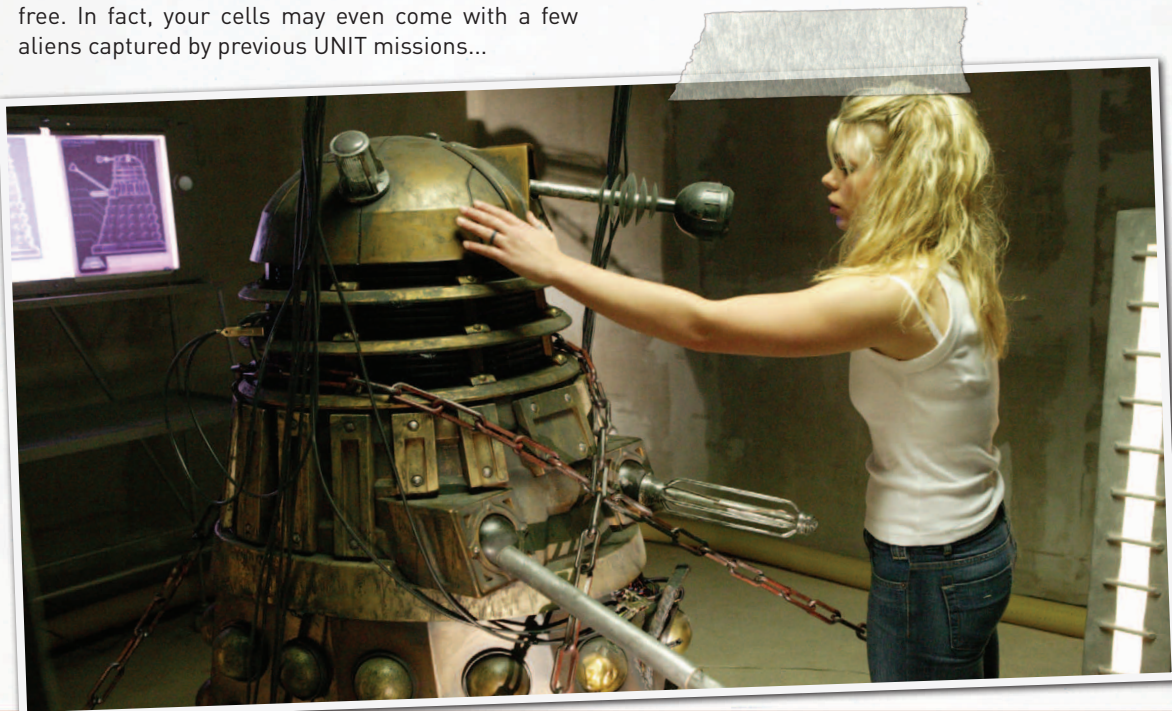
The base is equipped with security cameras and advanced internal sensors that pick up on movement, thermal traces, electrical activity, radiation and other signs of trouble. You can track the movement of people within the base, and even detect cloaked people or objects. As a bonus, the internal sensors can usually detect shapeshifters and alien technology.

Effect: This Trait gives 3 Story Points every adventure that can only be spent on Awareness-related rolls and related activities, like picking up a transmission or noticing an intruder.

LABORATORY

Your base is equipped with a high-tech laboratory and research staff. These scientific advisors aren't any good in a fight, but they can analyse samples, identify aliens, find cures to diseases and provide other such technical support.

Effect: This Trait provides 3 Story Points every adventure that can only be spent on Science-related rolls and related activities, like analysing biological materials or building gadgets.





LANDING PAD*

The base has an airstrip or helipad and a hangar containing either a few helicopters or an aircraft like a C130 transport or a few fighter jets.

Effect: The base has landing facilities and a number of aircraft. Pick one sort of aircraft:

- Helicopters
- Small planes
- Cargo planes
- Fighter Jets

Notes: You can take this Trait more than once; each time you take it, pick another kind of aircraft.

LOCKDOWN

Your base has an emergency lockdown protocol. At the press of a switch, heavy doors slam shut throughout the base, sealing it off from the outside world. Nothing, not even bacteria, can escape from a locked-down base.

Effect: If lockdown is activated, nothing can escape the base using conventional means. Lockdown also means that the base has its own internal air supply, which can come in handy if the whole building is abducted by Judoon.

MEDIC

You've got a state-of-the-art medical centre.

Effect: This Trait provides 3 Story Points every adventure that can only be spent on Medicine-related rolls and related activities. You can also spend these Story Points to restore Attribute points lost by damage – each point spent restores half the total of lost points (rounding up). The player can decide how these points are allocated between the damaged Attributes.

MOBILE BASE

The whole base can move under its own power.

Effect: The base is a giant vehicle. Some mobile bases are small enough to fit into the cargo hold of an aircraft. Other bases might be on board a ship, or consist of a fleet of road vehicles. At the top end of the scale, you've got bases like the *Valiant*.



Mobile Bases

UNIT teams sometimes find themselves in a location too far away from their base to commute all the time. In these cases they call on a mobile base to serve as a temporary HQ for the duration of the mission. UNIT have been known to have a mobile base in the back of a Hercules C-130 Military Transport Aircraft, which can be flown to various countries for use as necessary.

More commonly, UNIT use large lorries, inside which contain a mobile command centre. This type of mobile base was used during the investigations of the ATMOS factory, where UNIT set up a full temporary command centre, complete with full links to Geneva and other branches, and missile launching capabilities.

This type of mobile base is used frequently, and most branches of UNIT have several of the transport lorries at their disposal.

Mobile Scientific Facilities

Though UNIT have state-of-the-art scientific facilities at their bases, it's not always practical to transport specimens all the way back there for further investigation. Therefore, they have several 'Mobile Scientific Facilities', which can be transported to a site for use.

When a spaceship crashed into the Thames – a ruse by the Slitheen – UNIT set up a temporary medical facility in the nearby Albion hospital. Also, during the Gladwell Road Tunnel Incident, a mobile facility was used for their scientific advisor to work on analysing the wormhole that had started to open.

MINIONS

Your Group has a research staff, a security force or other assistants.

Effect: You have a team of up to six people reporting directly to you. You pick the type of Minions when you take this trait, and you can take different kinds of Minions each time.

SECRET BASE

Your base is cleverly concealed from outsiders. Either it looks like a perfectly ordinary building, is hidden underground, or is concealed by a perception filter.

Effect: Finding the base if you do not know it is there is almost impossible. Even if an advanced enemy is scanning for the base, the characters have several minutes to prepare before they are discovered.

SECURE BASE

Your base is protected by security cameras, locked doors, barbed-wire fences and other security measures. No-one's getting in here without you knowing about it.

Effect: It's very hard to sneak into your base. It's not impossible, but if someone gets past your security, the GM should throw the group a Story Point each.

TRAINING

Your base includes a gym, a firing range, and other training facilities. Between missions, you're busy honing your skills.

Effect: As a group, you receive 3 bonus Story Points every adventure that can be used by a character in any situation where their physical or martial training may be of benefit.

TROOPS

Your base has a barracks and plenty of soldiers. Not every UNIT base is full of soldiers; an isolated listening post or research station might have only a handful of guards.

Effect: There is a large supply of manpower on the base. The characters have plenty of back-up in a firefight, and can call on other soldiers to serve as scouts or guards.

VEHICLE POOL*

Your base has a large vehicle garage, and you've got access to lots of vehicles.



Effect: Every UNIT base has a few jeeps and trucks, but this trait gives lots, as well as one 'special' vehicle. Choose one type of vehicle from the following list every time you take this Trait.

- Tanks
- Hovercraft
- Luxury Cars
- Self-propelled artillery

🌀 BAD BASE TRAITS

No base is perfect. There are always problems and drawbacks that must be overcome.

ALIEN THREAT

There is an ongoing threat near the base. Maybe your base is built on top of a slumbering Silurian colony. Maybe there are Weevils in the sewers nearby, or there's a Carrionite church in the village down the road. Perhaps a Sycorax survivor has targeted your base for destruction. In any event, you face attacks from an implacable enemy on a regular basis.

Effects: The enemy always chooses the worst possible moment to attack. They will come for you when you're already under attack, when your resources are overstretched, and when you're running low on ammo and Story Points.

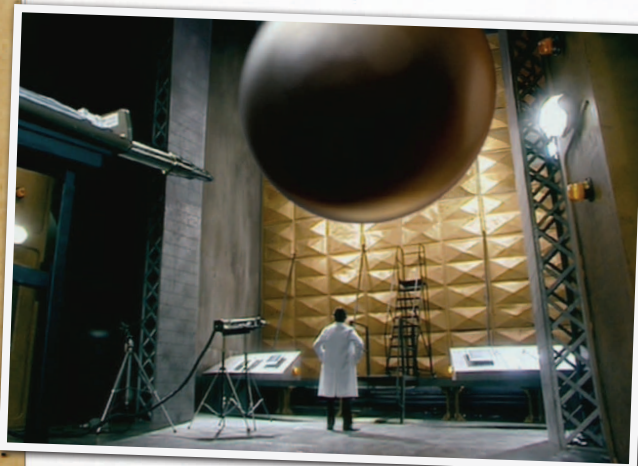




DANGEROUS EXPERIMENTS

UNIT uses (or has used) your base for an experiment involving troublesome alien technology. They might have once drilled into the Earth's core and released poisonous gas, or weakened the dimensional barriers through out-of-control time travel experiments, or accidentally created dangerous alien hybrids. These experiments can – and will – cause problems for your base.

Effects: Side effects of the experiments make life on the base difficult or dangerous all the time, and sometimes they cause added problems.



HARSH CONDITIONS

You're in the army now, soldier – did you expect to have an easy ride? Life in this base is *hard*. No luxuries. No molly-coddling. The base is cramped, cold and unpleasant. Outside is worse – the base is located somewhere like Siberia or the middle of the Sahara. Or maybe it's on the moon.

Effects: Harsh Conditions has no direct game effects, but being caught without proper survival gear can be hazardous to the characters' health.

ISOLATED

The base is in the middle of nowhere, miles away from anywhere. Getting here requires a long flight or a very, very, very long drive.

Effect: It takes a very long time for help to arrive if something goes wrong. It may take days or even weeks before UNIT responds to a distress call from your base. As long as nothing goes wrong, you'll be fine...

MAIN REACTOR

Your base needs a lot of electrical power to keep running, so it is equipped with a high-tech reactor. The downside is that the base has a single major weak point – any damage to the reactor can disable the whole base.

Effect: If this Trait is taken, the Gamemaster picks any number of suitable Traits possessed by the base. If the main reactor is damaged or sabotaged, these traits are lost until the reactor is repaired. The main reactor is an obvious target for any attackers, and it is so big and complex that it is hard to defend.

ONGOING MISSION

Your base was built to fulfil a particular purpose, and you have to stay on top of this in addition to your regular duties.

Effect: You have a mission to perform, like patrolling the skies of Earth, guarding a rift, conducting research, or hosting diplomatic talks. This mission can interfere with your other adventures by forcing you to split your efforts.

SPACE-TIME RIFT

Like the Torchwood Three Hub in Cardiff, your base is built on or near a rift in space-time. This crack in reality sometimes opens up and vomits out strange alien creatures or energy fields. The presence of the rift puts your base on the front line in the battle to defend the Earth.

Effect: The Rift spits out weirdness and monsters on a regular basis. The Rift's energies can also disrupt sensors and communications at inconvenient times.



TRAITOR

There's an enemy among you. Someone in the group is a traitor, working for another organisation (like Torchwood) or for an alien power (like the Master or the Krillitane). This traitor is undercover, hiding their secret goals from you. One day in the future, when the time is right, they will betray you.

Effect: The GM determines who the traitor is. It could be your superior in the organisation, or a trusted underling. It could even be one of the player characters!

TROUBLE AT THE TOP

There are problems with the chain of command in your base. Maybe your superior officers are incompetent, or do not trust you, or maybe they are ambitious and demand the impossible from you. Maybe some politicians are interfering in UNIT's mission or the local population objects to UNIT's presence.

Effect: Missions are regularly made harder by political problems. It's not enough to find the shapeshifting alien land shark – you've got to find the shapeshifting alien land shark without disrupting the local tourist industry!

UNRELIABLE RESOURCE*

Some aspect of your base is unreliable. Maybe your vehicles break down, or electrical storms regularly disrupt communications, or the alien gadget is especially problematic.

Effect: Pick one of your Good Base Traits. That Trait is now unreliable. Sometimes, it just isn't available. For example, an Unreliable Mobile Base might only be able to move under certain conditions. An Unreliable Secure Base might be mostly secure, but occasionally gaps open up in the security perimeter.

WANDERING CIVILIANS

Your base is not a secure environment. It might be located in a very public place, or have a lot of visitors. In an emergency, you will have to deal with numerous civilians right in the line of fire.

Effect: Any crisis or attack on the base will endanger lots of civilians. The characters have to protect these civilians while dealing with the bigger problem.

Building a Base – An Example

The players have created their characters, and have decided to play a group of UNIT archaeologists who dig up crashed alien spacecraft and try to rediscover the secret history of our planet. They decide they will go with a small base, so they've got 3 points to spend.

The players want a mobile base, so they take the Mobile Base Trait. Their base will be a flying C130 cargo plane that's been converted into an archaeological laboratory. They also take Laboratory and Computing Power. The players all agree that they should have the Alien Gadget Trait to represent the relics they dig out of the ground.

Some players suggest that they should take the Trait several times, as they've found a lot of gadgets, but the GM decides that she will give them a special version of the Trait – in each adventure, they'll find a new gadget to investigate.

To pay for Alien Gadget, they need to take one Bad Trait. Both Ongoing Mission and Dangerous Experiment fit; they decide to take both, which gives them an extra Good Trait to play with. The players can't agree on which Trait to take, so the GM declares that they can 'upgrade' their base later in the game and get another Trait then for free.



THE *VALIANT* – A SHIP FOR THE 21ST CENTURY

With funding from the British Government (in a move spearheaded by Harold Saxon), the UK contingent of UNIT were able to construct an aircraft carrier – the *Valiant* – for use in missions.

The aircraft carrier was designed to be a 'Ship for the 21st Century' and, as such, rather than floating on water it floated in the clouds, a form of aircraft itself. It was designated as the location of 'First Contact' when the Toclafane were revealed to the world and became the Master's base of operations during the year that never was.

Later, during the attempted Sontaran Invasion, the *Valiant* was called in to assist UNIT troops stationed at the ATMOS factory, being piloted low in the atmosphere and using the force of its engines to clear the local air of the clone feed being emitted from ATMOS devices.

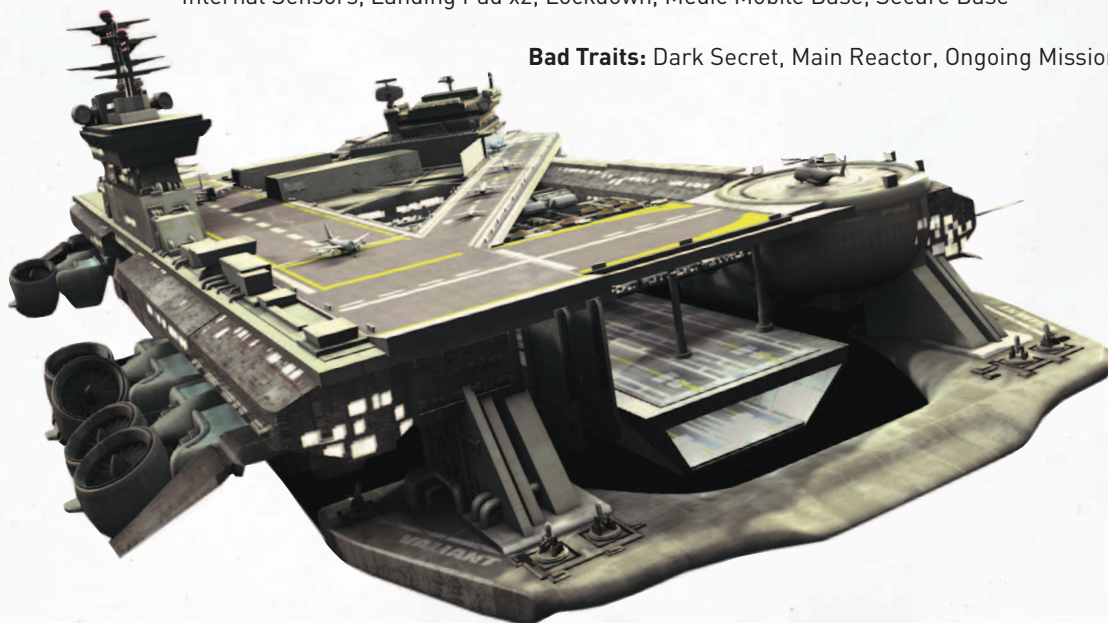


The airship was destroyed by the Daleks when the Earth had been moved across space, but elements were recovered and a replacement was constructed. Further *Valiant*-class airships are also under construction. The flying bases are fabulously expensive, but are a first step in establishing a fast-response force capable of defending all of Earth against attack from space.

Valiant-class ships are held aloft by a combination of huge turbofans and anti-grav. Three interlocking runways provide a landing strip for cargo aircraft, passenger jets and the ship's own squadron of interceptors, but the *Valiant* is more than an aircraft carrier – it's a battleship. She carries multiple anti-aircraft and air-to-ground missile launchers dotted around her hull, but her primary weapon is a heavy laser cannon that was reverse-engineered from a crashed alien ship. With this cannon, the *Valiant* can engage attacking alien invaders in the air.

Good Traits: Advanced Technology (turbofans), Advanced Technology (shields), Alien Gadget (Sunglider Laser), Armoury, Database Access, Defence System, Fortified, Holding Cells, Internal Sensors, Landing Pad x2, Lockdown, Medic Mobile Base, Secure Base

Bad Traits: Dark Secret, Main Reactor, Ongoing Mission



UNIT HQ UK

The very first local HQ to be set up outside of Geneva was the UNIT HQ in the United Kingdom. Over the years, it has become something of a template for the way in which UNIT bases are operated and designed. The main UNIT HQ in the United Kingdom is situated outside of London, in Buckinghamshire. The area was deemed most appropriate as a quick response unit for emergencies anywhere in the country.



The British UNIT HQ is built into a converted country house, 'Priory Mews' in Denham, Buckinghamshire and also covers a large area of surrounding land. The perimeter is guarded at all times and crosses woodland, fields and even a river. The building is built on the site of a real priory, which burnt down in the early part of the 20th century, the current building constructed on the ruins. UNIT acquired the building in 1970 after the current landowner discovered unidentified alien technology in the grounds, reporting it to the government. UNIT recovered the ruins of Osirian technology, and made the landowner an attractive offer for them to move in, beginning work immediately to convert the site for their purposes. During this time, UNIT employed a number of stand-in bases. The renovation of the site was finished in mid-1971, and UNIT moved to the new HQ shortly afterwards.

Over the decades that UNIT has spent in residence at the site it has been adapted and upgraded to suit their various needs. The examples given below are based on the facility as it is in the early 21st century, with details of any important historical information included.

When UNIT first moved into the building, it had two scientific research laboratories, initially planned for use by their two scientific advisors. When Dr Elizabeth

Shaw resigned from the taskforce the Doctor took command of both facilities. The first laboratory he used for trying to fix his broken TARDIS and end his exile on Earth, while he used the other for helping UNIT with their investigations.

In the early 21st century, the original two laboratories have been combined into one larger facility, while several smaller rooms on the first floor have been converted into smaller, more specialised research rooms. Today, a team of scientific advisors work on site, headed by Dr Malcolm Taylor. The modern labs are well equipped to deal with any type of scientific work that UNIT may require, from alien dissection to brewing Anti-Plastic.



The upper ranks of the UK contingent have offices on-site at UNIT HQ. Brigadier Lethbridge-Stewart, Mike Yates, Brigadier Bambera, Colonel Mace; they've all held offices at the HQ over the years. Offices are, today, state-of-the-art with a link to the Central UNIT Database, keeping the occupants up-to-date with UNIT operations all around the world. The offices are off-limits to lower ranking personnel, unless summoned by their commanding officer.

Like all UNIT facilities, the base has an extensive sickbay. Life with UNIT is tough, and sometimes people get hurt. UNIT have medical officers out in the field to deal with immediate problems, though sometimes a soldier will sustain more than a simple scratch. Often, the nature of the injuries means that they cannot be admitted to a public hospital – injuries caused by some aliens are obviously not of a natural source.

Following the Doctor's regeneration into his Fourth Incarnation, he spent over a week in the UNIT Sick Bay, under the care of Harry Sullivan. The entire





wing is separated from the main building, and can be quarantined within a matter of seconds, in case any form of harmful disease is picked up by a soldier.



Guards patrol the perimeter and guard the doors of key locations. In the UK HQ, over 300 CCTV cameras monitor all action, ensuring the base is well protected at all times. During alert situations, when UNIT is on top priority and ready to launch into action as soon as the command comes, security at a UNIT base is doubled, for the extra protection of their staff and equipment.

The comms centre maintains communication with not only the various operatives out in the field, but also with Geneva and other UNIT HQs worldwide.

The base's armoury has a wide range of weaponry on site just in case the call comes to enter battle. Aside from the usual firearms, UNIT have amended their armoury over the years to include more specific types of weaponry. By the late 1990's, UNIT had developed armour-piercing rounds for Daleks, gold-tipped bullets for Cybermen (and silver-tipped bullets, just in case), and high explosive rounds for Yeti. The armoury is guarded and overseen at all times, and every weapon must be signed in and out for use.

One unusual feature of the UK UNIT base is the greenhouse. The UK headquarters contains a large ecology division, charged with investigating extra-terrestrial botany. At the greenhouses, sections are kept closed-off and temperature-controlled for different types of extra-terrestrial plant life. Cuttings are kept there of Krynoid from an incident in the 1970s, and also specimens of Black Peruvian roses. Currently, the department are investigating specimens of Rakweed, brought to UNIT by Sarah Jane Smith. The department is overseen by Professor Florence Gerard, formerly of Cambridge University.

Good Traits: Armoury, Computing Power, Database Access, Holding Cells, Laboratory x 2, Medic, Training, Troops, Secure Base, Vehicle Pool

Bad Traits: Wandering Civilians, Trouble at the Top

VEHICLES

UNIT have a large array of different types of transport at their disposal. Most UNIT vehicles are standard military issue.



UNIT JEEP

The most common form of transport used by UNIT soldiers, Jeeps are used to ferry soldiers around to different locations, and are often used as a form of cover in the battlefield. For a time, all UNIT vehicles were required by law to be fitted with ATMOS, to reduce the amount of pollution they caused. The Doctor himself noted the irony of this, while UNIT were trying to prove the device was alien in origin.

UNIT JEEP

Armour: 6 Hit Capacity: 14 Speed: 8

TANKS

UNIT don't often have a use for tanks, as they rarely find themselves in a situation serious enough to warrant them. There are a few owned by the taskforce, though, that can be called upon in times of need. A tank is not only a sturdy form of transport, but can also be used as a weapon, should you find yourself faced with a 50-foot robot, for instance!

TANK

Armour: 15 Hit Capacity: 21 Speed: 4
For main cannon, use rocket launcher stats (see p. 94).

TRUCK

A heavy-duty cargo truck that can be used to transport troops or equipment. Unarmed and only lightly armoured, but they get the job done.

TRUCK

Armour: 7 Hit Capacity: 18 Speed: 6

HOVERCRAFT

Hovercraft can travel on land as well as the surface of water.

HOVERCRAFT

Armour: 4 Hit Capacity: 12 Speed: 9

AEROPLANES

Planes give you a range of advantages: fast travel, rapid reaction and reconnaissance.

LIGHT AIRCRAFT

Armour: 4 Hit Capacity: 10 Speed: 12

CARGO PLANE

Armour: 8 Hit Capacity: 30 Speed: 12

JET FIGHTER

Armour: 9 Hit Capacity: 18 Speed: 24

Weapon -.50 MGs (6/9/15), Missiles x4 (12/18/27)
or Bombs x4 (16/24/36)

HELICOPTER

Sometimes, it's just not enough to have to *drive* everywhere! UNIT has access to several helicopters that can be called upon in moments of need. They've been used in the past to rescue troops from the field (or to help the Doctor escape arrest at the International Electromatics compound).

SMALL HELICOPTER

Armour: 4 Hit Capacity: 10 Speed: 11

MILITARY HELICOPTER

Armour: 15 Hit Capacity: 15 Speed: 9

Armed with machine guns and missiles
(use rocket launchers as detailed on p. 94).

**Helicopters and other aircraft**

Most characters will know how to drive a car or jeep, but not many people know how to fly aircraft. A character would either need an Area of Expertise in piloting, or helicopters (the equivalent of a pilot's license), or they would need the HOT SHOT trait (see page 60).

Sometimes, a player has neither of these, but may still need to fly. For example, Martha is trapped on the roof of a tall building with a helicopter, while Cybermen approach. Martha does not have the HOT SHOT trait, or any experience in flying helicopters, but she can't just stand there so she climbs into the helicopter. It won't be easy – piloting a helicopter is a very difficult task, and the Gamemaster decides to set a difficulty of 24.

As Martha has no knowledge of flying a helicopter, the Gamemaster also decides to give her a -4 penalty in trying to fly. It's improbable that she'll manage it, but Martha makes a Coordination (3) and Ingenuity (4) roll

to decide her fate, rolling 8 and deducting the penalty of -4, for a total of 11 – not enough to fly the helicopter.

Martha spends 3 Story Points to get the helicopter going. Although she's managed to get off the roof of the building, it's unlikely that she'll get very far in it. The Gamemaster might decide that she'll make it to the roof of the next building, giving her just enough time to get away.

Chases between flying vehicles work in the same way as with land-based vehicles, and helicopters can be chased by cars or other types of vehicle. Depending how high you're flying, there may be less obstacles in your way when trying to escape in a helicopter than in a car!



SECURITY CLEARANCE

UNIT is a military organisation responsible for some of Earth's most secret projects, and as such it needs to maintain very tight security measures. There are seven levels of security clearance any operative might have, depending on the work they do for UNIT. Each is named for a letter of the alphabet and has an attached colour, both of which are marked clearly on any passes issued. This means the low grade red and orange clearances are easy to spot at a distance when someone is somewhere they shouldn't be.



Security clearance can only be approved by the base commander (for Alpha to Delta clearance) and it can also only be issued by a UNIT operative at least one grade higher than the clearance being issued. Issuing a clearance means little more than handing over the pass and both recipient and issuer signing to mark its receipt. This means that visitors to a base without clearance must get approval from the base commander (usually by phone through the gate guard or done in advance). However the commander himself does not need to come down to the gate post to hand out the pass as the guard on station (usually Gamma clearance) can provide Alpha or Beta clearance to the approved visitors as ordered. When the visitors reach reception they might then be upgraded by a higher-level officer (or the scientist in charge of a project they are visiting).

For this reason, no sudden visitor to a UNIT base gets more than Alpha clearance from the gate guard. UNIT will want to find out more about the visitor and make sure someone is around to escort them before giving them Beta clearance.

In many cases, Beta level clearance is all that is required for any non-UNIT personnel. Even politicians and high ranking visitors rarely get anything higher as a high-ranking UNIT operative can be their escort. Most such guests believe themselves special to be shown around special projects by such a high-ranking UNIT officer. In fact the officer doing the escorting might be the only person with the clearance to do so.

Some bases use an 8th level of security clearance called 'Theta clearance', which is marked in Orange. Theta clearance is exactly the same as Beta clearance (hence the colour) but is given to high ranking visitors who like to feel important, and have the ability through their connections or position to make life very difficult for UNIT. It is almost a VIP security pass. UNIT operatives are reminded that should they find someone with Theta clearance wandering somewhere they shouldn't be then they shouldn't shoot them on sight or arrest them but very politely (and firmly) escort them back to the reception area and offer them a nice cup of tea.

These layers of security might seem very confusing to non-UNIT personnel, but it is not as complicated as it might sound. Each pass has a small colour tag for each lower clearance to show the bearer what other areas they can access. In many cases a magnetic strip on the card will be required to get through the swipe locks on even low security areas. Security clearance is very evident inside a UNIT base as the appropriate colour is usually painted in a line along the walls and floor of almost every area. So it is very hard for someone to claim they didn't know they shouldn't be somewhere they aren't cleared for.



A - Alpha (Red) Clearance

Alpha clearance basically just gets you in the front door. It is commonly given to journalists and grants access to a specific UNIT base, but only the reception area and press room (which are often usually colour coded red). Visitors to a base can be assigned clearance by an officer and granted access by the guard on duty, then have their clearance upgraded once they are on site.

B - Beta (Orange) Clearance

The next level of clearance grants a little more freedom, but is still really reserved for visitors. It grants access potentially to any area of the base, but the visitor must be escorted at all times by at least one UNIT operative. The visitor is limited in where they can go by the clearance of the escort they are given. If the escort doesn't have clearance to be somewhere, neither does the visitor.

**C - Gamma (Yellow) Clearance**

At this level the operative is a member of UNIT. This level allows access to all non-sensitive areas on a UNIT base. Before getting this clearance the operative will be subject to a general background check which takes about a week.

D - Delta (Green) Clearance

Most high-grade scientific staff have this level of clearance as it allows access to the sensitive areas that they probably need access to if they are going to turn up to work in the morning. Depending on the nature of the work the operative does, a more complete background check may be required for this level of clearance, which can take anything up to a month.

E - Epsilon (Blue) Clearance

With Epsilon clearance an operative has the free run of an entire base, which will include even the most secret projects being carried out there. In general it is only given to the high-ranking officers and base command staff. Epsilon clearance also grants Beta access to any other UNIT base, allowing commanders and high ranking scientists to visit each other's installations and co-ordinate operations without extra paperwork. A background check might be required again for Epsilon clearance, but if there were no red flags for Delta clearance it is usually unnecessary.

F - Zeta (Indigo) Clearance

There are few people who need Zeta clearance as it grants little additional access to where an operative might work. However, it does give them access to higher classifications of files. It also grants greater access to other bases, allowing Delta clearance for the operative on any UNIT installation. This grade is usually given to scientists who coordinate a large project taking place over several sites. Given the sensitive details you can access at Zeta clearance another background check is usually required, and in this one no stone is left unturned. The check can take up to 2 months and the operative will be called into an interview to explain any discrepancies.

G - Eta (Black) Clearance

With this level of clearance you can quite simply go anywhere in any UNIT base. It is usually only awarded to top-level UNIT staff who need to move freely through the organisation. Yet another background check will be required for this final level of clearance, although it is basically the same as that given for Zeta clearance given that they don't get much more thorough than that anyway!





DOCUMENT CLASSIFICATION

UNIT operatives spend a lot of their time handling sensitive documents. Anything they need to record is also given a security clearance. To help people know what they should or should not be looking at, folders are sealed with a small piece of coloured tape appropriate to the clearance of those allowed to open it, which must be broken to read the files.

Documents cannot even be handled by people with a clearance of two grades lower than the document. So a Black marked file cannot even be brought to the right office by anyone less than Epsilon clearance. For this reason, many of the administration staff have a high clearance, even though they rarely leave the installation's offices. This is mainly to ensure they have all had the right amount of background checks.



The sorts of things you might find in the various classifications of documents are listed below.

A - Alpha (Red) Documents - Open Material

Simply put, these are very basic documents that nobody really minds even a journalist getting their hands on. Such documents are press releases and the list of specials at the base cafeteria. Alpha documents are rarely marked as such unless someone is being very pedantic.

B - Beta (Orange) Restricted

These documents are not for public consumption but might be handed to non-UNIT personnel. They include basic itineraries and meeting agendas for non-sensitive projects.

C - Gamma (Yellow) Confidential

Confidential documents are potentially damaging but not especially important. They are often documents that in many years' time will legally become open to the public. They are such things as projects listings (without details) and delivery times for equipment and other logistical concerns. In any other organisation they would be utterly unimportant, but given the secure nature of UNIT might provide vital intelligence to terrorists and espionage agents looking to access the base as delivery couriers and the like.

D - Delta (Green) Sensitive

Documents marked sensitive are not especially important but might allow enemy agents to target UNIT personnel. They include listings of names and addresses of UNIT operatives and which projects various scientists might have been assigned to. The UNIT list of known companions of the Doctor is 'sensitive'.

E - Epsilon (Blue) Secret

Epsilon files are the first real level of secrecy. They include more detailed descriptions of low sensitivity projects and what progress such projects have made. It also includes basic files on the alien races encountered by UNIT. While Epsilon files are technically above the clearance of the average UNIT soldier, they might be briefed of the detail contained in them by an officer about to send them on a related mission. However, they will not be able to handle the file itself.

F - Zeta (Indigo) Top Secret

Indigo files are things that UNIT does not want anyone to know. They detail how close Earth has come to being destroyed and a lot of information about the Doctor. Several emergency plans are detailed as well, such as the current plan to evacuate the Queen and parliament in case of alien invasion. Undercover operations are detailed in Zeta files as well as a lot of information about the Doctor.

G - Eta (Black) Top Secret (Eyes Only)

These files are so secret you are not even allowed to make any form of copy, or even write notes while you read them. Many people deny this level of file security even exists, so secret is the information within. Such files contain details of the most secret projects, such as the technical specifications of the Osterhagen project. However these files also cover the darker parts of UNIT. Rare black operations are fully documented here, along with any other information that UNIT truly wants to see buried.

UNIT Call Signs

Rather than using names in the battlefield, the UK contingent of UNIT has adopted a number of internal call signs to be used over radio transmissions. The most common call sign of the UK branch is 'Greyhound', with a number being applied to differentiate amongst units.

Call Sign	User
Greyhound One	Brigadier Alistair Gordon Lethbridge-Stewart / Brigadier Bambara / Colonel Mace
Greyhound Three	Captain Mike Yates
Greyhound Four	Sergeant John Benton (and later, Jo Grant)
Greyhound Five	Prof. Malcolm Taylor / resident Scientific Advisor
Greyhound Six	Dr. Martha Jones

Continuing the greyhound racing theme, UNIT's HQ and mobile bases are named 'Trap', as below.

Trap One	UNIT HQ
Trap Two	Mobile Base of Operations

Aside from personnel, UNIT also used the call signs to refer to vehicles, most notably to their helicopters, which were given the designations 'Eagle' for combat helicopters and 'Windmill' for transport and unarmed helicopters.

The Valiant was given the call sign 'Hawk Major'. The Valiant's replacement was designated 'Hawk Major Two'.

UNIFORM

UNIT uniforms during the 20th Century varied on a country-to-country basis. The below descriptions are relating to the British contingent of UNIT. By the 21st Century, all UNIT troops had the same basic uniform, although higher-ranking officials still showed some national differences.

20th Century

During the 20th Century, UNIT held many varying uniforms. In the UK, UNIT troops initially wore beige coveralls, and a dark beret. By the mid-1970s, they had changed to standard military uniforms, though these were emblazoned with the UNIT insignia.

During the 1980s and 1990s, berets were changed to a blue colour, representing the United Nations.



21st Century

After the changes made to the taskforce at the turn of the millennium, UNIT adopted a new look for their soldiers. UNIT soldiers now wear an all-black military stealth look, including body armour adorned with the UNIT logo.



Part of the uniform is the inclusion of a crimson beret, again marked with the UNIT logo. The uniform is practical, containing many pockets and also a utility belt. UNIT soldiers are expected to wear their identification badge at all times, and are also required to keep a basic survival kit (including a flashlight, bandages and radio).

Higher-ranking officers of UNIT can wear full service dress similar to the army of their native country, again adorned with the UNIT insignia. Alternatively, they may choose to wear an all-black version of their service dress, topped with a beret. This latter option is often taken by UNIT members in the field, for easy identification with their troops..

Part of the 21st Century uniform is the inclusion of a flak jacket. All UNIT soldiers in uniform therefore have an Armour rating of 6. See page 53 of the Gamemaster's Guide for more information about armour.



Stay Informed!

UNIT produces briefing documents and guides for its staff, to keep them up to speed with the latest developments in weapons technology, tactics and alien contact procedures. A selection of recent publications includes:

- UVA-12/3 - Basic First Contact Procedures and Combatant Handling
- UTE-3 - "If it doesn't breathe, how do I kill it?" - Common Field Questions Compendium A
- UUE-3 - Unconventional Wounds and their Treatment
- UTE-12 - "Hey Sarge, it's Tuesday again!" - Dealing with Common Displacement
- UTE-13b - "Corporal Cooper, is that really you?" - Recognising impersonation in the field*
- UWP23 - Preventative maintenance and basic repair for UNIT-only ordnance
- UUA-20 - Extra-Global Craft Handling (rev'd)
- UVM67 - Maintenance Specifications for Non-Tactical Non-Wheeled Vehicle D890
- UTP16 - Tax advice for UNIT personnel posted overseas
- UAC-45 - Interim guidance on the ETE Extra-solar Contaminant Detection kit ver. 2.03.
- UTE-15 - "It's in here with us!" - Surviving confined situations
- ULI33 - Introduction to Combat Logistics while using FTL Craft
- UTE-17 - "Count the appendages once they're in a heap" - Proper Clean-up after operations
- UTE-17 - "If you can't point it, don't fire it" - Dealing with unconventional weapons
- UCE87 - Packet Operation with Communications Transible Issue No.CT04
- UTE-18 - "But what has happened to Luton?" - Coping with common press enquiries

(Please note UTE-13b replaces UTE-13: "Corporal Cooper's Behaving Strangely")

Historical and Reminiscent

Don't Blame the Sergeant, Blame Your Boots! by R.H. Kelly

Space for Soldiering by Anthony Duarte.

Mysterious Men and their Marvellous Machines by A. Hart-Martin (includes interesting section on the 1974 "Flying Car")

Forces Other Than NATO: A history of Special Operations Units 1945-1989 by Peter Perou (This includes an extensive analysis of UNIT's involvement in the 1978 Transylvanian crisis)

Rubber-Soled Shoes and Silver-Tipped Bullets - A Life in Supplies by Sgt A.O.Osgood



GADGETS

Being the world's premiere alien countermeasures group, over the years UNIT has developed several forms of technology to aid them in their fight against alien invasion. Many of the gadgets in UNIT's arsenal have been reverse-engineered from alien technology recovered during their missions, such as their new teleportation technology based on Sontaran design. For more information on gadget creation and use, see page 76 of the **Gamemaster's Guide**.

UNIT characters rarely start with a Gadget (although a Boffin or someone with Cutting Edge Technology might have something lying around the lab), but they may be issued with Gadgets during a mission. These Gadgets may be new experimental weapons, like laser rifles, or salvaged bits of alien tech. Sometimes, these Gadgets are issued to the team to deal with a particular problem. For example, if UNIT suspects the alien invaders are out of phase with our dimension, then a team might be issued with a Jalzix Spirit Stone so they can take the fight to the enemy. At other times, the gadget is given for field testing.



The character given the Gadget must spend the requisite number of Story Points (1 for a Minor Gadget, 2 for a Major, 4 for a Special). These Story Points are usually refunded when the character returns the Gadget, or when the Gadget is destroyed. If the character doesn't have enough Story Points to 'pay for' the Gadget, then he must either take a temporary Bad Trait (like Distinctive because of the big, obvious gadget he's carrying, or Unlucky), or add a Bad Trait to the Gadget.

EXAMPLE UNIT GADGETS

Alien Activity Scanner

Minor Gadget

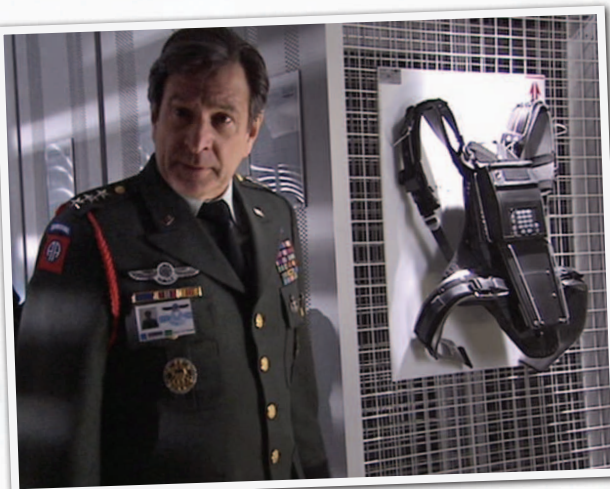


To aid in their protection of Earth, UNIT have several radio telescopes placed around the globe, hunting for alien activity, and able to detect extra-terrestrials entering the Earth's atmosphere. While out in the field, however, hunting for alien technology, UNIT soldiers can use a hand-held alien detector.

Traits: Scan (locates alien technology up to 30 feet away) *Restriction:* Cannot locate shielded technology) *Story Points:* 1

Project INDIGO

Special Gadget



Project INDIGO has been under development since the summer of 2009, following the attempted Sontaran invasion. UNIT have managed to retrieve some of the teleportation technology that remained on Earth after the Sontarans were destroyed, and have condensed it into a backpack sized device, which can teleport the wearer to their desired location.



To use, the wearer needs to concentrate on the place they wish to be (Ingenuity and Resolve roll, Difficulty 18). Failing will result in the wearer teleporting somewhere completely random at the Gamemaster's discretion. The better the roll, the closer to their intended location the wearer will appear.

Traits: Teleport, Restriction (can only teleport a single person, can only teleport to somewhere the user can mentally picture), Slow (Takes 24 hours to recharge).
Story Points: 2

Signal Jammer

[Minor Gadget]

Developed for UNIT by the Doctor during his time as scientific advisor, the Signal Jammer is used to block the radio or telepathic signals that control creatures. The robotic Yeti, for instance, were controlled by a signal from the Great Intelligence, just as the Nestene were controlled via a signal from the Nestene Consciousness.



Traits: Transmit (blocks control signals), Restriction (must be within 20 meters of either those receiving the signal or the source of the transmission)
Story Points: 1

Space-Time Telegraph

[Minor Gadget]

When the Doctor's exile was lifted, and following his regeneration into his Fourth Incarnation, he left UNIT and headed back out into the Universe. Over the previous years working with the Brigadier, however, he had become fond of UNIT, and he left the Brigadier a Space-Time Telegraph, to use if he ever needed the Doctor.



The Brigadier used the device to call the Doctor back during the Zygon incident, but hasn't used it since, not wanting to trouble the Doctor unless the situation desperately requires it.

Traits: Restriction (only communicates with the Doctor), Transmit
Story Points: 1

Translation Device

[Minor Gadget]

When travelling with the Doctor, the TARDIS takes care of all communication issues between human and alien languages. Working for UNIT, however, this luxury is sadly not possible. To help negotiations with extra-terrestrial races, UNIT developed portable translation devices, though these are bulky and expensive items of equipment and translation isn't instant – there is a delay of a few seconds while the dialogue is processed.

Traits: Scan (will scan words spoken and translate them to be understood by either humans or aliens, depending on setting), Restriction (the device is evolving as it goes, and sometimes translates slightly inaccurately, causing confusion at times, and requires a lengthy sample of dialogue to begin translation computations)
Story Points: 1



New Gadget Traits

A few extra Gadget traits to make things interesting...

AUGMENT

(Minor or Major Good Gadget Trait)

The gadget improves a character's Attributes. A Minor Augmentation gives a +1 to two Attributes, while a Major Augmentation either gives a +2 to two Attributes or a +3 to one Attribute. The benefits from a Gadget can lift a character's Attributes to inhuman levels (7+). An alien teaching helmet might boost Ingenuity, while a combat exoskeleton could increase Strength.

BULKY

(Minor or Major Bad Trait)

This gadget is bigger and heavier than it should be. The Minor version of this Trait means that the gadget can be carried by a single person, but it's the size of a heavy rucksack. The Major version of this Trait means that the gadget fits on the back of a truck.

This Bad Trait only applies to gadgets that you'd expect to be small. Trying to argue that your flying car is Bulky will just make the Gamemaster laugh at you, but a sonic screwdriver the size of a tuba is a perfect example of Bulky.

CONTROL

(Minor or Major Good Trait)

The gadget can control something else, like another machine. It can even seize control of such devices. An alien computer virus that overrides any human-built firewall is a great example of a Minor Control gadget.

The Minor Version of this trait works on a particular sort of machine or system, or a particular type of animal. The Major Version can control people, and works like the Special trait version of Hypnosis (see page 15 of the Gamemaster's Guide).

Control only works over a very short distance. If you want to build a mind control machine to rule the world, try adding Transmit.

CONVERT

(Major Good Trait)

The gadget turns something into something else. It might turn rock into mud, lead into gold, poisonous gas into breathable air and so on. The size of the conversion field is usually about one metre in diameter, although this can be boosted with Story Points. As with Delete, most gadgets with Convert are Restricted not to work on living flesh, and only work on a particular kind of substance.

Particularly nasty examples of this Trait are the Cyberconversion chambers, which Convert humans into Cybermen.

DISABLE

(Minor or Major Good Trait)

The gadget stops another gadget from working. The Minor version of this Trait means the Disable effect only works on one particular target - it might Disable a Dalek forcefield, or stop one sort of weapon from working within its area of effect. The Major version is more likely to drain the power from every Gadget nearby.

Disable effects are usually temporary, but a One-Shot Disable may destroy its targets at the Gamemaster's whim.





FRAGILE

(Major Bad Trait)

The gadget's very breakable. Any damage to it stops it working. For that matter, dropping it, breathing on it or just speaking harshly to it usually stops it working. The gadget can be repaired with a good Technology roll, but it may break again at a moment's notice.

If the character holding the gadget is hit by an attack or has to make any vigorous or violent movement, then something just broke!

HUNGRY

(Minor or Major Bad Trait)

The gadget's a fuel or battery hog, and runs through its power reserves very quickly.

The Minor version of this Trait means that any 'Yes, But' or 'No, And' results (Average Successes or Dismal Failures) when using the gadget means that the battery just ran out.

The Major version means that you need to hook the gadget up to a really big power source (like a power plant, or an alien ship's power core) to get the thing working.

INNOCUOUS

(Minor or Major Good Trait)

The Minor version of this Trait means the Gadget looks like something perfectly ordinary. That Engineer's Mate looks just like a wrench until you switch it on, the Scanner's built into your bog-standard laptop, and your jeep looks completely normal until you switch on flight mode. In fact, your Gadget won't even show up as alien technology until you're actually using it.

The Major version builds a perception filter into the Gadget. People ignore it except when it's in active use, and sort of forget about it afterwards.

TRAVEL

(Minor or Major Good Trait)

This Gadget can transport all the player characters in some way. The Minor version of this Trait moves in a way that looks cool, but can be replicated by present-day technology. It might fly, or go underwater, or even travel into space. The Major version can jump dimensions. Add the Vortex trait, and you can even time travel!

SLOW

(Minor or Major Bad Trait)

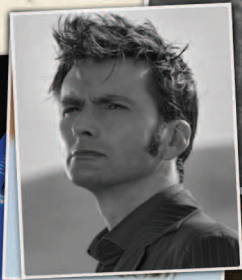
The Gadget does what it's designed to do, but it takes its time about it. The Minor version means that the delay between activating the Gadget and something actually happening is at least two minutes. A Majorly Slow Gadget can take hours or days to get going.

ZAP

(Minor or Major Good Trait)

It goes zap and makes things explode! The Minor Version of this trait means that the Gadget works like your average death ray, inflicting 4/L/L damage on people. Alternatively, it does 4/8/12 damage, but also makes things explode and burn.

The Major version of this trait can either hit multiple targets, as long as they're close together, or else is strong enough to blast vehicles or low-flying alien spaceships.



CHAPTER FOUR: UNIT PERSONNEL

CHAPTER FOUR: UNIT PERSONNEL





UNIT PERSONNEL

This chapter deals with the heroic men and women who make up UNIT – and how your character can join them!

RECRUITING THE TEAM

UNIT soldiers are created using pretty much the same rules as normal player characters, but they've got a very different style. The usual group of player characters is a bunch of loveable misfits (strays who followed the Doctor home, as the TARDIS once put it!). UNIT, though, doesn't just grab random soldiers and send them off – they carefully assemble teams, pairing different soldiers together who have different skills and specialities. The players should therefore create the characters as a group, and work out who's going to cover each speciality ("I'm the heavy weapons guy! I'm the scientist! I'm the leader! I'm the disguised alien who's going to eat you all.... I mean, I'm the medic!")

Character Creation Points

CHARACTER POINTS: 26

Character points are used to purchase Attributes and Traits. We recommend you spend around 18 points on Attributes, and save the rest for Traits. You'll gain additional Character Points for taking Bad Traits. If you have any Character Points left over, you can convert them into Skill Points.

UNIT doesn't just take anyone. You have to be physically fit and mentally alert to pass the stringent entry requirements. If you don't have at least a 2 in every single Attribute, you won't pass, and really you should have at least a 3 in each Attribute. Exceptions may be made for very unusual cases.

All UNIT characters must take the Major Bad Trait of Obligation (UNIT). (We've gone right ahead and added the two character points you get from a Major Bad Trait to your Character Point total already!) That means that you're sworn to serve in the line of duty wherever UNIT sends you, and that you consider UNIT to be more important than anything else. Family, country, even your own life, are secondary to the mission of the Unified Intelligence Taskforce.



If you really want, you can drop that Obligation down to just a Minor Bad Trait, in which case you must take another Minor Bad Trait like Code of Conduct, By The Book or Dark Secret to compensate. Also, if you ever leave UNIT without buying that Obligation off (see page 73 of the Gamemaster's Guide for rules on removing bad traits), then you've got to swap it for another Major Bad Trait. We recommend Owes Favour or Dark Secret.

SKILL POINTS: 18

Skill Points are used purely to purchase skills. You can get extra Skill Points from any leftover Character Points.

STORY POINTS: 12

You don't spend these during character creation, though purchasing particularly powerful abilities and Traits can reduce this maximum (such as being a UNIT veteran or having Experimental Equipment).



As before, players will have to decide where to spend their points. A UNIT soldier is probably going to be stronger after all the basic training, so it might be worth spending 4 points on the Strength Attribute, whereas a Scientific Advisor is going to need to be pretty brainy and might need to put 4 or more into Ingenuity.

WHO ARE THEY?

Once you've decided upon the type of UNIT team you want the players to be a part of, they need to decide which part they will play in that team. Are they a basic squad of soldiers or a specialist division? Is the character a basic grunt following orders, or an officer? As with all character or group creation, this should be discussed with the Gamemaster to ensure it fits with the adventures they have planned.

The typical UNIT team is flexible group made up of people with a variety of specialisations. While all are soldiers and able to fight, a UNIT squad should have some, if not all, of the following specialists:

Commander: The man or woman in charge of the squad. Duties: lead from the front, coordinate the team's efforts, and take ultimate responsibility for the success or failure of the mission.



Recommended Traits: Military Rank, Voice of Authority, Code of Conduct, Obligation

Recommended Skills: Convince, Knowledge (strategy & tactics), Marksman

Engineer: A field engineer is a vital operative with technical, engineering and demolitions skills. They breach walls and doors, hotwire vehicles and disarm bombs.

Recommended Traits: Technically Adept, Cutting Edge Technology, Resourceful Pockets

Recommended Skills: Craft, Technology (demolitions), Transport

Medic: Combat is dangerous, and the squad is likely to get hurt. A good field medic is vital to the survival of the squad and any civilians they are called in to rescue.

Recommended Traits: Empathic, Lucky

Recommended Skills: Athletics, Medicine, Survival



Scientific Advisor: They might not be "fighters" but they are the lab coats who are protected by the troops, the best equipped to understand the science and alien technology the squad might encounter, as well as being able to identify the aliens they will face.

Recommended Traits: Boffin, Cutting Edge Technology, Technically Adept, Insatiable Curiosity

Recommended Skills: Science, Technology, Knowledge



CHAPTER FOUR: UNIT PERSONNEL



Scout: Some troops are particularly good at sneaking about, reconnaissance and gathering intel. A scouting specialist can get in and out without being seen.

Recommended Traits: Face in the Crowd, Keen Senses, Sense of Direction

Recommended Skills: Athletics, Subterfuge, Survival

Combat Specialist: While every member of a UNIT team can use a gun, the combat specialist carries heavier weapons and is very, very good at putting large, messy holes in rampaging monsters.

Recommended Traits: Five Rounds Rapid, Tough

Recommended Skills: Marksman, Fighting, Athletics

Communications Specialist: Staying in touch with the rest of the team and UNIT HQ is vital. The Communications Specialist is trained to use high-tech communications gear, and can also hack computer networks, plant listening devices and scan for bugs.

Recommended Traits: Technically Adept, Brave

Recommended Skills: Technology, Subterfuge, Convince

Driver/Pilot: Getting there is half the battle! If the team's going into a hot landing zone, you'd better have a good pilot on your side.

Recommended Traits: Hot Shot

Recommended Skills: Transport, Technology, Craft

Diplomatic Officer: Talk softly and carry a big stick – a good diplomatic officer can defuse a crisis before it even begins. Diplomats can negotiate ceasefires, talk down hostage-takers, or even speak on behalf of humanity to newly contacted alien races!

Recommended Traits: Voice of Authority, Empathy

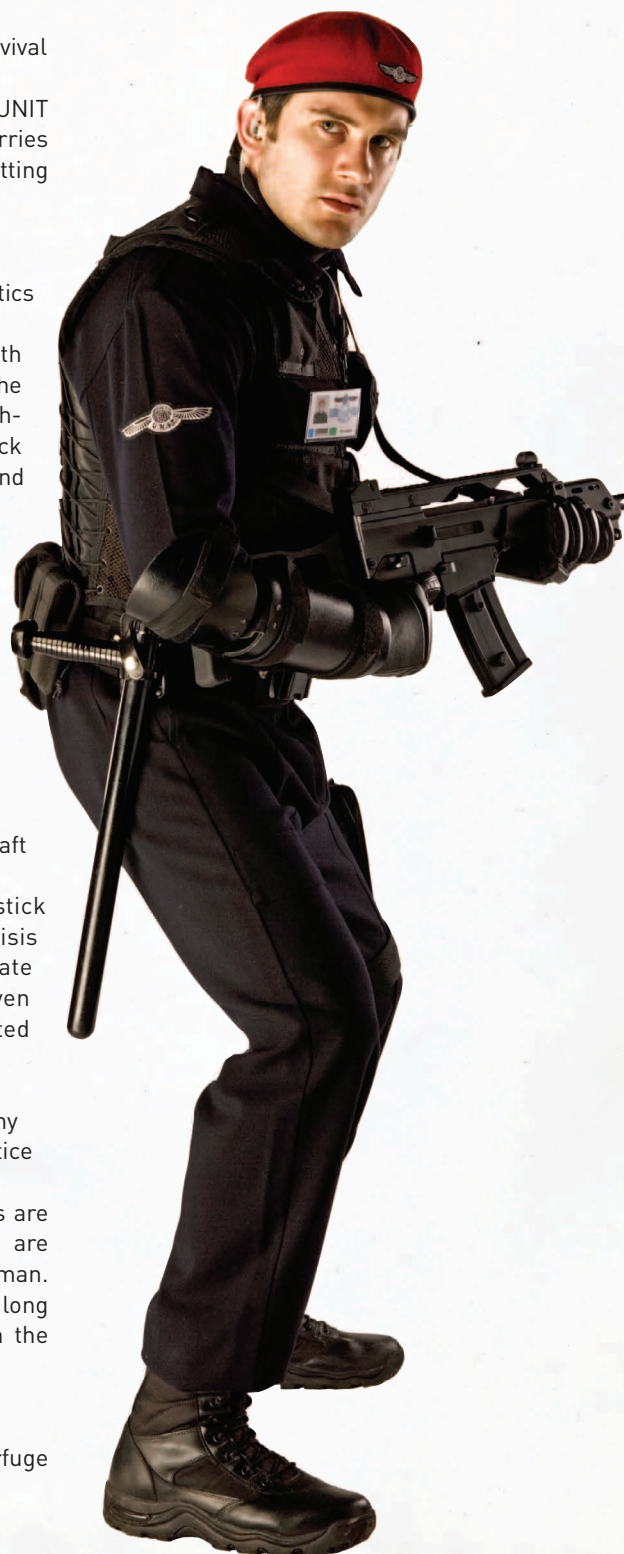
Recommended Skills: Convince, Knowledge, Notice

Sniper: By the standards of the galaxy, humans are fragile, squishy creatures. All sorts of aliens are bigger, faster or stronger than the average human. Snipers specialise in taking out targets from long range, before they get close enough to squish the fragile humans.

Recommended Traits: Sharpshooter

Recommended Skills: Marksman (sniper), Subterfuge

As each character is created, consider which role they will take within a squad. As each will have their own strengths and specialisations, every character should be useful for more than just fighting.





E Y E S O N L Y

ZETA INDIGO CLEARANCE

TO: DIRECTOR-GENERAL

FROM: BRIGADIER SIR ALISTAIR GORDON LETHBRIDGE-STEWART, UNIT D-OPS

RE: CRASH TEAMS

Following on from our previous discussion of 28 DEC (ATTACHED FILE REF: "NAISMITH/SAXON INCIDENT"), I am officially recommending the formation of specialized investigation and containment teams operating under UNIT direction, yet distinct from its command structure. These Critical Response And Special Handling teams (hereafter "CRASH Teams") shall be UNIT's first responders -- tasked with investigation of potential incidents.

UNIT's most successful period of operation came during The Doctor's tenure as our Scientific Advisor (ATTACHED FILE REF: UNIT UK OPERATIONS, 1970s/80s), and I believe that an approach similar to that carried out during this period may lead to interdiction of threats before they reach the level requiring mobilisation of our full forces. In the case of the Naismith/Saxon incident, I am sure that an investigatory team would have been able to circumvent the acquisition of alien technology by the Naismiths, for example.

In short, Mr. Director, not every incident can be met by the Valiant.

To this end, I recommend the immediate recruitment of suitable individuals, and formation of up to 6 teams with worldwide jurisdiction. I have attached a list of potential candidates -- all extraordinary in their own way. I feel that drawing candidates from outside the pool of UNIT personnel may provide the same sort of iconoclastic approach that our former Scientific Advisor brought to proceedings.

It is a new century, after all, and perhaps a new approach is needed -- or perhaps, sir, it is an old approach.

Yours in service,

A G Lethbridge-Stewart

BRIGADIER SIR ALISTAIR GORDON LETHBRIDGE-STEWART

CHAPTER FOUR: UNIT PERSONNEL





Before you start assigning numbers to the character, it is probably best if you consider their background. Why are they part of UNIT? Were they military to begin with or were they recruited due to their scientific prowess, or exposure to alien species or the Doctor himself? Has their speciality come from a history of sharpshooting, scientific achievement, or a family of good mechanics? Remember, not everyone in UNIT is a soldier – there are scores of scientists, diplomats and bureaucrats, though they may not see the action.

Although the Doctor himself has travelled with several companions from other planets, UNIT may not be the best place for them. While several aliens look almost human at first sight, many in UNIT regard extra-terrestrials as the enemy, and may frown upon having them amongst their own ranks.

If you're not sure what kind of team you want in your game, here are some ideas:

Fresh Faces: Straight out of the UNIT training facility, a group of new Privates, ready for battle and eager for the fight. The characters could all be Privates, or perhaps one is a Corporal or Sergeant. They could each be a specialist with a different set of skills and area of expertise. Within a group of Privates, one could have knowledge of Medicine, whereas another might be good at demolitions or computers. This type of group is the easiest to set up and get running with, and you can develop the characters' abilities over the course of their adventures as they grow into fully-fledged members of UNIT.

The 'Classic' Team: When the Doctor worked for UNIT in the 1970s, he worked with a very close team. Operating alongside the Brigadier, he took the role of Scientific Advisor. He often had an assistant (in the form of Liz Shaw, another Scientific Advisor, or Jo Grant) and often there was input from Colonels and Captains. While you could play this team with the Doctor and Lethbridge-Stewart themselves (and their statistics can be found later in this chapter), maybe the players would like to create their own team in the classic UNIT family mould?

UNIT Freelancers: Freelancers can be likened to freelance journalists, but with UNIT training. UNIT sends freelancers across the world to investigate smaller reports of alien activity and to help dispose of the threat as quickly and quietly as possible – calling in backup if the need should arise. If you're playing with a smaller group (maybe only two or three people), then this set up may work for you – and the players could be sent to different locations each adventure under orders from Geneva. This way they can call in the UNIT military forces behind them should the threat become too great, while keeping the feel of an investigative adventure.

UNIT CRASH Team: CRASH teams are sent in to investigate alien sightings and potential threats. CRASH, by the way, stands for Consolidated Reconnaissance, Analysis, Security and Handling. They go in, find the source of the weird stuff, work out what's going on, secure the area and work out what to do – at least in theory. They are fast-response teams, which means they go in first and try to survive



until backup arrives. CRASH teams get to jet all over the world, meet strange alien invaders, and run away from them.

Elite Special Forces: For an action-packed game, play a group of elite UNIT Special Forces – the guys they call in when the odds are stacked against humanity and the situation is grim. Everyone should pick up traits like Experienced and Tough to reflect their hard-as-nails status. The characters have all been part of UNIT for years – they're either UNIT's best, most trusted agents or a 'dirty dozen' bunch of untrustworthy renegades who can get the job done, no matter what.



National Oversight Team: The characters are assigned to a particular country or region. They might be the official UNIT liaisons for Kentucky, or Belgium, or New Zealand. They are responsible for investigating strange events and maintaining planetary security within their assigned zone. Every time an alien spaceship crashes or someone turns into a monster, they get a call. They have to deal not only with aliens, but also with any government or other alien-hunting groups in their zone.

NEW TRAITS

There are several new Traits which members of UNIT may find useful in the fight against alien threats. These Traits can be taken when you are creating UNIT characters, in addition to those listed in the core rulebook.

Minor Good

Code Breaker	Crack Shot
Cutting Edge Technology	Hot Shot
Military Rank	Sharpshooter

Major Good

Five Rounds Rapid	Military Rank
UNIT Veteran	

CODE BREAKER (MINOR GOOD TRAIT)

These clever chaps are the best there is at solving problems with a missing piece, unscrambling the letters and, let's not forget, cracking the enemy's encoded transmissions.

Effect: Code Breaker is a Minor Good Trait. Characters with this Trait gain a +2 bonus to Ingenuity and Knowledge rolls when trying to decode, decipher or translate.

CRACK SHOT (MINOR GOOD TRAIT)

A special knack for hitting things from distance. They might have fired weapons for sport or just had a particular gift for accuracy, but it means that they rarely miss, and can literally shoot the wings off a Mantasphid.

Effect: Crack Shot is a Minor Good Trait, and characters with this gain +2 to their roll when using Marksman for trick shots, like shooting a gun out of an enemy's hand or firing at a Sontaran's probic vent.



CUTTING EDGE TECHNOLOGY (MINOR GOOD TRAIT)

UNIT has access to the best technology and researchers on Earth, as well as a lot of salvaged alien gadgets. Their scientists are at the cutting edge.

Effect: The character has no penalty when operating technology from one Technology Level above his home time period. Normally, a character from the present day (Technology Level 5) would have a -2 penalty when trying to use something from the 22nd century (Technology Level 6), but Cutting Edge eliminates this penalty.



FIVE ROUNDS, RAPID (MAJOR GOOD TRAIT)

The Brigadier's favourite solution to any problem: "Five rounds, rapid!" Characters with this Trait have an unsettling tendency to shoot first and ask questions later, but at least they're exceptionally good at shooting first!

Effect: Five Rounds, Rapid is a Major Good Trait that allows characters to shoot earlier. Instead of having to wait until the "Fighters" part of an extended Conflict (see p 45 of the **Gamemaster's Guide**), they can opt to open fire earlier and use their actions in the "Runners" or "Doers" phases. "Talkers" still go first. This can be a good thing as the soldiers are able to open fire earlier, but it can also be a disadvantage – trigger-happy troops rarely leave anyone alive to answer questions or point them in the right direction to disarm that doomsday device.

**HOT SHOT (MINOR GOOD TRAIT)**

Some people are a natural when it comes to most forms of transport. They can fly planes through the harshest of thunderstorms or drive cars at high speeds without crashing. They are the best of the best when it comes to piloting vehicles.

Effect: Hot Shot is a Minor Good Trait providing the character with a +2 bonus to all Transport rolls. This bonus is especially effective when used to push the speed of a vehicle, as they can get the best performance from the craft.

MILITARY RANK* (MINOR OR MAJOR GOOD TRAIT)

The character has a military rank, with all the privileges and responsibilities that entails. Characters that belong to UNIT but do not have this Trait are considered to be regular enlisted men (Privates or Corporals). As a Minor Trait, the character is a Sergeant. As a Major Trait, the character is a Lieutenant. With the permission of the Gamemaster, the character can begin higher than a Lieutenant, with good back story justification and by purchasing the Trait additional times. The table below summarises ranks.

RANK TRAIT**RANKS**

None

Private or Corporal
(player's choice)

Minor

Sergeant

Major

Lieutenant

Major x 2

Captain

Major x 3

Lieutenant Colonel or Major

SHARPSHOOTER (MINOR GOOD TRAIT)

Wait... wait... wait... and then shoot. Being a sniper is all about patience and waiting for the right moment. When that moment comes, though... bang.

Effect: When aiming (see page 92), you can aim for two actions instead of one.

UNIT VETERAN (SPECIAL GOOD TRAIT)

UNIT Veteran is a special trait, costing 4 Character Points. You've been part of UNIT for many years, and have seen things that you can't quite believe. Dalek attack-ships hanging in the skies over Earth, plastic duplicates, time-travelling dinosaurs, dimensional rips, and a madman in a blue box. You've seen it all. You've got the benefits of Brave and Voice of Authority, plus you can take either Five Rounds Rapid or Rank (Major). Furthermore, your experience with past alien encounters gives you an edge in the field. Once per game, you may describe how you faced a similar situation back in the day to gain the benefits of a Story Point without having to spend one. For example, when punching a Sycorax in the face, you could describe how this is just like that time you punched a Zygon, and get an extra two dice to your Fighting roll as if you'd spent a story point.

The downside is that you've got a bit of a history. Take one of the following Bad Traits – Adversary (Minor), By The Book, Dark Secret (Minor), Eccentric (Minor) or Phobia (Minor).

AREAS OF EXPERTISE

While the Skills and their Areas of Expertise covered in the core rules allow the creation of almost any sort of character, in a military-centred game such as one based around UNIT, a few new bits of knowledge can come in handy. Below are a handful of new Areas of Expertise that may be useful to a UNIT character, if the Gamemaster has chosen to use Areas of Expertise in their game (see p 29 of The Gamemaster's Guide).



Knowledge: Games and Theory

These characters are experts at solving puzzles, working out equations, breaking enemy encoded transmissions, and all other situations where the missing piece is essential to getting one's behind out of the fire.

Knowledge: Strategy and Tactics

Some characters are natural military strategists, calculating the most advantageous manoeuvres in the field of battle to gain the upper hand against the enemy. Successful rolls can mean the Gamemaster can hint at enemy movement, predictable routes or weaknesses in their defences.

Marksman: Artillery

Not very common in front line UNIT characters, sometimes heavy artillery is the only way to defeat heavy armoured or numerous opponents. This Area of Expertise is for those who have experience in calculating trajectories and ranges for long range artillery fire.

Marksman: Sniper

Again, not usually seen on the front lines of battle against alien foes, the sniper will hole up somewhere with a perfect view of the battlefield. They can relay advice to the troops on the ground and take out hostiles with long range sniper weaponry.

Technology: Demolitions

Demolitions experts are essential for breaching walls, blowing locks, destroying alien ships, taking down bridges and generally blowing stuff up. They specialise in using explosives, grenades and other things that go boom.

Technology: Military Systems

The military machine uses a lot of technology that is more specialised than your average tech. This Area of Expertise means that the operative is familiar with Radar, Sonar, scrambled communications systems, electronic warfare tech and other complex military technology.



Technology: Security Systems

While this could be an Area of Expertise of Subterfuge, the technological aspects of rewiring, hacking and code breaking to gain access to electronic locks, CCTV systems and infrared scanners means this is more suited to Technology. Lock picking a physical lock, rather than an electronic one, is still the field of Subterfuge.



ARCHETYPES

There may be times when you need characters in a hurry, whether this is for the Gamemaster's use for NPC troops and officers that the characters encounter, or if the players need a character to play at short notice. The basic Private's Attributes, Traits and Skills are provided, and the Gamemaster (or players) can adjust these to make your character truly unique. In the case of the Privates, the Character Points it costs to build this character are listed, as well as any leftover ones that can be used to make the character a true individual – it wouldn't be much fun if everyone played identical people! Feel free to drop or change some of the Skills these characters have, it's really up to the player what type of person they are!

For the higher rankings (Captain and above), the character's Skills and Attributes will be notably higher than the average starting character. They can still be used by players if the Gamemaster needs a more experienced group, or can be used by the Gamemaster for NPCs the characters encounter.

UNIT Private

The majority of UNIT staff fall into the category of 'Private'. The rank-and-file soldiers of UNIT, these are the men and women on the very front line of the fight against invasion. It's likely that at least one member of the players' group will be a Private. Generally speaking, Privates get to see the most action in the field, as they're the ones up close to the enemy, staring the hostiles of the universe in the eye.

To be a UNIT Private, you have to be prepared and willing to fight and ready to act rapidly and with authority in the middle of a battle. The life of a UNIT soldier isn't one for the weak-hearted.



UNIT PRIVATE

ATTRIBUTES (18)

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	3
INGENUITY	2	STRENGTH	3

SKILLS (19)

Athletics 2, Convince 1, Fighting 3, Marksman 3, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

TRAITS (+1)

Friends (UNIT) (Major) (+2)
Obligation (UNIT) (Major Bad) (-2)
Quick Reflexes (Minor) (+1)

STORY POINTS: 12

[4 Character Points left to spend]

Some soldiers are more experienced than others. A Private who has been with the Taskforce for five years, and seen off invasions by Sycorax, Slitheen, Sontarans and more is going to have far better skills than the fresh faced young Private who joined up last week.

UNIT PRIVATE (EXPERIENCED)

ATTRIBUTES (19)

AWARENESS	4	PRESENCE	2
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS (23)

Athletics 2, Convince 2, Fighting 4, Marksman 3, Medicine 2, Subterfuge 2, Survival 4, Technology 2, Transport 2

TRAITS (+1)

Brave (Minor) (+1)
Experienced (-2)
Friends (UNIT) (Major) (+2)
Obligation (UNIT) (Major Bad) (-2)
Quick Reflexes (Minor) (+1)
Tough (Minor) (+1)

STORY POINTS: 9

[1 Character Point left to spend]

If you're creating a squad comprised solely of Privates, you may want to encourage the players to mix and match abilities. It's no use if a squad of four soldiers find themselves faced with a broken down helicopter, when everyone chose to have knowledge in archaeology instead of mechanics. A bit of give and take is required here, to make sure that the squad contains the best skills for protecting the Earth.



This is a basic version of a soldier, and we haven't detailed any Areas of Expertise that they could have. The Gamemaster may want to help the players choose some of these, taking additional Traits if need be – they will come in handy later on!

Scientific Advisor

Malcolm Taylor, Elizabeth Shaw and the Doctor himself have all held the post of UNIT's Scientific Advisor (in fact, the Doctor technically still has the job, but he's currently on an extended 'leave of absence'). Often joining the soldiers out in the field to assess the threat; be they analysing the chemical make-up of a Nestene Control Sphere, or trying to decode the DNA of an alien microbe, it's the Scientific Advisor's task to instruct the soldiers how best to handle the situation.

Freelance Investigator

Not everyone at UNIT spends their time in the offices, or on the battlefield. UNIT, across the world, employs several 'Freelance Investigators', who are sent out to check on the smaller sightings of alien activity. These Freelancers are not officially a member of the Taskforce, and their existence can be denied by UNIT should the need arise.

As a game character, a Freelance Investigator (or a small team of them) is a great way to get your characters out in the world, exploring different places and meeting different people, without being tied to a military institution. These characters are not soldiers, and they usually don't possess the same instinct for the fight that most UNIT Privates do, but they're good at finding the truth, and are invaluable in helping to uncover alien threats.

SCIENTIFIC ADVISOR

ATTRIBUTES (18)

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	4	STRENGTH	2

SKILLS (18)

Convince 2, Craft 1, Knowledge 3, Medicine 2, Science 4, Technology 5, Transport 1

TRAITS (+5)

Boffin (Major) (+2)
Friends (UNIT) (Major) (+2)
Obligation (UNIT) (Major Bad) (-2)
Cutting Edge (+1)
Resourceful Pockets (Minor) (+1)
Technically Adept (Minor) (+1)

STORY POINTS: 12

[1 Character Point left to spend]

FREELANCE INVESTIGATOR

ATTRIBUTES (18)

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS (18)

Athletics 2, Convince 2, Fighting 1, Knowledge 3, Marksman 1, Medicine 1, Subterfuge 2, Survival 2, Technology 2, Transport 2

TRAITS (+6)

Indomitable (Major) (+2)
Friends (UNIT) (Major) (+2)
Insatiable Curiosity (Minor Bad) (-1)
Keen Senses (Minor) (+1)
Lucky (Minor) (+1)
Sense of Direction (Minor) (+1)

STORY POINTS: 12

[0 spare Character Points]





Medic

UNIT is the first defence against alien invasion and this can lead to casualties and injuries. These can be very serious so UNIT always has several medics on hand to tend to the wounded. It's a good idea to have a medic with a team of UNIT soldiers – just in case!

UNIT MEDIC

ATTRIBUTES (18)

AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	2
INGENUITY	4	STRENGTH	2

SKILLS (18)

Athletics 1, Convince 2, Fighting 1, Knowledge 3, Marksman 1, Medicine 4, Science 2, Survival 1, Technology 1, Transport 2.

TRAITS (+4)

Empathic (Minor) (+1)
Friends (UNIT) (Major) (+2)
Hypnosis (Minor) (+1)
Obligation (UNIT) (Major Bad) (-2)
Technically Adept (Minor) (+1)
Voice of Authority (Minor) (+1)

STORY POINTS: 12

(2 spare Character Points)

Engineer

While UNIT aren't ones for using tanks unless absolutely necessary, they do use several military vehicles to get around. The vehicle most commonly found around UNIT bases is a jeep, though the Taskforce also has access to several helicopters and jets, alongside mobile bases and more.

These vehicles might not always run quite as smoothly as UNIT would like, however, so they have a dedicated team of engineers on hand at all their bases ready to fix any problems they may have. Their technical know-how also means that engineers are the first to be called upon for rigging explosives, blowing open doors, or disarming doomsday devices.

ENGINEER

ATTRIBUTES (17)

AWARENESS	4	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	2

SKILLS (18)

Athletics 1, Craft 3, Knowledge 3, Marksman 1, Science 1, Survival 1, Technology 3, Transport 5

TRAITS (+2)

Friends (UNIT) (Major) (+2)
Hot Shot (Minor) (+1)
Obligation (UNIT) (Major Bad) (-2)
Technically Adept (Minor) (+1)

STORY POINTS: 12

(5 Character Points unused)

All of the above characters are just basic numbers. To get the most out of them, they should be personalised and fleshed out into full characters. Does your medic have a particular Area of Expertise? A field surgeon has a very different skill to a psychiatrist trained in treating post traumatic stress, for example.

Personalising these characters will really help to bring them to life as the game progresses.

HIGHER RANKS

Below are some example characters of higher ranks. They can be used as NPCs or to provide a more experienced character for players.

Captain

All squads need strong leadership to guide them! Still ranking quite low on the military ladder, a Captain has more say over what gets done and when within a squad, but a good Captain will listen to the advice of his soldiers – it takes more than one man to win a war against an alien threat!



CAPTAIN

AWARENESS	3	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 2, Marksman 4, Medicine 2, Subterfuge 2, Survival 3, Technology 3, Transport 2

TRAITS

Brave (Minor)
Friends (UNIT) (Major)
Military Rank (Captain) (Major x2)
Obligation (UNIT) (Major Bad)
Quick Reflexes (Minor)
Tough (Minor)
Voice of Authority (Minor)
Experienced (Special)

STORY POINTS: 9

Brigadier

No, not *the* Brigadier, Lethbridge-Stewart. Generally, the Brigadier is in charge of UNIT operations in the UK, with his superiors sending him orders from UNIT headquarters in Geneva. With UNIT HQ so far away, it falls upon the Brigadier to keep things running smoothly on a day-to-day basis, and the Brigadier's decision is usually final unless overridden by Geneva. Despite being a high-ranking officer, the Brigadier will often find himself out in the field, fighting alongside soldiers and commanding the battle.

UNIT BRIGADIER

AWARENESS	3	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 4, Fighting 3, Knowledge 3, Marksman 4, Medicine 2, Subterfuge 2, Survival 4, Technology 3, Transport 2

TRAITS

Brave (Minor)
Friends (UNIT) (Minor)
Military Rank (Brigadier) (Major x3)
Obligation (UNIT) (Major Bad)
Quick Reflexes (Minor)
Tough (Minor)
Voice of Authority (Minor)
Experienced (Special)

STORY POINTS: 9



NOTABLE UNIT PERSONNEL

Over the years, the Doctor has worked alongside dozens of UNIT officers. Some of these officers were only part of a single adventure. Others, like Lethbridge-Stewart, were among the Doctor's oldest and most trusted friends. This character roster covers thirty years of UNIT staff.

BRIGADIER ALISTAIR GORDON LETHBRIDGE-STEWART

Toy soldiers – that was the present that Alistair Gordon Lethbridge-Stewart always received for Christmas. His grandfather was a military man and he was going to make sure that his grandson would follow in those noble footsteps. Little did he realise the impact the young boy would go on to have on the Earth.

Alistair Gordon Lethbridge-Stewart has had a long association with aliens. He first joined the Intrusion Counter Measures group in 1966 as a Colonel, seconded from the regular army due to his unwavering will and unquestioned authority. During his time with the ICG, he fought the Robot Yeti in the London Underground, where he first met the Doctor in his second incarnation.

Shortly after the incident, Lethbridge-Stewart received a promotion to Brigadier and was charged with heading up the UK branch of the newly

formed UNIT. The UK was set to be the first major UNIT operation, and would become the site of the Taskforce's first localised HQ. Whilst preparing his team, chosen from some of the best the ICG had to offer, he also brought in Dr Elizabeth Shaw from Cambridge as his Scientific Advisor. At around the same time, the Doctor was exiled to Earth, and the Brigadier found him an invaluable asset to his fledgling team.

During his time with UNIT, the Brigadier faced-off countless invasion attempts on Earth, ranging from Autons through to Axons, dinosaurs and giant spiders. He was always amazed by what the universe had to offer – but was always quick to deal with the threat, sometimes crossing the Doctor to get the best results. The Doctor considered the Brigadier's decision to blow up the Silurians as a form of genocide, and that act would taint their relationship for years to come.

Despite their differences, the Brigadier and the Doctor's third incarnation formed a close friendship during their years working together.

While the schedule of running UNIT was a tiring one, and the Brigadier often remained closed-minded about certain aspects of the position, Lethbridge-Stewart enjoyed his job and considered it a privilege to be at the front line of Earth's defence as the universe began to notice the planet.



By the mid-1970s, things at UNIT were changing. Mike Yates had been quietly retired, following his involvement in Operation GOLDEN AGE. Jo Grant had married and left to live in the Amazon with her husband. The Doctor – now free to roam the universe once more with new friend Sarah Jane Smith – was spending more and more time away from his UNIT duties. As the organisation changed its footing, becoming more aggressive towards any and all alien contact, the Brigadier found himself spending more and more time away from the UK, constantly on official business at UNIT's head offices in Geneva.

Jo, Sarah Jane and Harry, and pieced together his past. In the autumn of 1983, he returned to his job at the school. While there, he met Doris, a girl he had enjoyed a fun weekend with back in the 1960s, just prior to his enrolment to the army. They hit it off immediately, and the two of them married.

Lethbridge-Stewart retired from his teaching post in June 1989, after 13 years at the school. The peace of retirement didn't last long however, and he soon found himself caught up again with UNIT and the Doctor. Called in to assist with a war that had passed through from another reality, the Brigadier was united with the Seventh Doctor and the new UK Head of UNIT, Brigadier Winifred Bambera.



Once the Doctor had regenerated and seemingly left Earth for good, Lethbridge-Stewart decided that the time had come to move on. In October 1976, a full ten years after his fight with extraterrestrials began, the Brigadier left UNIT, choosing a quieter life. Moving to Middlesex, he took up a post teaching maths at Brendon Public School. During his second year at the school, the Brigadier found himself once more caught up in the Doctor's life. During a series of time-shifting incidents, the Brigadier came across a future version of himself aboard a spaceship. The fall-out from the meeting caused Lethbridge-Stewart to lose a large chunk of his memory.

All his adventures with the Doctor, UNIT, and the ICG were forgotten, and he carried on teaching, blissfully unaware of his past. It wasn't until 1983, when he again found himself aboard that same spaceship, this time meeting the younger version of himself, that the Brigadier found his memory restored, and all of his past adventures came flooding back to him.

Lethbridge-Stewart took a few months out from his teaching job, trying to come to terms with the return of his memory. He met with old friends, including



The experience brought back happy memories for the Brigadier, who then re-joined UNIT as a special envoy. Over the next few years, the Brigadier often left the UK on special UNIT business.

By the early 21st century, the Brigadier (still referred to as such, although now promoted to General) once more considered himself 'retired'. UNIT still called on him for favours, sending him here, there and everywhere, but most of the time, he stayed at home, tending to his garden.





BRIGADIER ALISTAIR GORDON LETHBRIDGE-STEWART



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3, Convince 4, Fighting 3, Knowledge 3 (*Areas of Expertise: Military Tactics, The British Government, UNIT*), Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 3, Technology 1, Transport 3

TRAITS

Brave
By the Book
Five Rounds Rapid
Friends (UNIT)
Impulsive
Indomitable
Military Rank (Brigadier)
Obligation (UNIT)
Tough
Voice of Authority
Experienced
UNIT Veteran

GADGETS

Space Time Telegraph

STORY POINTS: 9

BRIGADIER ALISTAIR GORDON LETHBRIDGE-STEWART (RETIRED)



AWARENESS	4	PRESENCE	6
COORDINATION	3	RESOLVE	6
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 5, Fighting 4, Knowledge 4 (*Areas of Expertise: Military Tactics, The British Government, UNIT*), Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS

Brave
Five Rounds Rapid
Friends (UNIT)
Indomitable
Insatiable Curiosity
Slow - Due to his age, the Brigadier's running speed is reduced to 1 in chases
Tough
Voice of Authority
Experienced
UNIT Veteran

GADGETS

Space Time Telegraph

STORY POINTS: 9

THE THIRD DOCTOR

Although the Doctor hates violence (and especially guns), there was a time when he actually worked for UNIT. The Doctor had already had a few adventures with Alistair Gordon Lethbridge-Stewart, fighting Yeti in the underground and later helping with UNIT's fight against the Cybermen, when he found himself in need of the Brigadier's assistance.

Exiled to Earth, and forced to regenerate by the Time Lords, the Brigadier recruited the Doctor to work alongside Dr Elizabeth Shaw as UNIT's new 'Scientific Advisor'.

Setting up base at UNIT Headquarters, the Doctor worked on trying to repair his disabled TARDIS and also on his newfound love of cars, in between helping UNIT to overthrow various invasions of Earth.

While he often proved useful, turning up in the nick of time to help fight the Autons, and being a positive boon to the various records UNIT was trying to pull together on alien life, the Doctor's presence also led to frequent conflicts with the Master.

During his time at UNIT, the Doctor became good friends with his assistants, notably Jo Grant, who spent several years working alongside him. It was around this time that the Doctor first met the young investigative journalist, Sarah Jane Smith. Their friendship offered her unprecedented access to UNIT and their operations.

Following an encounter with his two earlier incarnations, in which they fought and defeated the renegade Time Lord, Omega, the Doctor was given back his ability to pilot the TARDIS, and his exile on Earth was lifted.





While he took Jo, and later Sarah, to see the stars, he remained close to the Brigadier, and to his friends and colleagues at UNIT, and often made excuses to stick around.

All of this changed, though, with his regeneration into his fourth incarnation. Having died fighting the giant spiders of Metebelis III, the Doctor regenerated on the floor of his lab at UNIT HQ, witnessed by the Brigadier and Sarah Jane. He was placed under the medical care of Lieutenant Harry Sullivan, where he stayed for several days, often visited by his friends.

Once he had settled into his new body, younger than ever before, he had a newfound urge to get back out and explore the universe again. With Sarah and Harry in tow, he headed out into the galaxy, touring the Nerva Beacon, the Earth of the future, Vogla the fabled planet of gold and Skaro.



After the Doctor and Sarah Jane parted ways, though, he found his ties to Earth cut, and didn't encounter UNIT for several centuries. He had brief meetings with the Brigadier and various small groups of UNIT but, like most of the 'old regime', he didn't approve of UNIT's late-20th Century outlook.

In his tenth incarnation, and once UNIT had returned to being a more respectable institution, he pulled some strings to get his friend, Martha Jones, a senior position on UNIT's medical staff. It was through Martha that the Doctor found himself again fighting with UNIT, this time to stop the Sontarans as they attempted to convert Earth into a clone world. As Colonel Mace pointed out – the Doctor had never officially resigned from his post as Scientific Advisor!

THE THIRD DOCTOR



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	9	STRENGTH	4

SKILLS

Athletics 4, Convince 4, Craft 2, Fighting 3, Knowledge 5, Marksman 1, Medicine 3, Science 5, Subterfuge 3, Survival 3, Technology 5, Transport 4

TRAITS

Adversary
Boffin
Brave
Charming
Code of Conduct
Face in the Crowd
Feel the Turn of the Universe
Gadget
Hot Shot
Resourceful Pockets
Run for your life
Technically Adept
Time Lord (Experienced)
Time Traveller
Vortex

STORY POINTS: 8



LIZ SHAW

Liz Shaw's scientific brilliance first attracted the attention of Brigadier Lethbridge-Stewart when he was looking for an advisor for the still relatively newly-formed UNIT.

At first, she was very sceptical of the Brigadier's claim of extraterrestrial life until she became embroiled with the Doctor and UNIT's fight against the Nestene. Accepting the post of scientific advisor, she found she had to share the position with the Doctor and, although she was instrumental in resolving several of UNIT's early assignments, came to realise that his scientific knowledge far outstripped hers.

Although she liked the Doctor and she had become comfortable with her UNIT life, she tendered her resignation and took a research post at Cambridge University. She later rejoined to become Head of Scientific Operations at the Lunar base.

LIZ SHAW



AWARENESS	3	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 1, Convince 1, Craft 1, Fighting 0, Knowledge 5 (*Area of Expertise: Astrophysics*), Medicine 4, Science 4 (*Area of Expertise: Physics*), Survival 1, Technology 3, Transport 1

TRAITS

Attractive
Boffin
Friends (UNIT)
Indomitable
Technically Adept
Obligation (UNIT)
Unadventurous (Minor)

STORY POINTS: 12



JO GRANT

Jo joined UNIT after her uncle pulled some strings to secure a position for her. He hoped that it would be the making of her. It proved to be just that, but in ways he could never have imagined.

Originally assigned to assist the Doctor, the Brigadier's way of attempting to bore her out of UNIT, she developed a strong bond with the exiled Time Lord – he became the father figure she never had. The Doctor was so fond of her that when his exile was lifted and he could finally travel through time and space again, he invited her to join him in his travels. Although at first very hesitant and afraid of the new and strange alien landscapes she was encountering, she soon threw herself into each new adventure with a sense of joy and wonder.

In a very real sense, she grew up during her travels with the Doctor. This was evident when, during the Global Chemicals incident, she chose to leave the Doctor and make a life of her own with Professor Cliff Jones. He was a scientist she had known about for some time, but on meeting him she found he reminded her of a younger (and human) Doctor and she fell in love with him. They got married and, for an extended honeymoon, went trekking through the Amazon.



JO GRANT



AWARENESS	2	PRESENCE	4
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 3, Convince 3, Craft 1, Fighting 1, Knowledge 1, Science 0, Survival 2, Technology 1, Transport 1

TRAITS

Attractive
Brave
Charming
Clumsy
Friends (UNIT)
Obligation (UNIT), (Major)
Run For Your Life
Screamer!

STORY POINTS: 12

SERGEANT BENTON

Sergeant John Benton was one of the most reliable NCOs in UNIT; he was part of the organisation's solid background. The Brigadier long ago recognised Benton's dependability, so he was often trusted with delicate or problematic assignments like babysitting the Doctor.

Benton was a no-nonsense soldier, who just got on with the task at hand. He showed little surprise when entering the TARDIS for the first time. When the Doctor asked him if he was going to remark that the machine was bigger on the inside, Benton replied 'Well, it's pretty obvious, isn't it?' Whilst he did not always understand the Doctor or his methods, he always firmly supported them (and sometimes even disobeyed orders to let the Doctor carry out his plans).

After many years' service as the senior NCO of the British UNIT forces, Benton retired to set up a car dealership.



SERGEANT BENTON



AWARENESS	4	PRESENCE	3
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 1 (*Area of Expertise: UNIT*), Marksman 4, Medicine 1, Science 1, Subterfuge 3, Survival 2, Technology 2, Transport 3

TRAITS

Brave
Charming
Crack Shot
Experienced
Friends (UNIT)
Impulsive
Military Rank (Sergeant)
Obligation (UNIT), (Major)
Tough

STORY POINTS: 9



SARAH JANE SMITH (UNIT ERA)

For a long time, UNIT considered Sarah Jane Smith something of a thorn in its side. As an investigative journalist, she posed a threat to expose UNIT's true activities to the world and yet, as she became a good, close friend to the Doctor, this threat lessened.

Born in the village of Foxgrove in 1951, Sarah Jane's parents died at an early age, leaving her Aunt Lavinia to raise her. Lavinia was a famous virologist, and it was using her aunt's identity that she first attempted to gain access to a scientific research centre where she first encountered the Doctor and UNIT.



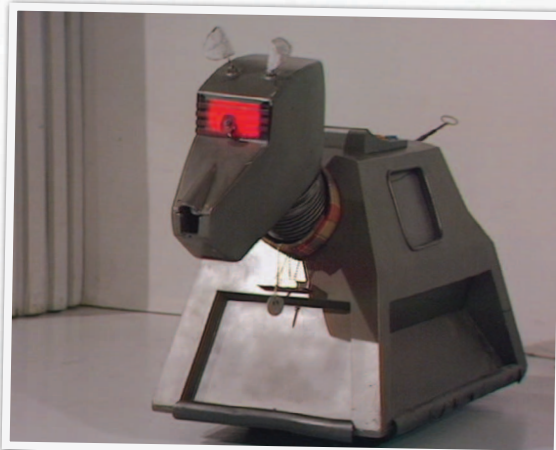
From there, she went on to travel with the Doctor for many years and, as he regenerated into a new, younger body, their friendship became stronger and they both came to regard each other as their best friend. Together, they toured the stars, fighting evil wherever it arose. Together they defeated Sontarans and Wirrn, Cybermen and Daleks, Kraals and Krynoids. The two of them loved their time together, and together they were the best of teams.

When she and the Doctor grudgingly parted company, Sarah Jane found herself back on late-70s Earth, alone and with nowhere to go. She thought the situation may well be temporary, and stayed for several months with her Aunt Lavinia. As time passed, Sarah Jane began to realise that the Doctor wasn't coming back for her. She worried that he was in trouble or, worse, had died.

Not content to sit around, feeling sorry for herself, she contacted her old friend Brigadier Lethbridge-Stewart, who by now had left UNIT. He told Sarah Jane of the direction UNIT had moved, and she, like him, disapproved. She decided to return to what it was that she did best – independent investigation.



During Christmas of 1981, Sarah Jane travelled to stay with her Aunt Lavinia, though plans did not quite work out as hoped. Whilst there, though, she was able to collect a large parcel that had been left for her several years previously. The large crate that Sarah Jane found waiting for her had been shuffled about for years, placed in a spare room, and eventually moved for storage into the attic of her aunt's home. Inside was something Sarah Jane had dreamed of for a long while – contact from the Doctor. The Doctor had sent Sarah Jane a K9 – K9 Mark III, to be precise. He knew that she was continuing her investigations, and sent K9 to help her. Able to analyse for her, and to access his memory banks for information on alien species, K9 and Sarah Jane worked happily, side-by-side.



It wasn't until the mid-1990s that Sarah Jane finally settled down, somewhat. Purchasing a house in Ealing, Sarah Jane continued her work hunting down hostile alien threats – opting to take the Doctor's approach of talking first, as opposed to the way UNIT did things. By the end of the decade, however, things had changed once more for Sarah Jane. K9

was wearing down, his 51st Century mechanisms not having received the kind of maintenance they required. Her faithful friend became temperamental, only sometimes working. By 2005, he had stopped working almost completely. Sarah Jane was losing faith. Perhaps it was time, after all these years, to admit defeat and settle down properly.

Continuing to investigate occasional strange occurrences, reports of shop window dummies coming to life in London (something similar to which appeared in some of UNIT's earliest files) and trying to gain access to Albion hospital during the Slitheen invasion, Sarah Jane settled into more mainstream reporting, still focusing on unusual things, but deciding to "stop seeing aliens in her shadows". A chance investigation at a local school turned Sarah Jane's world upside-down once more, as she came face-to-face again with the only man she had ever loved – the Doctor.

The Doctor, in his tenth incarnation, was visiting the school with his companions Rose and Mickey, following similar leads to Sarah Jane. Despite a slight crisis in confidence, thrown by seeing the Doctor happy with someone else, Sarah Jane relished the chance to work alongside her old friend once more. He was able to fix K9, and together they fought off the Krillitane. Their victory came at a price, however, and the recently repaired tin dog was caught in an explosion, destroying him for good.



Having spent several years without K9, Sarah Jane opted to look on the bright side, and felt happy enough with herself to turn down an invitation to travel with the Doctor. While she had enjoyed their reunion, she really was too old for all that, and was quite content with being on Earth, now that she'd had some closure.

SARAH JANE SMITH (UNIT ERA)



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 3, Craft 1, Fighting 2, Knowledge 3, Marksman 1, Medicine 1, Science 1, Subterfuge 3, Survival 2, Technology 2, Transport 2

TRAITS

Attractive
Brave
Friends (UNIT)
Insatiable Curiosity
Run for your life!
Screamer

STORY POINTS: 12

However, the Doctor wasn't going to let Sarah Jane be alone for long. He rebuilt K9 (now Mark IV), and stuffed him full of alien technology that would help Sarah Jane in her fight to protect the Earth – from a Sonic Lipstick to an alien scanner watch.

With the Doctor, it's never goodbye, not really, and Sarah Jane has encountered him on several occasions since. The man who changed her world all those years ago is still making her life better every day, and Sarah Jane devotes her life to protecting the Earth – dedicating everything to him.



MIKE YATES

Efficient and calm under fire with an upper-crust attitude to the service, it came as no surprise when Brigadier Lethbridge-Stewart approached Sergeant Yates and invited him to become a part of UNIT. He was rapidly promoted to Captain and became much more instrumental in UNIT's affairs. During the Global Chemicals attack he was brainwashed by BOSS, which, unknown to anyone at the time, caused permanent damage to his mind that led him down a dark path no one could have predicted.



The environmental damage he had seen under the control of BOSS contributed to his mental breakdown. The only way forward he could see, in his shattered mind, was to try to clean up the Earth, at any cost. He found a way to do this when he met the members of Operation Golden Age, who had a plan to cleanse the Earth by killing its population, and they persuaded him to turn traitor to UNIT. Although hesitant about this, he genuinely believed that what he was doing was right and that he could persuade his friends to join him.

In the aftermath of the prevention of Operation Golden Age, after his deception had been unmasked, UNIT offered him the chance to leave quietly and with his reputation intact, as the Brigadier saw that he truly believed he was acting for humanity's welfare and was clearly in mental turmoil.

He repaid this favour when, while recuperating at a monastery, he was able to pass information to Sarah Jane Smith about a possible alien invasion that could do with the Doctor's attention.

MIKE YATES



AWARENESS	3	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Skills: Athletics 2, Convince 3, Fighting 3, Knowledge 2 (*Areas of Expertise*: Military Tactics, UNIT), Marksman 2, Medicine 1, Science 1, Subterfuge 1, Survival 2, Technology 3, Transport 2

TRAITS

Brave
Friends (UNIT)
Charming
Hot Shot
Military Rank (Captain)
Obligation (UNIT)
Voice of Authority

STORY POINTS: 12



HARRY SULLIVAN

The Doctor always considered Harry Sullivan to be a bit of an imbecile. Seconded to UNIT from the Navy, Harry was a doctor for UNIT at the time the Doctor returned to UNIT during his regeneration into his fourth incarnation. Following his change, the Doctor was sent to the sick bay under Harry's care. After a day's rest, the Doctor slipped away from Harry and attempted to leave, ready to explore the universe through his new eyes.

With some encouragement from Sarah Jane Smith, and a bit of a push from the forceful new Doctor, Harry soon found himself a part of the TARDIS crew, and the three of them travelled together. While travelling with the Doctor, Harry encountered some of the universe's nastiest creatures – Sontarans, Cybermen and Daleks. Though Harry often infuriated the Doctor, the two of them had a kind friendship which served Harry well during his time aboard the TARDIS.

HARRY SULLIVAN



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	5
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2 (*Area of Expertise: Cricket*), Convince 1, Fighting 3, Knowledge 1 (*Area of Expertise: The Navy*), Marksman 3, Medicine 4, Science 1 (*Area of Expertise: Biology*), Subterfuge 2, Survival 1, Technology 2, Transport 2

TRAITS

Brave
Clumsy
Face in the Crowd
Friends (UNIT)
Lucky
Obligation (UNIT)
Tough
Voice of Authority

STORY POINTS: 12



Eventually recalled to Earth by the Brigadier, Harry, Sarah Jane and the Doctor saw off an attempted invasion by a group of Zygons. It was at this point that Harry decided to leave his life as a time traveller behind him, and settle his feet safely back on Earth. Several months later, Harry once more encountered his friends in the village of Devesham, where they fought the Kraals.

Harry eventually left UNIT in around 1977, during its upheaval and reformation, moving instead to NATO, where his business was kept very secret. He remained friends with the Brigadier and Sarah Jane, with whom he resumed his friendship when she finished her travels with the Doctor.



COLONEL CRICHTON

Crichton replaced Lethbridge-Stewart as head of the UK contingent of UNIT in 1976. He was in charge at an exciting time in UNIT's history, as it was undergoing a series of changes and upheavals.

Sensing an opportunity to succeed once more, Crichton made sure he was a part of the reformation process, making sure that his name appeared on documents in Geneva as pioneering many of the Taskforce's key changes.

Being an important part of the Taskforce became something of an obsession, and he began to neglect his daily UNIT duties in favour of being 'important'. He arranged a reunion of UNIT's 'old guard', including his former leader Lethbridge-Stewart, more to gloat than to really show them the UNIT of the 1980s.



COLONEL CRICHTON



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 2, Knowledge 3 (*Areas of Expertise: UNIT, British Government*), Marksman 2, Medicine 1, Subterfuge 2, Survival 2, Technology 2, Transport 2

TRAITS

By the Book
Friends (UNIT)
Military Rank (Colonel)
Obsession (Recognition)
Quick Reflexes
Voice of Authority
Obligation (UNIT)

STORY POINTS: 12

BRIGADIER BAMBERA

Winifred Bambara succeeded Brigadier Crichton to command UNIT in the UK, becoming the youngest Brigadier in UNIT's history.

Bambara became embroiled in a war from another dimension while escorting a nuclear warhead convoy to Lake Vortigern. A powerful ally in this war was a trans-dimensional knight called Ancelyn, who she became rather fond of after besting him in combat. Fighting together and repelling the enemy forces, they made a formidable team. Ancelyn opted to stay with Bambara rather than return to his own dimension.

Although trans-dimensional courtships were new to her, and everyone else on Earth, their partnership turned into a bond that couldn't be broken.



BRIGADIER BAMBARA



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	5
INGENUITY	4	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 4, Knowledge 3 (*Areas of Expertise*: Military Tactics, UNIT), Marksman 4, Medicine 1, Science 1, Subterfuge 2, Survival 3, Technology 2, Transport 3

TRAITS

Brave
By the Book
Five Rounds Rapid
Friends (UNIT)
Hot Shot
Indomitable
Military Rank (Brigadier)
Obligation (UNIT)
Quick Reflexes
Tough
Voice of Authority
UNIT Veteran

STORY POINTS: 12



MAJOR BLAKE

Richard Blake was the commander of UNIT's London headquarters, located under the Tower of London. It was with a sense of enormous pride that Blake accepted the mission to turn back the 'Christmas Invasion', as a third of the world's population took to the rooftops across the world under the control of the Sycorax.

Beamed up to the Sycorax ship alongside Harriet Jones and Rose Tyler, the mission proved to be Blake's last, as the Sycorax Leader brutally killed him.



AWARENESS	4	PRESENCE	4
COORDINATION	4	RESOLVE	4
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 3, Convince 3, Fighting 3, Marksman 3, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 4

TRAITS

Brave
Friends (UNIT)
Military Rank (Major)
Obligation (UNIT)
Tough
UNIT Veteran

STORY POINTS: 12

MARTHA JONES

Martha Jones always had a desire to help people and used to dream about being a doctor. Then, while she was a medical student, her life changed forever. She met the Doctor, and had a chance to take her desire to help further than she ever dreamed – to the end of the universe itself.

During her travels with the Doctor, Martha quickly took any opportunity to help, be this talking to Chantho about her people, or helping an injured Hath. Martha's goals in life were only heightened by her time with the Doctor, and the two of them helped each other become better people.

When Harold Saxon revealed his true persona as the Master, Martha spent a year walking the Earth, spreading word of the Doctor and making sure that the entire world knew that help was coming, and that the darkness would not last forever. Following these events, Martha elected to give up the life she loved in the TARDIS, opting instead to remain behind on Earth and to look after her family, traumatised by the events of the Year That Never Was under the Master's rule.

A choice word from the Doctor to the Brigadier led to Martha's enrolment to UNIT. Given her experience travelling with the Doctor, they fast-tracked her medical training and promoted her to a senior medical officer within the Taskforce. Following several missions, Martha was the one to bring the Doctor back to Earth to help with the investigations into the ATMOS factory.



Due to her key involvement with Operation BLUESKY, Martha was transferred to New York to be a part of Project INDIGO – creating a form of personal teleportation based on Sontaran design. She was in New York when the Daleks attacked, and was the staff member chosen to take an Osterhagen Key.

Martha followed her duty, heading for an Osterhagen Station, but becoming a soldier hadn't made her lose sight of the things she had learned with the Doctor. While other UNIT operatives were prepared to use the Osterhagen Project, she knew there was another option, and chose instead to attempt to reason with the Dalek's creator, Davros.



When Earth returned and the Daleks were defeated, she acted on a favour to the Doctor, and set about fighting for UNIT to have the Osterhagen Stations decommissioned. When UNIT refused, and ordered her to stand down, it was another of the Doctor's former companions that convinced her to leave the Taskforce, and alongside Mickey Smith, Martha travelled the globe once more.

Today, Martha and Mickey Smith are a team, travelling the world, hunting down hostile alien activity.

Those who have met her all agree that Martha is one of a kind, and her departure from the Taskforce is considered one of their recent failings in their task to protect the Earth.

MARTHA JONES



AWARENESS	3	PRESENCE	3
COORDINATION	3	RESOLVE	4
INGENUITY	4	STRENGTH	2

SKILLS

Athletics 3, Convince 2, Fighting 2, Knowledge 3, Marksman 2, Medicine 4, Science 3, Subterfuge 3, Survival 3, Technology 4, Transport 2

TRAITS

Attractive
Brave
Code of Conduct
Friends (UNIT)
Tough

GADGETS

Superphone

STORY POINTS: 12



COLONEL MACE

Following UNIT's rebranding to the Unified Intelligence Taskforce, Colonel Alan Mace was given full command of the UK branch. He oversaw the mess surrounding the Big Ben Incident, although the loss of many UNIT soldiers in those events cast a pall over his new leadership. The following Christmas, with a mysterious spaceship appearing over London, he sent Major Blake to liaise with the British Rocket Group while he coordinated the ground troops. Transported to the ship, Major Blake lost his life – an event that weighed heavily on the Colonel's mind.

It was during Operation BLUESKY that he finally got a chance to meet the legendary Doctor, although there proved to be a distinct clash of personalities and he was actually quite glad when the Doctor left him to get on with the job of commanding without interference. In the aftermath of Operation BLUESKY, a new chapter in Mace's life opened when he became involved with Captain Marion Price. He transferred to UNIT's Canadian branch, which he currently commands.



COLONEL MACE



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	4
INGENUITY	3	STRENGTH	3

SKILLS

Athletics 3, Convince 3, Fighting 3, Knowledge 2, Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 2, Technology 2, Transport 2

TRAITS

Brave
By the Book
Friends (UNIT)
Military Rank (Colonel)
Obligation (UNIT)
Voice of Authority

STORY POINTS: 12

ROSS JENKINS

Ross Jenkins was a UNIT Private assigned to Operation BLUESKY. He was lucky enough to be teamed with the Doctor, who was temporarily helping UNIT in their fight with the Sontarans. To any other UNIT member, the chance to work alongside the Doctor was something they would strive for, but Ross was oblivious to magnitude of the situation.

Ultimately, when caught in a battle, the Sontarans killed Ross. With the troops in his squad dead, and faced with a Sontaran battle-force, Ross forgot all of his training, and stood stunned by the sight of the advancing aliens. Failing to duck behind a nearby wall, Ross was shot down and killed in the corridor, just another one of the day's casualties.



PRIVATE ROSS JENKINS



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	2	STRENGTH	4

SKILLS

Athletics 2, Convince 1, Fighting 3, Marksman 2, Medicine 1, Subterfuge 2, Survival 3, Technology 2, Transport 2

TRAITS

Brave
Friends (UNIT)
Obligation (UNIT)
Tough
Unlucky

STORY POINTS: 12



LIEUTENANT-GENERAL SANCHEZ

Sanchez joined the American branch of UNIT from the 82nd Airborne Division.

Fascinated by alien technology, he filed many applications to head up UNIT's reverse-engineering projects. He was honoured to be placed in charge of Project INDIGO, an attempt to reverse-engineer Sontaran teleportation technology.

His happiness was to be short-lived, however. A Dalek invasion brought about untold carnage to UNIT's American headquarters. Sanchez was able to evacuate Martha Jones, who was working as their medical officer. He entrusted her with the American Osterhagen Key, and aided her escape using the still-prototype Indigo device.

He was thrilled to see the device work, and he died valiantly, taking out a Dalek before he was himself exterminated.

**LIEUTENANT-GENERAL SANCHEZ**

AWARENESS	4	PRESENCE	5
COORDINATION	4	RESOLVE	4
INGENUITY	2	STRENGTH	3

SKILLS

Athletics 2, Convince 3, Fighting 4, Knowledge 3 (*Areas of Expertise*: UNIT, Military Tactics) Marksman 4, Medicine 2, Subterfuge 3, Survival 4, Technology 4, Transport 4

TRAITS

Brave
By The Book
Friends (UNIT)
Military Rank (Lieutenant-General)
Obligation (UNIT)
Quick Reflexes
Tough
Voice of Authority

STORY POINTS: 12

CAPTAIN ERISA MAGAMBO

Captain Magambo's first major independent UNIT command was overseeing the Gladwell Road Tunnel Incident.

In a parallel timeline, one in which Donna Noble had never met and travelled with the Doctor, Erisa Magambo was the highest-ranking member of UNIT to survive various alien incursions as the Earth entered its darkest hour. Working alongside Rose Tyler, they recovered the TARDIS, and used it to send Donna Noble back in time, correcting history.

Erisa has a strong determination and complete loyalty to the Taskforce, ready to lay her life on the line for the sake of greater good. She is willing to overrule other members of the Taskforce if she feels it is the right decision, even if that means sacrificing the Doctor to keep the Earth safe.



ERISA MAGAMBO



AWARENESS	4	PRESENCE	4
COORDINATION	3	RESOLVE	5
INGENUITY	3	STRENGTH	2

SKILLS

Athletics 2, Convince 2, Fighting 2, Knowledge 2 (*Areas of Expertise*: UNIT, Military Tactics), Marksman 3, Medicine 1, Science 1, Subterfuge 2, Survival 2, Technology 1, Transport 2

TRAITS

Brave
By The Book
Five Rounds Rapid
Friends (UNIT)
Military Rank (Captain)
Obligation (UNIT)
Voice of Authority

STORY POINTS: 12



PROFESSOR MALCOLM TAYLOR

Malcolm Taylor is a brilliant scientific adviser for UNIT. He is rather eccentric and delights in cobbling together unlikely but inspired gadgets. He developed his own system of measurement, coining the term 'a Malcolm', to describe a wavelength parcel of 10 KHz operating in four dimensions.

During his time with the Taskforce, he read all of the reports of UNIT's past missions in the United Kingdom, taking a particular interest in the adventures of the Doctor.

During the Gladwell Road Tunnel Incident, Malcolm got the chance to work alongside the Doctor – albeit over the telephone – and he was honoured to be called a genius by the great man. Determined to do his best, Malcolm is not afraid to stand up to authority and fight for what he believes is right.



MALCOLM TAYLOR



AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	3
INGENUITY	5	STRENGTH	2

SKILLS

Convince 1, Craft 2, Fighting 1, Knowledge 4, Medicine 3, Science 4, Technology 4, Transport 2

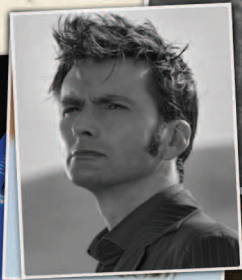
TRAITS

Boffin
Clumsy (Minor)
Eccentric
Friends (UNIT)
Insatiable Curiosity
Obligation (UNIT)
Resourceful Pockets
Technically Adept

GADGETS

Signal Jammer

STORY POINTS: 12



CHAPTER FIVE: UNIT TACTICS

CHAPTER FIVE: UNIT TACTICS





UNIT TACTICS

This chapter expands upon the combat rules presented in the **Doctor Who: Adventures in Time and Space** core game allowing for a more detailed battle. It also presents a simple mass-combat system that can be used when the troops are called in to hold off invading alien armies, allowing you to determine the outcome of a major battle while the players' characters continue with the adventure at hand.

EXPANDED FIREARMS RULES

Unlike your typical adventures with the Doctor, a UNIT-based campaign relies heavily on military tactics and solutions. What this means is that things explode, surgical strikes are performed, people get killed, and yes, friends, guns are fired. A lot. While the core **Doctor Who: Adventures in Time and Space** rules handle most in-game situations just fine, what follows are some expanded rules to help when running games with firearms and explosives. It means that the combat system is a little more 'crunchy' than before, so if the Gamemaster feels that this slows the game down too much, these rules can be used or discarded, as suits best.

Guns are Still Bad!

In a UNIT game, guns are part and parcel of play - this constitutes a much more typical form of gaming than the usual 'Run for your life!' adventure. UNIT is, as will be stated repeatedly, a blunt instrument. If you will forgive the mixed metaphor: when the chips are down, UNIT is the hammer sent to pound the nail. Therefore, guns and gun play might not be shied away from in a UNIT-centric game. The paradigm of play can be quite a bit different in this type of game.

All the same, it is important to note that *guns are deadly*. While the action is pulpy in nature, it isn't pulp. Guns are generally seen to be bad things in the universe of the Doctor, and when people are shot, they die. Your best bet, if you plan to go into a situation with guns blazing, is to find heavy cover first. Make sure you hit the bad guys but they don't hit you. Otherwise, you might be going through characters by the ream.

That said, in most cases, the majority of the firearms are wielded by the troops around you. The characters are more than likely busy doing other things, such as running through the combat, researching something vital or helping people escape.



COMBAT RULES

In a normal **Doctor Who: Adventures in Time and Space** game, firearms are a rarity. The Doctor doesn't carry a gun, and neither do most companions. Usually, it's the bad guys who are doing the shooting. In a UNIT game, however, everyone's running around with guns, and firefights are much more likely to happen.

The basic rules can be built upon to add a bit more detail, and to include new and more explosive weaponry. The first addition is the use of ranges. Some guns are designed for close combat, such as shotguns or lower calibre pistols; whereas some are designed for longer-range combat, like hunting or sniper rifles.



Since this is a cinematic-styled game designed for fast play, we are not going to get into the nuts and bolts of varying gun calibres. When one starts worrying about the difference between 9mm and 9x18mm pistols, it is easy to lose sight of the more important aspects of play – action and drama. Thus, we break guns down into general categories instead of specific calibres and loads.

Guns have an additional statistic called a *range increment*. This represents the weapon's accuracy at different ranges, expressed in meters. Pistols, for example, have range increments of 5/10/20, meaning up to 5 meters is short range, up to 10 is medium range, and up to 20 is long range. Weapons can generally fire a maximum distance up to twice their maximum range, after which it is difficult enough to hit that it is pointless to check for success.

For each range increment, a gun suffers a cumulative -2 to hit its target, plus an additional -2 beyond its long range. Thus, a pistol suffers no penalty up to 5 meters, -2 out to 10 meters, -4 to 20 meters, and -6 up to 40 meters away, after which it is impossible to hit a target.



Some guns impose a penalty to your dice roll if you try to fire more than once per round, due to recoil. This is in addition to the penalty for making more than one action in a round – see p 47 in the Gamemaster's Guide.

The categories and sub-categories of guns are as follows:

PISTOLS

Pistols are small, hand-held weapons that come in a variety of shapes and sizes from tiny palm-sized derringers to sleek semi-automatic jobs, to imposing revolvers with 30-cm barrels. They have a shorter accuracy range than rifles, but are much faster to use, less unwieldy to carry, and far easier to conceal.

Range Increments: All pistols, regardless of their sub-class, have range increments (in meters) of 5/10/20.

Holdout Pistol – tiny pistols that hold .22 calibre ammunition and do more shock than actual damage. While these guns do very little real damage, they also have no appreciable recoil. These guns hold from one (single-shot derringers) to seven (revolver) to fifteen (automatic pistol) shots, and are generally double-action, meaning the gun can be fired as many times as the trigger can be pulled. The character can empty the weapon in a single Round if he or she chooses.



Small Pistol – any snub-nose weapon, such as an American Saturday Night Special, or snub-nose police revolver, usually in .32 to .38 calibres. Most guns in this category are small revolvers, limited to six or seven shots, and have light recoil. These guns deal normal damage and can be fired multiple times in a Round, with each additional shot imparting a -1 cumulative penalty from recoil.



Hand Cannon – guns in this category include .357 Magnums or .50 calibre Desert Eagles. They hold 6-7 rounds. They deal a lot of damage, with additional shots imparting -4 cumulative penalties on top of the usual multiple action penalty. The recoil from these enormous pistols is enough to make you black out for a split second. These guns may be fired a *maximum* of twice per Round.



Medium Pistol – standard police and military side arms in 9mm to .40 calibre size, holding 10-15 rounds. These guns can be fired multiple times but each additional shot after the first imparts a -2 cumulative penalty from recoil.



SHOTGUNS AND RIFLES

Rifles have a much longer accuracy range than pistols do, but are a lot more obvious, awkward, and less portable. Unless the rifle is set and aimed already (as with a prepared sniper) a character with a pistol will always shoot before a character with a rifle. Shotguns have much shorter ranges, but have the drawback of being large and awkward like rifles.

Range Increments: Shotguns have pistol range increments. All other rifles have Range increments of 25/50/150.

Large Pistol – guns like the U.S. Colt Army or Tokarov, from .45 to 7.62 calibre in size and holding 6-10 rounds. Like a normal Medium Pistol, but deals higher damage with additional shots imparting -3 cumulative penalties from the recoil.



Shotgun – be it a double-barrel 20-gauge or a pump-action 12-gauge, all shotguns fall into this category. Shotguns firing slugs deal high damage, but are -1 to hit due to the difficulty aiming, while shotguns firing buckshot (lots of little pellets) gain +1 to hit a target, but deals less damage. Shotguns can be fired a maximum of twice per round (except for semi-automatic models) and subsequent shots suffer a -3 penalty due to recoil. Double-barrelled shotguns can fire both barrels simultaneously with no penalty, adding an additional +1 to hit and an additional 2 points of damage, but require a full Round to reload afterwards. Standard shotguns hold 2 cartridges, pump-action or automatic shotguns hold 2-10.



Rifle – These are hunting rifles of the bolt, pump, or lever-action variety. They hold 2-8 rounds, and can fire a maximum of three times per round. Each attack after the first imparts a cumulative -3 penalty.



Assault Rifle – Assault rifles can fire in three modes. In semi-automatic mode, they fire a single aimed shot. In Burst mode, the gun fires three bullets in rapid succession. The wielder makes an attack roll as normal. A Success means they have hit once, a Good means they have hit twice and a Fantastic result means they have hit with all three bullets – each doing the normal 'Good' level of damage. A second or third burst can be attempted in the same round, but each suffers a cumulative -4 penalty in addition to the usual multiple action penalty. In fully automatic mode, the wielder cannot aim. He simply selects an area of up to a 90° arc in his line of vision and showers it with bullets. He then makes a standard attack roll. Everyone in the area gets a chance to dive for cover with a +2 bonus to the roll. If anyone fails to dodge into cover then they take damage as usual depending on the severity of their failure. Firing full auto takes the entire Round; affecting a 45° arc uses half a clip of ammunition and affecting a 90-degree arc uses the entire clip. A clip usually contains 10-100 rounds.



MACHINE GUNS

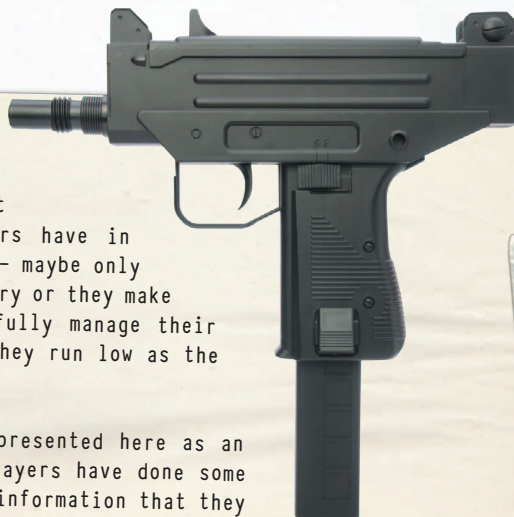
Machine guns are large, dangerous weapons used to inflict mass carnage. They are always mounted on bipods or tripods and cannot be carried (contrary to what one may have seen Arnold Schwarzenegger do in the movies). Using a machine gun is identical to using an Assault Rifle on full auto, save that machine guns deal more damage, and smaller arcs of fire can be better controlled. A 45° arc uses one-half of an ammo clip or belt, and a 90° arc uses an entire clip or belt. A clip holds up to 100 rounds; belts hold thousands of rounds, but aren't very portable. Smaller or in-between arcs of fire may be possible at the Gamemaster's discretion.

Range Increments: Machine guns were actually used in WWI and to a lesser extent in WWII as anti-aircraft weapons and thus have range increments equal to twice that of rifles.



SUB-MACHINEGUNS

Sub-Machineguns are somewhere between pistols and assault rifles. They look cool, but are not weapons of precision. Generally, they can only fire fully automatic like assault rifles, but have the range of pistols. They hold clips of 10-50 rounds.



Guns and Ammo

It's entirely up to you how strictly you want to keep tabs on how much ammunition characters have in their weapons. Some people prefer a light touch – maybe only running out of ammunition when it adds to the story or they make a spectacularly bad roll. Others like to carefully manage their ammo expenditure, and it can add tension when they run low as the Sontarans close on their position...

The ammunition that different weapons hold is presented here as an 'average' for a weapon of that type. If your players have done some homework on specific guns, by all means use the information that they have found.



SNIPER RIFLES

Sniper weapons allow the shooter to remain at a safe(r) distance, using high-powered telescopic sights and long-range weaponry. The sniper usually holes up in a location that gives him the best possible view over the proceedings and can communicate with the rest of the squad, relaying enemy movement and taking shots of opportunity when the squad is in danger. Sniper rifles have a very long range, and can deliver incredibly high amounts of damage.



GRENADES AND EXPLOSIVES

The Brigadier has called upon his troops to use grenades in the past – not that they often have much of an effect on the heavily armoured alien threats that UNIT usually faces.

Explosives and grenades work slightly differently to normal weapons as they affect an area rather than just hitting one target. They have a damage value, just like any other source of injury, but this is also some indication of how close the target is to the explosion.

Just like the firearms above, grenades and explosives have a 'range increment', only this time the numbers reflect the size of the explosion. For example, a typical

Sniping and Aiming

Any character can choose to aim their weapon for longer to try to be more accurate with their shooting. For a complete Action Round, the shooter does nothing else but aim. They cannot dodge, move or take any other action without negating the effects of trying to aim. If an enemy hits them, they are distracted and lose their aim. If they manage to spend an entire Action Round with uninterrupted aiming, they make a normal Coordination and Marksman roll as if they had taken the shot, but instead they make a note of what they roll. The better they did this time, the bigger the bonus they get on their actual shot. A Success provides

a +2 bonus, a Good result a +4 bonus and a Fantastic a +6 bonus to the actual roll to hit the next Round. They can shoot at any time next Action Round (even before the normal 'Fighters' phase), and receive the respective bonus to their roll.

A character with the Sniper trait can aim for more than one Action Round. If they can remain uninterrupted, they can add an additional bonus from a second Round's worth of aiming. They can continue to aim longer, but only the bonus from the most recent two Rounds of aiming are added to the actual shot – targets keep moving around, can disappear behind cover and the sniper's advantage can be lost.

SUMMARY OF WEAPON RANGES, AMMUNITION AND DAMAGES

WEAPON	RANGE INCREMENTS	AMMUNITION	DAMAGE	RECOIL
Holdout Pistol	5/10/20	1-15	1/2/3	0
Small Pistol	5/10/20	6-7	2/4/6	-1
Medium Pistol	5/10/20	10-15	2/5/7	-2
Large Pistol	5/10/20	6-10	2/5/7	-3
Hand Cannon	5/10/20	6-7	3/6/9	-4
Shotgun (Slug)	5/10/20	2-10	3/7/10	-3
Shotgun (Buckshot)	3/6/12	2-10	3/6/9	-3
Rifle	25/50/150	2-8	3/6/9	-3
Assault Rifle	25/50/150	10-100	3/6/9	-4
Machine Gun	50/100/300	By belt	3/7/10	-4
Sub Machine Gun	5/10/20	10-50	2/5/7	-4
Sniper Rifle	200/400/800	1-5	4/8/12	N/A

grenade has a range increment of 2/5/7. When the grenade goes off, everything within 1m takes the Fantastic result damage (x1.5), within 3m takes Good result damage (x1) and up to 5m takes Success result damage (x0.5). Outside this range, the target may still be stunned by the blast, but they do not take physical injury.



The result also indicates how close the grenade is to where it was intended to land. Throwing a grenade is just like shooting, only the grenadier is throwing the explosive to land as close to the target as possible. If they do not get a Fantastic result, the grenade has landed a distance away from the intended target. This depends upon the explosive's range increment. For example, using the grenade as before, if the grenadier only gets a Success when throwing the grenade, it means that the grenade lands and explodes 5m away from the target.

The target receives the Success level damage (x0.5), but it may be worth considering that the explosive has gone off somewhere other than planned. Somewhere has taken the full force of the explosion; it is just that it was not where the grenadier aimed!

To determine where the grenade actually goes, roll a die. This decides whether the grenade is thrown long or short, or off to one side or another.

On a roll of 1, the grenade lands short. On a 2 or a 3, the grenade is off to the left, and a 4 or 5 means the grenade heads off to the right. On a roll of a 6, the grenadier has overshot and thrown the grenade behind the target.

In this case, the range increment determines how far away the grenade has landed.

For example, Corporal Adamson throws a grenade at an approaching Dalek. It is not likely to have much of an effect, but desperate times call for desperate action. The player rolls and gets a Success, not a great result, but it does some damage to the Dalek. He rolls again to see where the grenade lands, getting a 3. The grenade bounces off the Dalek, and rolls off to the left. The grenade's range increments mean that to hit the Dalek with a Success amount of damage (x0.5) it needs to have exploded 6-7 meters away from it.

The same can be used if the grenade misses completely. If Corporal Adamson's grenade-throw resulted in a Failure or a Bad, or worse, result, the grenade is further and further away depending upon the grenade's range increments. Look at the difference between the 'Good' and 'Success' range increments, and add that to the distance of the 'Success' result for each level of failure. In the above example, a Failure would be 9m away (the difference between the 'Good' increment (5) and 'Success' increment (7) is 2, so that is added to the range of a 'Success' result to get 9.

A Bad result would be 11m away and a Disastrous would be 13m away from the Dalek. Let's hope one of the Corporal's allies isn't anywhere near where the grenade ends up.

The only explosive that the 'scatter' rules do not apply to are planted explosives, such as placed or stuck C-4 or bombs that are specifically attached – usually to items of equipment or supply pipes that need to be disabled. Failing to set a bomb like this, usually results in the bomb simply failing to go off.



Grenades: The most common form of explosive is the hand-thrown grenade. A grenade can be thrown six times the character's Strength in meters – so a character with a Strength of 3 can easily throw a grenade 18 meters. Some grenades just explode, whereas there are others designed to throw shrapnel (fragmentation), release smoke or set things on fire (incendiary). The Gamemaster can adjust the damage and effect accordingly.



Bomb: Usually placed at strategic locations to damage vital equipment, these mostly utilize a timer or a remote triggering device. The explosives detailed in the table assume a kilogram of plastic explosive such as C-4. Larger explosives increase the damage and range proportionally (twice as much explosive, double the damage/range). To use explosives like this, the Engineer has to make an Ingenuity and Technology roll to set a timer or remote detonator. Failure usually means the bomb fails to explode.



Rocket Launchers: UNIT's best defence against the Cybermen came from utilising the explosive capabilities of personal rocket launchers. UNIT troops' most common rocket launcher is light and disposable, a simple fire-and-forget system that is manually aimed. More advanced systems are available with laser-guidance or heat-seeking capabilities, but these are less portable and rarely used by UNIT. In the case of UNIT's rocket launchers, detailed in the table, they have two range increment stats – one for the actual ranges for firing the rocket, and another for the blast of the explosion. The usual modifiers apply just like a normal firearm to modify the chances to hit with the rocket, and then use the second range figures to determine blast or 'scatter' from missing the target.



WEAPON	RANGE INCREMENTS	DAMAGE*
	Fantastic/Good/Success	Success/Good/Fantastic
Grenade	2/5/7	8/16/24
Bomb (C-4, 1Kg)	4/10/20	10/20/30
Rocket Launcher	20/40/80	By rocket
Rocket	1/2/5	9/18/27

*while most of these damages are normally instantly Lethal, the L classification has been ignored to provide larger numerical damage to aid Gamemasters when calculating the effect on buildings, armoured robots or tanks, etc.

MASS BATTLES

When overwhelming forces threaten the Earth, UNIT is often called in as the first line of defence against almost unbeatable odds. The Doctor may be able to turn back an alien invasion just by reminding them who he is, but UNIT uses a different strategy – massed firepower. If your game includes a huge battle, these are the rules for you!

Rather than getting bogged down in moving hundreds of troops around, the Mass Battle rules are designed to be quick, unobtrusive, and allow the player characters to interact with the action in their own way without getting lost in complicated turn taking, difficult rules and calculations.

There are a couple of ways to run a Mass Battle. The first takes each side as a whole, and lets them battle it out for superiority. The second way builds upon these rules and divides the sides into manageable squads. While the second option takes more time, it allows tactical manoeuvring and planning, letting the players shape the course of the battle in addition to their character's input on the field.



	ATTRIBUTE	SKILL	COMMON TRAITS	OTHER MODIFIERS
Offence	Coordination or Strength	Marksman or Fighting	-	Weapon damage
Defence	Awareness plus Coordination or Resolve	-	Fast Healing, Tough	Armour
Size	-	-	-	Relative numbers
Mobility	Coordination	Athletics	-	Vehicle speed
Morale	Resolve	-	Brave	Commander's reputation

SIMPLE MASS BATTLE RULES

Similar to running a chase, all battles are Conflicts where the armies gain or lose ground. The opposing sides fight until one side is either forced to retreat or is defeated. This can take place over a protracted period, usually while the player characters are doing something more important, such as rescuing civilians, coming up with a vital piece of technology that could stop the fighting or simply escaping from their captors.

First of all, the Gamemaster must determine the stats of the opposing sides. Each side has a number of 'Attributes', just like a character.

Offence: This is a measure of how accurate or powerful the side's attack is. To determine this, simply work out the average troop's relevant Attribute and Skill. For example, a UNIT soldier using firearms has a Coordination of 4, and Marksman 3, added together makes an Offence of 7. If the battle is in mediaeval times and the troops are using swords, you would use the relevant Attribute and Skill, usually Strength and Fighting.

The weapons used also modify Offence. A squad equipped with rocket launchers will quickly win a battle against troops wielding bows and arrows. Look to the usual damage of the weapons used for a Good

result, and add that to each side's Offence rating. If a weapon has a result of Lethal, it counts as +12.

Continuing the example, the UNIT soldiers are using assault rifles with a Good result damage of 6. Adding that to their Coordination and Marksman gives them a total Offence of 13.

If the troops have any relevant Traits, and the Gamemaster thinks they should come into play, then add their benefits or penalties just as if the squad was a single character.

Defence: is a guide to how well defended or armoured the side is. Just like the Offence rating, simply use the average troop's relevant Attribute and Skill. The UNIT soldiers above are probably defending themselves by simply dodging for cover, so they are using Awareness and Coordination. In this case, their Awareness is 4 and Coordination is 4, so their Defence is 8.

Defence is also modified, just like Offence, only this time it is modified by how well armoured the troops are. UNIT have very simple flak jackets, providing 6 points of protection, which is added to their Defence, making it 14.

Again, if the troops have any relevant Traits that are common among their ranks, the Gamemaster may modify their Defence to suit.

Mixed Types of Troops

What happens when your army is made up of, say, twelve infantry, two jeeps and six heavy-weapon specialists? If the weaponry and Skills vary for the army, you can either consider the largest part of the troops and stick to that, or split the army into units of similar specialty. If you split the army, you need to look at the Advanced Mass Battles rules (see below, page 99).



Size: Determines how large the side is. Numbers can often swing the course of the battle. In the simplest form of the Mass Battle rules, look at the numbers on each side. If an army is larger than the other, try to imagine how much larger the side is. You don't have to do complicated maths, but look to see if one side is twice the size of the other, one and a half times the size, etc. Add the following modifier to the larger side.

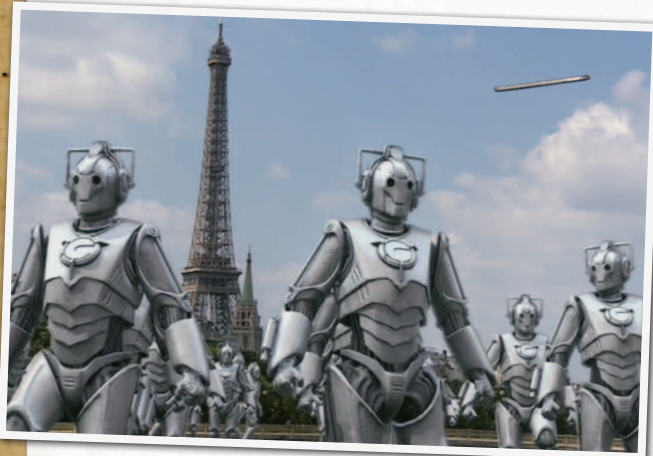
SIZE OF LARGER FORCE COMPARED TO OPPONENT

MODIFIER

Same size	0
1.5 times the size	+4
Double their opponent	+8

If the sizes are in between these amounts, the Gamemaster may suggest a modifier of +2, +3, etc.

In course, the Gamemaster may wish to use the Size Trait modifiers if the troops are facing an enemy larger in stature rather than numbers



Mobility: The more mobile the army is, the better able it is to take advantage of the terrain and to outmanoeuvre its opponents. To determine an army's mobility, use the Coordination and Athletics of the troops. If the troops are using Vehicles, add the Vehicle's Speed instead. Add +4 if the army can fly or has another way of moving, like phasing through solid matter or teleporting. The side with the longer-range weapons gets another +4 bonus.

Morale: Even the largest army does not remain in a battle if their morale is low. This is a measure of their determination to remain fighting. The Squad's Morale rating is again determined by an Attribute; this time Resolve. This can be modified if any Traits come into action, like Brave. A good commander can also boost an army's morale. There's a big difference between following the Brigadier into battle, and being ordered into the fight by some nameless bureaucrat from Whitehall. A commander gives a bonus to an army's morale between -2 and +4 (a really bad commander can lower morale!)



Once you have determined the 'Attributes' necessary to run the combat, it's time to let battle commence.

Example: A Sontaran battle force has landed on Earth, and UNIT is ready to meet them in pitched battle, (see table below).

ATTRIBUTE

SONTARANS

UNIT

Offence

Coordination (4) + Marksman (5)
+ Lethal Rifle (12) = 21

Coordination (4) + Marksman (3)
+ Rifle (6) = 13

Defence

Awareness (3) + Resolve (6)
+ Armour (5) = 14

Awareness (6) + Coordination (4)
+ Flak Jacket (4) = 14

Size

Smaller side (0)

Advantage of numbers (+4)

Mobility

Coordination (4) + Athletics (2) = 6

Jeep (8)

Morale

Resolve (6) + Commander Strax (2) = 8

Resolve (3) + Brave (2)
+ The Brigadier (4) = 9

SIMPLE BATTLE SEQUENCE

The simple version of the Mass Battle involves the two sides attempting to force the other side into defeat. Imagine the forces of good are on a battlefield with grids like a ladder. Ahead of them are numerous 'rungs' that lead to Victory, and behind a similar number that lead to Defeat. There's only one grid per battle – obviously enough, 'Victory' for the good guys means 'Defeat' for the villains and vice versa.

VICTORY
Winning
Gaining Ground
Pushing Forwards
STALEMATE
Forced Backwards
Losing Ground
Losing
DEFEAT

The forces usually start battling in the STALEMATE square of the grid. If one side starts with an advantage, then the battle might start at Forced Backwards or even Losing Ground.

Fight!

Once the armies are ready, battle commences. Each 'round' of the battle consists of several phases. How much time each round represents is up to the Gamemaster, but it would usually be in the region of 10-30 minutes. Keep running through these phases until one side loses.

Movement: Both sides jockey for position by making an opposed roll using their Mobility. The side that wins can either:

- Get a bonus to their Offence or Defence based on the result (Success = +2, Good = +4, Fantastic = +6). This represents the army seizing the higher ground, digging into defensive positions, or charging the enemy.
- Permanently reduce the opposition's Mobility bonus based on the result (again, Success = -1, Good = -2, Fantastic = -3). This represents actions like closing or widening the range between the two forces, forcing flying forces to land, drawing vehicles into boggy ground, or taking cover by going to ground.

Example: Both sides roll their Mobility. The Sontarans get a total of 12; UNIT gets a total of 17, a difference of +5. That's a Good result – they can choose to either get a +4 bonus to Offence or Defence this round, or reduce the Sontaran's mobility by 2. As the Sontarans

have a massive advantage in firepower, the Brigadier orders UNIT to dig in, boosting their defence.

Combat: The side with the highest Offence goes first (we'll call them Side A), rolling two dice as normal and adding their Offence (which is, in effect, the squad's Attribute and Skill, modified) and any Size modifier if they're a larger force. The other side (Side B) resists with their Defence, just like a normal Conflict. Make a note of who wins.

The defending side (Side B) gets to retaliate, rolling two dice and using their Offence against the first side's (Side A's) Defence, just as before, with a Size modifier if necessary. Again, make a note of who wins.

Time to exchange fire. The Sontarans attack first, rolling a 9+their offence of 21 for a total of 30(!). UNIT rolls a 6, +their Defence of 14, + their bonus of +4 from digging in, for a total of 24. The Sontarans win with a margin of 6. UNIT fires back. They roll a 7, plus their Offence of 13, plus their Size of +4, for a total of 24. The Sontarans roll an 8, plus their Defence of 14, for a total of 22. UNIT win, with a margin of 2.



Result: Have a look at the results of the two Conflicts. If both sides lost their Conflicts, the battle remains at its current position on the grid. If one side won and the other side failed to win in their offensive phase, the winners move the battle one step closer to their goal.

If *both* sides won, then the side with the higher margin of success moves the battle on the grid. If both sides won with the same margin of success, then the battle doesn't move.

Both sides 'won' their conflict, but the Sontarans did better. The Gamemaster describes both sides engaging in furious combat, but the superiority of Sontaran weapons and their utter refusal to retreat gives them edge. UNIT is forced one rung down the grid, from STALEMATE to Forced Backwards.





Dramatic conflict

Mass battles should be tense affairs. The players need to care about what's going on, even if they are not actually doing the fighting. The Gamemaster can add drama to the events through their description of what is taking place. Add in details bring the action to life, or to remind the players that it is their friends and allies that are in danger. Here are some examples of the sort of thing you could use:

UNIT IS FORCED BACK - you could describe the fighting reaching a new level of intensity around a feature of the battlefield. The players see a friendly NPC, perhaps someone who has helped them in the past, fall wounded or disappear in the smoke of an explosion as the enemy closes in.

THE ENEMY GET A FANTASTIC RESULT IN THEIR OFFENSE ROLL - a section of the players' base erupts with an enormous explosion - it looks like their bunkroom took a direct hit!

UNIT GETS A FANTASTIC MOBILITY ROLL RESULT - Captain Yates leads a flanking force through an abandoned quarry and takes the enemy by surprise. Better get him some support or he'll be cut off!

These details could inspire the players to take actions in response - it's great if that happens as it shows they are really getting into the adventure. You could play out these situations, perhaps in between the rounds of the mass combat (with the players' actions considered as taking place during the next round of battle). The success (or otherwise) of the players could add modifiers to the rolls in the next round (see **CHANGING CIRCUMSTANCES** below), or even end the battle if they are successful enough!

Staying in the Fight: If a side loses a Conflict and is forced back, the Gamemaster may choose to ask the losing side to roll two dice and add their Morale rating. The Difficulty of the roll is a 9, +1 for every stage they have been pushed back, and add the opponent's Size rating if they are larger. If they fail the roll, they may withdraw completely from the fight, choosing to run and save themselves rather than remain in a futile fight.

If the Gamemaster chooses, a side with an advantageous Size rating may have this reduced if they lose, reflecting that side sustaining casualties and losing their advantage.

As UNIT lost the round, they have to make a Morale test to keep fighting. The Difficulty is 9 (base) +1 (Forced Back) for a total of 10, and UNIT have a Morale of 11. They can't fail, even if they roll a 2. They're being forced back, but they're not giving up yet!

Do it again: Just as a normal Extended Conflict, once you've run through the sequence and moved the forces, if necessary, up or down the grid, do it all again. The battle continues until one side is pushed to Defeat. Like other Conflicts, one of these Action Rounds can represent a matter of minutes in a smaller scale skirmish, to almost an hour in an epic battle of immense forces.

Changing Circumstances: The actions of important combatants - and especially, player characters - can change the nature of a battle, and that should be reflected in the numbers. For example, if one side breaks out heavier weapons (like rocket launchers), this can boost their Offence. Retreating into cramped tunnels might force the attackers to give up their vehicles, dropping their Mobility. A stirring speech might temporarily boost morale.

Gamemastering battles

These rules provide a framework for battles, but you shouldn't enforce them to the detriment of the adventure. If something needs to happen, use your powers to make sure it does. This doesn't need to detract from the tension that the dice rolls bring to the battle - even if you know the eventual outcome of the fight, the players don't. Also, the way the battle unfolds can have many knock-on effects. There's a big difference between a quick, low-casualty victory and a close-run thing that devastates the local area and leaves a lot of people dead.

LOSING A BATTLE

When a side is forced down to the Defeat level of the table, they have lost and are no longer in the fight. It could be that they have been forced into a losing position and know they cannot win, or they may have sustained too many casualties. After defeat, they can heal their injured and retreat from the fight or they might have been captured and have to plot their escape from the enemy forces.

Optional Rule: Faster Battles

Battles are slow, bloody affairs. They are meatgrinders that consume the lives of thousands, and take hours or days to come to an end. It can often be hard, in the middle of a battle, to see clearly who is winning and who is losing. Sometimes, though, a particularly daring stratagem or a massive technological advantage can bring a battle to an end much faster. If you want to have quicker battles, then let the winning side move the battle by several rungs at once.

Under the basic rules, the side that wins the round moves the battle one rung up or down on the ladder. The faster battle rules lets the side that wins move the battle up to three rungs up or down. When you've determined the results of the two Offence/Defence conflicts, subtract the loser's margin of success from that of the winner, and move the battle based on the table below.

Difference	Number of Rungs
0-3	0
4-8	1
9-12	2
13+	3

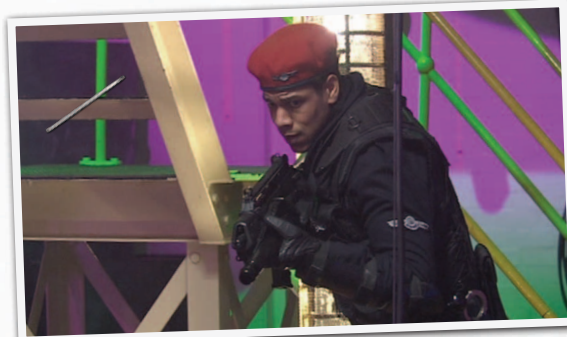


ADVANCED MASS BATTLES

If you want to run a slightly more in-depth form of combat in these mass battles, you can divide the sides up into manageable squads – usually groups of similarly equipped and skilled troops. To keep track of them, you can use copies of the Squad Cards provided on page 157.

Fill in the details of each Squad as you did before with the entire army. Define the Squad's Offensive, Defensive, Size and Morale ratings, and fill in the type of Squad on the card.

In a big battle like this, you'll need a battle grid. This grid has the same Victory-Stalemate-Defeat rungs as the simple grid, but also has a number of columns. Use the battle grid and place each Squad opposite their chosen opponents. This is where it can get tactical – sending a Squad of suitably equipped troops to face opponents that may give you a tactical advantage can turn the tide of the battle. Each Squad faces off against another opponent and each goes through the same sequence as the simple Mass Battle rules above.



Go across the battle grid, one column at a time, and make the necessary Offence and Defence rolls, working out if the Squad remains at a stalemate, advances or is forced to surrender ground. Some may gain ground, some retreat, some may lose and some may defeat their direct opponent. Once every Squad has had a Round, start again.

If a column's battle is over, the losing Squad is removed from the battle and the victor's troops can be deployed to aid in another part of the battle. Cooperation rules apply (see p38 of the **Gamemaster's Guide**), and the new troops add +2 to rolls of those they are aiding, if appropriate and at the Gamemaster's discretion. The side that loses a Squad makes Morale rolls for all of the remaining Squads to stay on the field of battle. Those failing may flee, whereas those succeeding their rolls may be even more determined to win.





SPECIAL CIRCUMSTANCES

The basic rules cover two armies engaged in pitched battle, but there are other types of conflict, like...

BASE UNDER SIEGE!

Time and again, the Doctor finds himself in a small base that's under attack by a much larger force. There's little chance of the base's defenders *winning* the battle – they have to hold out until they can escape or rescue arrives. This form of battle replaces the usual grid with a list of locations within the base. The defenders retreat through the base, step by step, as the enemy advances. Different locations in the base give bonuses to Defence to whichever side holds them.

For example, a near-future moonbase might have a grid like this:

Location	Defence Bonus
DEFEAT	-
Command	+4
Moonbase Corridors	+2
Hydroponic Dome	+2
Airlocks	+4
Lunar Surface	+0

The defenders lose if the attackers force them out of the Command section.

BUY US TIME!

Another common situation is one where the defenders have to stall the enemy long enough for the Doctor to come up with some technological wonder, such as the siege of Satellite 5. In these battles, only half the normal grid is used.

STALEMATE
Forced Backwards
Losing Ground
Losing
DEFEAT

As long as the defenders can stay above Defeat for the required number of rounds, they win. For example, it might take the Doctor 6 rounds to override the Sontarans' battle computer and convince them that they are about to be outflanked by a Rutan Host fleet and must withdraw. All the UNIT defenders need to do is not lose for six rounds.

CHARACTERS AND HEROES IN THE FIELD OF BATTLE

All this tactical fighting is well and good, but what about the player characters?

Characters and heroes (even if they are actually villains) are not part of any Squad on the field – instead they act independently. Most of the time, the player characters will be doing their own thing, saving people, ducking for cover or wiring up that force field to bring proceedings to a swift resolution. Gamemasters should carry out the turns of the battle at appropriate points during the adventure, so that it feels like the action is going on around the players.

Sometimes, the players' characters, or a major NPC, might get involved in the main fight, or might want to participate in the battle without playing out each scene. In this case, a character's actions in the fight can give a +1 to +3 bonus to an army or squad's Offence, Defence, Mobility or Morale.

The Gamemaster should weave the characters into the narrative of the conflict, perhaps giving the characters a list of possible actions they could take. For example, characters might:

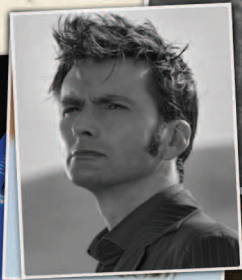
- Duel with key enemy leaders
- Capture enemy vehicles or weapons
- Bring a vital message
- Sabotage or repair a vital piece of equipment
- Rescue a downed comrade
- Lead a desperate counter-attack
- Discover a key weakness of the enemy force

Being in the middle of a battlefield is dangerous, though – every round, roll one die:

- On a 1, the character is targeted by an enemy soldier, and has to defeat or escape this attacker.
- On a 2-3, the character risks being hit by enemy fire. The Gamesmaster should make a single regular attack against the character, representing the danger of stray fire or enemy snipers.

USING STORY POINTS

As always, characters in the field can use Story Points to swing the course of the fight in their favour or to avoid taking a nasty hit. Only active characters can spend Story Points, but they can be used for any part of the fight that the character can feasibly influence.



CHAPTER SIX: COVERING UP

CHAPTER SIX: COVERING UP





COVERING UP

Part of UNIT's mandate is to cover up alien attacks and encounters. Up until a few years ago, the existence of aliens was top secret, and talking about UFOs and alien invaders was only for paranoid conspiracy theorists. Unfortunately, it's hard to deny the existence of aliens when you've got flying saucers crashing through Big Ben, or giant stars zapping half of London on Christmas Day, or Sontarans, Daleks and Cybermen invading the whole planet.

Still, humanity has an incredible ability to ignore reality. Most people are much more comfortable with their boring, predictable, manageable idea of reality than with the truth. It's hard to reconcile your everyday existence – going to work, doing accounts, watching football on the television, visiting your in-laws on the weekend – with the idea that, at any moment, a fleet of alien monsters might swoop out of the sky and wipe everything out. Ordinary people ignore the terrifying, wondrous truth until they're forced to confront it, and go back to ignoring it as soon as they can.

Therefore, while the Slitheen's out of the bag as far as concealing the existence of hostile aliens, UNIT still tries to cover up and conceal attacks where possible, to prevent public panic. As soon as the alien attack is repelled, UNIT's public-relations teams move in to concoct a plausible cover story. An ancient psychic monster didn't possess everyone in the village – it was a gas leak. A robot war machine didn't go rampaging through New York – it was a special effect for a blockbuster movie that went slightly off course. Autons? What Autons? Those are just plastic shop dummies melted by, er, another gas leak.

Containing and covering up alien encounters also ensures that any leftover alien salvage doesn't fall into the wrong hands. Groups like the GeoComTex actively monitor the world for possible alien incursions, and try to get there before UNIT so they can steal the alien technology for their own nefarious ends.



CONTAINMENT

The first step, therefore, in dealing with an alien incursion is to contain it. UNIT protocol orders the establishment of a cordon sanitaire around the incursion site. UNIT troops are deployed to keep people from getting in, and those trying to get out may be quarantined or at least scanned to ensure they're not infected / mind-controlled / alien duplicates / radioactive / carrying alien parasites in their chests. Where possible, UNIT works with local civil authorities (the British government and the British armed forces in the case of the United Kingdom) to contain the situation. Depending on circumstances, they might:

- Shut down roads, trains and other routes leading into the affected area
- Ban flights over the area
- Order a news blackout – although that's a lot harder these days, when everyone's got cameras and internet access in their phones. Therefore, any news blackout has to be accompanied by a shutdown of the local phone networks
- Order everyone to stay indoors. UNIT can effectively order martial law if a situation warrants such extreme measures



Effective containment isn't always possible, especially if there's a large-scale alien attack.

Early Warning

UNIT monitors the skies of Earth and our solar system with arrays of telescopes, radio arrays and surveillance satellites. Their constant vigilance detects any approaching object and tracks its course. If UNIT gets advance warning of an alien threat, they can either try to meet it in the air before it lands, or be ready to contain the incursion when the aliens land.

Early warning isn't always an option - lots of alien races either have cloaking technology, or just blip in from hyperspace or transmat into orbit or just drop out of the time vortex right on top of us. Still, it sometimes works, and on those occasions it's nice to have a little bit of lead time to come up with a good containment strategy and cover story.

on by stress, or the planet Venus reflecting off swamp gas, or an advertising blimp that went out of control and flew too low.

A really good cover story also gives a plausible explanation for any alien sightings, like the gas leak that blew up a warehouse full of plastic mannikins that were not, under any circumstances, Autons. Other alien attacks can be explained in similar ways - those weren't Daleks, it's just that the binmen didn't collect the rubbish yesterday.



COVER STORIES

To keep the public in the dark, UNIT uses various cover stories to explain away the damage and weirdness caused by an alien attack. These cover stories need to:

- Convince people in the area to leave or stay indoors, and stop people from entering the affected area
- Provide a plausible cause for any deaths, injuries or property damage
- Justify the involvement of the military
- Discredit any witnesses who talk about little grey men or things with too many teeth
- Stop anyone from collecting items from the scene
- Stop anyone from investigating afterwards

Most cover stories involve gas leaks, toxic spills, accidents with chemicals, or disease outbreaks. Anything that's scary, icky and *boring* is perfect. Encounters with aliens, strange lights or flying saucers can be explained as hallucinations brought

CLEAN-UP

While the public relations teams deal with the media fallout and the official history, clean-up teams must deal with the physical aftermath of an alien attack. Any alien artefacts or remains must be collected for safe storage and later analysis. Any evidence of the attack is then destroyed. Sometimes, this is easily accomplished with a bulldozer, but in other situations more elaborate methods must be used. For example, when an alien plant called a Krynoid was retrieved from Antarctica and subsequently revived by Harrison Chase, it grew to titanic size and threatened to spread its seeds over the whole world. UNIT bombed the plant before it germinated, but all the soil nearby had to be thoroughly decontaminated to ensure nothing survived.

Survivors of an alien incursion often require medical treatment or psychological therapy after their encounter. UNIT medical staff perform triage on the survivors. People who suffered only minor injuries or did not see anything too unusual can be treated by the local emergency services, but victims who were hit by alien energy weapons, or infested with extraterrestrial fungi, or mind-controlled, or partially converted into Cybermen - only UNIT can help those people. The Taskforce has hospitals that specialise in unusual cases.



PLAYER CHARACTERS & COVER-UPS

While the first priority of the player characters in any UNIT mission is to defend the Earth by thwarting the alien invaders and protecting civilians, they may also be called on to cover up the encounter. The earlier they get control of the situation, the better – it's much easier to throw one local reporter off the trail than it is to contain the media blitz triggered when that reporter publishes a video of an alien monster rampaging across Surrey.



EXPOSURE

Exposure is the degree to which awareness of this alien encounter reaches the public. It's measured in points. If the characters have no Exposure Points, then the incursion is completely contained and no-one ever finds out about it. Lots of Exposure Points means news of the alien attack gets out, and that can cause problems for UNIT in the future.

SOURCES OF EXPOSURE

Witnesses: If people see monsters, alien spaceships, or UNIT soldiers with blue berets and high-tech weapons, they are going to ask questions. Leaving **Witnesses** to talk to the press is worth **1-5 Exposure Points**. At the lower end of the scale is the witness who glimpses a monster from a distance, or a traumatised victim who can barely remember what happened, but knows *something* weird happened. A witness who had direct contact with the alien invaders is worth 5 points.

Victims: People ask questions about dead bodies and missing relatives. Victims who just disappear and are never seen again, or

people who no-one cares about are worth 1 Exposure Point. Bodies that show up torn apart or blasted by alien weapons are worth 2 or 3 points. Unexplained deaths of victims are worth **1-3 Exposure Points**.

Physical Evidence: Evidence that hints at the existence of something strange going on, like lights in the sky, strange footprints or mysterious radiation is worth 1 point. More convincing evidence like alien artefacts or gadgets is worth up to 5 points. In rare cases, incontrovertible evidence (like a live alien) can be worth 10 or more points, but general, physical evidence is worth **1-5 Exposure Points**.

Photographs & Video: In this day and age, the first reaction of most people to an alien is not to scream, or run, or try to escape, it is to pull out their smartphones and start videoing it. Think of the number of hits you would get on YouTube with a clip of a marauding Cyberman (and think of all the remixes and funny captions people would add). Blurry, easily faked photographs or 'bad special effect' video is worth 1 point, while better photos shot with a professional camera are worth 2 or 3 points. High-quality video, live images or photos that couldn't be faked are worth up to 5 points. Not every photo can be dismissed as a special effect. Visual evidence like this is worth **1-5 Exposure Points**.

Investigators: Plucky reporters, meddling kids, conspiracy theorists, crusading journalists, amateur alien hunters... these are a special category of witness. They are not just bystanders, they're the sort of people who actively seek out rumours of aliens and mysterious encounters. Investigators are a bigger problem than ordinary witnesses, as they know the truth is out there and they came prepared with cameras and recording devices.



If an investigator gets his hands on any form of exposure – a photograph, a witness – then the Exposure Points for that item are *tripled*.

Public Exposure: A giant snowflake over London. Aliens invading across the world. A radio broadcast that cuts across all frequencies and begins “peoples of the universe, please attend carefully”. The whole *planet* abducted by the Daleks. Some things are too big to hide, and there’s no way to cover them up.

Public Exposure is worth **10 or more Exposure Points**.

COVERING UP

Concealing evidence, convincing witnesses not to go to the press, containing a situation and spreading a good cover story can reduce Exposure. If the characters can remove some of the Exposure before the Gamemaster assesses the results of the Exposure, they’ve got a much better chance of keeping things secret.

Witnesses: Many witnesses want an excuse not to talk about what they have seen. If the characters can provide a plausible way for the witness to believe that he didn’t see something impossible, the witness can be convinced not to talk. Other witnesses are willing to keep their secrets to themselves, especially if the characters won their trust or saved their lives. In the long run, UNIT can intercede with governments and media organisations to block news reports or make witnesses co-operate, but it’s much easier to deal with these things early.

Physical Evidence: Physical evidence can be destroyed or removed by the characters, or discredited as a fake.

Photographs & Visual Evidence: Confiscating the camera, destroying the security tapes, erasing the video... anything that keeps the photos off the internet works here. It is also possible to discredit most low-quality photos by claiming they are special effects or forgeries. Crazy conspiracy theorists have tried to convince the world that aliens exist using

Cover Stories

A good Cover Story can reduce all forms of Exposure. For example, if the characters convince the world that a crazy bunch of ecoterrorists put drugs in the water supply in Edinburgh, then any witnesses or investigators who talk about an alien spaceship landing on the Royal Mile are automatically discredited. The effectiveness of a Cover Story is either decided by the Gamemaster, or by one of the characters rolling Presence + Convince against a difficulty set by the Gamemaster depending on how clever the cover story is.

LEVEL OF SUCCESS	RATING	EFFECT
Disastrous	-1	So implausible it attracts more attention!
Bad	0	Not at all plausible – no-one believes the cover story. It doesn't match the facts at all.
Failure	1	Somewhat plausible – the news media accept this as the “official” version, but few people really believe it. It matches some of the facts, but doesn't explain everything or relies on a lot of co-incidences.
Success	2	Plausible – most people accept the cover story. However, there's a sizeable group of people on the fringe who argue that it's a lie.
Good	3	Almost everyone accepts the cover story. It's plausible and covers all the facts, and makes people want to believe it.
Fantastic	4	Everyone believes the cover story unless they've got direct evidence to the contrary.

Subtract the Cover Story's rating from *all* sources of Exposure *separately* before adding them up. For example, if there are three 2-point Witnesses, a 4-point bit of physical evidence, and 2-point video, and you've got a 1-rating Cover Story, then the Witnesses are worth 1 point each, the physical evidence is worth 3, and the video is worth 1, for a total of 7.



blurry photos and shaky video footage, and they've got nowhere. The real threat is high-quality video that couldn't have been faked – such footage must be kept out of the media.

Investigators: The characters can effectively stop the investigators from tripling the Exposure by stealing, destroying or discrediting any information the investigators have obtained. Depending on circumstances, it may be possible to detain or arrest the investigator for endangering planetary security, but making people 'disappear' can create even more problems for UNIT.

Public Exposure: No damage control is possible in such situations.



ASSESSING EXPOSURE

After a mission, the Gamemaster should roll two dice, add the current Exposure score, then check the Media Interest table to determine the effects.

MEDIA INTEREST

ROLL + EVIDENCE

IS THE SITUATION OUT OF CONTROL?

2-3	No, And everyone gets a bonus Story Point.
4-8	No. Any accumulated Exposure points go away.
9-11	No, But someone's paying attention. The Exposure score stays around.
12-15	Yes, But It's Not Obvious.
16-20	Yes. Ish. Panic
21+	Yes, and it's mass panic.

2-3: Not only is there no lingering Exposure, but everyone gets a bonus Story Point as a reward. Any accumulated Exposure points go away as the stories sink into obscurity.

4-8: The characters manage to keep the situation under control. There may be a few newspaper reports about strange events, some postings on online conspiracy theory sites, some ghost stories about monsters and weird lights, but everyone else forgets about it and gets on with their lives. People do not like having their comfortable status quo damaged.

9-11: The incident is still a secret, but someone has taken an interest. Any evidence that the characters didn't manage to suppress gets collected by someone. The Exposure hangs around and will come back to haunt the characters later on.

12-15: Something got missed in the coverup. Maybe there's still an alien out there. Maybe some corporation managed to salvage alien technology. In some future adventure, the characters' mistakes in this mission will come back to haunt them.

16-20: Panic and disruption. Even if the characters successfully deal with the alien attack, it looks bad for UNIT. Questions are asked about the organisation's ability to defend the Earth. The characters may get blamed for this public relations disaster.



21+: There's mass panic. Rioting on the streets, looting, crowds of people running about in terror. UNIT has to restore order. It's a major disaster, one that will cost millions of pounds in damages in addition to the damage caused by the alien incursion. The characters have completely mishandled the situation – or it was out of control from the beginning. Either way, the characters have to deal with the terror as well as the aliens.



CHAPTER SEVEN: GAMEMASTERING UNIT

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GAMEMASTERING UNIT

Running a game for UNIT characters, or even an entire UNIT campaign, brings with it several themes and aspects that are not quite as important in any other type of Doctor Who game. So it is worth taking some time to look at how you can use all this source material to create memorable and different UNIT-based. We'll begin by looking at some of the most important themes in a UNIT campaign – and how to use them to create dilemmas for the players. Then we'll investigate the various paths you might take in creating a UNIT setting for your adventures, and take a look at UNIT characters as companions.

After that, there's a random UNIT crisis generator to create new threats and missions for your UNIT characters

UNIT THEMES

In a game where the characters are wandering space and time like the Doctor, you'll want to change the feel of the game in each adventure. One adventure might be a gothic horror game with a wounded Weeping Angel haunting a medieval

cathedral, and next week the players find themselves rescuing a space dragon from a hungry princess, and the week after that your game is an intimate, character-driven piece about one of the player characters visiting their past selves.

For a UNIT game, though, you need more of a consistent 'feel' – instead of a new planet, a new time period and a new supporting cast every week, the characters are staying (mostly) on Earth in the present day. You should pick the themes you want to develop over the course of the campaign and stick with them – here are some examples:

BAND OF BROTHERS - LOYALTY

The most important aspect of UNIT characters is the loyalties they all share. To be part of UNIT means you have made a choice to put your life on the line for these loyalties. By loyalty we do not just mean you are ready to obey orders. Loyalty comes in many different shapes and sizes and the priority they give to their various loyalties will define any UNIT character, whether they are a scientist or a soldier.



Many soldiers find their loyalties fall into conflict in the heat of battle. In this way, your character's priorities will determine whether they act on their orders or, in particularly complicated situations, go rogue.

Loyalty to Earth

The remit of UNIT is to protect the Earth from alien invasions and incursions. Every soldier is pledged to stand against those who try to destroy or subjugate humanity. As a world-wide organisation with direct experience of alien life this grants the UNIT operative a wider perspective than most. You are unlikely to see the differences in your fellow soldier's skin colour, religion or culture if the thing coming towards you is green, sprouts tentacles and is less than obvious about where it keeps its head. UNIT members often blur their patriotism for their individual country into a general loyalty to the planet as a whole.

Loyalty to UNIT

As a defence force, UNIT commands a loyalty to its ideals as well as its hierarchy. UNIT is not just sitting around waiting for an invasion; it is actively looking to find ways to protect the Earth and help mankind take a place in the universal community. So the soldiers, officers and scientists of UNIT are not just serving an armed force, but also serving a certain ideal. A member of any armed force knows they might be part of military action based on politics or greed by their leaders. Not so the men and women of UNIT who know that if they are called to fight it will be for the planet as a whole. This means that UNIT soldiers have more trust in their superiors to make the right decisions. However, individual officers still need to earn the respect of their subordinates to get the best out of them in the same way as in any other armed force.

Loyalty to *the* Unit

As with any armed force, an individual will form bonds with the men and women they serve with. These are people you trust your life with, as they will be the ones beside you, covering your back in the most dangerous of circumstances. Military training places a high emphasis on working as a team and trusting each other to get the job done. With their lives on the line, soldiers have to trust that the soldier beside them will stand firm and that they can do the same for them. This trust creates great loyalty between those who serve on the front lines, a loyalty born of seeing your colleagues tested and coming through for you. Few people know if even their best friend would stand by their side if a monster appeared in front of them. Every UNIT soldier knows that the man beside him will, because that exact thing probably happened last week.



Loyalty to Family

With all the dangers stacked against them, it is simple to forget what your UNIT character is actually fighting for. The Earth is worth protecting, but it is a soldier's family and friends they are really fighting for. While this matters to pretty much anyone on the planet, a UNIT soldier is keenly aware of the dangers that lurk out in space. We all worry about our family members getting hurt in accidents or by some random act of violence. But what if you knew, really knew, that there were beings out in space that could appear at any moment and level cities in an instant? UNIT soldiers are among the bravest men and women as they know what might happen if they fall. They are the last defence against the potential extinction of humanity, so they know they must hold the line until their last breath.

Challenging Loyalty

You can force the characters to reconsider their loyalty by putting the ideal or group they are loyal to on the 'wrong' side of a conflict. The easiest way to do this is to give the characters an easy solution to their problem, but make sure it conflicts with their loyalty. A captured alien spy offers to tell the characters about the invasion plan – if they break him out of the UNIT prison cell and let him go. One of the character's relatives is sick, and an alien healing machine could save her – but the machine is locked away in a UNIT vault pending further investigation. Make the characters choose between loyalty to the unit and doing the right thing (or what *seems* to be the right thing...).

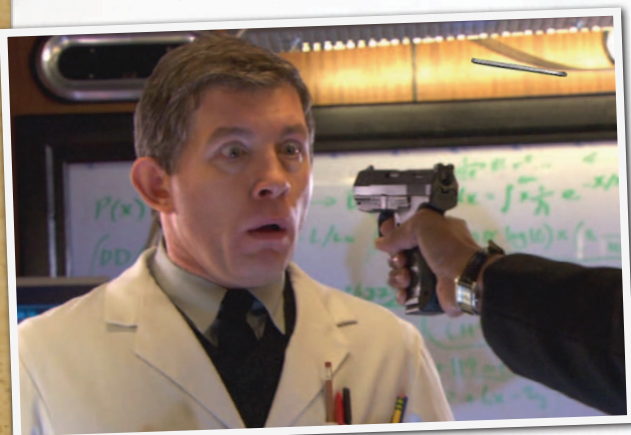
You can also have the characters choose between different forms of loyalty. Imagine if a fellow UNIT officer commits a crime or makes a mistake in the heat of the moment – do the characters cover for their fellow soldier, or go against their personal loyalty and report him?



Another classic challenge to loyalty is the commander from hell. A new, high-ranking UNIT officer is assigned to the base, so the characters have to obey his orders. He's a harsh disciplinarian and he keeps the characters in the dark about their mission.

I WAS ONLY OBEYING ORDERS – MORALITY

The other main theme of a UNIT campaign is morality. Soldiers are taught to obey orders without question. However, what do they do if the orders they are given fail to make sense, or even insist they hurt others or leave innocent people to die? Many soldiers are caught between a rock and a hard place, having orders they must obey and a moral duty to sometimes disobey such orders. The Doctor is very clear on what he thinks about the 'I was only obeying orders' excuse, but it is never just as simple as that. War and conflict bring hard choices. If the death of one innocent can save hundreds, do you pull the trigger? More importantly, if you are ordered to do so, does that let you off the moral hook?



While UNIT is a little more enlightened than many other armed forces, in any conflict morality can be the first victim. At the Gladwell Tunnel Incident, Erisa Magambo threatens to kill Malcolm Taylor because he refuses to close the portal and trap the Doctor, even though the creatures coming through the portal could destroy the Earth. In the end she doesn't fire, but what if the Doctor couldn't stop the alien attack? How would you feel if you had been given the chance to save the Earth and failed?

In most of the Doctor's adventures, the moral choice proves to be the right choice in almost every circumstance. That's all very well if you are a Time Lord who has the advantage of being able to save the world with a kettle and some string. However, the temptation to commit acts of evil for the greater good is very seductive, especially for we limited

humans. We've seen that the temptation can be too much for some Time Lords, and even those with the best intentions can let the power go to their head.

For a soldier the primary morality is duty. Each soldier has a duty to their comrades and their commander, but also to the ideals of UNIT. As with loyalties, these will help determine the right course of action when faced with a difficult decision.

The best UNIT soldiers can see some humanity in their enemy which allows them to fight with honour. When you dehumanise the enemy, it is easier to fight them but also easier to lose your own humanity. If you consider the enemy 'not even human' it is easier to rationalise the most terrible and horrific acts, usually the kind excused by 'only obeying orders'. Most people know right from wrong, and even in a disciplined military force, mere orders cannot overcome the revulsion most people feel about carrying out acts of genocide or atrocity. It is far easier for UNIT soldiers to dehumanise their enemies because, well, they are rarely actually human. So they need to work harder to understand who and what they are fighting so they can make the right decisions.

Challenging Morality

Is it better to do the right thing and still lose, than it is to break the rules and win? When Harriet Jones had Torchwood blow the *retreating* Sycorax ship out of the sky, the Doctor was furious – but she believed that killing the retreating aliens was necessary to safeguard our world. The Toclafane were insane murderers, but they were stuck at the end of the universe facing complete oblivion, and the Master offered them a way out – were they wrong to take it?

Give the characters hard choices to make. Give them a way to win more easily by doing something that could be considered evil. If the players are unwilling to consider the immoral option (or if they're too quick to go for the easy solution!) then you can put a UNIT officer into the picture who wants to do the opposite of whatever the players want to do, and challenge both loyalty and morality in one dilemma.

For example, a ship full of Ood invades Earth, and the characters discover the Ood are being mind-controlled by the Great Intelligence. The player characters discover that they could reverse the polarity of the Ood communication spheres to electrocute all the Ood in one huge blast. This would end the invasion in a single stroke, but also wipe out the enslaved Ood. Alternatively, the characters could sneak onto the Ood ship in a desperate commando mission and try to free the Ood from mind control.

There is no guarantee that the Ood can be freed or that the characters can complete the mission and, if they fail, the Earth will be overrun with tentacled monsters. What do the players decide?



NO BEAUTY BUT THE DARKNESS – FEAR AND PARANOIA

The universe is a wonderful and beautiful place, especially if you're a journalist living in Bannerman Road. However, it's not quite so friendly for a UNIT soldier. As part of the Earth's defence, the poor soldier never gets to see the beauty of other civilisations. Few aliens visit Earth just to talk about their latest art exhibit, and if they do they talk to diplomats and politicians. Unfortunately, the only aliens a UNIT soldier gets to meet are the ones trying to eat him or take over the world. So, for the UNIT soldier the universe is a dark void full of aliens hell-bent on invasion. It can skew your perception somewhat.

However, the aliens aren't the only danger; space itself carries terrors and confusions that go beyond mere physical danger. When you leave the confines of your home planet the universe becomes a lot more abstract. There are places where the laws of physics simply do not make sense, strange and wonderful places that will drive you mad if you stay there too long. Of course UNIT soldiers don't leave the planet very often, but some aliens bring the abstractions of the universe to Earth in their technology. Some alien spacecraft are just, well, alien. It is a lot for a poor UNIT squaddie to get used to and plenty find themselves relieved of duty for ill-health long before the firing starts.

Building Fear: UNIT has a responsibility to uphold – the defence of Earth is in the hands of the player characters. They can't just run back to the TARDIS and fly off if they're losing. There are no sofas to hide behind. Show the players the stakes; remind them that if they fail, humanity may be doomed. Make them make the hard decisions.

As UNIT is a military organisation, everyone's running around with guns. A lone monster might be able to terrify an unarmed companion, but a UNIT soldier's first instinct is going to be 'open fire'. UNIT characters are rarely helpless. There are two ways to scare characters who have plenty of firepower at their disposal. Firstly, you can pit them against enemies who are either too numerous or too powerful to be stopped by force of arms. A Sontaran invasion force or Cyberman armada can't be stopped by one soldier with a gun – to fight that many invaders, you need a whole army. A lone Dalek is an army, and good luck trying to bring one of those monsters down with a machine gun. The other option is to put the characters up against problems that cannot be solved with bullets and missiles. If the base is invaded by an alien shapeshifter, the characters have to identify who the monster is before they can shoot it. A non-corporeal creature, a disease, a telepathic signal, a time paradox, an internal conspiracy – give the characters a mix of things to be scared of. Enemies that make the characters *scared* to use violence are especially effective; use shapeshifting, possession, illusions and mind control to make hasty use of violence a very bad solution.

STANDING FIRM – BRAVERY

For all this fear and horror there is one more very important theme we need to address: bravery. UNIT characters are heroes. They have chosen to risk their lives to defend the human race against terrible enemies. Due to the nature of the work, it is rare to take on a soldier fresh from basic training. UNIT likes even its newest privates to have seen action on a battlefield or as a peacekeeping force. There are plenty of conflicts in the world to get the required experience. This means every UNIT soldier has faced an enemy and had to prove they can stand firm and do their duty. This is vital as even experienced soldiers have been known to run in terror when faced by an alien invasion.





A UNIT campaign will test the bravery of the characters to the limit. It is their duty to stand against the darkness but can they do so against inhuman invaders? This is especially true for creatures that might not just kill their enemies but do other unsavoury things to those they capture. When you are playing a soldier you need to remember that having no fear is not the same as being brave. Bravery is when you are terrified for yourself and the men beside you as you face something frightening and powerful, but still you grit your teeth and stand firm. So it is important for a player to remember that their character has the same fears and terrors as anyone else, and that these fears may also get the better of them from time to time. Which of the following sounds more heroic? A soldier who just wades into combat without a second thought, or one who runs for cover but after listening to his friends getting hurt manages to steel himself and join the fray, using his fear to drive him towards the enemy and save the day? Bravery is about overcoming something, and if you have nothing to overcome you cannot be a hero. Whether you are the player or Gamemaster, give the characters obstacles so they can prove themselves and your campaign will be the stuff of heroes.

Challenging Bravery: UNIT campaigns offer a great way to scare your players; by killing off a few other UNIT troops, you can show the players that the enemy is dangerous and deadly. Instead of

eliminating nameless foot troops, try building up the personalities of the other UNIT staff before killing them. Those aliens didn't disintegrate some random corporal; they just killed Bob Jones, the Welsh ping-pong enthusiast whose uncle got turned into a Cyberman at Canary Wharf!

◉ A SOLDIER'S TALE - UNIT CAMPAIGNS

So, having decided to involve UNIT in your game, what sort of adventures do you want to run? The most likely way UNIT will be part of a campaign is when one of the players wants to play a member of UNIT, maybe a scientist, soldier or officer. However, you can easily base your campaign around the player characters all being members of UNIT in some way.

ALONE AGAINST THE DARK

UNIT members make excellent companions for a Time Lord, even though Harry Sullivan never did get on that well with the Doctor! The same goes for a UNIT operative being assigned to a Torchwood station on an extended assignment, like Martha Jones coming to help out her old friend Jack Harkness. However, even when everyone is getting on well, you must bear in mind that the UNIT character has a loyalty to UNIT that may be far greater than they have to the rest of the group. How strong that loyalty is will depend very much on the character, and the rest of

For Queen and Country - Britishness

While UNIT is a world-wide organisation it has a certain 'Britishness' to it. UNIT soldiers do not charge into the fray yelling battle cries. Officers don't declare that they are going to 'kick some Sontaran butt'. To the UNIT soldier, battle is neither fun, not exciting. They simply have a job to do and if things go well they'll be home again afterwards. They talk of fighting off alien hordes in the same way an accountant speaks of having a full 'in-tray'. Combat is something to be avoided if possible because it's something that gets people killed. However, when the order is given to fight, the soldiers of UNIT will stand firm to the last man if need be, not with a whoop or a shout but a steely look of grim determination in the face of possible death. Each of them is proud to stand on the line against the enemies of Earth, and you can see it in their eyes as they take sight on their opponents.

UNIT campaigns are not about the glory of battle; they are about defending the planet and protecting its people. For risking their lives there are few medals and honours for the UNIT soldier, the only recognition being a pat on the back from an officer and a 'well done chaps' from their commander. While this might sound unfair, each soldier knows that just getting home after a day of keeping the Earth safe is all the reward they really need. What they do matters, and no one needs to make a song and dance about that.

Personal honour is important to every member of UNIT. It is not enough to win the battle, they must win honourably and fairly. Even the worst aliens must be treated with dignity, even if that means no mercy. A UNIT officer faces his enemy and proves who is the better man. One day Earth may fall, but it will never compromise and never surrender.

the group. Faced with new information, or having formed bonds with their new team, even a UNIT operative might disobey orders, or leave a few things out of their report for the sake of the team.

Of course, not everyone might know the UNIT character is actually part of UNIT. The character might get involved when off duty, or even assigned to spy on the rest of the players. You need to be very careful how you play this sort of adventure as it can often lead to insoluble divisions within the player group when the nature of the UNIT character is revealed, even if their agenda is benign.



- The Doctor (or another Time Lord) might recruit a promising UNIT soldier as a companion, like Harry Sullivan or Martha Jones.
- During the Time War, the Time Lords could recruit (or even just time scoop) the best soldiers from across the universe to help them battle the Daleks.
- A UNIT team could find a crashed TARDIS and explore the labyrinth of corridors within... until it takes off. Who's controlling it?

THE TIME LORD COMPANION

If most of your group wants to be a part of UNIT then you can make UNIT the centre of the campaign, rather than a TARDIS. Unlike many other military organisations, there is scope for a wide variety of characters in a UNIT campaign. As well as the various enlisted soldiers and officers, there is a reasonably large scientific and medical arm. There are also several support and ancillary staff that might find themselves brought to the forefront of the adventure due to their skills. After all, you never know what abilities might prove useful against alien invaders.

There is also scope to add in all manner of other characters as specialists and consultants. A Time Lord marooned on Earth might become part of UNIT. Perhaps he is working with them just to pass the time, or looking for specific alien tech to build or repair a TARDIS for himself. Maybe they have a common interest in destroying a recurring enemy of Earth. These options might also apply to any other alien creature, not just a Time Lord. UNIT recognises that not every alien race means them harm and many members welcome another perspective on how to protect the Earth. However, the stranger the creature in question the more they might have to prove their worth to gain the same security clearance of other characters.

As well as the brave and the bold, with a little thought anyone who proves they have the right skills can become a consultant to UNIT or even someone's assistant. Jo Grant had little ability to even make a decent cup of tea before meeting the Doctor. However her family connections and lack of useful skills forced the Brigadier to assign her to help the Doctor as she might not be safe anywhere else. Over time the Doctor became very fond of Jo and she became an important member of UNIT. So while a UNIT-based campaign should involve most of the player characters directly in UNIT, there is room for a variety of characters to still take part with a little thought.

- As the rulers of Gallifrey exiled the Doctor to Earth, they could have used the same punishment for other troublesome Time Lords. They could use a chameleon arch and a fob watch to remove the prisoner's memories first, for safety's sake, and even entrust the watch to a trusted UNIT officer.
- Instead of a Gallifreyan, a genius human scientist or an exiled alien could be the dash of weirdness in the midst of the military. A time traveller from the 51st century could come back undercover to help defend Earth's timeline during the critical years of the early 21st century.
- You could even have UNIT make an alliance with another alien race, like the Judoon space police. Both militaries might operate an officer exchange program.

DEFENDING THE EARTH

If you want a campaign of danger and excitement, what could be better than fighting to defend the Earth? A UNIT game is the perfect place to build adventures around vast battles and exciting conflicts. In such a campaign there should be a specific enemy launching attacks on the Earth. It might be in such





a way that UNIT can defend the planet without the population discovering the danger they are in, such as destroying attack craft before they reach the Earth. However you could make the adventures about a full ground invasion by a hostile force.

Within such a framework each adventure will feature an action against the invading force. You might send in the characters to gather intelligence or to take control of vital strategic places. Intelligence might not be just about the size and position of the enemy forces. The invaders themselves might be a mystery, with anything UNIT can discover about this new race a potential clue to their defeat.

- You can run a series of invasions, each one consisting of five or six adventures. The ultimate goal of the campaign might be to discover what all the aliens are after...
- The characters might be cut off from command and trapped behind enemy lines.
- Invasions can be covert as well as overt – the bad guys might be replacing human politicians with plastic duplicates or robots or using blood control.

INTELLIGENCE TASKFORCE

UNIT is an intelligence taskforce, so it isn't all about gunning down the bad guys. Many UNIT missions are designed to gather intelligence. Such an investigation might involve a strike team checking out strange events that UNIT command deems suspicious. In some cases this might be uncovering alien tech being hoarded by private individuals or even governments. However, it might be undercover in some mundane location so not to arise suspicion in the locals. It is quite likely that UNIT also keeps an eye on anyone with a connection to the Doctor, and such observations are best done with a degree of subtlety.

- The characters are assigned to watch an alien who is in disguise on Earth. Is the alien a peaceful visitor, or are they engaged on some sinister plot.
- This sort of mission often involves a partnership or clash with local alien intelligence forces like Torchwood.
- You can mix in mundane plots from time to time. UNIT might find themselves investigating drug smugglers or arms dealers.

COMMANDO FORCE

UNIT is a world-wide organisation, and there are plenty of missions that might send a player group across the world. Strange things are happening on a daily basis, and archaeologists continually discover the dormant plans of ancient beings left on Earth. You can't always send in a battalion of troops without making a lot of noise, so small commando units are the best way to check out suspicious reports. Given how many of these reports come to UNIT, it can only spare small groups of troops or it simply wouldn't have the manpower to cover all the investigations. What this means is that the players are on their own, possibly in hostile territory, escorting a small contingent of scientists.

- The characters are parachuted out of a plane to reach a group of scientists deep in the jungles of South America. After landing, they discover that the scientists have awoken a sleeping alien predator. The characters have to fight their way out of the wilderness.
- A rogue nation is experimenting with alien technology, or has made a bargain with a hostile alien power. ('Help us destroy the United States, O Serpent People, and we shall aid you in awakening the rest of your race and give you dominion over half this planet'). The characters are sent in to eliminate the threat to global security.



OFF-WORLD EXPLORERS

With rifts and portals potentially opening anywhere, the action in a UNIT campaign need not stay on Earth. Over time UNIT has also managed to get hold of some alien technology they can use to move off planet. Whatever way they get there, the players might take on adventures on alien worlds and hopefully be home for dinner. Some adventures might be simply to investigate the other side of a rift or portal to make sure it poses no threat to Earth. However there are some aliens who have become allies of UNIT who might need help from Earth's defenders themselves sometimes.

- Long-range sensors pick up an object on approach from the depths of space. Whatever it is, it is metallic, hollow, and appears to be giving off radio signals. It's on a collision course with Earth, and shows no signs of slowing down or changing course. If it crashes, it will hit with the force of a massive nuclear strike. The characters are sent on a shuttle mission to rendezvous with what UNIT suspects to be a derelict alien ship, in the hopes that they can change its course before it crashes.
- UNIT forces investigating the remains of the 'Ironside' experimental weapons deployed by the British during WWII find an inactive portal in Churchill's bunker. A burst of artron energy can temporarily re-energise the portal, but only for a short period. This 'crack' leads to several distant worlds scattered across time and space. What do the characters find on the far side – and can they get back before the crack seals itself again?

PROTECTIVE DETAIL

It isn't always the whole Earth that's in danger. There are plenty of key people that might be targeted by hostile aliens, or even other humans, because of who they are or what they know. Alien invaders who use guile rather than force target leaders and presidents – the Slitheen, for example, arranged events to get their agents into Downing Street, and the Master even became Prime Minister! UNIT personnel are often required as bodyguards or even escorts for all manner of people, from companions to alien dignitaries.

- The characters are ordered to escort a UN diplomat as she conducts a tour of several UNIT facilities. The diplomat keeps asking very pointed questions about UNIT's past mistakes and failings, and about their current operational readiness and weaknesses. Do the characters tell her the complete truth, or do they conceal UNIT's problems from the investigation? And just what is the diplomat up to anyway?
- There's an explosion at a conference on human rights in Australia, a bombing at an Oxford college, a gas leak on a quiet London suburb, and an attack on a NATO building in Germany. One thing links all these things together – a former companion of the Doctor was at each place. Tegan Jovanka was at the conference, Ian Chesterton was at Oxford, the explosion happened close to Sarah Jane Smith's house, and Harry Sullivan was chairing a meeting at the NATO offices. Someone is stalking and attacking the Doctor's former companions.

The characters are ordered to track down the remaining living companions on Earth and use them as bait to find out what is going on.

PRISON WARDERS

The forces of Earth are not murderers, so sometimes they take prisoners. In some cases this might be due to some invader surrendering. However it might just as easily be because UNIT has only figured out how to contain but not destroy the threat. Guard duty might seem boring on first appearances, but that depends what you are guarding... and who might want to set it free.

- Earth is already prison to numerous alien races, like the Silurians and the Racnoss. These great civilisations left behind relics and underground cities that must be guarded, as well as sleeping armies or servitor creatures. UNIT has established bases deep underground to watch over the sleepers.
- An alien lands on Earth... and requests asylum. They offer advanced technology and tactical advice in exchange for protection from the Judoon hunters who are following them. The characters are ordered to protect the alien for as long as possible and extract as much information as they can.



ARTEFACT RECOVERY

Aliens have been on the planet many times in the past, and artefacts from their presence might still remain. Often this can be technology left behind as the alien is driven away or defeated, or it could be ancient tech that has been uncovered by unwitting archaeologists. UNIT is called in on such occasions to record, catalogue and recover such tech (preferably before Torchwood get their hands on it) and take





it back to base for investigation and research. Of course, on rare occasions, these artefacts turn out to be living, stranded alien intelligences.

- The estate of a recently deceased collector of antiquities is being auctioned off. One of the items is a 'marble statue of a sorrowful angel' of unknown origins. It's probably nothing... but the characters are ordered to head down to the auction and check it out anyway.
- There is a series of thunderstorms across the world, and each of them leaves strange traces in its wake. Weird debris, burnt corpses, alien technology... and modern-day items that are even more impossible. Investigators have found newspapers and other records that describe events that never, ever happened. These impossible documents describe the Earth being taken over by the Master and the Toclafane, and the construction of a huge fleet of warships and rockets. The Year That Never Was is somehow breaking through into our world...



RESEARCH

UNIT's scientific research divisions are at the forefront of the planet's alien research and development. Some of UNIT's latest technology, such as Project Indigo and the technology behind the *Valiant*, has come from reverse-engineering alien artefacts. Most research takes place in the laboratory, of course, but new inventions have to be field-tested and experiments can go very, very wrong – especially when you're dealing with alien technology, or trying to work with theories of physics that humans won't invent independently for thousands of years.

- A scientist accidentally injects himself with alien insect eggs. He panics and flees to a nearby city. The eggs are going to hatch into a swarm of flesh-eating bugs. Can the characters find a cure for the scientist, or will they have to kill him to save the city?
- An experiment transfers the characters to a parallel reality, where UNIT has become a fascist organisation that intends to conquer the planet using captured future technology to protect humanity from the 'alien menace'. The player characters must find a way to stop their parallel selves from taking over the planet.

FIRST CONTACT

Not every alien arrival on Earth needs to be heralded with gunfire, however UNIT are usually first on the scene of an alien arrival to offer terms of first contact and to ensure a mutually beneficial meeting, as well as to determine any threat to humanity. So far, none of the major powers in this galaxy have made overt contact with Earth – possibly because they are aware of humanity's great destiny, or because they fear the wrath of the Doctor. Many alien races have visited Earth, officially or unofficially. Aliens are everywhere!

- A pair of warring civilisations – perhaps the Sontarans and the Rutans – are fighting in this region of space. UNIT is given the mission of negotiating a treaty of between the two sides, to ensure Earth does not become a battleground. Secretly, UNIT is also prepared to ally with one side or the other to protect our planet.
- A time traveller from Earth's far future arrives in the present day, offering to use her knowledge of advanced technology and future threats to improve humanity's chances of survival and guide our species into a premature golden age. Do the characters risk damage to the timeline?

RESCUE

UNIT is the first to respond when humans have been put in danger by suspected alien threats, especially when they have been captured or run the risk of being converted or possessed by an alien presence. Rescue-style adventures work very different to normal *Doctor Who: Adventures in Time and Space* scenarios. Instead of the aliens being a growing threat that builds over the course of the game, the aliens are already here and well established. The characters may be up against unstoppable threats or find themselves running straight into a trap!

- The characters' base is taken over by hostile aliens, like the Zygons, who transform the other soldiers and staff into their monstrous servants. The characters have to break into their own base, bypassing their own defences, and find a way to free their companions from the monsters' control.
- A UNIT team exploring an ancient ruin built by some long-vanished alien civilisation in the remote wilderness of Central Asia has lost contact with headquarters, and there are alarming energy readings coming from the heart of the ruin. A devastating weapon is charging up, using power leeches from the Earth's core. For some reason, it has locked onto the moon. If it fires, it will destroy the moon, and the resulting fall of lunar debris will wipe out all life on our planet. UNIT intend to bomb the ruins to stop the weapon from firing, but the characters must first race against time to rescue the science team.

BACK IN TIME

As the Doctor can travel in time, you might like to set your UNIT game in a different era. Just moving the timeline back to the 1960s or 1970s can change an awful lot. For a start the technology and weapons at your disposal will be almost primitive by comparison. Computers fill entire rooms, no mobile phones, huge clunky radios and no GPS to help you get where you are going. That's to say nothing of the weapons you can use. If you have trouble fighting off aliens in the new millennium, it's going to be a lot tougher in 1973.

It's not just the technology that changes either, it's also the people. Modern UNIT is a more cosmopolitan force, and has far more equal opportunities. A strong skilled woman in classic UNIT is more likely to be told '2 sugars luv' rather than 'yes ma'am'. The social landscape has changed so much it might seem like you are living on a different planet.

THE SCIENTIFIC ARM

UNIT operates a myriad of scientific projects. As you can imagine, these projects are usually working to understand alien cultures, languages and especially technology. UNIT has a hands-off policy with most of its scientists, many of whom are the only expert in an especially small field. This allows the scientist to work without much interference, which is very attractive to many of them. UNIT takes the attitude that it won't understand what these science chaps do, so it'd better just let them jolly well get on with it. This attitude is very laudable, but often means the

scientists have a tendency to talk down to their UNIT guards and suppliers. They often mistake indifference for lack of brain-power.

If UNIT troopers find something strange and alien, a project is commissioned to figure out what it is. In this way scientists often pass projects around as they learn more about what they are working on and realise it isn't really in their field of expertise. While there are several categories of project, each project is its own entity, and many use scientists from several different disciplines to cover a wide project brief. There is no 'head of reverse engineering', just a mass of projects that might be classified as 'reverse engineering'. As such, all projects need to compete with each other for funding and, given the number of active projects, teams must constantly spend time badgering UNIT commanders for more resources.



Each project is headed by a single scientist who reports directly to their base commander. As few base commanders really understand the needs of any project, many scientists cultivate contacts among politicians and other UNIT officers they can use to try and overrule the decisions of the base commander. All this hassle is something most base commanders could do without, and often delegate mediation to the most senior scientist. This often means the senior scientist can make sure their project gets what it needs. However, if the scientific staff are not getting along the base commander will quickly reassign the role of 'head scientist' to someone who can keep the peace. When it works well the base commander can often rely on their head scientist as a valuable advisor and a useful guide to what the other scientists are talking about when they detail their projects.

In general there are six categories that most projects fit into:





REVERSE ENGINEERING

After any successful battle with an alien force, UNIT often acquires a variety of technological devices captured from the enemy. In many cases they are left with broken parts, but sometimes they capture intact advanced technology. In most cases the technology is more advanced than our own, after all, most invaders at least have the capability to travel in space. However, not all attacks come from outside the Earth; some invaders come from parallel dimensions or attack through natural rifts and wormholes.

However this technology might come to UNIT, it needs to be understood. So there are many reverse engineering projects looking to understand how such items function. Often just getting the device to work at all takes years, and then it turns out to be a hairdryer. If the device proves useful the scientists then look to understand the principles involved in making it work. Rather than postulating a theory as to how something might work, they have a device they know does work, if only they can understand the theory.

UNIT keeps these projects among its most secret. While it is important to prevent potential enemies from gaining access to these technologies, it is possibly even more important to keep them hidden from the rest of the world. Many governments assume (in some cases correctly) that UNIT has access to advanced technology and weapons they could use against their neighbours. Some even fear UNIT will use it themselves against Earth. So the less the rest of the world knows about what is going on the more peaceful things will be. Due to a United Nations resolution, UNIT technology is exclusively the property of UNIT and no single government is allowed access. However, most governments (especially those without UNIT facilities) try a selection of very underhand tactics to gain intelligence on what UNIT might be sitting on.



These Special Projects work in secret, and usually unaware of each other's work. Project INDIGO is just one example - a team of scientists working on reverse engineering Sontaran teleportation technology to create personal jump-tech for commandos. Project BACKSTEP is engineering time travel technology - in the alternate universe Donna saw under the influence of the Trickster's Time Beetle, UNIT managed to reverse engineer technology from the TARDIS to allow agents to be sent back in time on one way missions to save the present. UNIT commandos in disguise were sent back to 1599 to prevent the Carrionite invasion that would have happened without the Doctor's presence.



SPACEFLIGHT AND WEAPONS

The two most important areas of technological advancement are spacecraft and weapons technology. Both have obvious benefits for UNIT, and indeed the rest of the world, so remain closely guarded secrets. So while the same applies to both of these as any other reverse engineered technology, this category gets special attention and security. Within this division are many smaller specialist projects - Project FREEFALL, for example, has been training commandos for years in zero gravity combat in preparation for orbital or space conflict.

Developmental technology

While understanding the new technologies they come across is one thing, making it work for humans is another. Anything designed for another species is rarely simple for a human to just pick up. So the developmental projects take technology that has been understood and apply those new theories to creating new human technology.

So far these projects have acquired little success. Most advanced technology is made up of several new theories. For instance, many scientists understand how to recreate energy weapons, but not how to

build batteries that aren't the size of a car and discharge in one shot. UNIT has developed many new weapons, but they are often very large and not as destructive as their current ordinance. Still, work continues apace and many scientists believe a breakthrough is imminent.

However, while weapons have proved difficult, some things have proved very useful indeed. UNIT releases any non-military discoveries to a select group of scientists who take credit for the discovery for a stake in any patents. This helps fund most of UNIT's current operations in the scientific field. Many things have been discovered in the 1960s that have had a profound effect on human culture. Microwave ovens, mobile phones and even microchips have all been developed from alien technology through UNIT's special projects.

ASTRONOMY

Mapping space is another concern if UNIT is to protect the Earth and take a place in the galactic community. By plotting the courses of spacecraft UNIT can build up a pattern of where the inhabited planets are, and where the dangerous species come from. This also helps to discover if a defeated species might attempt a rematch in the near future, or if they are simply too far away.

As well as mapping the galactic community, the astronomers are also on the lookout for the various anomalies that might herald an attack. Wormholes, black holes, rifts and solar flares might all be natural or even artificial, and many can be used by advanced species for an attack. Project WATCHMAKER specialises in tracking down temporal disturbances, rifts in time and the strange things that come through, especially if these disturbances and rifts appear on Earth itself. More importantly, learning to predict and control such anomalies might allow UNIT to move out into the stars or into new dimensions themselves.

CULTURE AND LANGUAGES

UNIT science is not all about technology. It recognises that with a little diplomacy, UNIT might avoid many conflicts with alien species. Sadly, once the fighting starts it is difficult to find a way to talk, especially when there is no common language. Many aliens use translation systems, but plenty of the more aggressive ones don't bother with such things. So UNIT maintains teams of anthropologists looking to piece together some detail on the language and culture of the species that have visited Earth.

This does not always entail staring at space junk. Earth has received many visitors and some left signs of their presence many hundreds of years ago. The anthropological arm of UNIT often funds trips to new dig sites where archaeologists have discovered something interesting, in case they have unearthed alien evidence from long ago.



As well as anthropology, language is a vital step towards communication and diplomacy. Obviously there is no way to learn every other language in the galaxy. Earth is home to hundreds of different languages and thousands of dialects, so it is logical to assume the same of other planets as well. Instead, linguists work to help programme translation systems with a wide range of vocabulary and syntax containing strange alien linguistic concepts. The translation devices that UNIT have manufactured so far have been bulky, and unreliable at best - making guesses when faced with a new language. To resolve this issue, the linguists often travel with the anthropologists in the hopes of discovering some galactic kind of Rosetta Stone.

BIOENGINEERING

Studying the biology of alien creatures is an excellent way to understand something of them. For the medical division this is made easier by conflicts providing bodies for them to dissect. While this does help create an anatomy and physiology for many species UNIT encounters, it is by no means conclusive. Many aliens have organs that make no sense and produce enzymes and chemicals that baffle doctors. Only when able to study a living specimen can doctors make any real headway, and capturing some of these creatures alive can be difficult.





There are also the moral problems involved in experimenting on what would be a prisoner of war under the Geneva Conventions. So the only way to legally learn more from a living specimen is to enlist its cooperation by offering some sort of incentive if it submits to testing. Sometimes, just finding out what it wants to ease its captivity can be vital information in itself.

What the biologists are mainly looking for are weaknesses that can be exploited if further attacks occur. Does the creature have a physical vulnerable spot (like a Sontaran probic vent) or does it react badly to substances humans find non-toxic (like Slitheen and vinegar)? Unfortunately, all this moves dangerously close to developing biological weapons, another thing banned from human warfare. The line between developing toxins and viruses to attack an alien species and the application of a known weakness is often a fine one. Many scientists, even among UNIT, do not understand why the strictures that humans abide by in their own wars should apply to invaders or monsters from space. Luckily, more

humane heads have prevailed so far and maintained that the rules of war apply to anyone or anything humans come into conflict with.

'THE MOUSETRAPPERS'

Finally there is one category of special project that is home to some of the strangest and most bizarre forms of science available. Looking to 'build a better mousetrap' these scientists are charged with constructing weapons, defences and prisons that make use of the specific qualities of alien races UNIT has encountered. As the Slitheen are vulnerable to vinegar, so did a project come about to develop a vinegar delivery system. Moustrappers are also tasked to devise prisons for gaseous beings or those who can walk up walls or melt stone with their breath.

In general, the Mousetrappers are among the most brilliant (and also the most eccentric) of all UNIT scientists. They have an ability to think 'outside the box' and develop devices to help UNIT that are just as confusing as the aliens they are to be used on.

UNIT CRISIS GENERATOR

This handy set of tables lets you roll up a UNIT adventure quickly and easily. Just roll one or two dice, as appropriate, and check the result on each table in order, then think of ways that everything connects. Use it when you're stuck for inspiration.

1. NAME

What's the name of the adventure? A good title might be exciting ('*The Big Bang*'), ironic ('*Silence in the Library*') or intriguing ('*Blink*').

ROLL	STYLE	EXAMPLE
1	X of the Y	Terror of the Autons, Destiny of the Daleks, Revenge of the Cybermen
2	Single Word	Blink, Inferno, 42, Rose, Earthshock
3	X at/on/of Y	Horror of Fang Rock, Vengeance on Varos, Vampires in Venice, The Wheel in Space
4	Threatening Phrase	The Green Death, Fury from the Deep
5	Descriptive Phrase	The Doctor Dances, A Good Man Goes To War
6	Poetic Phrase	The Almost People, The Rebel Flesh

2. LOCATION

Where does the action take place? Where's the adventure set?

ROLL	LOCATION
2	Underground, underwater, or in the air
3	In the countryside or wilderness
4	At a factory, power plant or other industrial facility
5	At a university, corporation or other research facility
6	Isolated base or outpost
7	London (or another big city)
8	Small English town or village
9	At the character's base
10	At a scientific research facility
11	On another planet or in space
12	Another time/another dimension

3. THE MISSION

How do the characters end up here in the first place? What's the hook that draws them in?

ROLL THE MISSION

- 2 Mysterious orders – someone in UNIT either knows something is going on here, or has sent the characters into a trap...
- 3 Strange Signal – UNIT detected an unusual radio signal or energy emission from somewhere nearby.
- 4 Attack! The adventure comes to the characters, as they are among the first targets of whatever the Threat is.
- 5 New development – either a new scientific breakthrough, or the opening of a new facility. Maybe the characters are here to evaluate the breakthrough, or to provide security?
- 6 Missing people – people have vanished mysteriously (or are acting strangely). It must be investigated.
- 7 Investigate a mystery – something very strange is going on. This covers everything from lights in the sky to the discovery of an alien artefact by an archaeologist.
- 8 Investigate a death – a classic opening. The characters are sent to investigate the death of a civilian who has clearly been murdered in a grotesque alien way.
- 9 Intelligence Gathering – UNIT constantly sweeps the internet and the telephone networks for keywords that relate to alien activity, and they have reason to suspect that something is afoot.
- 10 Unrelated business – the characters accidentally blunder into the mystery on unrelated business. They could be sent out into the wilderness for a training exercise, and spot an alien ship as it lands. Maybe a character's brother works in a corporation that gets taken over by aliens.
- 11 UNIT operation – the characters are here as part of an ongoing UNIT operation, like a research project, a training exercise, or an offensive against alien invaders.
- 12 Sent by the Doctor – the characters are warned of the threat by the Doctor or another powerful alien being.

4. THREAT

What's the horrible thing that's going on? What do the characters have to stop? This threat is being used by the **Enemy** to accomplish their **master plan**.

ROLL THREAT

- 2 Contagion – there is a plague, virus or other malign influence that spreads throughout the area. The characters may be infected by this contagion.
- 3 Natural Disaster – there's a strange weather pattern or environmental effect, like heavy rain, lightning storms, rising flood waters, earthquakes or something else going on... and it's getting worse! The Sontarans' transformation of Earth's atmosphere is an example of this threat.
- 4 Ongoing Activity – maybe the **enemy** are building something, or trying to unearth something. This activity is leading to the **master plan**.
- 5 Mind control – the **enemy** are controlling (or replacing) humans using hypnosis, shape shifting, telepathy, drugs, cybernetic implants, or even something more mundane like blackmail.
- 6 Assembling an army – the aliens are creating an invasion force in some way. Maybe they're teleporting troops in through a gate, or building robots, or turning humans into slaves.
- 7 Serial killer – people keep dying. The **enemy** might be killing anyone who gets too close to their schemes, or feeding on these victims.
- 8 Harvesting Resource – the **enemy** is gathering a resource of some sort from the area. This might be a rare element, some form of energy, or they could even be harvesting people for some fiendish goal.
- 9 Attack – the **enemy** are attacking a base or settlement in the area.
- 10 Searching for an item – the **enemy** are looking for something, like an alien relic, an invention, or a particular person.
- 11 Impending Doom – there's a disaster coming, and there are signs of it everywhere. This covers everything from a rumbling volcano to an incoming asteroid to a doomsday device. The characters have to stop the doom from coming to pass.
- 12 Reality warp – the **enemy's** efforts involve time travel, dimensional shifts or other weirdness.

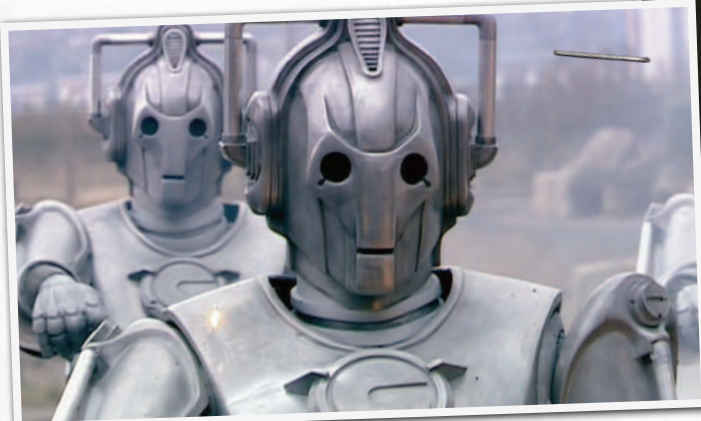


5. ENEMY

Who's behind all this? What strange alien race or conspiracy is invading the Earth?

ROLL ENEMY SPECIES

- 2 New Earth species. The 'aliens' aren't humans, but they come from this planet. They could be survivors from our past (like the Silurians) or future (the Toclafane), or products of humanity (like the BOSS computer or the Robot created by the Scientific Research Society, or the Cybus Industries Cybermen).
- 3 New alien species – small group. There are only a handful of aliens on Earth. Maybe they are the survivors of a crashed ship, or a scouting team, or renegades like the Family of Blood.
- 4 New alien species – invasion. There are lots of aliens on Earth (or a small group on Earth, but millions more waiting in space for the invasion to begin!).
- 5 Zygons or Slitheen or other shapeshifters.
- 6 Human madman, like an insane scientist.
- 7 Human conspiracy, possibly allied with aliens.
- 8 Human corporation, driven by greed or paranoia.
- 9 Sontarans or Rutans or other militaristic monsters.
- 10 Cybermen or Autons or other faceless monsters.
- 11 Silurians or Carrionites or other creatures from the distant past.
- 12 Daleks. EXTERMINATE!



6. MASTER PLAN

What does the enemy want? What is their ultimate goal here?

ROLL MASTER PLAN

- 1 World Domination! The enemy wants to enslave humanity, or wipe us out entirely and take our planet.
- 2 Ultimate Power! The enemy scheme will end with the enemy gaining incredible power.
- 3 Survival! The enemy is weak, wounded or few in number. This master plan is a desperate attempt at survival.
- 4 Profit! The enemy is greedy, and their scheme will get them rich.
- 5 Revenge! The enemy was wronged by someone – maybe even all humanity – and wants revenge.
- 6 March towards Victory! This is only part of the enemy's grand scheme. Earth is only a stepping stone towards their ultimate goal. Humanity is collateral damage in the enemy's plans.



7. COMPLICATIONS

What makes it harder to stop the enemy? What added problems do the characters face?

ROLL COMPLICATION

- 2 Other Investigators – some other group is also investigating the menace. It could be a journalist or some other civilians, or another intelligence group like Torchwood. It could even be the Doctor...
- 3 Servitor Race – the enemy has a race of servants. The Daleks had the Ogrons, the Beast had the Ood.
- 4 Equipment Failure – some key item used by the characters doesn't work. This could be one of their gadgets, or something as fundamental as radio or firearms.
- 5 Environmental Danger – this place is dangerous! It could be a base in the middle of an Arctic snowstorm, or a monastery that's awash in acid. The characters have to take special precautions when moving around.
- 6 Endangered civilians – there are civilians here who need to be rescued and protected.
- 7 Dissent – someone disagrees with what the characters are planning to do. The characters have to overcome this obstacle before proceeding.
- 8 Traitor – someone on the characters' side is working for the enemy.
- 9 Side Effect – some side effect of the enemy's scheme, like toxic fumes or strange energy emissions, makes the characters' lives more complicated.
- 10 Third Party Villain – there are two different enemies, or there are two or more factions within the enemy. They're working at cross purposes.
- 11 Dark Secret – one of the characters or an ally has a connection to what's going on.
- 12 Twist – this is all a set-up. Roll again on the Master Plan table to find out what the *real* plan is.

PERSONNEL – POPULATING YOUR ADVENTURES

UNIT operations require a wide range of personnel. It's very easy to just think of them in terms of officers, enlisted men and scientists, but there are a host of other variants and operatives that might be involved in any UNIT operation. It is worth taking a look at the sort of staff that might be available on a UNIT base, any of which might easily be a player character.

ENLISTED COMBAT SOLDIERS

The basic 'squaddie' soldier is obviously the most ubiquitous inhabitant of any UNIT base. Generally, a UNIT soldier is better trained than a regular army soldier. They are equivalent in skills and training to a member of the Parachute Regiment (The Paras) or a US Marine. Each one is an individual and giving every single one that the characters encounter some form of Trait is a good way to create diversity. It is also important to give them some sort of personality so the players feel an emotional attachment to them. It is far more dramatic if someone they know is hurt or even killed in an alien attack, rather than some faceless UNIT guard.



As well as combat troops there will be a host of specialists among the enlisted men on base. Engineers are an important part of UNIT operations, and often have to make use of strange alien technology as well as minesweeping or building bridges. If the base has heavy ordinance it will also have drivers and artillery specialists for when the big guns are brought out. Many bases have access to tanks that require their own crews as well.





While they may not be too obvious, there may also be Special Forces and commando units stationed at the base. Such groups tend to work separately to the rest of the base as their missions are so specialised.

OFFICERS

There has to be someone in charge. In general you can break the officer corps down into two groups, the low and the high ranking officers. Low ranking officers are the ones charged with passing orders out to the soldiers. They will organise units in the field and know the men and women under their command very well. In some cases officers might not be involved in combat or even command, receiving their rank as part of a security clearance or speciality. This is often the case for officers working in administration or logistics.

High ranking officers rarely get to see the men and women under their command unless they are on parade. On a smaller base, the base commander might get to know their staff quite well, but if the operation is quite large such personal management is simply not possible.



RESERVES AND LOGISTICS

The army isn't just about fighting - in fact it takes a second army of people just to manage, feed and take care of any armed force. Many people who are a vital part of UNIT will never see any form of combat, even though they are just as well trained. Chiefly this covers the administration and communications arm of the organisation. While some military forces use civilians for non-military operations, most prefer to have everyone on base a part of the same organisation. The army doesn't like to deal with people who don't fit anywhere, and civilians are difficult to fit in the neat

systems of rank and speciality the military insists on. All military office staff will at least be trained as well as regular recruits, making them potentially useful reserves if need be. It also helps when the support staff are cleared for the necessary security issues that may arise from dealing with an alien threat.

As well as management and operations staff, there are many logistics and support staff that keep UNIT working. There are many examples of support staff, but the most important are the Quartermaster and the cook. The Quartermaster and his staff are in charge of the base stores and resources, anything from tanks to paperclips. Everything needs to be catalogued and kept in working order in case of emergency. This is especially so in the case of vehicles, both tanks and more mundane transport. No one wants to see their jeep break down in the middle of combat. As 'an army marches on its stomach' the role of the cook is vital to the health and well-being of the force. The last thing you need before an alien invasion is food poisoning.

NON-MILITARY PERSONNEL

In general there will be very few of these if UNIT can help it. Non-military people do not fit well into the chain of command. Most of the scientists, medical staff and administrators will all be part of UNIT and may even have rank. Usually this will be the lowest grade of officer, just to distinguish them from the rank and file.

Scientists might be skilled in any discipline. So don't just consider strange alien tech and engineering when developing the projects on your base. There are a wide range of sciences to choose from and many scientists might be highly skilled in several different disciplines and areas of expertise.

Separate to the scientific corps will be the medical team. While many scientists may be qualified doctors, they do not see to the medical needs of the UNIT staff. Instead there will be a large medical team, including fully trained doctors and surgeons, nurses and combat paramedics.

Finally, there may also be a selection of non-UNIT staff working on the base as guests, consultants or even oversight. These usually include outside scientists who will be likely to have a very obscure area of expertise. They might not be a part of UNIT because they will not be needed to consult on a project for very long. However in many cases they may refuse to join a military organisation like UNIT and their knowledge is so unique that UNIT is forced to gradually allow them to work as an outsider.

There are some cases when civilians may manage to get themselves assigned to a base. A journalist might acquire special permission to cover some aspect of UNIT operations. Politicians are always interested in what goes on within UNIT and sometimes find a way to attach themselves to certain projects. Often they are not really interested in the project, looking only to find something with a high enough profile to advance their political career.

WOMEN IN UNIT

In the early days of UNIT it was extremely hard for any woman to be taken seriously outside of the administration and communication staff. Despite this attitude, women were privy to some of the deepest secrets of UNIT, being the ones typing up the documents or wiring the details to other bases. However, UNIT was a popular assignment for many women as, while their options were limited, they were expected to perform in their jobs as well as any man. So among their peers there was a certain amount of equality, and some female soldiers like Corporal Bell were promoted to command ranks.

Some parts of UNIT outside of administration were more accessible than others. In the scientific arm, women had significantly more freedom. Most still found themselves an assistant at best (men heading up all the projects) but compared to other scientific assistants their job was exactly the same. UNIT only accepted the best and that included the women they employed. Liz Shaw had several degrees, and her scientific acumen impressed the Doctor (especially when he was given Jo Grant instead). However, many women used UNIT as a way to get the experience they needed to get funding for their own research. Many, like Liz Shaw, left UNIT to pursue their own research as soon as the opportunity presented itself.

In the medical arm of UNIT there were few female doctors, but most of the nurses were women. So the medical systems of UNIT were rarely commanded by women, but they were certainly run by them.



Modern UNIT is significantly more egalitarian. Women are recognised as being just as vital and competent as the men. They can rise to command positions far easier than in the regular army. After all, when the enemies UNIT faces are so alien and strange, the differences of gender become quite insignificant, even to an old soldier. Women still make up the backbone of the administration and communication networks, but are no longer limited to them. Women who want to get into the action often join the engineer corps, working as bridge builders and mine sweepers, often in the thick of the action.

The scientific arm of UNIT has come on in leaps and bounds too, with many women heading a variety of projects. However a glass ceiling still seems to operate in some areas and many of the old guard are uncomfortable with a woman in charge of special projects. Having said that, it is not unusual to find women running the medical wing of a UNIT operation.

Many UNIT doctors are women, as are most of the nursing staff, so it is hard to deny them control of medical operations. In short, it is no longer a man's army, although women have not quite achieved complete equality. UNIT is a pragmatic organisation though, so if an officer does well, or badly, they are judged by their actions rather than their gender.



GAMING IN THE HIERARCHY

One of the difficulties of playing a UNIT campaign is that some player characters will outrank others. How this affects your group will depend very much on the group you have. While some groups often pick a 'party leader' and follow what they say, others are more of an 'autonomous collective' or a barely disciplined group of dilettante thugs. Even in groups that pick a party leader, friction is bound to occur as the leader is not just an adviser or chairman but the absolute voice of authority. When an officer says 'jump' your answer is 'how high', no matter what you think of the officer or how silly it might make you feel. You don't have to like it but years of training in the armed forces teach you to do as you are told.

Those who abuse the privileges of rank will quickly become unpopular, as will those who constantly refuse to follow orders and whine when they get put up for court martial. But, more importantly, it just doesn't fit with the behaviour of UNIT personnel, or make for an enjoyable campaign. Sure, there are plenty of films about the maverick who disobeys orders to get the job done. However, if everyone did so nothing would ever get done, and in all likelihood the characters will die very quickly. Everyone in UNIT needs the back up of the chain of command. It protects the men in the field by being able to assign more resources to their position and watch the big picture so they aren't left cut off. Being part of the military is about being part of the team, not just for your unit but the organisation as a whole.

So if your characters have to obey orders, how do you make it work without the group becoming the puppet of a single player character? In short the real answer lies with your gaming group and the people you have in it. However, here are a few methods for handling things you might find helpful.



THE NPC OFFICER

The officer in charge of the characters or the sergeant who heads their unit is controlled by the Gamemaster. The players are all equal and if the officer tends to order them off on a mission and then leave them to their own devices there isn't much friction.

The problem with this method is that the player group is being commanded by the Gamemaster rather than making their own decisions. It's also unrealistic as even if none of the player characters are officers they may still have a selection of non-commissioned ranks among them. The military always likes to ensure someone is placed in command, so it is hard to run a game where no one is running things. If the players have to keep checking with the officer the Gamemaster might as well just tell them what to do, and that doesn't make a very exciting adventure.



OFFICER DOWN

While the players might be assigned an NPC officer, that officer need not always be available. If the group loses communication, or the officer leads them into the field and is then badly injured they are on their own. In this case, cut off from command, the player group can assert its own command structure depending on the players. There may be a sergeant, but if he can't step up and lead the group that's his problem. After all, he was never meant to really be in charge.

This situation might also come about if the officer proves incompetent or out of his depth. Maybe he's inexperienced and can't think quickly enough to get the unit out of a hostile situation. Cut off from back up, the unit may quickly decide that obeying orders will get them killed and as a group they relieve the officer of command. Having become mutineers, it will be very hard for

anyone else to claim they are not in charge as the next in the chain of command. If the chain of command meant anything to anyone they'd still be obeying the officer. Of course, this set up won't last for long, as eventually the unit will get back to base and there'll be hell to pay. However, if the Gamemaster watches who steps up to a leadership role, he can make sure that player's character gets command in some way for the next mission. In this way you can use the adventure to establish a chain of command that is natural for your group.

ALL OFFICERS

While this is a little more complicated, the players might all be officers (possibly with different specialities) who each command a team for a particular purpose in a mission. The game might revolve around the command centre rather than the battlefield, but all the officers make decisions as a team and send in their own units to get the job done. This is difficult to make exciting though, so when a decision has been reached, the players can opt to play any or all of the teams sent in to perform missions. While one of the players will control the officer who commands each team, each player gets a turn at being that officer as you work through the various missions required for the operation to succeed.



INVISIBLE COUNCIL

One of the best ways to run things is with a little 'meta-gaming'. You assume that the orders are coming from whichever character is the ranking officer; however the players discuss the plan together. So when a decision needs to be made by the leader the game pauses and out-of-game the players all discuss the options and come up with a plan together as equals. You then assume that the ranking character orders all the others to carry out the plan. The players won't have a problem making their characters do as they are told because it was actually their plan anyway.

The downside to this is that the game has to pause for a moment while everyone gets to plan. This breaks the flow a little as they could otherwise be playing their characters. However, it does pass the power round fairly and you can always assume the player of the officer character has the casting vote if there are any conflicts between the groups' plans.

KEEPING THE HIERARCHY

If you have the right group, the best plan is to keep the military hierarchy in place. If players want to be in charge they have to spend points to gain rank. Depending on the style of the game the Gamemaster can limit the types of rank available. For instance, if the group are mainly privates, someone who buys their character up to Brigadier isn't going to spend much time with the group! While getting ordered around might not be much fun for some people, running a player group as a well-oiled military unit can give the campaign pace and drama. There is no cogitating about what to do next or endless discussion about what the best plan is. Someone gives the order and you all snap to it! It is also important to remember that while orders are there to be obeyed, UNIT does not want its soldiers to pretend to be robots.



This method of gaming is usually referred to as 'troupe style' play and while it is a gear change it can be very rewarding. The Gamemaster should create statistics for the various soldiers in the teams, usually from a standard template, as there will be quite a few required. As such they are mostly 'disposable' as the real player characters are the officers. This also means the Gamemaster can make a point of incapacitating one of the teams, adding greater tension and drama to the game, without destroying the player group.



They are free to question their superiors (respectfully!) and air their opinions if they have information their superior is not privy to or is ignoring. The friction that is created when people get orders they don't like or might even be dangerous can generate drama and intensity in the game, as long as it remains in the game and doesn't spill out between the players.

Sergeant: They're too strong sir, we need to fall back.

Officer: Stand your ground sergeant!

Sergeant: With all due respect sir, we can't hold this position for much longer.

Officer: We have orders to hold and I'm not going to let those green things another step closer to the base.

Sergeant: But sir they've...

Officer: That's an order sergeant!

Sergeant: Yes Sir!



So if you are going to play a UNIT campaign it is vital you have a conversation as a group and discuss who might want to play an officer and how people feel about that. Make sure everyone understand what the differences in rank will mean in the game and remind everyone that, while their characters might be ordering each other around, the players can't do the same with each other. The lower ranks should be reminded that their characters will obey orders, at least most of the time. Conversely the players using higher-ranked characters should be reminded that a good leader pays attention to the men under his command. At the end of the day, the soldier character need not worry about plans and organisation; they can dive straight into the action. The officers have the responsibility to make sure the mission is a success and to make sure the unit makes it home.

SCIENTISTS AND THE HIERARCHY

If obeying or handing out orders isn't your thing, there are several other player character types of a non-military nature that you can still play in a unit campaign. Scientists, specialists and consultants

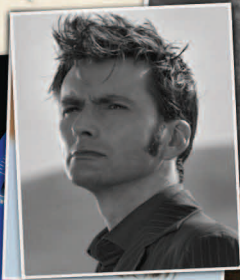
can all be part of a wide variety of UNIT missions. However, they still fit into the hierarchy, just not in quite the same way as the military characters.

Generally the way it works is this, if you want to have a say, you have to be part of the chain of command. Some scientists, medics and support personnel are officially part of the military and have rank themselves. The military is a lot more comfortable with people who fit into the system, after all. As such they can be treated in the same way as the military characters, although their orders may be a little different from the rest of the rank and file.

Characters without rank cannot directly be ordered around. However, this means they really have little say in what is going on. Their 'opinion' may be noted by those in charge, but as they are not part of the system, no matter how much they shout their advice is just that, advice. In a way they are not part of the mission, they are the mission. Non-ranked personnel can decide to go where they like, but if they are a UNIT asset they will be treated like any other piece of equipment. If they run off, someone will go and bring them back, and if they keep doing so they'll get tied up in a corner.



Plenty of characters (such as politicians) have such clout in the real world they may believe this entitles them to some degree of power, though this is wrong. UNIT is often forced to let these sorts of people into the command circle, but as observers and possibly advisers, nothing more. Anyone who tries to insist they are in charge will be told quite categorically it is a military matter and none of their concern. If they argue they are swiftly reminded that the UNIT officers control the men with guns and so things are going to play out the way they want them to. Sure, the politician can kick up a stink later on, but tomorrow is another day and if the mission is a success they are going to have a problem claiming they were hard done by.



CHAPTER EIGHT: UNIT ADVENTURES

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UNIT ADVENTURES

PRISON OF THE SLAVERS

Prison of the Slavers is an adventure for a UNIT team with a mix of specialties. It is set in present-day England, but can easily be transplanted to any other part of the world and even another time period, like the 1940s. The adventure begins when UNIT detects a cryptic signal coming from a small English town, and sends the characters to investigate. The final part of the game is a huge pitched battle between UNIT and the Slaver forces, where the characters must act swiftly to prevent a catastrophe.

What's Going On?

An invasion force of Slavers takes over a small English seaside town. The characters are sent to investigate, but become trapped behind enemy lines when the Slavers place a forcefield around the town. The characters destroy the forcefield and call in UNIT, but must work out a way to free the slaves in order to defeat the alien invaders.

THE SLAVERS

The Slavers, from a race known as the Tharils, are the scattered remnants of a once-great empire. Hundreds of years ago – or perhaps thousands of years in the future, for they were once time travellers – the Slavers travelled from world to world, travelling the time winds and taking the best of a thousand species as slaves. This empire of slaves collapsed when the human slaves rebelled on the Slavers' distant home world, far in the future. A few Slavers were out hunting when the revolt happened. Exiled from their home, they continued to travel the stars, growing more cruel, desperate and degenerate as their technology broke down and their minds frayed. They built ships to sail the time winds. Now, there are only a handful of Slaver ships left in the cosmos, and they must use cunning and stealth to continue their vile work. They wandered space for centuries, until one of their ships found Earth.

The Slavers realised that if they could destroy humanity *before* their future kin took the slaves that would

doom their empire, they could ensure their future survival – but they were too few in number to conquer the Earth themselves. They have embarked on a plan to turn humanity against itself. Using their time-manipulation powers, they warped the vortex to create a living creature made from the stuff of time itself, a creature that fed on possibility and free will called the Chain Maker (see page 144). This horror can take the ability of a living being to choose their own destiny, locking the victim into a single pre-determined path of servitude to the Slavers. The monster does not destroy your free will – it sucks away all your futures except for the ones in which you obey the Slavers.

Training the monster took a long time. The Slavers first attacked in the 8th century, and took a few victims from that era so they could begin the preparation of the Chain Maker. Now, it is almost ready, so the Slavers are returning to Earth to begin the enslavement of humanity...

Physical Appearance: The Slavers look similar to humans, but have hairy faces and cat-like noses. They wear black metal armour and are armed with energy-projector staffs and axes.

Playing The Slavers: The Slavers have a strange relationship with time. They can glimpse their own futures, and so have a rather fatalistic approach to life. They sometimes behave nonsensically to linear beings, obsessing about trivial things that will become important in their future. A Slaver who is going to die by being shot might be fascinated by the gun that will kill him long before anyone aims it at him. They speak in a poetic, allusive fashion, as if everything they say is a prophecy. Pepper your speech with lines like:

- "Victory has been ours, and will be ours!"
- "The weak enslave themselves!"
- "The universe is our garden. Sometimes, we must weed it."
- "Violence is the shadow of suffering, the seed of death."
- "Time is, time was, time shall be".



THE SLAVERS OF THAR



AWARENESS	4	PRESENCE	3
COORDINATION	3	RESOLVE	3
INGENUITY	3	STRENGTH	4

SKILLS

Athletics 3, Fighting 3, Marksman 2, Knowledge 3, Subterfuge 2, Survival 3

TRAITS

Alien: The Slavers aren't even from our universe – they're from E-Space, an alternate dimension.

Alien Appearance: They look like humanoid cats.
Feel the Turn of the Universe: The Slavers have an astonishing intuitive connection to the flow of time.

Precognition: The Slavers can foresee coming events and shifts in the timeline. They are among the greatest navigators in the universe.

Shift: Slavers can slip out of phase with normal space-time. From the perspective of an observer, the Slaver fades away to reappear somewhere else. Shifting costs the Slaver 1 Story Point.

Vortex Walk: Slavers can, by concentrating, travel into the Time Vortex itself without a capsule. This power allows them to walk in space and time. Traveling in this manner is both hazardous and slow compared to TARDIS travel, so the Slavers prefer to use ships despite their innate abilities.

STORY POINTS: 3

WEAPONS: Force Stave (3/6/9)

ARMOUR: 4 points

Beyond Warrior's Gate

The Doctor encountered the descendants of the Slavers during one of his adventures. Long after the collapse of the Slaver's empire, the unfortunate aliens had ironically become slaves themselves, and were used by humans as navigators for their starships. The Doctor and Romana helped free the Tharils from human slavery.

SLAVER GADGETS

Force Stave (Minor Gadget. Traits: Telekinesis): A force stave is a metre-long staff of black metal. On command, it projects a blast of kinetic energy. If used as a weapon, it does 3/6/9 damage. If used as a tool, it can be used to restrain or levitate targets with an effective Strength equal to the user's Resolve.

Mind Control Bolas (Minor Gadget. Traits: Control, Weakness: Chain Maker): These bolas look like semi-transparent plastic cords with almost invisible circuits – or veins – running through them. When wrapped around a victim's throat, the cord drains the power of free will. Effectively, the victim is 'locked' to a particular timeline. Their only future is the one where they do what the Slavers want. The bolas are created from a creature called a Chain Maker. The Chain Maker is an artificial creature made from the stuff of time; it feeds on stolen futures. If it dies, the cords vanish.

PROLOGUE: THE LANDING

The player characters are not present for this scene. The Gamemaster can either describe it to the players anyway, or let the characters find out what happened during Chapter 2.

Wicksmouth is a small, sleepy town on the coast of England. It was founded by Vikings in the 8th century, and the crumbling remains of an old Norman castle stand watch over the harbour. The town has only a few hundred residents these days, and the narrow lanes are lined with antique shops and little cafes. Coachloads of tourists wander the town in summer. They climb up the grassy hill to the ruined old castle, they photograph the gothic church, they watch the waves lap on the shore, or they visit the Viking museum down on the waterfront.

One night, a strange wind blows into Wicksmouth harbour. The waters churn. The stars flicker overhead. A mist rolls in, boiling off the surface of the sea as





though the waters were burning. Through this mist comes a ship... and what a ship it is. From one angle, it resembles a Viking longship, with a dragon-headed prow and billowing sails; from another, it is clearly a spaceship, and the 'sails' glitter with woven circuitry. The ship hovers on invisible supports, and there is a visible gap between the bottom of its keel and the surface of the sea. This is a ship to travel the time winds behind reality. This impossible ship glides towards the shore. An unfortunate tourist, out for a midnight stroll along the quays, spots it and gazes in mute wonder. The ship draws closer... and closer... and closer...

And then the screaming begins.

CHAPTER 1: TRACING THE SIGNAL

Satellite dishes and telescopes scan the skies of Earth, looking for errant signals. UNIT sweeps the radio spectrum, looking for anomalies and possible threats – and today, they have found something. The characters are called to the UNIT base by their commanding officer and briefed on their mission. If you already have a suitable character, use him or her instead. If you haven't yet established a commanding officer, then use Captain Brasenose.

Captain Brasenose is a newly-promoted officer, eager to make his mark in UNIT. He is quite young to have attained such a rank, and is self-conscious about his youth. Like many middle-ranking officers, he is cultivating a moustache in the tradition of the Brigadier, but he is also self-conscious about that

and nervously combs it while briefing the player characters. Play Brasenose as enthusiastic and well-meaning but a little comical. He explains that UNIT detected a brief temporal flux somewhere off the coast near Wicksmouth a week ago. One such reading could have been a glitch or a false positive, but they have detected several other such anomalies in the last 48 hours. Something strange may be going on there – or it could be a natural phenomenon, or maybe these new-fangled scanners are not as foolproof as the boffins promised. In any event, the characters are to head down to Wicksmouth with a mobile detector array and see what they can find.

THE MOBILE DETECTOR

The Mobile Detector is a bulky apparatus mounted in the back of a truck. There's a large scanner dish on top that spins as it searches for alien signals and temporal distortions. It is powered by a portable generator that incorporates reverse-engineered alien technology. The detector is unreliable and breaks down regularly, but it can be used to triangulate the location of a hidden alien spacecraft or temporal rift. To use the detector, the characters have to drive around the narrow back roads near Wicksmouth, dodging tractors and sheep, as they scan for signals. A few solid readings should allow them to pin down the exact location of the strange signals so they can investigate, or else confirm that there is nothing to worry about.

The characters are not to arouse suspicion if possible. This could all be a false alarm.

USING THE DETECTOR

Operating the detector requires an Ingenuity + Technology roll (Difficulty 18).

RESULT	EFFECT
Disastrous	The detector breaks down! Repairing it takes 1d6 hours work. Alternatively, someone might spot the detector and start asking awkward questions about what the army is doing out by the quiet seaside town. Alternatively, run <i>Hunted by Slavers</i> (page 134).
Bad	No signal detected. The characters have to drive onwards to find another site to scan.
Failure	No signal detected, but the characters run into a local who can give them useful information. Run either <i>The Fisherman's Tale</i> , (page 133) or <i>They Come At Night</i> , (page 134).
Success	The characters detect a signal, but the detector is misaligned. They'll have to spend another hour correcting it. Until it's fixed, it keeps sending out a very high-frequency, high-powered radio signal that can interfere with navigation.
Good	The characters pick up a signal. There is definitely something odd going into town. If they get another one or two readings, they can triangulate the source of the signal and find out exactly where it is coming from.
Fantastic	The characters either get a strong signal, allowing them to home in on <i>The Lair of the Slavers</i> (page 134), or else meet a local who gives them useful information. Run either <i>The Fisherman's Tale</i> (page 133) or <i>They Come At Night</i> , (page 134).

CHAPTER 2: OFF TO THE SEASIDE

So, the characters hop into the mobile detector truck and drive off to Wicksmouth – an hour or two on the motorway, then down a series of increasingly narrow side roads. As UNIT missions go, this one starts off nicely and has a higher-than-usual prospect of stopping for ice-creams on the way.

At Wicksmouth, the characters have two routes of investigation. They can drive around with the detector in the hopes of finding the mysterious signal, or they can head into town and question the locals. The detector truck is too big to easily get into the town's narrow winding streets, so the best thing to do is leave the truck outside or split up. Both avenues of investigation lead to the Lair of the Slavers [Chapter 3].

WANDERING WICKSMOUTH

Characters who aren't suited to fiddling with mobile detectors can head into Wicksmouth and ask a few questions. There is no set order to these scenes – pick the ones that best suit your players and use those, or split the characters up in the narrow streets and switch from character to character.

Notable Places in Wicksmouth

THE CASTLE: An old ruined castle on a high hill that overlooks the harbour. This is the secret location of the *Lair of the Slavers* (page 134) – if the characters explore this location, run that scene.

THE CHURCH: A 19th century Gothic-style church with a tall spire. At the top of the spire, a pair of Slaver-controlled workmen are at work. They are preparing to install the projector for the shield dome (see Chapter 4). At this stage, all the workmen are doing is clearing out space for the projector, so they are unlikely to arouse the players' suspicion. Still, you should mention the workmen to foreshadow coming events.

THE TOWN HALL: Nothing of interest here, really. It's a nice town hall.

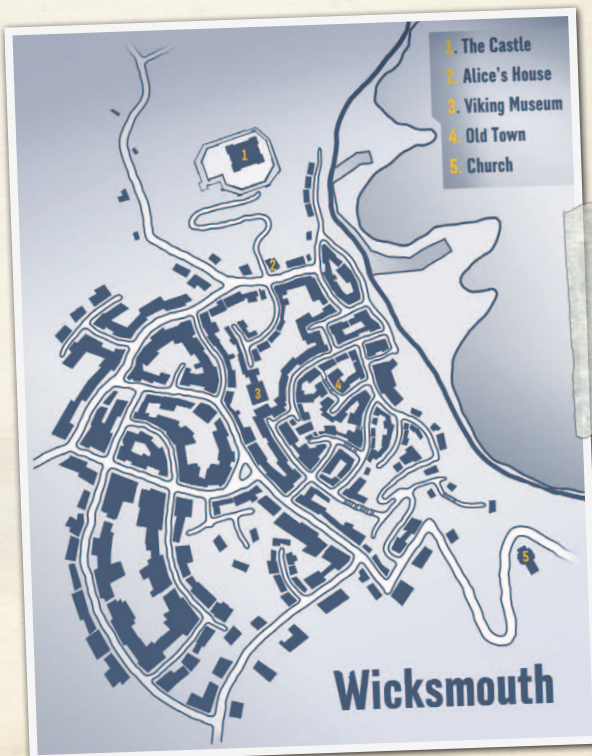
VIKING MUSEUM: Wicksmouth is an old Viking town; this museum has a reconstruction of a Viking longship and various other historical artefacts. If the characters visit here, they can talk to the curator, Mrs. Slakeham – see *Historical Wicksmouth*, below.

THE FISHERMAN'S TALE

Old Allen has been a fisherman in these waters for nigh on forty years. A few nights ago, he had a very strange encounter at sea. He was gathering up his nets before heading back towards port when his fishing boat's engines failed. He saw static electricity cracking around the metal parts of the hull; the whole boat lit up with an unearthly blue-white glow. After several minutes, the glow faded and the engines started up again. He has taken his boat out of the water so it can be checked out by a mechanic. Most people in town believe Allen's a drunken old fool who damaged his own boat, and pay no attention to his wild tales.

A successful Ingenuity + Science roll (Difficulty 21) lets the characters work out that Allen's boat was very close to a time-space event, like a transmat field or even something materialising from the Time Vortex. Examining his ship gives further clues – the whole metal hull was imprinted with the magnetic signature of the Slaver vessel. The characters can use this to tune the detector truck and home in on the Slaver base.

OLD TOWN: A maze of narrow alleyways and steep stairs around the harbour. This is a good place to run *They Come At Night* or *Hunted By Slavers*.





HISTORICAL WICKSMOUTH

This is not the first time that the Slavers have visited Wicksmouth. The curator of the local museum, Mrs. Slakeham, can tell the characters about a strange local legend about the 'Slaves of Hel'. In this story, a ghostly longship attacked the Saxons in this region in the 8th century, taking away the strongest men to serve in the underworld. The arrival of this longship was heralded by a great and terrible wind, and the people were trapped by the 'coils of a great serpent', preventing them from escaping until the slavers took their victims.

Among the museum collection is a carved stone depicting scenes from the attack. Notably, the 'serpent' looks more like a dome or shield, and the attackers are shown as beast-headed brutes that are taller and stronger than their victims. An Awareness + Knowledge roll (Difficulty 24) notices that the carvings do not show the victims fighting back or resisting in any way; they seem cowed or controlled by the invaders.

If the characters ask about other local legends, Mrs. Slakeham says that the castle ruins are also said to be haunted; according to some accounts, when the winds blow from the sea, the ghosts of Viking warriors can be seen walking amid the old stones. There are also smuggler tunnels running under parts of the town, dating back to the 17th century.

THEY COME AT NIGHT

Alice Heron is nine years old. She lives with her parents in a little house at the foot of Castle Hill on the edge of town. Her bedroom window faces up the hill, so she can see the old castle from her room. For the last few nights, she's seen strange lights up on the hill, odd movement amid the stones, and even big hairy men lurking at the bottom of the garden.

Last night, she heard someone hammering on the back door. They kept smashing until the door broke open. She hid under her bed, confident that her parents would stop anyone from hurting her. She heard muffled voices from downstairs, and then... nothing. Silence. She lay under the bed until dawn, terrified and confused.

When the sun rose, she dared to creep downstairs, and found her parents sitting at the kitchen table as though nothing was wrong. Their eyes were blank and emotionless, and they both had strange cords or necklaces wrapped around their necks. When they saw her, they tried to grab her. She panicked and ran out the back door. She's been wandering the streets of

Wicksmouth ever since, too scared to talk to anyone. Her parents taught her that if she was ever in trouble, she should go and find a policeman. To a terrified young girl, a UNIT officer is close enough.

Calming poor Alice down and getting her to trust the characters requires a Presence + Convince roll (Difficulty 18). She then tells the characters what she saw.

Alice's House: Checking out Alice's house confirms her story. The back door was broken down, but there are no signs of a struggle. Footprints lead up the hill towards the castle ruins.

HUNTED BY SLAVERS

If the characters are too obvious, or if you want to throw in an extra action scene, then the characters are spotted by a pair of Slavers. The aliens have precognitive powers, and realise that the characters are a potential threat to their schemes – a threat that must be eliminated.

The Slavers have disguised themselves in human clothes, and are wearing hooded jackets to hide their cat-like faces. They follow the player characters, waiting for an opportunity to strike. They wait until one of the characters is alone, then attack. If injured, the Slavers vanish by slipping into the Time Vortex. However, due to their weakness, the Slavers can only teleport a short distance, so the characters can spot the fleeing Slavers as they retreat back to the castle.

CHAPTER 3: LAIR OF THE SLAVERS

All the clues in the village lead the characters to the ruins of the old castle outside town. There are only a few crumbled walls and fallen stones, but there is a strange feeling of power here. Static electricity crawls over the stones, making the hair on the back of the characters' necks stand up. A strange wind, redolent with the scents of some alien world, blows over the ruins.

Searching with an Awareness + Survival roll (Difficulty 15) reveals unusual footprints in the mud. There are many footprints going up to the castle, but only a handful leaving it. The footprints seem to end at a stone arch. Walking up to the arch makes the characters feel slightly ill and dizzy. Pushing through the arch transports the characters to the Slavers' lair.



THE SLAVER'S LAIR

On the far side of the arch is a truly bizarre sight. The Slavers have captured the temporal echo of the castle. Here, in this pocket of folded time, the castle stands as it did centuries ago, with high towers and intact walls. The echo is bleached of all colour, so the castle looks like a black-and-white photograph made real. Floating above the courtyard is the Slavers' time-ship, a sleek dragon-headed vessel. There is no way to get onto the ship from the ground – the only way to board it is to go up inside the castle keep to the narrow gangplank that runs from the ship to the castle.

All around the castle are Slaver warriors, clad in black armour and carrying their Force Staves. There are dozens of Slavers in the castle, with more on the ship – far too many for the characters to deal with themselves. It is clear that this is a full-scale invasion. The characters will have to call in UNIT.

The arch is unguarded, so the characters can sneak around the castle with successful Coordination + Subterfuge rolls (Difficulty 12 for the first place they sneak to, +3 for each subsequent location). If a sneaking attempt fails, or if the characters manage to visit all of the locations, then move onto **Fleeing the Slavers** (page 136).

Locations in the Castle

- The Courtyard
- The Dungeon
- The Castle Keep

THE COURTYARD

From the courtyard, the characters can get a good look at the Slavers. They are obviously not human, but they are familiar with humans and speak English. They despise their human slaves. The Slavers clearly

have a strange relationship with time; they flicker from place to place and speak in an oddly allusive, poetic way. As the characters watch, the Slavers start forming into squads – or hunting packs. In addition to their Force Staves, some Slavers carry heavy axes. All of them have thin bolas that they throw at their victim. Slaves wearing the bolas as necklaces carry armour and weapons out of the Slavers' ship, including heavy loads of the bolas. The weapons must be stored or made on the ship.

The Ship: The characters cannot get onto the ship without climbing up into the castle and crossing the narrow bridge (and they will be discovered before this happens – see *Fleeing the Slavers*, page 136). From below, they can see slaves march in and out, carrying bundles of mind-control cords for use as weapons. There is also something moving on board the ship, just inside the entrance, slithering like a huge serpent or octopus. This is a glimpse of the **Chain Maker** (see page 144).

THE DUNGEON

In the dungeon are a dozen prisoners of the Slavers. Some are modern day humans; others are wearing strange, medieval clothes. All of them have the same strange cords wrapped around their necks. If the characters try removing any of the cords, the victim stiffens and their eyes go glassy, as the cord takes control. The victim then sounds the alarm, shouting to warn the Slavers about the intruders.

The Modern-Day Prisoners: If the characters try to rescue any of the modern-day prisoners, then the first victim they come across is a young woman called Henrietta Smith, a teacher from the local school in Wicksmouth. She warns the characters about the Slavers' mind control technology: *'This thing around my neck – it's alive! It's sleeping now, but when it's awake, it controls what I do and think!'*

Henrietta explains that the ship is the source of this mental control. When the cord is active, she feels a strange psychic 'tug' towards the ship outside. She was walking home from school late last night when one of 'those hairy monsters' jumped out at her and threw a cord around her neck. She found herself compelled to walk up towards the castle, and found herself here. She suspects that the monsters are getting ready for something; they're not stopping with conquering Wicksmouth.

The 8th Century Prisoners: Anyone with a good Knowledge score can identify these prisoners as wearing 8th century clothes; if the characters have



visited the museum in *Historical Wicksmouth* (page 134) remind them of the story of the strange Viking raid more than a thousand years ago. Unlike the modern day prisoners, these victims are completely oblivious to the world – their minds have been completely destroyed by the cords.

Examining the Cords

The cords wrapped around the necks of the victims in the dungeon are identical to the looped bolas-weapons carried by the Slavers; obviously, the Slavers are using these weapons to capture and control their prey. The cords are made of a silvery, plastic-like substance that is cold to the touch. They seem to be alive – once wrapped around a victim's neck, the cord extends tiny tendrils into the victim's flesh. A character with a good Medicine or Science skill can guess that these tendrils are integrated into the victim's nervous system, and that removing the cord by cutting it might damage or even kill the victim. The characters need to find a safer way to remove the cords.

A character who can Feel The Turn Of The Universe, or who scans the cord and makes a successful Ingenuity + Science test (Difficulty 24) can tell that the cords work not by controlling the victim's nervous system directly, but by manipulating their free will to choose different courses in time. This is a bizarre technology, and suggests that whoever made these cords comes from a very, very long way away in both time and space. It also means that there must be some power source or temporal engine nearby that permits the cords to exist.

THE CASTLE KEEP

Exploring the castle lets the characters spy on the Slavers. In room after room, the characters see clear preparations for war. There are maps of the United Kingdom, of Europe, and of the whole world, with the invasion spreading out from Wicksmouth to engulf the whole planet. The Slavers obviously do not have the numbers or strength to conquer the whole planet in one attack, so they must be planning to use their mind-control cords to enslave human armed forces. Other rooms contain bizarre, incomprehensible alien devices that look like a cross between medieval

weapons and high-tech gadgets. A successful Ingenuity + Science roll (Difficulty 24) identifies these as components of a force shield generator. This force shield would need a projector, usually placed on top of a tall building. The Slavers did not build this generator themselves; it was made by one of their slave races.

One room contains a series of tapestries depicting the history of the aliens. The first tapestries show them travelling out from their home world by walking the time lines. They encounter humans – but these humans are in space ships. The aliens enslave the humans and build a great empire on the back of human slaves – until a slave revolt overthrows the alien's homeworld. The last tapestry shows the ship that the characters saw flying over the courtyard as it plunges through the time vortex.

FLEEING THE SLAVERS

One of the Slavers shimmers into existence right in front of the characters, and points a Force Stave at them. He sniffs the air and tilts his head.



'You are the ones who will kill me' he says, 'you are the defiant ones. In ten thousand years, it will be ones such as you who throw off the chains of conquest and destroy our empire. It is fated, is it not?' The Slaver sighs. *'All must play their part.'* He throws back his head and roars an alarm.

If the characters try to stop him sounding the alarm, they can tackle him or shoot him. Attacking the Slaver kills him, but it's too late – the alarm has been raised and more Slavers are coming. The characters must flee!

If the characters flee without killing the Slaver, then they will find his body later on, at the end of the adventure, after he was shot by a UNIT squad. He foresaw his death at the hands of UNIT.

Escaping The Aliens: The player characters can flee the castle the same way they got in. Make it an exciting, harrowing chase scene. The players should have to burn Story Points to overcome obstacles like:

- Slavers using their Shift ability to appear right on top of the player characters
- Blasts of energy from Force Staves exploding all around
- Parts of the old castle collapsing
- Shifting back and forth between the real world and the pocket of folded time

Once the characters reach the gate back to Wicksmouth, they appear back in normal space-time at the top of the hill. The Slavers are right on their heels, though, so the best tactic is to flee.

UNIT Doesn't Run!

Some players *love* heroic last stands, so a player character or two might choose to stay behind and hold the gate against the Slavers to give the others a chance to escape. Such self-sacrifice is very much in keeping with the UNIT ethos, but means that the characters that stay behind are doomed.

If you want to keep the heroes alive, then have them captured and enslaved by the aliens. The players of the captured characters can play temporary PCs (either townsfolk or other military staff once UNIT arrives) until their regular characters are rescued.

CHAPTER 4: THE DOME

The brave UNIT team tumble down the hill and back to town. Behind them, an unearthly silver light bathes the whole hilltop and makes the castle ruins glow. From every direction, the characters hear the sound of animal howls.

The Slavers are coming.

A dome-shaped force-field springs into existence around the whole town. This blue energy field crackles and hisses as it encases the entire town in coils of lightning. There is no way out of Wicksmouth – not even by sea. From their vantage point, the characters can see the waters in the harbour steaming where they touch the dome. There's no escape.

The Slavers are coming.

All around the town, Slavers materialise on rooftops and street corners. These hunters all carry the mind-controlling bolas weapons. They pick the best and the strongest of Wicksmouth's citizens to enslave. The Slavers are remorselessly efficient. When one spots a target, he hurls the bolas at the victim. The cord wraps around the victim's throat and enslaves them, robbing them of their free will.

The Slavers are coming.

The aliens take their time hunting down their victims. This is sport for them. They are in no hurry – everyone in Wicksmouth is trapped in the prison of the Slavers!

IN THE PRISON OF THE SLAVERS

Ask the players how they intend to stay out of the Slavers' clutches. Do they hide in the back streets of town? Do they pick a fortified building and hole up there? Head to the police station? Head back to the mobile detector truck? Steal a car or a boat and try to find a way out of town? The better their hiding place, the longer it will take the Slavers to catch them.

Moving through town is possible, but dangerous. The force shield has plunged the town into an eternal blue-tinged twilight, so the shadows are especially deep and easy to hide in. There are only a few Slavers, but they can appear and disappear at will. It is a game of cat and mouse on the streets of the little English village, and the humans are the mice.

The force field has also cut Wicksmouth off from the national grid – there's a power cut all over town.

When the characters move through the town, call for Coordination + Subterfuge rolls (just make one roll, and use the average of the characters' skills and attributes) at Difficulty 15.





RESULT	EFFECT
Disastrous	The characters run right into a Slaver ambush. They are attacked by one Slaver per player character, and may end up getting enslaved or killed unless they spend some Story Points to escape.
Bad	The characters find their way blocked by mind-controlled slaves. They can either take another route (forcing another roll, and costing them more time) or fight their way through, attacking innocent civilians.
Failure	As per <i>bad</i> , but the team spots something useful, like the forcefield projector on the church tower.
Success	The team find their way to their destination, but the Slavers are close on their heels. They'll only have a few minutes before the Slavers arrive.
Good	The team reach their destination without being spotted by the enemy. Go UNIT commandos!
Fantastic	Not only do the team sneak stealthily through Wicksmouth, avoiding the precognitive hunters, they also spot something useful en route.

If the characters visit the museum, or if they rescue Mrs. Slakeham from the Slavers, they can find out about the old smuggler tunnels underneath the town. These tunnels can be used to get around town without being spotted by the Slavers. There are several options for the player characters to pursue at this point.

CONTACT UNIT

Phone lines have been cut by the force shield, and the dome blocks most radio signals. A sufficiently powerful radio transmitter could be powerful enough to break through. There is a large transmitter down in the harbour building that the characters can use to call for assistance, and it has a backup petrol generator to power it. The mobile detector truck's onboard radio is not powerful enough on its own, but a successful Ingenuity + Technology roll and a little jiggery-pokery can crosswire the main sensor dish to produce a high-frequency radio signal that can be used to contact UNIT.

Radio interference makes holding a conversation impossible, but the players can make out that UNIT is dispatching a counter-invasion force. The characters should do what they can to gather information and, if possible, find a way to bring down the dome. If the characters *don't* contact UNIT, then the Taskforce show up anyway after a day – the appearance of a giant glowing forcefield tends to attract attention. Contacting UNIT just gets them there faster and with more force!

INVESTIGATE THE DOME

The forcefield dome is impenetrable. Anything touching it gets knocked back with a nasty jolt (1 point of damage if you just touch it; more if you run into it at speed). With advanced technology, you could generate an inverse field and open a hole in the field. UNIT don't have the technology to do so, but a precise artillery barrage could do the same thing.

A successful Ingenuity + Science roll (Difficulty 24) lets the characters identify the dome as a force shield. A shield like that needs a projector device and a power source. The power source is most likely on board the alien ship, but the projector may be somewhere in town, and it must be somewhere high up. The tallest points in Wicksmouth are:

- The castle ruins on the hill
- The flagpole on top of the town hall
- The church spire
- The radio transmitter tower in the harbour

The projector device is hidden at the top of the church spire. The local vicar and the three workmen who were repairing the spire are all mind-controlled slaves with orders to protect the projector. They initially pretend to be free, but characters who make successful Awareness + Convince or Awareness + Subterfuge rolls (Difficulty 21) notice either their strange behaviour or the cords around their necks. The four slaves try to stop the characters climbing up the narrow, rickety stairs to the spire, or else try to push them off if they do climb up.

The projector itself can be disabled with an Ingenuity + Technology roll (Difficulty 18) or just smashed with a Strength + Athletics roll (Difficulty 18). Destroying the projector causes the dome to melt away.

FIND A WAY OUT

There is no easy way to escape the dome – it encompasses the whole town. Sufficient force can smash through it, but unless the characters have

an artillery company or a tactical nuclear device in their pockets, that's no use. The dome even extends underwater – but not underground. One of the old smuggler tunnels leads out of Wicksmouth to a cave outside the dome. Finding this exit requires either a local guide, or else a thorough search of the tunnels. Once out of the dome's coverage, the characters can call UNIT.

CAPTURE A SLAVER

The best way to get intelligence about the enemy is to interrogate one of them. Capturing a Slaver is like trying to catch the Cheshire Cat – when imprisoned, they just fade out of existence and reappear somewhere else. Dwarf star alloy is the only thing that can keep a Slaver chained for long. UNIT soldiers don't give up that easily, though. There are two ways the characters can bag a Slaver:

- **The mind-control cords:** If the characters can steal a mind-control cord and get it around a Slaver's neck, that will destroy the Slaver's free will just as effectively as it enslaves a human. Once the collar's on, the characters can command or question the Slaver and he is powerless to resist.
- **You can't teleport if you're unconscious:** Knocking a Slaver out with one good haymaker punch to the jaw means the alien can't escape into the Time Vortex.

Once a Slaver's captured, the characters can question him. The Slaver captive reveals that his name is Beric. In keeping with the fatalistic attitude of his race, he answers the characters' questions because, ultimately, his answers make no difference to his fate. The Slavers are aliens from the long-vanished Empire of Thar, which will reign far in the future. One day to come, humans were and will be their slaves.

- The Slavers have a natural ability to walk the time-lines. They can travel in time without the need for a vehicle, but it is difficult for them to travel far. They are natural navigators and seers.
- Their empire was destroyed when the slaves rose up, inspired by human warrior-heroes. They destroyed the time gates that the Slavers relied on.
- A few bands of Slavers were out travelling when the empire fell. Beric and his allies found a way back into the distant past, and found Earth.
- They intend to conquer the planet and destroy the free will of humanity. This will change the timeline and preserve the Empire.
- The invading band is commanded by a great leader named Jaced; he created the Chain Maker, the living source of the mind-control cords, by forging it from the howling winds of the Time Vortex. It is this creation that will allow them to control the Earth despite their limited numbers.

A Wicksmouth Selection Box

MRS. MARY SLAKEHAM: The curator of the local museum, and an expert on the history of Wicksmouth. She knows the town very well, but is not as young as she once was and has a bad hip, so she can't run very fast.

OLD ALLEN: Eccentric fisherman. He's tough as old boots, and keeps a level head in a crisis. He's got the Technically Inept bad trait, though – electronics and Allen never get on!

ALICE HERON: Nine year-old Alice has already lost her parents to the Slavers, and she's been hiding on the streets ever since.

MARTIN SMITH: Martin owns an antique shop in town. He was out looking for his wife Henrietta, who didn't come home last night, when the dome appeared. He is desperate to find her, and is even willing to trade the PCs to the Slavers to get her back.

CAPTAIN KEFLING (RETIRED): The old captain fought in the war, you know. He can't quite recall which war, though – he's rather senile. Still, he's eager to give those alien blighters what-for, just as soon as he finds his old service revolver.

ROB DOWLER: A local labourer, Rob's not that bright but he's very strong and he'll follow orders.

LINDA FAIRFAX: Linda works at a retirement home; she brought a bus-load of retired pensioners down to Wicksmouth on a day trip. Now the Slavers have mind-controlled her elderly charges, and Linda is determined to rescue them!

FRANCINE WEST: Francine just wants to get out of this cursed town! She'll support any plans that involve escaping or retreating. She's also a trained medic.



PROTECT THE CITIZENS

Protecting the unfortunate people of Wicksmouth is part of the duty of a UNIT soldier. Over the course of the game, the characters may accumulate a rag-tag bunch of civilians to protect. This may be a harrowing experience, as the rescued victims have seen their friends and families turned into mind-controlled slaves!

The sidebar entitled *A Wicksmouth Selection Box* on the previous page lists several characters that might be encountered on the cobbled streets of Wicksmouth.

ATTACK THE SLAVERS

Attacking the Slavers in the town may be emotionally satisfying, but it's tactically useless – the Slavers can just retreat to the castle in the temporal pocket. The entrance to the temporal pocket is too well-guarded to attack. The characters need reinforcements if they are going to have any hope of stopping the invasion.

CHAPTER 5: BREAKING THE DOME

By this point, the characters should have contacted UNIT, or at least avoided capture long enough for UNIT to arrive in force. Under the command of Captain Erisa Magambo, UNIT has deployed battle tanks and foot troops to retake Wicksmouth.



If the characters can bring the dome down from the inside, then it's time to do so. Otherwise, UNIT uses brute force: combat aircraft scream low over the English coast, dropping precision-guided bombs on the edge of the dome. Under this onslaught, the dome crackles, sparks – and finally fails. The Slavers retreat back into the town's streets, or vanish into thin air.

The characters' radios crackle into life. *'Trap One to all Greyhounds – are you receiving me? Come in, lost Greyhounds!'* Once the characters respond, the captain orders them to rendezvous with her strike force.

CAPTAIN MAGAMBO, I PRESUME

The UNIT troops set up a cordon around the town with military efficiency. The roads leading to Wicksmouth are already blockaded, to prevent the public getting too close to the mysterious dome. A flying carrier, the *Valiant II* is en route but Geneva HQ wants action now before the invaders have time to establish a beachhead. It's time to move.



Once they arrive, the characters are escorted into the mobile UNIT headquarters. There, Captain Magambo questions the player characters, asking:

- What they know about the invading aliens?
- Where is the alien ship?
- How are they controlling the human population?
- Can this control be disrupted?
- Do the aliens have any special weapons or powers that UNIT should be aware of? If so, what countermeasures can be employed?
- What are UNIT's priority targets?
- What tactics do the characters recommend?

UNIT's primary mission objective is to drive the aliens off world, but rescuing the human slaves is almost as important. As the player characters know the terrain and the enemy better than anyone, she needs their tactical input.

The best tactic is to occupy the Slavers by using non-lethal weapons on the human slaves, while sending a small team in to attack the Slaver's ship and destroy the Chain Maker that controls the slaves.

ALIEN AMBUSH

UNIT are playing right into the Slaver's claws – the aliens expected the defenders of Earth to respond in force to the conquest of Wicksmouth. While the characters are briefing Captain Magambo, five Slavers shift into existence right inside the mobile HQ!

There are three senior officers in the briefing room. If everything goes according to the Slavers' scheme, they:

- Throw mind-control bolas around the necks of the officers, robbing them of their free will.
- Shift slightly out of phase with normal reality, then whisper to their new slaves, commanding them to send the UNIT troops into a trap.

The Slavers take the UNIT staff by surprise and get to make one attack each before UNIT can respond – but they've reckoned without the player characters! Player characters can spend a Story Point to act in this first round.

If the characters don't protect the staff from the mind-control cords, then they will need to knock Magambo and the other officers out, or else contact the UK HQ and convince Brigadier Bambera to order the other troops to take the senior staff into custody. If they don't, then Magambo orders her troops to walk right into Wicksouth and right into a trap

PREPARE FOR BATTLE!

If Magambo's still in charge and not mind controlled after the Slaver ambush, then she orders the characters to take charge of a small strike team. Their orders are to penetrate the alien defences while the majority of her forces engage the human slaves. If Magambo's mind-controlled, then the characters either need to take charge, or else get to the Chain Maker before the UNIT contingent are marched into the jaws of the trap.

CHAPTER 6: BATTLE

It's time to retake Wicksouth. At first glance, you might think UNIT have the advantage. UNIT outnumber the Slavers and has a lot more firepower on its side. A few air-strikes could level Wicksouth, and as soon as some backroom boffin finds a way to shoot cruise missiles at right-angles to reality, they can blast the Slaver ship in the time pocket too.

The problem is that the Slavers have several hundred human slaves to serve as cannon fodder – and human shields. As long as the Slavers are in control, UNIT's ability to act is constrained.

If Magambo is still in charge, she orders the characters to head for the Slaver ship and destroy it while the Slaver forces are distracted by the UNIT assault. See *Chapter 8: The Doom of the Slavers* for details of this final desperate attack.

FIGHTING FORCES

The troops on both sides depend partially on the characters' actions earlier in the adventure. The faster the characters were able to contact UNIT and bring down the forcefield, the fewer slaves the invaders have.

	UNIT TROOPS	SLAVES	SLAVERS
Offence	8/12*	7	11/8**
Defence	9	4	11
Size	+2 vs the Slavers only	+4 vs UNIT	-
Mobility	6	4	10***
Morale	7	Special	5

* If the UNIT troops can use lethal weapons instead of their stun guns, their Offence goes up to 12. UNIT can break out their assault rifles only after the Slaver are freed.

** The Slavers are armed with force staves and their mind-control bolas. Their Offence is 11 if using the staves; if they use the bolas, they have only Offence 8, but if they win a round of battle, they take over some of the UNIT troops. Add +1 to the Slaves' Offence, Defence and Size bonus if this happens, representing the mind-controlled UNIT soldiers joining the Slave army.

*** The Slavers have an especially good mobility thanks to their power to shift.

Non-Lethal Weapons

UNIT has an extensive arsenal of unusual weapons - including non-lethal stun weapons. After all, aliens who can possess or mind-control their victims are regrettably common. The standard non-lethal weapon issued to UNIT troops is an electric Taser that causes the victim to convulse and collapse. They also have tear and knockout gas grenades.





THE BATTLEFIELD

DEFEAT

Fighting Outside The HQ UNIT +2 Offence

Country roads -

Fighting Outside -

Wicksmouth -

Commercial Wicksmouth -

Old Town Streets Defenders: +2
Defence

Castle Hill -

The Temporal Pocket Slavers +6 Offence,
+6 Defence

MODIFIERS

VICTORY

The battle begins at Commercial Wicksmouth – the edge of the town where you find all the big supermarkets and stores. In the unlikely event that UNIT is losing the battle and is forced back to the Mobile HQ, the headquarters staff joins the fight with heavy weapons. In the Old Town streets, the narrow streets give the Defenders an advantage.

Finally, taking the Temporal Pocket by force is really hard – the only way in for the UNIT troops is via the portal in the ruins atop Castle Hill, but the Slavers can shift in and out at will. This means that UNIT has to force its way in through a single choke-point, with a killing ground on the far side.

EVENTS IN THE BATTLE

These events can happen at any time during the battle. Use them in the order below for maximum drama.

Terrified Victims: The player characters spot a group of Wicksmouth citizens who have managed to avoid the Slavers' clutches. Now that the force-field dome has collapsed, the survivors are making a break for it – but their escape route takes them right into the middle of the fire fight between UNIT and the Slavers. How do the player characters save the civilians?

Slaver Attack: A strike team of Slavers (one per player character) shift in around the player characters. They have foreseen that the player characters threaten the Slaver's schemes, and so they must be eliminated! The Slavers are armed with huge (Strength +4) axes to hew and chop the player characters down to size. They appear with their axes

raised over the player characters' heads; only very quick reactions, blind luck and maybe a Story Point or two gets the characters out of this ambush alive!

Collapsing Buildings: Using their Force Staves, bands of Slavers start pulling down buildings in Wicksmouth to block the streets and slow UNIT's advance. The player characters are in or next to one of these buildings – can they dodge the collapsing structure, or will they be buried alive? Escaping a collapsing building requires a Coordination + Athletics test (Difficulty 12 to retreat; Difficulty 18 to race through to the far side before it collapses).

The Force Field: Sensing the approach of UNIT reinforcements, the Slavers attempt to re-establish the protective force field. A successful Awareness + Technology roll (Difficulty 15) lets the characters spot a team of Slaver technicians rebuilding the force-field projector atop a tall building. If the characters don't stop the Slavers, then the force-field dome springs back into existence and the next two events can't happen.

Air Strike: The characters are contacted by radio by UNIT HQ. A flight of UNIT fighter-jets is approaching, and they need targets. The characters need to use their radios or laser pointers to specify groups of Slavers that are far enough away from any civilians that they can be destroyed without endangering anyone. To do so, one character must succeed at an Awareness + Technology roll (Difficulty 18). If successful, the jets come in fast and low, and fire air-to-ground missiles at targets specified by the player character. This gives UNIT a +8 bonus to Offence for the next round of battle.

The Valiant II: A shadow falls over the town of Wicksmouth – the *Valiant II* has arrived. Still only partially operational, this flying fortress is still able to help drive the invaders off our planet. The *Valiant's* fire support from its anti-ship laser cannons and its fighter escorts give UNIT a +4 bonus to Offence for the rest of the battle.

The Taking of the Valiant: Slavers shift onto the bridge of the *Valiant II* and take control of the command crew. With the *Valiant* in their hands, the Slavers can embark on the conquest of the world. Soon, Geneva HQ will also fall to the Slavers' mind-control cords... then the UN building in New York.

There will be Slavers in London and Washington and Moscow and Beijing, and they will be our masters. The only hope for Earth is for the player characters to destroy the Chain Maker on board the Slavers' ship.



CHAPTER 7: THE DOOM OF THE SLAVERS

While UNIT are fighting the Slaver forces, the player characters can sneak past enemy lines, go through the portal on Castle Hill, and attack the Slaver ship itself. Most of the Slavers and their slave army are down in Wicksmouth, so there are only a few guards at the portal itself. Once inside the temporal pocket, the characters can see the Slaver Ship floating over the courtyard. Again, the only way onto the ship is to climb up the old castle keep and then cross the perilous gangway across to the ship.

CLIMBING THE CASTLE

There are no guards in the castle, so the characters do not need to sneak this time. If they haven't already explored the castle, then this is the time to throw in the various encounters and rooms in the keep (see *The Dungeon* and *The Castle Keep* on pages 135-136).

THE BRIDGE OF PERIL

A narrow bridge of shimmering silver leads from the ramparts of the castle to the floating Slaver ship, and standing on that bridge is Jaced, the Slaver-King. Behind him, on board the ship, is the writhing impossible horror that is the Chain Maker. As long as that creature exists, the slaves will never be free.

To cross the bridge and destroy the Chain Maker, the player characters have to get past Jaced, and that's no easy task. The Slaver King is a powerful and cunning foe. His mastery of shifting is second to none, so he can dodge bullets by stepping in and out of our reality. He is armed with a bladed Force Stave – basically, an axe that shoots telekinetic blasts. One hit from the axe will not only chop you

in two, it'll send the bloodied, broken bits of you flying off the bridge to splatter in the courtyard below.

When the player characters arrive, Jaced bellows a challenge at them.

'Circles can be broken and time can be unmade! Your kind will forever be our slaves, and our empire will rule for all eternity! How can you teach your children's children's children to rebel when you have known nothing but the chain? Come and die, last champions of Earth!'

Defeating Jaced: The Slaver King uses his axe to sweep characters off the bridge as they try to cross. Falling to the stones below is Lethal. Trying to shoot Jaced is futile, as he can just shift out of the way of the bullets. If the characters are going to fight him, they'll need creative tactics, such as:

- Use a Force Stave to push Jaced off the bridge. While he can shift to escape the lethal fall, it gets him out of the way.
- Fire a hail of bullets to force him to shift, then run past while he's out of phase.
- Throw a grenade past him while he is shifted.
- Skip the 'fighting him' part entirely, and just fire a rocket-propelled grenade across the bridge. If he shifts out of the way, then it hits the Chain Maker. If he doesn't shift... well, he's no longer much of an issue.
- Challenge Jaced to a one-on-one duel. The Slaver King is proud enough to accept such a challenge – and while he's fighting one player character, the others can board the ship.
- Take a mind-control bolas from a defeated Slaver and throw it around Jaced's neck. The cords work just as well on Slavers as they do on any other creature.
- Convince him of the futility of his actions. The past of the Slavers cannot be changed – their defeat at the hands of future human rebels is already part of events. If he succeeds in conquering humanity now, he will change time and cause a paradox. Subconsciously, Jaced knows this thanks to his ability to Feel The Turn Of The Universe, but he has refused to admit it to himself.



JACED, KING OF THE SLAVERS

AWARENESS	4	PRESENCE	6
COORDINATION	4	RESOLVE	5
INGENUITY	5	STRENGTH	5

SKILLS

Athletics 4, Fighting 5, Marksman 3, Knowledge 5, Subterfuge 2, Survival 3

TRAITS

Alien: Jaced is a lord of E-Space.

Alien Appearance: He looks like a humanoid cat crossed with a gorilla. He's huge.

Feel the Turn of the Universe: Jaced has an intuitive connection to the flow of time, even if he's suppressed it to stomach making the Chain Maker.

Precognition: Like all Slavers, Jaced can foresee coming events and shifts in the timeline.

Shift: Slavers can slip out of phase with normal space-time. From the perspective of an observer, the Slaver fades away to reappear somewhere else. Shifting costs the Slaver 1 Story Point. Unlike most Slavers, Jaced is really talented at using this power, and can vanish and reappear instantly. He can use this power to dodge attacks and still attack back.

Vortex Walk: Slavers can, by concentrating, travel into the Time Vortex itself without a capsule. This power allows them to walk in space and time.

Traveling in this manner is both hazardous and slow compared to TARDIS travel, so the Slavers prefer to use ships despite their innate abilities.

Boffin: Like more Slavers, Jaced prefers to have his slaves do the technical work for him, but he is a genius when it comes to time-warping technology. He made the Chain Maker.

Quick Reflexes: Almost like a cat...

Voice of Authority: Jaced is a king among his kind.

Obsession: Jaced is driven by his crazed desire to preserve the Empire.

STORY POINTS: 6

WEAPONS: Force Stave (3/6/9) with Marksman or Strength +4 (5/9/13) with Fighting

ARMOUR: 4 points

THE CHAIN MAKER

Stepping across the bridge brings the characters onto the Slavers' ship. Inside, there are no controls or mechanisms, just rows of benches like the rower's benches on a galley. The ship travels using the combined power of its crew.

Floating in the air just inside the entrance is the Chain Maker. It is a hideous sight – it looks like a sphere made of a billion crawling worms. The 'worms' are living cords. Looking into the heart of the sphere, the characters can glimpse all the stolen futures, all the swallowed possibilities robbed by the Chain Maker. This thing is an abomination. For a character who can Feel The Turn Of The Universe, it's even worse – the Chain Maker literally should not be. It is an impossible, paradoxical monster, and it hurts to look at.

Fortunately, the Chain Maker exists partially in normal reality. That means it's vulnerable to a UNIT standard-issue C4 demolition charge.

Boom.

Once the player characters destroy the Chain Maker, the invasion of Wicksmouth is over. The slaves are instantly freed as the cords vanish from around their necks. Without the numerical advantage of their slave troops, and with no way of conquering the Earth, the surviving Slavers slip away into the Time Vortex. The threat is defeated!

AFTERMATH

UNIT's scientific advisers do their science, and then advise that the temporal pocket is unstable and will soon collapse. UNIT technicians and bomb disposal teams sweep the buildings, removing the force-field generator and other useful salvage. Among the items recovered are the alien tapestries from the middle floor of the castle – the tapestries showing the future history of the Slaver race.

The tapestries recount how the Slavers travelled the time winds, enslaving hundreds of alien species. In the far future, they even enslaved millions of humans, until human heroes rose up and overthrew them.

A close examination of the tapestry shows a UNIT logo on the shield of one of those human heroes...

MIND THE GAP

Mind the Gap is an adventure for a UNIT team with a mix of specialities, and specifically designed to be a campaign kick-off adventure for a group of player characters who make up a UNIT "CRASH team" (q.v.). It is set in present-day England, but can easily be transplanted to any other part of the world that features an underground rail system. The adventure begins when an entire trainload of passengers goes missing in between London tube stations, and UNIT sends the characters to investigate. The final part of the game takes place in the Void between universes, where the CRASH team must rescue the train passengers, defeat a group of Cybermen, and close the rift that threatens to tear apart the fabric of time.

What's Going On?

The Battle of Canary Wharf ended with the invading forces of Cybermen and Daleks sucked back through the rift into the Void between universes, presumably to be destroyed. However, a small unit of Cybermen managed to survive, cannibalizing technology they found adrift in the formless space to craft a vessel – a life-raft of sorts, adrift on the endless howling ebb and flow. Over the centuries (for time holds no meaning in that awful place), they built a device intended to re-open a rift and allow them to escape. Their initial test has been successful.

UNIT CRASH TEAMS

CRASH Teams are UNIT's 'First Responders' – small teams, of both UNIT personnel and freelancers, tasked with investigation and threat assessment. CRASH Teams are designed for mobility and a certain degree of autonomy, authorized to either take action to prevent larger incidents from developing, or stepping back and calling in the chaps with the rocket-launchers. If your characters aren't actually designated as a CRASH team, explain that they are the only team available, and that their mission is to investigate and, if possible, resolve the situation.

PROLOGUE: THE JUBILEE LINE

The player characters are not present for this scene. The Gamemaster can either describe it to the players anyway, or let the characters find out what happened later in the adventure.

It's a normal Wednesday morning on the Jubilee line, and a trainload of commuters leaves the Canary Wharf tube station. Faces down over newspapers, books or mobiles, preparing for whatever their usual work day brings. Despite the silence of the riders, the car is noisy, the rhythmic cadence of the wheels on the track amplified by the confines of the tunnel. One of the passengers notices another sound – a growing howl of raw sound, at first barely noticeable, but getting louder by the second.

"Does anyone else hear that?" she asks. The other riders glance around nervously – in this age of near-constant terror alerts and warnings of attack, any deviation from the normal routine can cause panic. The sound is impossible to ignore, soon drowning out the sounds of the train itself. Fear spreads through the passengers like a herd on the verge of stampede.

The howl of noise grows painful – people clutch hands over their ears, desperately trying to block out the sound. The screams begin, only to be drowned out completely by the all-consuming din.

An empty train rolls to a stop in the North Greenwich station, the passengers waiting on the platform met only by the digital voice announcements of the Automated Train Operation system: **"There has been a service interruption. This train is no longer in service. We apologize for any inconvenience."**

There has been a service interruption...."



A rift has punched through a location near Canary Wharf (where the fabric of space and time remains weakened from the efforts of Torchwood) – specifically in a tunnel on the Jubilee line of the London Underground, midway between the Canary Wharf and North Greenwich stations. A train passed through the space when the rift became active, and arrived at North Greenwich completely empty of passengers. Strange noises have been heard from the tunnel, and so UNIT has been called...



CHAPTER 1: ON THE SCENE

The player characters arrive on the scene within a few hours of the incident. The line has been shut down, and the North Greenwich and Canary Wharf stations closed and evacuated. The story that has gone out to the media talks of a possibly dangerous malfunction of the Automated Train Operation system, with commentators floating the (UNIT-provided) rumour that investigators are looking into the possibility of a malicious virus being the root cause.

On the way to North Greenwich station, the player characters are briefed on the particulars of the case as it currently stands:

1) A 7-car train left Canary Wharf at 8:48 am, with what is estimated to be somewhere around 200 people on board. ("We're lucky it was eastbound – a train headed towards central London at this time of day would have been quadruple that amount", says the Briefing Officer.)

2) Two minutes later, the train came to a stop at the North Greenwich station, where the Automated Train Operation system reacted to the lack of a driver on the 'dead-man switch' by bringing it to a stop, shutting down, and alerting Control. The train arrived at the station empty.

3) Somewhere in the 1.7 kilometer tunnel between the two stations, 200 people were removed from the train – *without the train stopping*.

The player characters arrive at the North Greenwich station, where the train is still standing at the platform. Examination of the train will reveal no mechanical faults or any obvious external explanation for the disappearance of the passengers.

Boffins using Gadgets with the Scan function; or characters who can Feel The Turn of the Universe or have the Vortex trait may be able to sense the presence of 'Void Stuff' [the background radiation that surrounds or infuses objects and persons that have travelled in the void between parallel universes] permeating the train.

If the Doctor is one of the player characters, he may have in his possession the 3D glasses that he has previously used to detect Void Stuff. Gamemasters may also decide to allow characters with psychic or alien abilities to have some method of determining the presence of void energies.

With or without the detection of residual traces of the radiation, the player characters will eventually proceed into the tunnel where the disappearance occurred.



CHAPTER 2: INTO THE DARK

The player characters venture into the tunnel between North Greenwich and Canary Wharf stations. If they think to ask, the third- and fourth-rail electrical power systems in the tunnel can be shut down by the authorities. If they do not think to ask, those rails are live, and must be avoided. This is fairly easy to do, but in circumstances where sudden movement is required (combat, for example), the Gamemaster should increase the difficulty for any action by one step (Tricky to Hard, for example) to represent the careful attempt to avoid electrocution. Any roll that fails with a Disastrous result should mean that the player character must make an immediate Coordination test at Tricky difficulty to avoid making contact with a live rail and receiving electrical damage (4/8/L).

After picking their way through the dark tunnel for half a kilometre, the player characters will be surprised by a figure running towards them out of the darkness.

"Run! It's after me!"

A child runs towards the player characters, dressed in the short trousers and cap of a boy in the 1940s. His face is streaked by dirt and wet with tears, and his eyes are wide with terror.

This is Timothy Wimpole, Age 12. In March of 1941, he was picking his way through the Docklands when a German bombing raid led him to take shelter in a nearby basement. Suddenly, Timothy found himself in this place, pursued by a monster! He is relieved to see the player characters (especially if they are

obviously British or American, and are in military uniform, which he recognizes as somebody who will defend him and keep him safe).

Timothy will say that they should get out of here, because the monster is coming – a fearsome, giant creature with great staring eyes and massive claws...

...and at this point, the player characters will hear a strange sound: **"Rawwwk!"**

Coming out of the darkness towards them is a massive 9-foot tall flightless bird – a *Titanis Walleri*, a carnivorous predator from the Pliocene era!

The *Titanis*, like Timothy Wimpole, is a result of 'temporal bleed' – the passage of the train through the rift created by the Cybermen has destabilized the fabric of space and time at this location, and the bird found itself transported from its native time and place. It is confused, frightened and aggressive.

TITANIS WALLERI

PLIOCENE-ERA FLIGHTLESS CARNIVOROUS BIRD

AWARENESS	5	PRESENCE	1
COORDINATION	4	RESOLVE	2
INGENUITY	1	STRENGTH	4

SKILLS

Survival 3, Fighting 3

TRAITS

Fast: The *Titanis* can run at an effective speed of 6

Fear Factor: The *Titanis* has a Fear Factor of 1

Natural Weapons: Heavy beak and claws (damage +1)

Tough Hide: Reduces all damage by 2

STORY POINTS: 0

Once the giant bird is dealt with (whether killed or captured), examination can lead to the discovery that the *Titanis* and Timothy are both completely infused with Void radiation.

Questioning Timothy will reveal that he's an orphan, left to fend for himself in Blitz-era London (he ran away from the Orphanage when they talked of shipping them to the country). He has no knowledge of the rift, the Cybermen or how he came to be here.

CHAPTER 3: THE RIFT

Eventually, the player characters will arrive at the location of the rift – exactly halfway between the Canary Wharf and North Greenwich stations. A jagged, uneven two-dimensional hole, suspended in the air over the rails, glowing with a stark light that is seemingly all colours and yet none – it flickers on and off, like a light bulb in a badly-connected socket, flashing in the darkness in an almost maddening random pattern.

Player characters with the Vortex trait, or in possession of a Gadget with a scanning function can determine that this is an unstable rift in the fabric of this universe, leading into the space between universes, known as the Void to the Time Lords, the Howling to the Eternals, and to others: Hell.

First problem: The missing passengers from the train may be in there (or perhaps they've been scattered throughout time like Timothy and the Bird?).

Second problem: Examination of the rift quickly reveals that this tear in space and time is growing. The tear is ripping open wider with each passing moment. There does not appear to be a mathematical constant to the widening, but any character will be able to figure out that sooner rather than later, the rift will grow wide enough to affect the structural stability of the tunnel itself, and eventually the ground, and the River Thames, above.

Faced with the twin problems of missing commuters and an ever-widening tear in the fabric of space-time which, if left unchecked, could swallow the entire world, the player-characters must decide upon a course of action.

The more utilitarian of them may wish to simply determine that the greater threat has priority, and try to find a way to seal the rift, declaring the missing passengers as casualties sacrificed for the greater good of all. The truly heroic among them will, naturally, balk at this idea. The Gamemaster should give the players an opportunity to argue a bit about their options, and try to sway each other's opinions. While the characters argue about the correct course of action, they are interrupted by the Cybermen sending one of the newly-converted passengers through the rift as a scout.

In the hundreds of years that the Cybermen have been adrift in the Void, they have been forced to cannibalize each other for parts – any available technology has been required to maintain the vessel, which did not allow for any upgrade equipment to repair damage



to themselves. As Cybermen became damaged, they had their parts salvaged for use in the upkeep of other Cybermen, or to repair damage to the vessel. The degraded remnant Cybermen used their last technological efforts towards generating the rift, leaving no true conversion equipment to be used on the passengers they captured – this means that most of the prisoners are unharmed and able to be rescued.

They needed to test the safety of the transit, however, and so a prisoner was chosen and has undergone a partial conversion – a primitive (by Cyber-standards) piece of headgear was bolted to the prisoner's skull, with wires penetrating into the brain which override all conscious functions. The passenger's smartphone was pressed into service as a simple computer, wired into the system to drive the tasks: Enter Rift, Assess Status, Return. The passenger has been changed into a Cyberzombie.

CYBERZOMBIE PRIMITIVE PARTIAL CONVERSION

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	1	STRENGTH	4

SKILLS

Fighting 1

TRAITS

Cyborg: The partial conversion involves wiring of a control headpiece directly into the subject's brain.

Enslaved: The partial conversion process makes the Cyberzombie the unquestioning slave of the Cybermen.

Networked: The Cyberzombie is in constant contact with the Cybermen's signals and instructions.

Slow Reflexes - Cyberzombies always go last in their Action Round.

Weakness - If a Cyberzombie's control headpiece is suddenly removed, the Cyberzombie is immediately killed. In order to remove the headpiece, the Cyberzombie must be subdued or restrained, or an opponent must win a contest of Strength + Fighting in close combat. A subdued or restrained Cyberzombie may also undergo surgery to remove the headpiece carefully, which reverses the conversion process. This requires an Ingenuity + Medicine roll at Hard difficulty (18).

STORY POINTS: 1



Read the following to the players:

With a sudden flash of light, a lone figure emerges from the rift: a young man casually dressed in a pair of baggy jeans and an oversized hoodie. His arms are held out stiffly in front of him and blood, running down the sides of his head, has stained the collar of his shirt. His head is surrounded by a nimbus of wiring and metal struts which appears to be bolted directly to his skull. Incongruously, a newer-model smartphone sits in the center of the web of wires, affixed to his forehead. His eyes are blank and his jaw slack as he lurches forward.

The Cyberzombie makes no immediate moves towards the player characters, but appears to be assessing them. Technologically-adept player-characters may recognize what has been done to the Cyberzombie, including the fact that its experiences are being monitored by some other party, via the signal broadcast by the smartphone wired into the gear. Characters with experience of the Cybermen may recognize their hand in this, but will notice that the work is extremely poor by their usual standards.

If the player characters make no hostile moves towards the Cyberzombie, it will stand where it is for a few moments, then turn and return back through the rift. Its mission is simple: ascertain whether transit through the rift will adversely affect Cyber forms. Once it has determined that the rift is safely traversable, it returns and the Cybermen will prepare to depart their vessel.

If the player characters take any action which could be seen as hostile, the Cyberzombie will fight. It possesses no weapon, but will try (in time-honoured monster fashion) to choke assailants to death.

CHAPTER 4: INTO THE BREACH

Faced with proof that the passengers are on the other side of the rift (and proof of the Cybermen's involvement, if they've figured that out at this point), the player characters now have more motivation than before to enter the rift and rescue the passengers. There is still, of course, the problem of the ever-widening rift as well.

If the characters are still reluctant to enter the rift, emphasise its expansion and remind them that they are unlikely to be able to get back-up quickly enough – something must be done NOW!

THE VOID SHIP OF THE CYBERMEN

Making a journey through the rift is a harrowing and disorienting experience – worse for any one possessed of Turn of the Universe, Vortex or psychic abilities. Characters with those traits will need to make a Tricky (15) Ingenuity + Resolve roll or be overwhelmed by the sensory feedback and be Stunned.

Beyond the rift, the players find themselves in a decrepit and decaying Void Ship – haphazardly patched together, technology re-used and cannibalized over and over for centuries. There is no lighting (the Cybermen have no need for it), and a barely-breathable atmosphere, redolent of rust and oil.

There are two Degraded Cybermen here, monitoring the rift. They appear similar to normal Cybermen, but built from a patchwork of mis-matched parts and jury-rigged systems, with partially-exposed interiors in some areas.

DEGRADED CYBERMAN

AWARENESS	3	PRESENCE	2
COORDINATION	2	RESOLVE	5
INGENUITY	4	STRENGTH	7

SKILLS

Convince 2, Fighting 2, Marksman 2, Medicine 1, Science 1, Technology 4

TRAITS

Armour: These versions of the Cyberman do not have as much armour as the standard model, having been stripped of parts over the centuries. Their remaining covering reduces damage by 4 points.

Cyborg

Fear Factor [3]: The patchwork nature of the Degraded Cyberman is disturbing and they gain +6 on rolls to scare someone.

Natural Weapon [Electric Grip]: The Cyberman's grip delivers a powerful blast of electricity, increasing the damage of normal close combat grip damage by +2.

Natural Weapon [Particle Beam]: About half of the remaining Degraded Cybermen have still-functional arm-mounted particle beam weapons – the rest have been removed over the centuries. Damage 4 [4/L/L].

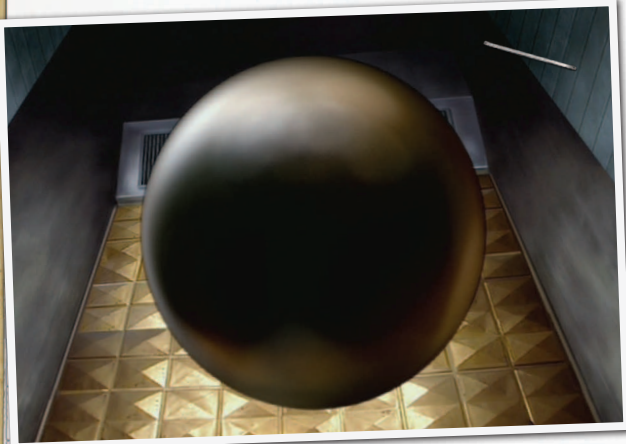
Networked: The Degraded Cybermen are still connected by wireless technology to each other and to the Cyber Leader.

Slow Reflexes: Degraded Cybermen always go last in their Action Round, and only have a Speed of 1 during chases.

Technically Adept

Weakness [Minor] [Magnetism]: Strong magnetic forces can overwhelm the Degraded Cyberman's already-damaged systems. The Degraded Cyberman must make a Resolve + Strength roll [Difficulty 21] when exposed to strong magnetic force. A Failure result will disable the Cyberman's systems, where as a Bad result is fatal.

STORY POINTS: 3



The rift room is a massive laboratory where the equipment creating the rift has been built. That machine is in better repair than anything else in the ship – examination by a technically-minded character will reveal that systems vital to the continued survival of the vessel have been dismantled to provide the parts needed for the rift generator – including (to the shock of anyone who discovers this), the vital systems of several individual Cybermen as well!



VOID SHIP CYBER LEADER

AWARENESS	3	PRESENCE	5
COORDINATION	0	RESOLVE	5
INGENUITY	6	STRENGTH	9

SKILLS

Convince 2, Fighting 2, Marksman 2, Medicine 1, Science 1, Technology 4

TRAITS

Armour: The Cyber Leader has not been cannibalized like the Degraded Cybermen. His heavy metal armour reduces damage by 15.

Cyborg

Fear Factor [3]: The Cyber Leaders gain +6 on rolls to scare someone.

Gadget [Special] Void Ship Symbiosis: The Cyber Leader has wired himself into the systems of the Void Ship in order to maintain its operation. This renders him immobile, but allows him to be aware of everything that happens on board the vessel. If the Cyber Leader is incapacitated or destroyed, the Void Ship will be destroyed, falling apart over a five-minute period [see 'Destruction of the Void Ship']

Natural Weapon [Electrical Overload]: The Cyber Leader is able to overload any system throughout the Void Ship, causing arcing electricity to strike any nearby target. The electrical arc will do damage 8 [4/8/L].

Natural Weapon [Head Particle Beam]: The Cyber Leader can project a particle beam from his head to hit targets in his immediate vicinity. The particle beam is very powerful, delivering a blast of damage 10 [5/10/L].

Networked: The Cyber Leader is connected by wireless technology to all Cybermen.

Technically Adept

Weakness [Minor] [Magnetism]: Strong magnetic forces can overwhelm the Cyber Leader's systems. The Cyber Leader must make a Resolve + Strength roll [Difficulty 18] when exposed to strong magnetic force. A Bad result will drive the Cyber Leader insane (making him lose control of the Void Ship, which will result in its destruction within 5 minutes, where as a Disastrous result is immediately fatal [with the same result]).

STORY POINTS: 3

The Void Ship currently holds a total of eleven Degraded Cybermen and one Cyber Leader. The Cybermen are spread throughout the vessel: two in the rift laboratory, three guarding the prisoners, and six roaming the ship (in three patrols of two Cybermen each). The Cyber Leader is on the bridge, wired into the vessel itself, maintaining its systems (since the vessel has degraded to the point where the Leader has sacrificed himself to keep it intact long enough for the rift machine to work).



As the characters make their way through the ship, they could encounter a Cybermen patrol, find the passengers, or find themselves in a hazardous part of the vessel where it is becoming unstable. Roll a die for every 10 minutes of travel and consult the tables below. There is one table for the first 10 minutes of travel, and another for every 10 minutes of travel after that. If the characters encounter and overcome three Cybermen patrols before they locate the passengers, count a 'Cybermen patrol!' result as 'Passengers!' instead in following rolls.

EXPLORING THE VOID SHIP

FIRST 10 MINUTES OF TRAVEL

Die roll	Encounter
1-3	Cybermen patrol! (2 Degraded Cybermen)
4-6	Hazard!

EACH SUBSEQUENT 10 MINUTES OF TRAVEL

Die roll	Encounter
1-2	Cybermen patrol (2 Degraded Cybermen)
3-4	Hazard!
5-6	Passengers!

HAZARD!

If the characters encounter a hazard, choose one of the following:

Rusted Deck: The floor of this section has completely rusted through. Give the players a chance to notice the rusted and pitted floor (Ingenuity + Awareness, Difficulty 15 – and higher if they have no light source). Anyone stepping onto the rusted area must immediately make a Coordination + Athletics roll at Difficulty 18, or fall through. Failure means that they've fallen but managed to grab the edge and can be pulled to safety. A Bad result means they've fallen 5 meters to the deck below, taking 5 damage. A Disastrous result means that the entire section has collapsed, and all characters within 20 feet of must make a Coordination + Athletics roll as well.

Cold: The environmental controls in this section have failed completely, giving over to the mind-numbing cold of the nothingness that lies outside the Void Ship's walls. Characters will need to make a roll of Strength + Resolve (modified by Traits, or replacing one of the Abilities with the Survival skill if they attempt to take precautions) to avoid exposure. The Difficulty of this roll is 18. It will take 10 minutes to pass through the section, requiring two rolls. Each Failure results in 1 damage. Each Bad result 3 damage, and each Disastrous result, 5 damage.

Unbreathable Atmosphere: The Cybermen do not tend to notice the air quality. The air in this section has gotten so toxic that characters run the risk of suffocation. Use the drowning rules to simulate this.

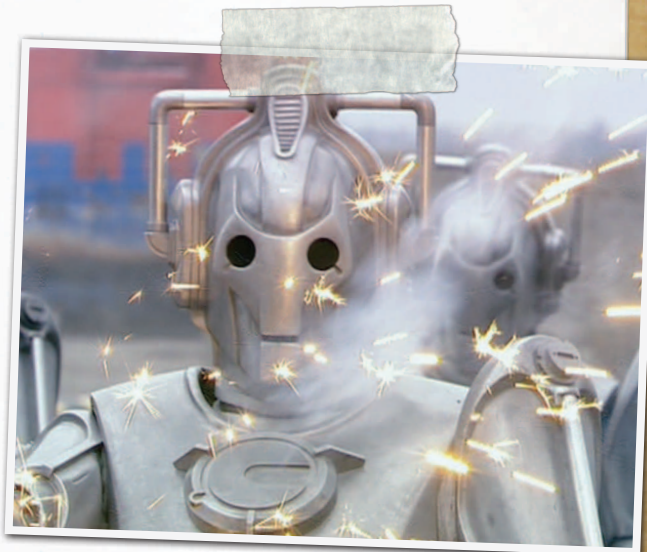


The Bridge: A tangled mass of cables and electronic detritus cobbled together to make the control-room of the Void Ship. At its heart sits the Cyber Leader, fused into the ship's systems. As the characters

arrive on the threshold of the chamber, he sounds the alert via the Cyber network, and through audible channels: "Intruders on the Bridge – destroy them!" With that, he attacks the characters using his head-mounted particle beam, and by causing the systems near them to overload and electrocute anyone unfortunate enough to be standing nearby.

It should be quite obvious to anyone that the Cyber Leader is an integral part of the vessel, and that there could be repercussions if he is incapacitated to the point that he can no longer maintain the Void Ship's systems.

If the characters choose to fight the Cyber Leader, any remaining Cybermen patrols rush back to protect him. Roll a die each Action Round, with a patrol appearing each time you roll a 6 (until each of the three patrols returns, unless the characters have defeated any patrols beforehand).



Should the Cyber Leader be incapacitated, skip ahead to **Destruction of the Void Ship** below.

PASSENGERS!

Sooner or later, the characters will find the passengers. Technologically-adept characters may work out a method for locating the passengers more quickly than by just exploring the ship (perhaps by detecting the wireless signals of their phones, for example).

The passengers are being held in one large room. Half of them have survived. Dozens did not survive the transition through the rift, either disappearing on the spot, thrown across time (similar to what happened





to Timothy and the Titanis) or unable to bear the strain of the untested transit. More were killed by the Cybermen upon discovery, and others died in failed attempts at conversion to Cyberzombies. Of those that survived the conversion process (in addition to the one encountered in the tunnel), four of them are guarding the others, along with three Degraded Cybermen.

All that remains now is for the characters to rescue the passengers, defeat the Cybermen, and close the rift before it destroys the world – easy-peasy.

Give the players a little notice that they are approaching the room, so that they can attempt a stealthy reconnaissance and retire to formulate a plan. One they have disposed of, or distracted the guards, the passengers will follow them without question, desperate to flee the ship. The characters can trace their route back to the rift fairly easily (Awareness + Survival, Difficulty 12).

DESTRUCTION OF THE VOID SHIP

Should the Cyber Leader become incapacitated or destroyed, the Void Ship will begin to break apart. The player characters will need to get back through the rift into our world. Treat the sequence like a pursuit, with the destruction having an effective Coordination of 3 and an effective Athletics of 2. If the players can manage to get 7 or more areas between them and the destruction, they make it through the rift. If the area between them is reduced to zero (0), then the destruction catches up to them.

If the characters have any of the passengers in tow, you could increase the Difficulty or use them as complications.

CLOSING THE RIFT

Allow the players to come up with their own solutions for closing the rift. Once they've come up with a plausible-enough theory, it can be enacted by any technologically-adept character (especially the team Boffin) with the appropriate roll (Ingenuity + Technology, with a difficulty set fairly high – Difficult or Very Difficult. Story Points will need to be used to ensure success, in most cases. We are talking about the end of the world, after all).

AFTERMATH

The players are celebrated as heroes if they make it back with some of the passengers and close the rift, with the destruction of the Void Ship as a bonus.

If they fail to rescue any passengers, but still deal with the rift, the mission will be viewed as a partial success though questions will be asked. If further UNIT resource is needed to resolve the situation, the players will face some very difficult questions, and may face disciplinary proceedings and possible demotion...



ADVENTURE SEEDS

THEY'RE MADE OF MEAT

As the world population soars and food supplies run low, many corporations are exploring the possibilities of cloned or vat-grown meat. Imagine a steak that's grown on a slab instead of a cow, a steak that tastes just as juicy but was never part of a living animal and which took much less energy to make! The first company to crack this technology will make billions – and Cornucopia Genetics has come out of nowhere to be the front runner. This small British upstart company claims to have found a way to grow animal meat in vats.

Last night, one of the company's workers named Angie Sutton tried to call the emergency services – police, ambulance, UNIT, anyone who would listen to her. Listen to the recording of her call, and you can hear her sobbing. *'It's after me! It's coming! Listen, the company, they've got something alien in there, it's alive, oh God, they're made of meat.'*

Then there's a heavy, wet thump, and the line goes dead.

The Mission: Investigate Cornucopia Genetics and find whatever Angie Sutton died to reveal.

What's Going On: Cornucopia Genetics are using a salvaged alien device called a Biomorphic Generator that increases cell growth rates. They are using it not only to grow cloned meat, but to create human clones and monsters.

Antagonists: Randolph Pollock, head of Cornucopia Genetics; his cloned servants, the Butcher Boys.

Tasks: Infiltrate the corporation, find the alien technology.

Problems: Pollock's cloned servants have infiltrated the government and the security services, including UNIT. He's got spies everywhere. Pollock isn't that smart – he's relying on a creature called the Great Brain. The brain is a sample of Pollock's own brain tissue that was cloned a million times. Hidden beneath the corporation's factory is a lump of grey matter the size of a bus. The Brain is the secret master of the company, and uses Pollock as a mask. It intends to replace humanity with its clone servants.

Tricky Bits: Getting the tone of paranoia and horror right. Use established NPCs as clones to shock the players.



OPERATION PLAINSONG

For a thousand years, the Monastery of St. Humbert kept its secrets close. The monastery is situated on a little rocky island off the coast of Scotland. Deep beneath the island, in a secret vault known only to the abbot himself, is a book. The monastery has protected this book ever since it was left there, a thousand years ago.

It's a 500-year diary, belonging to the Doctor.

And someone just stole it.

What's Going On: The diary was stolen by Christina de Souza, an infamous thief and adventuress, last seen escaping UNIT custody in a flying bus after the events of *Planet of the Dead*.



The Mission: Track de Souza across Europe and recover the diary before someone puts the Doctor's knowledge of future history to use.

Antagonists: Christine de Souza and her mysterious employer, Mr. Smith.

Tasks: Find de Souza's trail and chase her down before she delivers the diary. Discover who she's working for.





Problems: Mr. Smith is actually the cover for an alien crime lord, Ja'zrhegon. When the characters return the diary to the monastery, Ja'zrhegon abandons subtlety and launches an all-out assault on the monastery using his robot warriors.

Tricky Bits: This adventure mixes clever investigation and problem-solving with action, so you'll need an interesting trail of clues for the characters to follow.

Why did the Doctor leave his diary in the care of a bunch of Scottish monks? Is the diary actually a lure for his enemies, to draw them out of hiding, or is it part of some other plan? Should the characters read the diary when they recover it?

THE DIPLOMATIC BAG

Magonia is a small and obscure Eastern European country that recently emerged from the shadow of the Soviet bloc. It is located high in the mountains. Magonia's primary industries are tourism, banking, forestry and farming.

Oh, and the Magonian cultural attache to London just spontaneously exploded. Analysis of the remains suggests that he was a Slitheen.



What's Going On: Magonia doesn't exist – memories of the country's history were implanted into humans using alien hypnosis technology. Almost everyone in the little country is a disguised alien. Magonia is actually a refuge for exiled or fleeing off-worlders.

The Mission: Investigate the Magonian embassy in London; from there, travel to Magonia and uncover any alien presence.

Antagonists: The Magonian secret service (again, all disguised aliens).

Tasks: Spy on the Magonians; find out what they are up to.

Problems: The characters have to avoid causing a diplomatic incident when investigating the Magonians; there are *thousands* of aliens in the country, and while most are peaceful, there are some nasty or desperate ones there.

Some of the aliens came to Earth to hide from their enemies; if the characters expose the truth of Magonia, they may be inviting an invasion.

Tricky Bits: Getting the revelation of Magonia's real history right; making the aliens sympathetic but also a potential threat.

CLEARLIGHT PROJECT

Project *CLEARLIGHT* is a UNIT-funded attempt to develop a chronovisor – effectively, a telescope that sees through the Time Vortex. A functioning chronovisor would allow UNIT to observe events that are distant in both time and space. Professor Spiegel is leading the project, and at last report hoped to have a working prototype within five years.

There's only one problem. The research facility is haunted.

What's Really Going On: A full chronovisor could look millions of years into the past or millions of light-years into space, but the Professor's prototype is not functioning as it should; it is looking into an alternate dimension and seeing 'ghosts' – UNIT personnel in a dimension very similar to our own but where the Earth is in the final stages of an alien invasion. The alternate-UNIT base is under siege and its scientists are desperately trying to engineer an escape route.



The Mission: Secure the base and find the source of these 'ghosts'.

Antagonists: The 'ghosts', are using salvaged alien technology to try to escape from the invaders. They

haven't got time to conduct proper research, so who knows what disaster they could create in their desperation?

Tasks: Discover how to communicate with the 'ghosts'; find out what's going on; try to rescue the team safely, and then stop the invaders from following; or try to stop the alternate-UNIT team from causing damage to time and space.

Problems: The risks of the alternate-UNIT team's plan are huge – the walls between dimensions could be torn asunder. The alien invaders could follow the alternate-UNIT team. The players could decide that the rescue isn't worth the risk.

Tricky Bits: Communicating and interacting with the alternate dimension.

THE WAR THAT NEVER WAS

For a year, the Master was the undisputed master of the Earth, aided by his Toclafane allies and his control of the *Valiant*. During this time, he turned the whole planet into a slave labour camp, forcing humanity to build weapons of mass destruction using Time Lord technology. UNIT was wiped out almost completely during the first hours of the Master's reign, but even as Martha Jones walked around the world, a few heroic UNIT troops fought back against the enemy.

What's Going On: The Earth is conquered. The Master's spies and Toclafane enforcers are hunting down every surviving member of UNIT. There's no hope, no chance of relief or victory. You would be forgiven if you chose to throw down your gun and surrender.

The Mission: Protect, organise and lead the human resistance against the Master.

Antagonists: The Master, the Toclafane, the quislings who have given into the Master.

Tasks: Keep moving! Stay alive! Find a way to fight back!

Problems: The constant threat of the Toclafane; no supplies or support or help.

Tricky Bits: Keeping the atmosphere of DOOM from getting too depressing. The destruction of the Paradox Engine undid the whole year that never was, so this scenario works best as a dream sequence or flashback (remember, characters who were present on the *Valiant* remember the events of that year).

REVENGE OF THE GREEN DEATH

UNIT receives a report of strange, carnivorous plants attacking people... and then another report, and another, and another. Krynoids are popping up all across the planet! If UNIT can't find the source of this outbreak, and stop it quickly, then humanity is doomed.

What's Going On: A crazed eco-terrorist, Stefan Bext, intends to wipe out humanity to save the environment. He has stolen Krynoid samples from a UNIT lab and cultivated them in secret. These cultivated pods were dropped from a UNIT high-altitude spy plane.

The Mission: Find the source of the pods and defeat the Krynoids before any of them mature.

Antagonists: Stefan Bext. Unfortunately, he's also UNIT's expert on the Krynoids, and will sabotage the character's investigations. His assistant Becka knows the truth, so he'll have to kill her.

Tasks: Stopping the Krynoids; locating Stefan's hidden lab; defeating Stefan once he becomes a mature Krynoid.





Problems: The spy plane circled the whole planet and has dropped Krynoids everywhere. The characters need to work out the source of the pods if they are to have any hope of getting ahead of the infection.

Tricky Bits: Keeping the game on track despite Bext's sabotage.

THE SKANISKA INCIDENT

Six years ago, something crashed on the Russian steppes. UNIT dispatched a field team to investigate. Seven soldiers flew out into the snowy night, and not one of them returned. Subsequent missions found a huge scar in the tundra, as if something incredibly hot had burned away the snow and melted the icy ground. The earth was oozing with toxic chemicals and alien compounds, but there was no sign of the UNIT soldiers.

Until one of them shows up at the character's base...

What's Going On: The soldiers were abducted and transformed by an alien invader. They have been given superhuman powers and sent to decapitate UNIT to weaken Earth's defences.

The Mission: After discovering the true nature of the returned soldier, the characters must find the remaining six Skaniska survivors at twelve other key locations around Earth.

Antagonists: The mutated, alien survivors of the incident. Each of them was given different superhuman powers to aid in their attack on UNIT, and brainwashed to convince them to turn on UNIT.

Tasks: Find a way to defeat the mutated soldiers.

Problems: Not all of the soldiers know they have been transformed into alien weapons. Some of them just want to go home. The alien invaders are still out there...

Tricky Bits: You'll need to make each of the seven mutated soldiers memorable and frightening.

OPERATION DEEPWELL

An automated probe at the end of a super-deep drill detects an artificial structure in a cave eight kilometres under the surface. It's a Silurian city. The discovery of a seemingly abandoned Silurian city in a cave deep beneath the Earth arouses UNIT's suspicions. Could the city have survived all these millennia without someone – or something

– maintaining it? If there is something still alive in the city, then whatever it is may not tolerate human intruders.

The only way to get to the city is to travel down an eight-kilometre long vertical shaft in a specially designed elevator car. A small team of scientists and UNIT soldiers are sent down to investigate the city.



What's Going On: The Silurians created an immortal creature, the Rhyax, to watch over them as they slept, but the creature loathes its masters. The arrival of the humans activates the city's automated systems and awakens the Silurians; the Rhyax intends to turn the humans and Silurians against each other.

The Mission: Protect the scientists and discover the secrets of the city.

Antagonists: The Silurians; the Rhyax. The Rhyax initially pretends to be the humble caretaker of the city, and claims that the Silurians will soon awaken. In fact, the Silurians are already awake. The Rhyax cannot attack them directly, so it plans to trick the humans into killing its creators.

Tasks: Explore the city; solve the mystery of the Rhyax.

Problems: Uncovering the Rhyax's treachery.

Tricky Bits: Ensuring the players do not wipe out the Silurians before they find out about the Rhyax's deceptions.

SQUAD CARD



SQUAD _____

DESCRIPTION _____

OFFENSE:

Attribute ____ + Skill ____ + Damage ____ + Trait ____ = ____

DEFENSE:

Attribute ____ + Skill ____ + Armour ____ + Trait ____ = ____

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination ____ + Athletics ____ + Special ☐ +4 = ____

MORALE:

Resolve ____ + Trait ____ + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD _____

DESCRIPTION _____

OFFENSE:

Attribute ____ + Skill ____ + Damage ____ + Trait ____ = ____

DEFENSE:

Attribute ____ + Skill ____ + Armour ____ + Trait ____ = ____

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination ____ + Athletics ____ + Special ☐ +4 = ____

MORALE:

Resolve ____ + Trait ____ + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD _____

DESCRIPTION _____

OFFENSE:

Attribute ____ + Skill ____ + Damage ____ + Trait ____ = ____

DEFENSE:

Attribute ____ + Skill ____ + Armour ____ + Trait ____ = ____

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination ____ + Athletics ____ + Special ☐ +4 = ____

MORALE:

Resolve ____ + Trait ____ + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD _____

DESCRIPTION _____

OFFENSE:

Attribute ____ + Skill ____ + Damage ____ + Trait ____ = ____

DEFENSE:

Attribute ____ + Skill ____ + Armour ____ + Trait ____ = ____

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination ____ + Athletics ____ + Special ☐ +4 = ____

MORALE:

Resolve ____ + Trait ____ + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD UNIT INFANTRY

DESCRIPTION BASIC UNIT FOOT TROOPS

OFFENSE:

Attribute 4 + Skill 3 + Damage 6 + Trait 0 = 13

DEFENSE:

Attribute 4 + Skill 4 + Armour 6 + Trait 0 = 14

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination 4 + Athletics 2 + Special ☐ +4 = 6

MORALE:

Resolve 3 + Trait 2 + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD UNIT FIRE SUPPORT

DESCRIPTION HEAVY WEAPONS & ANTI-ALEN AMMO

OFFENSE:

Attribute 4 + Skill 4 + Damage 12 + Trait 0 = 18

DEFENSE:

Attribute 4 + Skill 4 + Armour 6 + Trait 2 = 16

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination 4 + Athletics 2 + Special ☐ +4 = 6

MORALE:

Resolve 3 + Trait 2 + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD UNIT ARMOUR

DESCRIPTION THEY'VE GOT A TANK

OFFENSE:

Attribute 4 + Skill 4 + Damage 18 + Trait 0 = 26

DEFENSE:

Attribute 4 + Skill 3 + Armour 15 + Trait 0 = 22

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination 4 + Athletics 4 + Special ☐ +4 = 8

MORALE:

Resolve 3 + Trait 2 + Commander ____ = ____

NOTES

SQUAD CARD



SQUAD DALEKS

DESCRIPTION EXTERMINATE!

OFFENSE:

Attribute 2 + Skill 3 + Damage 12 + Trait 0 = 17

DEFENSE:

Attribute 3 + Skill 2 + Armour 10 + Trait 6 = 21

SIZE:

☐ Same +0 ☐ 1.5x larger +4 ☐ 2x larger +8 Other ____

MOBILITY:

Coordination 2 + Athletics 6 + Special ☒ +4 = 12

MORALE:

Resolve 4 + Trait 6 + Commander 4 = 14

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