

BBC



DOCTOR WHO

ROLEPLAYING GAME



THE BLACK ARCHIVE

CREDITS

WRITING: Walt Ciechanowski and Andrew Peregrine

EDITING: Andrew Kenrick

COVER: Paul Bourne

GRAPHIC DESIGN AND LAYOUT: Paul Bourne

CREATIVE DIRECTOR: Jon Hodgson

PUBLISHER: Dominic McDowall

PROOFREADERS: Ian Finney and Peter Gilham

SPECIAL THANKS: Ross McGlinchey and the BBC team for all their help.

The **Doctor Who Roleplaying Game** uses the Vortex system, designed by David F. Chapman.

Published by Cubicle 7 Entertainment Ltd
Suite D3 Unit 4 Gemini House, Hargreaves Road,
Groundwell Industrial Estate, Swindon, SN25 5AZ, UK.
(UK reg. no.6036414).

Find out more about us and our games at
www.cubicle7.co.uk

© Cubicle 7 Entertainment Ltd. 2017

BBC, DOCTOR WHO (word marks, logos and devices), TARDIS, DALEKS, CYBERMAN and K-9 (word marks and devices) are trade marks of the British Broadcasting Corporation and are used under licence. BBC logo © BBC 1996. Doctor Who logo © BBC 2009. Dalek image © BBC/Terry Nation 1963. Cyberman image © BBC/Kit Pedler/Gerry Davis 1966. K-9 image © BBC/Bob Baker/Dave Martin 1977.

Printed by: Standartų Spaustuvė
www.standart.lt, Vilnius, Lithuania.



CONTENTS

INTRODUCTION

ADVANCED OPERATIONS MANUAL

Recruiting the Team	
Aliens of UNIT	
The Cassandra Programme	
New Traits	
Areas of Expertise	
UNIT Archetypes	
Archivist	
Operative	
Wheelman	
X- Doc	
Notable Black Archive Personnel	
Kate Stewart	
Petronella Osgood(s)	
Professor Edwin Bracewell	
Elizabeth Shaw	
McGillop	
Colonel Walsh	
Jac	
Denise Gamble	
Lady Christina de Souza	
Morgaine of the Fay	

THE BLACK ARCHIVE

History of the Black Archive	
Other Black Archive Locations	
Layout	
Black Archive Adventures	
Finding Buried Treasure	
The Black Archive's Rivals	

ATHENAEUM

Researching in the Black Archive	
The Memory Archive	
The Paradox Room	
Borrowing Gadgets from the Black Archive	
New Gadgets	
Good Gadget Traits	
Bad Gadget Traits	

4 ARMOURY

Zap Guns, Energy Swords and Gold Bullets	
Melee Weapons	
Ranged Weapons	
Ammunition	
Personal Protection	
Catalogue of Weapons	

6 MOTOR POOL

Vehicles as Gadgets	
Bombay Turtle	
Bracewell Aircraft	
Dilapidated Number 200 Bus	
Dimensional Shifter	
Dimensional Transporter	
The Doctor's Cars	
Drone Tank	
Goliath	
Hover Platform	
Ibisian Tunneller	
Vortex Bungee Cord	

CABINET OF CURIOSITIES

Alien Detector	
Artron Goggles	
Black Box Rig	
Cat's Eyes	
Chameleon Armbands	
Compression Field	
Data Leech	
Dermal Symbiote	
Drone Fly	
EMP Emitter	
Environmental Shield	
Link Stones	
Living Metal	
Magnetic Glue	
Skeleton Key	
Superphone	
Supreme Dalek Helmet	
Toy Soldiers	
Transdimensional Box	
Translation Staff	
Universal Identification Card	

62 HOSPITAL

The Trouble with Memory Wipes	
Cleansing Arch	
Hospital Gadgets and Story Points	
Field Medicine	
Upgrades	
Temporary Procedures	
Emergency Care	
The Menagerie	
Eve and Teva, Dalek Mutant and Clone	
Ticktock, Tame Toclafane	
Yvonne Hartman	

81 OMEGA LOCKER

A Word of Caution	
Requisitioning an Omega Gadget	
Omega Gadget Traits	
Omega Inventory	
Cancellation	
Dalekanium Bomb	
DNX	
Euphoria Projector	
Immortality Gate	
K-X 'Kix' Robot	
Messiah's Diadem	
Metebelian Crystal Ball	
Miniscope	
Osmic Projector	
Weeping Angels	

89 ENIGMA VAULT

The Box	
Dalek Casing	
Disappearing Bracelets	
The Ever Road	
Excalibur	
John Smith	
The Nevermore	
Screaming Ball	
The Stone Chair	
Whispering Stone	

103 INDEX

105

122

136

142

INTRODUCTION

'THE BLACK ARCHIVE. HIGHEST SECURITY RATING ON THE PLANET. THE ENTIRE STAFF HAVE THEIR MEMORIES WIPED AT THE END OF EVERY SHIFT.'

Deep beneath the Tower of London (and other similarly secure locations around the world), protected by memory filters that wipe the mind of any who leave, is mankind's most valuable repository of alien technology. These strange and often wondrous gadgets have come to Earth via many means, culled from crashed spaceships, pulled through temporal rifts, or, unfortunately far more commonly, taken from the hands of hostile aliens bent on conquest or destruction. UNIT has collected these gadgets, as well as those affected by them, to be studied by specialists – known as Black Archivists – and put to beneficial use. We detail the contents of the Black Archive in this volume so that the Gamesmaster can utilise this vast repository in her adventures. **The Black Archive** is divided into nine chapters:

ADVANCED OPERATIONS MANUAL

Thanks in no small part to their stewardship of the Black Archive, UNIT's mission has evolved over its decades of existence and its agents have adapted accordingly. This chapter offers information on how to outfit a UNIT Team that goes beyond the traditional 'military soldier' role as well as playing alien UNIT personnel. This chapter includes several new UNIT archetypes as well as information on some of the most recent notables of UNIT.

THE BLACK ARCHIVE

This chapter offers an overview of the eponymous Black Archive facility (or, as it turns out, 'facilities'). It includes a brief history on how the Black Archive became a UNIT repository for all things alien as well as the security measures put in place to ensure the safety of these alien gadgets. Finally, this chapter offers information on how to design Black Archive adventures.

ATHENAEUM

Those lucky enough to be afforded access to the Black Archive are usually limited to the Athenaeum, which contains the facility's main information database and research library. This chapter includes a host of new gadget traits applicable to alien gadgets.

ARMOURY

From its earliest days, UNIT has always sought more capable weapons and defences from enemies

with superior technologies. This chapter covers a vast array of weaponry that UNIT has at its disposal thanks to its alien acquisitions over the years.

MOTOR POOL

This chapter details alien vessels and other modes of transportation that are stored within the Black Archive, including a couple left behind by the most enigmatic member of UNIT, the Doctor himself!

CABINET OF CURIOSITIES

Not every artefact in the Black Archive is a bandage, weapon, or vehicle. This chapter collects all of the general gadgets that a UNIT team might find useful in particular situations.

HOSPITAL

Not everyone comes to the Black Archive by invitation; some are unfortunate enough to need alien technology to recover from severe injuries. This chapter covers alien gadgets that are useful in healing wounded agents as well as surgical or genetic procedures designed to help UNIT operators on their missions. This chapter closes with a controversial menagerie of aliens that are kept in the Black Archive for various reasons.

OMEGA LOCKER

Every once in a while, UNIT finds something that is extremely dangerous; indeed, some would argue that the Black Archive was specifically created to house such dangerous gadgets. Even as Black Archivists become more familiar with the alien technologies housed within its walls, there are some gadgets that are still considered extremely dangerous and should only be used under the direst of circumstances. Such gadgets are safely locked away under the increased security of the Omega Locker.

ENIGMA VAULT

The Enigma Vault is full of gadgets that are just as dangerous as any within the Omega Locker – or they could just be a collection of hair dryers and garden tools. The truth is, the Black Archivists just don't know what to make of the gadgets in this vault. They are simply mysteries that are waiting to be cracked.



ADVANCED OPERATIONS MANUAL



'We deal with the odd, the unexplained, anything on Earth or even beyond.'

As UNIT has evolved, UNIT missions often involve more than typical military operations. Today's UNIT agent – 'soldier' is becoming passé when referencing UNIT personnel generally – is more likely to be given missions involving diplomacy, espionage, and investigation.

This chapter takes a look at how to create UNIT agents that are better suited for such missions, especially those involving the Black Archive.

This chapter also includes sample UNIT agents that can be dropped into any **Doctor Who Roleplaying Game** campaign as well as several notable UNIT members that have been involved with the Black Archive (more UNIT personnel may be found in **Defending the Earth: The UNIT Sourcebook**).

RECRUITING THE TEAM

Because UNIT has a military structure and is usually on the front lines when alien contacts turn hostile, there is a perception that UNIT is solely a war machine. In fact, nothing could be further from the truth as from its very beginnings UNIT was established as a worldwide intelligence organisation,

gathering information about potential alien threats before they occur. Under Kate Stewart's leadership, UNIT has become increasingly more scientific in nature. Many UNIT agents rarely see combat at all, spending most of their time investigating rumours of alien activity, healing those affected by aliens and figuring out the secrets of alien technology.

While soldiers are still the backbone of most UNIT missions (and fully covered in **Defending the Earth: The UNIT Sourcebook**) there are certain specialised agents that are often called upon when dangerous alien gadgets are involved.

Archivist: The heart of the Black Archive, archivists are the engineers responsible for studying, experimenting, modifying and cataloguing alien gadgets. Most Black Archive operations will include at least one archivist.

Recommended Traits: Boffin, Resourceful Pockets, Technically Adept, Time Traveller.

Recommended Skills: Craft, Technology, Transport.

Operative: As the organisation shifts its focus towards intelligence-gathering and investigation, more field work is being conducted by UNIT's own operatives rather than freelancers. Such operatives often take the lead in Black Archive operations.

Recommended Traits: Charming, Sleuth.

Recommended Skills: Athletics, Convince, Fighting, Marksman, Subterfuge.

Wheelman: Transporting alien gadgets can be a dangerous business, and some alien gadgets are pilotable. Wheelmen are a critical part of any field team as they excel at insertion and extraction.

Recommended Traits: Hot Shot, Psychic Training.

Recommended Skills: Marksman, Transport.

X-Doc: Not everything 'alien' is mechanical; some alien technology is biological or chemical in nature and UNIT occasionally inters actual aliens as well. Xeno-biologists – or X-Docs – are both medic and scientist, trained in dealing with extra-terrestrial life sciences.

Recommended Traits: Bio-chemical Genius, Empathic, Healer, Technically Adept

Recommended Skills: Medicine, Science, Survival



ALIENS OF UNIT

While UNIT's mission has always been to protect the Earth from alien threats, it does occasionally accept aliens into their ranks. The most famous of these is, of course, the Doctor, who became UNIT's scientific advisor during his exile to Earth in the late 20th century. As UNIT assimilates aliens (or alien-like humans) that are stuck on modern Earth some of these aliens have become UNIT agents themselves.

Failed Cybermen, Fish People, and Zygon race packages are detailed below, along with race packages. A race package may be taken during character creation; simply pay the Character Point cost and note down all of the traits and attribute adjustments associated with it.

UNIT might well recruit other aliens as well and your character could be from another alien race such as an Ice Warrior, a Silurian, a Sontaran or even another Time Lord. In this case simply use the race packages as guidelines when building your own alien UNIT agent. More race packages, as well as rules for making your own, can be found in **All the Strange, Strange Creatures Volume 1**.

FAILED CYBERMEN

While the latest models of Cybermen fully converted humans by implanting their brains into robot bodies, earlier Cybermen models often used a grafting process that slowly replaced human flesh with cybernetics. Some human subjects were deemed unsuitable for full conversion and were used for cheap labour; others managed to escape the conversion process before it was complete. In a few select cases, partially-converted Cybermen were used to infiltrate human societies in preparation for invasion. In all cases such partially-converted Cybermen kept their human minds intact.



Presuming that such 'failed Cybermen' can demonstrate their loyalty to Earth or otherwise show that they were manipulated into committing acts for the Cybermen, they have been allowed to join UNIT and take advantage of the hospital facilities within the Black Archive. Depending on their level of Cyber-conversion, Failed Cybermen can be anything from UNIT agents with an extra edge or labourers for inherently dangerous projects such as UNIT's Moonbase.

Every Failed Cyberman has a different set of traits; the following is a 'typical' Failed Cyberman with a reinforced torso and fully replaced arms and legs. With input from the Gamemaster, a player may adjust this race package upon selecting it to better reflect the Cyber-modifications inflicted on their character.

FAILED CYBERMAN RACE PACKAGE

Character Points: 6

Strength +5(+5)

Armour (Minor): A Failed Cyberman's torso is reinforced, along with their fully-converted arms and legs. All damage is reduced by 5 unless the attack is specifically aimed at the Failed Cyberman's unarmoured head. (+1)

Cyborg: A Failed Cyberman has obvious mechanical body parts, although they can be hidden beneath clothing and accessories. (+1)

Weakness (Minor) – Magnetism: Strong magnetic forces can paralyse a Failed Cyberman. The Failed Cyberman should make a Resolve + Strength Roll (Difficulty 18) when exposed to strong magnetic force. (-1)

FISH PEOPLE

Fish People are a subspecies of humanity, having been altered by Professor Zaroff during his attempt to use the hidden world of Atlantis as a staging ground to penetrate the Earth's crust and destroy the world. He was prevented from doing so by the Doctor in his second incarnation and the Doctor later alerted the nascent UNIT of the plight of both the Atlanteans and the Fish People.

The Atlanteans proved the easier solution. As a technologically backward people living in an island that could be destroyed at any moment, Atlanteans were given a choice to preserve their culture in a more stable environment or to be assimilated into modern society. For those wishing preservation a colony was established and granted international protection (UNIT has given the new location a Delta designation) while those who wished assimilation were given proper educational and financial support to integrate themselves into the modern world.

The Fish People were more problematic. Professor Zaroff was constantly 'improving' his experiments and as a result there was great variation amongst the Fish People; some remained more 'human' than others, and a large part of the new race was mute, practically blind in sunlight, and could only survive while submerged.

Originally, UNIT X-Docs looked to surgical means as a solution so as to undo Zaroff's modifications. They

soon discovered, however, that the second and then third generation of the Fish People bred true – their modifications had been coded at the genetic level. This created controversy both within UNIT and the UN, as the Fish People were now an 'indigenous group' in danger of extinction.

The Geneva debates resulted in the 'Sub-Atlantean Directive,' which ordered UNIT to encourage the Fish People to maintain and grow their own culture while offering support. Only cosmetic surgeries were authorised to create a more human appearance, and only then if the individual Fish Person requested it.

Over time, some Fish People chose to join UNIT. Most of these can pass for human save for their gills and hairless appearance, both of which can be disguised with little trouble. Most UNIT Fish People are assigned to aquatic operations, serving aboard naval or merchant marine vessels (as well as helping to build UNIT's Seabase). While this may seem limiting in terms of UNIT operations, many alien technologies are recovered from underwater crash sites and thus Fish People are often at the forefront of recovery operations.

FISH PEOPLE RACE PACKAGE

Character Points: 0 points

Presence -1 (-1)

Resolve -1 (-1)

Alien (+2)

Alien Appearance: (-1)

Environmental: Fish people are able to survive underwater and are more comfortable underwater than on land. (+1)

ZYGONS

Zygons are a shapeshifting race whose home planet, Zygor, was destroyed. Remnants of the Zygon race scoured the universe for a suitable homeworld, using their shapeshifting technology to infiltrate the local population and steer them towards making the world more habitable for Zygons (often with little regard for what that means for the indigenous population).

During their latest attempt to conquer the Earth, an army of Zygons attempted to use a stasis cube to wait until Earth conditions were ripe for conquest.



In this attempt they were able to infiltrate UNIT and gain access to the Black Archive, but they were foiled by no less than three incarnations of the Doctor and forced to make a treaty with UNIT. This has led to the assimilation of twenty million Zygons.

This assimilation has been kept secret from the public at large thanks to Zygon shapeshifting technology and UNIT protocol. In the event that the treaty is broken, the Doctor has put his own fail-safe in place. This is a box entrusted to Osgood that can wipe out either the human race or Zygon race at random.

Given the sheer number of humans on Earth, most Zygon revolutionaries opt for acquiring the gadget, which gives the Doctor enough time to stop the revolution before it gets out of hand.

Zygon agents are often Operatives and work in teams with a human UNIT agent with whom they share a visage. A fair number of Zygon UNIT agents are also X-Docs, as Zygon technology is biological in nature and thus more easily comprehended by Zygon engineers.

Zygons in their natural state are characterised by a large, cone-shaped head and a distinctive orange skin covered with suckers. Humanoid in shape, they are usually slightly taller and more well-built than an average human. One of the Zygons' most fearsome weapons is their terrible sting, which could kill or stun their victims.

ZYGON RACE PACKAGE

Character Points: 11 points

Resolve +1 (+1)

Strength +2 (+2)

Alien (+2)

Alien Appearance (-2)

Fear Factor 2: A Zygon gets a +4 bonus to inspire fear when transforming back to its natural form in front of an unsuspecting victim. (+2)

Natural Weapon (Minor) – Stinger: The Zygon has poisonous barbs in their palms that have the potential to kill (2/4/6) and leave large welts. (+2)

Phobia – Fire: Zygons are afraid of fire. (-1)

Shapeshift (Special): A Zygon can assume the form of a humanoid at will. The process is much easier when they can duplicate another human and the body-print technology they use also imprints the target's memories into their minds. So long as the Zygon remains in close contact with the imprinted subject the Zygon can 'update' memories or physical changes. (+4)

Special – Organic Interface: A Zygon can interface with the organic controls of a Zygon ship, giving him the Technically Adept Trait when operating them. (+1)

Their ability to shapeshift and mimic the form of other creatures was particularly well-developed, and could be used to fool almost anyone. When a Zygon impersonated Queen Elizabeth I, the Doctor found it impossible to tell the pair apart, despite having spent a large period of time in their presence.

⚙️ THE CASSANDRA PROGRAMME

Not all UNIT agents with strange abilities are of alien origin. All humans have psychic potential but only a select few have the talent and training necessary to access those special abilities locked away in the human brain.

Sometimes a psychic is born with the strength to access their powers, but most psychics require an external influence, such as alien technology or temporal rifts, to unlock their special gifts. Psychic humans have been around since the dawn of human history; some were worshipped as oracles or demigods, some were put to the torch as witches, and some were used as conduits by alien beings.

UNIT's Cassandra Programme is dedicated to the study of psychic phenomena and the training of those with psychic abilities. The name is a reference to the Greek mythological figure; just as Cassandra's prophecies weren't believed by anyone, UNIT maintains plausible deniability that it is involved with psychics.

The Cassandra Programme is an evolution of American and Soviet Cold War programmes and has been reinforced with help from UNIT's unofficial 'Psychical Advisor,' Morgaine of the Fay.



Unofficially, UNIT soldiers refer to their psychic brethren as 'Cassies,' which also helps conceal their true nature to the general public (it is whispered

amongst UNIT that the Doctor isn't fond of the term, although no one knows why). While they are a distinct subdivision within UNIT, Cassies rarely act as a single entity. Instead, each agent is trained in the best way that complements their psychic abilities and they are then assigned to other sections accordingly. Thus, there are Cassies operating as archivists, operatives, medics, soldiers, and other sections as best suits their skills.

Cassie: UNIT agents that are also Cassies should select a primary specialty as listed above.

Recommended Traits: Psychic, at least one Psychic Trait or Psychic Training, professional traits as described above.

Recommended Skills: As profession.

⚙️ NEW TRAITS

GOOD TRAITS

Code Breaker (Minor Good Trait)

The character is the best there is at solving problems with a missing piece, unscrambling the letters and cracking encoded transmissions.

Effect: Characters with this trait gain a +2 bonus to Ingenuity + Knowledge rolls when trying to decode, decipher or translate. This trait does not grant fluency in speaking languages – that is the province of the Linguist trait.

Crack Shot (Minor/Major Good Trait)

The character has a special knack for hitting things at a distance.

Effect: As a Minor Good Trait, the character gains a +2 to their Marksman roll when making a trick shot that is either designed to do no damage or exploit a weakness, such as a Sontaran's probic vent. As a Major Good Trait, the character gains a +2 on all Marksman rolls.

Detect Truth (Major Good Trait)

Prerequisite: Alien, Psychic, or Robot

Some creatures can simply tell when people are lying, whether it be through reading their auras, noticing the chemicals released in the brain, or other biological or psychological 'tells.'

Effect: You have the ability to tell if the person you are talking to is lying. This grants you a bonus of +6 when trying to determine the veracity of someone you are speaking to. It might be a psychic talent, or

a built-in gadget such as a truth beam. While it is a powerful ability, it can only tell if the target believes what they are saying, and it can also be fooled by cleverly worded deceit.

Failed Mind Wipe (Major Good/Bad Trait)

The character has been subjected to some sort of mind wipe at some point in their past. Unfortunately, the process was somehow incomplete or has not proved successful on the subject. Their old memories are beginning to break through. These memories begin to return in flashes and visions sparked by seemingly innocuous events. Anything might open up the character's memories, but it will take time for them to put the pieces together.

Effect: As a Major Good Trait, the memories are of vital importance. The character is finally remembering events that will be of great use to them and their team. As a Major Bad Trait, the memories are horrific and traumatic, having been removed for the character's own good.

The character has a memory flash every time they roll a double on any dice roll. When this happens they remember something. If they have the Major Good Trait, the Gamemaster must give them a helpful clue about their current situation. If they have the Major Bad Trait, the character is incapacitated by the horror of the vision for 1D6 rounds. The player and Gamemaster should work together to decide on the nature of the visions and memory loss, and who took the memories away. It should become a sub-plot in the adventure that can be resolved (and the trait removed) as the character rediscovers their past, or takes steps to remove it from their mind once more.

Healer (Minor Good Trait)

This character can perform medical miracles no matter what resources are available to them.

Effect: The character receives a +2 bonus on Medicine rolls when trying to heal someone.

Jack of all Trades (Major Good Trait)

The character knows a little bit about everything.

Effect: The character ignores any penalties for being unskilled when making an action roll.

Linguist (Minor/Major Good Trait)

The character knows several languages.

Effects: As a Minor Good Trait, the character is familiar with several languages and can pick up new languages easily. They start play knowing three

additional languages and, from that point forward, can spend a Story Point to acquire a new language whenever it would come up in play. The character can only learn languages for which their backstory would allow: there's no way for a 17th century Frenchwoman to 'know' the Martian tongue spoken by the Ice Warriors, but an Earth Imperial pilot in the 26th century could 'know' Draconian.

As a Major Good Trait, the character is a universal translator. They start play knowing six additional languages and may learn any language by spending a Story Point, no matter how obscure or alien, providing that they've had an opportunity to study the basics.



Note: Most characters are assumed to know their native language and familiar with at least one other; this trait isn't necessary for a character to be considered bilingual.

Menacing (Minor Good Trait)

Some characters appear charming but their words are tinged with a hint of menace. They influence others through quiet threats rather than outright intimidation.

Effect: The character gains a +2 bonus on attempts to get people to do what they want. Characters they have menaced also get a +2 to resist attempts by others to act against them.

Mental Calculator (Minor Good Trait)

The character can make lightning-quick calculations in their head.

Effect: The character gains a +2 bonus on Science rolls when making quick mental calculations would be an asset, such as using Jiggery-Pokery with the Biochemical Genius trait.

Sleuth (Minor Good Trait)

The character is a master of deduction and has an eye for finding clues.

Effect: The character gains +2 to Ingenuity rolls when searching for clues or asking probing questions.

Tech Sensitive (Minor/Major Good Trait)**Prerequisite: Psychic**

Something about the character resonates when they are in the presence of alien technology. It might be that the energy field makes the hairs of their neck stand on end, or they get a sick feeling in the stomach when they touch a type of alien material. However it manifests, when the character is in the vicinity of alien technology they just know. The more powerful the technology, the stronger the feeling and the further away they can feel its presence.

Effect: The character automatically detects the presence of alien technology within a 10-foot radius. Few things will shield against this ability so the character might feel something is on the other side of a wall but not know how to reach it. If the tech is especially powerful, it may prove easier to detect at a distance, at the Gamemaster's discretion.

If the character is in proximity to a lot of alien tech (such as being on board a Dalek saucer) the background feelings may negate this effect, although specific, powerful items might still be detected though the haze.

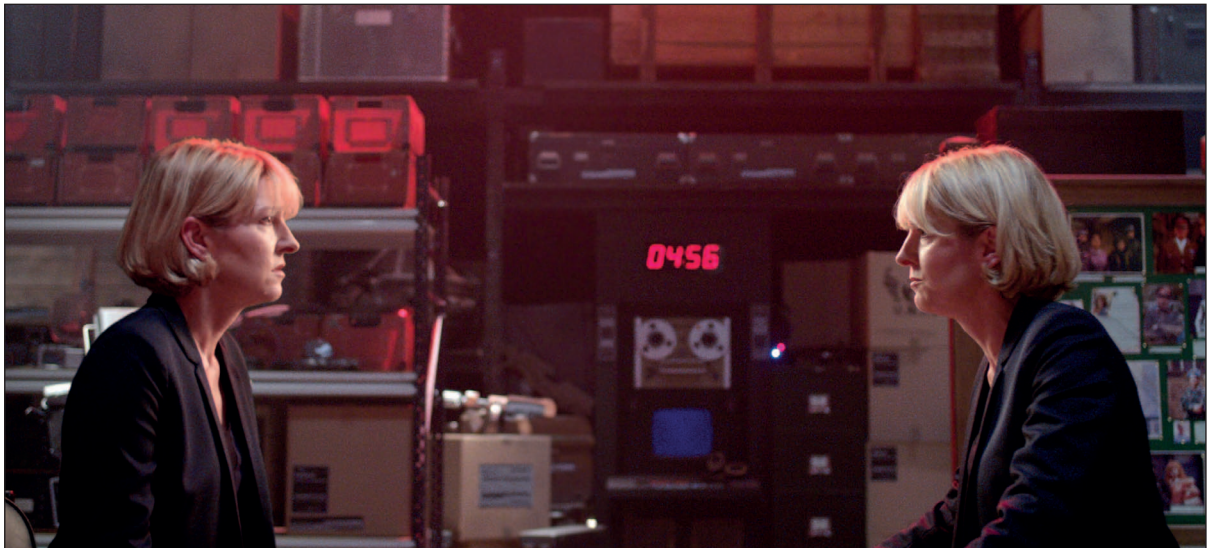
As a Minor Good Trait, the character can only detect technology from a particular species (such as Dalek devices or Cyber-technology). As a Major Good Trait, they can detect anything that is not native to Earth.

BAD TRAITS**Cyber-Hysteria (Minor/Major Bad Trait)**

The character has once been programmed by the Cybermen but managed to retain their own personality. Still, remnants of such programming often remain buried somewhere within their brain and when they lose control that programming can resurface. Having this trait does not necessarily mean that the character is a cyborg; thanks to several invasions the Cybermen have mentally controlled several humans and made them do their bidding without Cyber-conversion. Thus, this trait is equally applicable to previously-controlled humans as well as Cyborgs.

Effect: Whenever the character finds themselves in a stressful situation they must make an Ingenuity + Resolve (Difficulty 12) roll. If they fail, then they receive a -2 penalty on every action for the remainder of the scene as they struggle with the psychological horror of what they've become or what they've done in the past while under Cyber-control.

As a Major Bad Trait, the character retains some of their Cyber-programming. The character still acts as if they had the Minor version of this trait but, if they make a Bad Failure, then they effectively become a Cyberman; they act as if possessed by a regular Cyberman and attempt to complete Cyberman goals, losing their former personality in the process. This effect lasts until the character falls asleep or is incapacitated, during which their mind 'reboots' to regain their true personality. On a Disastrous result this change is permanent and the character's personality is consumed and replaced by Cyber-programming.





Note: This trait can also be easily re-flavoured for victims of other aliens or creatures that have hypnotised them.

Doppelganger (Minor/Major Bad Trait)

The character closely resembles another person. This can cause awkwardness or even put their life in danger for being someone that they are not.

Effect: As a Minor Bad Trait, their assumed appearance causes a minor inconvenience or awkward situation once per adventure, as someone assumes them to be another person. As a Major Bad Trait, their assumed appearance causes a major inconvenience each session. Alternatively, the character resembles someone else's arch rival, in which case the cost of this trait is equivalent to that character's Adversary trait.

Fragments (Minor/Major Bad Trait)

When characters are subjected to frequent mind wipes and replacement memories, eventually something slips through the cracks. The character remembers things that clearly can't be true due to contrary memories or other evidence.

Effect: As a Minor Bad Trait, the character remembers something that they apparently did that doesn't fit with the rest of their memories. This may lead the character to question what actually occurred on a previous mission or what they might have seen that was deemed too sensitive for them to remember. As a Major Bad Trait, the character actually has two conflicting memories. As both can't be right, either

one or both of their memories must be wrong. In both cases, the memory fragments can fuel adventure ideas for the Gamemaster as the character tries to piece together what really happened and whether the memory fragment was a legitimate mistake or something more insidious.

As with Amnesia, this trait adds to the Gamemaster's workload as they need to come up with the reasons behind the fragments. This trait should be approved by the Gamemaster before purchasing it.

Note: A character may have both the Amnesia and Fragments trait.

Logical (Minor/Major Bad Trait)

The character makes decisions based solely on logic, whether it be because they are repressing their true emotions or they lack emotions by design. Whatever the case, such characters have difficulty relating to other people.

Effect: As a Minor Bad Trait, the character is simply aloof or apathetic. They always choose the most logical course of action, even when it means harm to themselves or others. Convincing others to join them when the logical path goes against their desires attracts a -2 penalty.

As a Major Bad Trait, the character is incapable of feeling emotions. In addition to the effects of the Minor Bad Trait, the character takes a -2 penalty on all social rolls as well as attempts to 'read' other people.

Temporal Castaway (Minor Bad Trait)

The character is from another time and place but is now stuck in a single, unfamiliar time and place; they have a bit of trouble adapting to their new home.

Effect: Whenever the character attempts to use technology that is unfamiliar to their home time and place, they take a -2 penalty on the roll. Over time, the Gamemaster may reduce this penalty to -1 or even 0 as they become more familiar with that particular technology. This trait cannot be taken with the Time Traveller trait if the latter would grant familiarity to the Tech Level that the character is currently stuck in.

SPECIAL TRAITS**Expert (Special Good Trait)**

The character is extremely talented or knowledgeable about a particular subject, even if they are unremarkable in related areas of that particular subject.

Effect: For 1 point, the character may add +2 to any roll involving a certain Area of Expertise. The character need not already have that Area of Expertise, nor do they even need to have any ranks in the appropriate skill. This bonus stacks with the appropriate skill and Area of Expertise (if chosen) and even if the character lacks the appropriate skill they ignore any unskilled penalties when using this trait.

Note: This trait may be taken more than once; each point adds a +2 to an Area of Expertise. When choosing this trait again the character may either further increase a previously chosen Expert trait or choose a new Area of Expertise in which to apply the bonus.

Psychometry (Special Good Trait)

Prerequisite: *Alien or Psychic*

In its own way, being able to glimpse the past is just as potent as the ability to foresee the future. The past holds its own secrets and, unlike precognition, which posits possible futures, psychometric information is factual as it has already happened. By getting close to a person, place or object, the character can gain information about it.

Effect: This trait costs 1 point to purchase and can only be taken by characters with the Psychic trait. When appropriate to the story, the Gamemaster may give the character a piece of information about a particular person, place or object. This is often a flash of insight that is accurate but incomplete; usually enough to grant a clue or point towards a

course of action to discovering more. If the player wants the character to actively use Psychometry, then they must spend 1 or more Story Points and the Gamemaster will supply an appropriate amount of information.

Note: In a universe with time travel, the past isn't as set in stone as one might suppose. A character with Feel the Turn of the Universe may note if information they gleaned from Psychometry has changed, and even regular use of Psychometry may reveal that something has changed by providing conflicting information.

AREAS OF EXPERTISE

UNIT adventures are a lot like typical **Doctor Who Roleplaying Game** adventures. Just as the Doctor and his companions are likely to get mixed up in a mystery-thriller that they have to solve before some great evil succeeds, UNIT adventures often involve identifying and tracking down some alien Gadget before it can cause too much chaos and destruction.



The list of Areas of Expertise offered here expands on those provided in **Defending the Earth: The UNIT Sourcebook** and is far from an exhaustive list.

Convince: Acting

Sometimes an operative needs to pretend to be something other than what they are. This Area of Expertise enables the character to create and act the part of an alternate persona, with their own history, mannerisms, and even (seeming) levels of knowledge. The character seems to belong where they are, even when they aren't supposed to be there.

Convince: Bureaucracy

UNIT has a long history of dealing with local authorities. Often their jurisdiction is simply how far local authorities allow them to go and the more successful UNIT leaders have learned to navigate through bureaucratic and political systems. This

Area of Expertise is important when a UNIT agent needs official aid in order to 'get things done.'

Convince: Crowd Control

The character is an excellent orator and public speaker. Not only does this make them a favourite in the lecture hall, but it also makes them very effective at crowd control. This is extremely important when UNIT needs to get civilians out of a building quickly or prevent them from swarming all over a dangerous alien device.

Convince: High Society

The character is adept at moving through upper-class social circles. They know who to talk to, how influential particular people are in society, interesting gossip and how to get on the guest list of social events. Many operatives use this Area of Expertise in tandem with Acting or Disguise, although some UNIT agents – such as Lady Christina de Souza – may also be members of high society in their own right.

Convince: Media

The character is knowledgeable about all forms of media; traditional, 'new media,' and social media. More importantly, they know how to sway media

channels in order to project what they want, whether it be to interrupt a popular programme to broadcast a message, garner (or shut down) media coverage on a particular event, manufacture gossip about a particular corporation or drive 'hits' to a particular website.

Convince: Negotiation

Sometimes UNIT needs to work with another party; this Area of Expertise ensures that the character can get what they want through bargaining and coming to agreeable terms.

Convince: Questioning

Not all queries are interrogations; UNIT agents must sometimes interview victims and witnesses in order to learn more about alien gadgets and the people using them.

Interrogations elicit information through fear and intimidation; questioning elicits information by reassuring the interviewee that it is in everyone's best interest if they answer honestly. In fact, an interviewee is more likely to volunteer more information than someone who is being interrogated. Of course, interviewees with something to hide are more likely to do so...



Convince: Streetwise

This is the ability to navigate the seamier side of London or another city. The character knows who is in charge and how to get what they need on the street and in the underworld.

Knowledge: Research

This is the ability to find answers fast, whether the character searches the Internet, peruses books in a library or simply goes door to door asking questions.

Marksman: Spray Weapons

The choice Area of Expertise for Cocktail Polly Guns, this Area of Expertise covers proficiency with aerosol, liquid and other types of spray weapons.

Medicine: Cold Read

While normally an instinctive roll using Awareness and Ingenuity, the ability to read someone's emotions and intentions can also be honed with sufficient training. The character is an excellent judge of character and can pick up unspoken cues from another person. This is an especially potent skill when picking out a disguised alien or nervous person just before they execute an act of terrorism. Cold Read can also be used to determine whether someone is acting under hypnosis or even possessed.



Medicine: Criminology

This is the study of the psychology of the criminal mind. Characters can use Criminology when determining an enemy's next move, how far they are willing to go, and maybe even what things may give them pause or even cause them to turn themselves in.

Medicine: Cybernetics

This Area of Expertise involves knowing how to meld biological organisms with machines. Given UNIT's adaptations of Cybermen technology this is a growing field.

Science: Alien Biology

This is actually several Areas of Expertise; each time this Area of Expertise is taken it applies to a different alien race. While a highly specialised Area of Expertise, it's worth taking in UNIT campaigns where a particular type of alien, such as Fish People or Zygons, are bound to recur often (and, of course, if a UNIT agent is a member of another race, then this Area of Expertise becomes important to them!).

Science: Bio-Engineering

Bio-engineering is the study of biological machines (okay, technically medicine is the study of 'biological machines' but this is different!). With the integration of Zygon refugees into Earth society, machines made of organic materials are more commonly encountered and typical UNIT engineers are more familiar with them. In time, there will likely be new areas of expertise in other exotic feats of engineering like crystals or solid light.

Subterfuge: Conceal

The character has learned how to conceal things on their person. They know how to use the extra pockets and other features of their clothing (or even their own bodies!) to hide things from even thorough inspections.

Science: Cryptography

The study of codes and code-breaking, Cryptography is an excellent Area of Expertise for cracking coded messages, discovering passwords, accessing electronic security touchpads or even figuring out how to use an alien Gadget.

Science: Forensics

Forensics is the art of gathering and analysing evidence. A forensic scientist can not only find clues at a crime scene but also determine what they likely mean. A UNIT forensic scientist can determine whether an alien Gadget was present or used at a particular scene and is adept at finding things that



shouldn't be in a particular place – evidence of an alien presence.

Forensics can also be used in the laboratory in order to figure out what types of weapons or other Gadgets were used, what is likely powering the Gadget, and other key pieces of information that are useful in resolving the mission.

Subterfuge: Shadowing

The character is skilled at following another person without that person knowing that they are being followed.

Survival: Navigation

While GPS is a wonderful tool, there are still characters who rely on their own talents when it comes to navigation. Such characters rarely get lost and can always find their way back to civilisation.

Survival: Field Tactics

Some alien Gadgets are still in the hands of aliens or other hostiles and being able to think on one's feet can be the difference between life and death. This Area of Expertise covers how to react in the best way possible to changing battlefield conditions, whether it be to lock down an area, where to best place units, the best avenues of retreat, and how much force is necessary to take down a hostile.

Transport: Teleporter

This Area of Expertise covers teleportation devices, including Project Indigo and the Travel Mat.

UNIT ARCHETYPES

The Black Archive is perhaps UNIT's most secretive facility and is staffed by dozens of agents at any given moment. You may need to make up a quick UNIT character at short notice, whether a generic UNIT soldier or a named X-Doc. This section offers generic archetypes for typical UNIT members involved with the Black Archive. (More UNIT archetypes can be found in **Defending the Earth: The UNIT Sourcebook**.) These are simply archetypes; every UNIT agent is unique and some are more skilled or talented than others. The Gamemaster should feel free to add specialties, adjust an attribute or skill, or even add new traits to a particular character to help make them stand out. In most cases this can be done on the fly: it doesn't take much time to decide that a particular Archivist is Arrogant or an X-Doc is Charming. Some characters may be even woefully unsuited for their profession save the one skill or talent that makes them an asset to the Black Archive!

These archetypes can also be used as the basis for a player character. Simply copy the archetype and apply any unspent character points as noted.

Such archetypes can be further modified by adding an alien template or the suggested traits for the Cassandra Programme.

ARCHIVIST

Archivists are UNIT engineers who are specifically tasked with analysing alien gadgets, performing experiments on them, classifying them, and, if possible, make them field-ready for UNIT use. The Archivist has a very dangerous job and does not suffer fools gladly; even the most cautious and capable Archivist can accidentally get themselves killed through no fault of their own. Several archivists make morbid light of this by referring to themselves by their UNIT badge numbers, as “there is no reason to learn my name; I won’t be alive long enough for it to matter.”

In spite of the dangers Archivists have studied dozens of alien gadgets and have been able to put many of them into field use. Almost every Black Archive mission contains at least one Archivist and generally they are the only ones allowed to touch newly-discovered alien gadgets.

ARCHIVIST

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

SKILLS

Craft 3, Knowledge 3, Marksman 2, Science 4, Subterfuge 2, Technology 4, Transport 4.

TRAITS

Boffin (Major Good): The Archivist can create Gadgets.

Experienced x2

Friends (Major) – UNIT

Obligation (Major) – UNIT

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Time Traveller (Major x2): The Archivist is familiar with Tech Levels 6 and 7.

TECH LEVEL: 5 **STORY POINTS:** 6
(5 Character Points left to spend)

OPERATIVE

Operatives are one of the fastest-growing sections in UNIT. In the past, when UNIT was mainly a paramilitary organisation, field work was primarily done by outside operatives such as investigative journalists or corporate whistle-blowers. With Director Stewart’s increased emphasis on research and investigation, UNIT has determined that it needs more in-house operatives.

Unlike typical UNIT soldiers, operatives rarely wear uniforms. They dress more like intelligence operatives, which means business suits for formal occasions and whatever is appropriate for their field work normally. The operative’s job is espionage and investigation; they are to locate alien gadgets and report to UNIT so that a proper Black Archivist team can be sent in for retrieval.

OPERATIVE

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

SKILLS

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

TRAITS

Charming (Minor Good): +2 bonus to attempts to use charm.

Empathic (Minor Good): +2 bonus on rolls to ‘read’ another person.

Experienced

Face in the Crowd (Minor Good): +2 to any Subterfuge roll made to sneak about.

Friends (Major) – UNIT

Keen Senses (Minor): +2 to Awareness rolls that use a particular sense.

Obligation (Major) – UNIT

TECH LEVEL: 5 **STORY POINTS:** 9
(2 Character Points left to spend)

WHEELMAN

Wheelmen are often the unsung heroes of a UNIT team as they are frequently conflated with Archivists. Indeed, many of the best wheelmen are

also mechanical engineers in their own right, but what makes a wheelman stand out is their ability to navigate and pilot transports through dangerous situations.

WHEELMAN

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

SKILLS
Athletics 2, Craft 2, Knowledge 3, Marksman 3, Survival 2, Technology 2, Transport 4.

TRAITS
Friends (Major) – UNIT
Hot Shot (Minor): The wheelman gains a +2 bonus to Transport rolls.
Sense of Direction (Minor): +2 bonus to any Navigation roll.
Time Traveller (Major x2): The Wheelman is familiar with Tech Levels 6 and 7.

TECH LEVEL: 5 STORY POINTS: 12
(0 Character Points left to spend)

XENOBIOLOGIST

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

SKILLS
Convince 2, Fighting 2, Knowledge 3, Marksman 2, Medicine 5, Science 5, Technology 3.

TRAITS
Biochemical Genius (Major): The X-Doc can create biological or chemical gadgets through Jiggery-Pokery.
Empathic (Minor): +2 bonus on rolls to 'read' another person.
Experienced x2
Friends (Major) – UNIT
Hypnosis (Minor Good): +2 bonus to control another's emotional state
Obligation (Major) – UNIT
Time Traveller (Major x2): The X-Doc is familiar with Tech Levels 6 and 7.
Voice of Authority: +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 STORY POINTS: 6
(4 Character Points left to spend)

X- DOC

X-Docs are medical doctors and biologists who specialise in xeno-biology, the study of alien life. Like Archivists, X-Docs study alien biology and medicines in an attempt to understand alien physiology as well as determine whether alien medicine can help the human body.



NOTABLE BLACK ARCHIVE PERSONNEL

KATE STEWART

Kate Stewart is Head of Scientific Research at UNIT and currently the Director of the Black Archive. She has been instrumental in transforming UNIT from a reactionary military organisation towards one more inclined towards research and investigation. She deals with the most complicated and dangerous problems that arise in Britain and the world. She has access to incredible technologies and resources, and under her leadership UNIT specialists have made many scientific breakthroughs with the inventory of the Black Archive. She considers the Doctor a valuable asset and a friend.

Kate's father was Brigadier Alistair Gordon Lethbridge-Stewart. As an adult she decided to follow in his footsteps by joining UNIT, although she shortened her last name to avoid comparisons

and any favours that might be gained from being his daughter. Though her father was in the military, she never forgot his advice that “science leads”, something her father learned from the Doctor. She made contact with the Doctor for the first time during the Year of the Slow Invasion, and she was pleased to find he lived up to his reputation. He swiftly grew to like her as well, and worked out her parentage just as quickly.

Kate was involved in negotiating the Zygon treaty after three incarnations of the Doctor forced the two sides to the table. She was also instrumental in helping maintain that treaty, which has allowed millions of disguised Zygons to live on Earth. Kate was almost killed by Missy, but she was rescued by the Cyberman containing the uploaded consciousness of her late father.

KATE STEWART



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

SKILLS

Skills: Athletics 1, Convince 3, Knowledge 3, Marksman 3, Medicine 2, Science 4, Subterfuge 2, Survival 1, Technology 4, Transport 1.

TRAITS

Brave (Minor): +2 bonus to any Resolve roll when Kate needs to show courage.

By the Book: Kate must be convinced to act against procedure.

Friends (Major) – UNIT

Friends (Major) – The Doctor

Indomitable (Major): +4 bonus to any rolls to resist psychic control.

Obligation (Major) – UNIT

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Voice of Authority (Minor Good Trait): +2 bonus to Presence + Convince rolls.

EQUIPMENT: Mobile phone, pistol, any mission-specific Gadget

TECH LEVEL: 5 **STORY POINTS:** 5

PETRONELLA OSGOOD(S)

Petronella Osgood is an assistant to Kate Stewart in UNIT's science division. She has a bit of a crush on the Doctor and usually complements her outfits with replicas of things that the Doctor has worn (the scarf worn by his fourth incarnation and the bowtie of his eleventh, to name a couple). She is asthmatic and carries an inhaler.

Earlier in her career Osgood relished the opportunity to join the Doctor in his TARDIS, but in the aftermath of the Zygon negotiations she gained a Zygon 'sister' who imitated her in every way. Both Osgoods were charged with safeguarding the so-called Osgood Box given to them by the Doctor in case of a 'Nightmare Scenario.' This box turned out to be a harmless device designed to trick rebellious Zygons to break the treaty and force them to come to take the diplomatic route. With this responsibility, Osgood wishes to remain on Earth rather than travel with the Doctor.



Not long after the Zygon treaty was agreed, Missy attempted to conquer the Earth with the help of her Cybermen allies. The Time Lady captured, tortured and then killed Osgood. Osgood kept her wits to the end, but it is unclear as to which 'Osgood' died. In the aftermath of the Nightmare Scenario another Zygon, Bonnie, volunteered to take up the mantle of Osgood, but whether that means that there is one human and one Zygon Osgood or two Zygon Osgoods is unknown to all but the Osgoods themselves.

PETRONELLA OSGOOD*

AWARENESS	4	PRESENCE	2
COORDINATION	2	RESOLVE	3
INGENUITY	6	STRENGTH	2

SKILLS

Craft 1, Knowledge 4, Science 6, Subterfuge 3, Technology 5.

TRAITS

Boffin: Osgood is one of UNIT's top minds.

Clumsy: Osgood is always tripping over her own feet – or scarf.

Dependency (Minor): Osgood needs to use her asthma inhaler whenever she gets overexcited.

Distinctive: Osgood has a flair for dramatic costume, a style appreciated by the Doctor.

Friends (Major) – UNIT

Impaired Senses: She needs her glasses to see.

Obligation (Major) – UNIT

Reliable: Osgood gains a +2 to any task she is left on her own to perform by someone she trusts.

Run for your Life!

TECH LEVEL: 5 **STORY POINTS:** 9

*Zygon Osgood shares the same attributes, skills and traits as Petronella, as well as the traits given for the Zygon Race Package (see pg. 9). The two act identically and it is impossible to tell one Osgood from the other!

PROFESSOR EDWIN BRACEWELL

A scientific genius and head of Churchill's Ironside Project in the Second World War, Edwin Bracewell was a 'Paisley Boy' who spoke with a distinctive Scottish brogue. In truth, Bracewell was really an android made by the Daleks as part of their plan to lure the Doctor into a trap. Powered by an Oblivion Continuum – a captured wormhole – once Bracewell had outlived his usefulness the Daleks turned him into a living bomb. Only by focusing on his happiest memories did he convince himself that he was real, deactivating the device.

After the destruction of the Daleks, Bracewell continued to work with the British military and, after the war, was drafted by Torchwood. While he hates to admit it today, Torchwood's xenophobic attitude – that every alien race was out to get Earth – rested

comfortably with his own experience with the Daleks. Bracewell eagerly worked with them to ensure that no alien race would ever threaten the Earth again. This attitude changed when Bracewell discovered that many in Torchwood considered him to be an alien threat too. Bracewell's attempts to discover his own 'humanity' were constantly thwarted by Torchwood's interference; the final straw was when Bracewell discovered that the woman he'd been courting was secretly a Torchwood scientist conducting an experiment on whether an android could truly love. Bracewell resigned from Torchwood, only to discover that he was now their prisoner.

EDWIN BRACEWELL



AWARENESS	4	PRESENCE	3
COORDINATION	2	RESOLVE	4
INGENUITY	6	STRENGTH	2

SKILLS

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

TRAITS

Robot

Boffin: Saying that Bracewell can create Gadgets is something of an understatement.

Friends (Major) – UNIT

Photographic Memory

Resourceful Pockets: Roll two dice and get a 'double' (or spend a Story Point) to find something Bracewell needs.

Technically Adept: +2 to any Technology roll to fix a broken or faulty device.

Obligation (Major) – UNIT

TECH LEVEL: 5 **STORY POINTS:** 6



During the Battle of Canary Wharf, Bracewell was freed by the Daleks but he turned down their offer to work for them. He was poised for extermination when an earlier incarnation of the Doctor sucked the Daleks back into the temporal rift. When UNIT arrived, Bracewell was taken into their custody, but he convinced Professor Rube that he was more useful as an ally than a prisoner. He is now the Black Archive's unofficial chief engineer and, as a robot, one of the few working in the Black Archive who's never had his memories wiped.

ELIZABETH SHAW

Dr Elizabeth 'Liz' Shaw is the chief medical officer at the Black Archive. Kate Stewart appointed her because she believed that no one else had the qualifications that Liz did, given all of her doctorates and, of course, the Brigadier's seal of approval.

In fact, Brigadier Lethbridge-Stewart recruited Liz almost as soon as UNIT was formed. While Liz had yet to attain her doctorate, Lethbridge-Stewart recognised her already formidable skills and wanted to snatch her before some hospital or research centre did. Liz accepted the post of chief scientific advisor, only to be relegated to an assistant position when the exiled and newly regenerated Doctor arrived soon thereafter.

While instrumental in helping overcome alien threats including the Nestene and the Silurians, Liz soon realised that the Doctor's knowledge was far superior to hers. While she enjoyed her time with UNIT, she tendered her resignation after a year to finish her studies and take a research post at Cambridge. Now a doctor in her own right, Liz excelled in science and medicine.

UNIT kept Liz in an advisory and expert capacity, calling on her when needed, and eventually she took up a full position with them again. Given her experience with Silurian technology, Liz was sent to Hong Kong to be chief medical officer and scientific advisor for UNIT's Pacific operations. She was soon promoted to be chief medical officer of Atlantis, where she is currently involved with several undersea projects. She has also been tapped to help prepare the first wave of UNIT personnel to be assigned to the Moonbase, which is currently in development.

Recently, Liz bumped into the Doctor again, and she was intrigued by something he said regarding the plans for a Moonbase; something about not being able to make an omelette without breaking an egg...

LIZ SHAW



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

SKILLS

Athletics 1, Convince 2, Craft 2, Knowledge 5, Medicine 5 (Forensics 7, Surgery 7), Science 5 (Astrophysics 7, Biology 7, Chemistry 7, Physics 7), Survival 1, Technology 3, Transport 1.

TRAITS

Biochemical Genius: Liz can create biological or chemical gadgets through jiggery-pokery.

Friends (Major) – UNIT

Indomitable: Liz gets a +4 bonus to any rolls to resist psychic control.

Technically Adept: Liz gets a +2 to any Technology roll to fix a broken or faulty device.

Obligation (Major) – UNIT

Unadventurous: Liz is happier in the laboratory than going out exploring.

TECH LEVEL: 5 **STORY POINTS:** 9

MCGILLOP

McGillop is the Curator's chief assistant in the Black Archive. He is also something of an enigma; it's a running joke that he only goes by his last name because he's had his memory wiped so many times that he doesn't remember his first name.

Further adding to this confusion is the fact that the Zygon that duplicated him could only ever read his surface thoughts – McGillop's mind was almost completely closed to it.

McGillop is the only person within UNIT who knows the Curator's true identity. This has led to speculation that McGillop may be the Curator himself – which he repeatedly denies – or that he's an aspect of the Curator (possibly a clone, Auton, or even a projected future self if the Curator is a Time Lord). By all appearances, McGillop is human, although he is rarely seen outside the National Gallery's Undergallery or the Black Archive.

Whatever the case, McGillop is effectively in control of the Black Archive and the most knowledgeable person – outside of the Curator – about its contents.

MCGILLOP



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

SKILLS

Craft 2, Knowledge 5, Science 5, Technology 4.

TRAITS

By the Book: I'm sorry sir, why would I take it there?

Friends (Major) – UNIT

Immunity – Mind Control (Special Good):

McGillop is immune to psychic intrusion beyond his surface-most thoughts.

Technically Adept: Working alongside Osgood, McGillop is a gifted scientist.

Obligation (Major) – UNIT

TECH LEVEL: 5 **STORY POINTS:** 9

COLONEL WALSH

Colonel Walsh is one of Kate Stewart's most trusted commanders in the field. She has a practical, no-nonsense attitude and a willingness to get things done. Having said that she is not ruthless and doesn't threaten her subordinates when they challenge her decisions, especially when there are personal considerations involved.

Unfortunately, the Zygon revolutions are taking their toll. Colonel Walsh has lost dozens of troops over the course of sixteen incidents, just to have Kate Stewart sweep things under the rug each time. Colonel Walsh suspects that something more sinister is going on and during the course of her duties she's making it a point to learn all she can about the Zygon colonists, who they are, what they are doing, and what faces they are wearing. She's also starting to wonder whether Kate Stewart is who she claims to be...

COLONEL WALSH

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

SKILLS

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

TRAITS

Brave (Minor Good): Walsh gets a +2 bonus to any Resolve roll when the character needs to show courage.

By the Book (Minor Bad): Walsh follows procedures without worrying about the consequences.

Crack Shot (Major): Walsh gains a +2 to her Marksman rolls.

Experienced (Special)

Friends (Major) – UNIT

Indomitable (Major Good): Walsh gets a +4 bonus to any rolls to resist psychic control.

Military Rank: Colonel

Obligation (Major) – UNIT

Technically Adept (Minor Good): Walsh gets a +2 to any Technology roll to fix a faulty device.

Voice of Authority (Minor Good Trait): Walsh gets a +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 **STORY POINTS:** 5

JAC

Jac is a UNIT computer expert and engineer who helped design the Black Archive's closed system. 'Jac' is a pseudonym that may or may not be based on her real name; as a hacker working for UNIT and especially on the systems within the Black Archives her true identity is known only to a few and scrubbed from UNIT records.



JAC

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

SKILLS

Athletics 1, Convince 3, Fighting 1, Knowledge 3, Marksman 2, Medicine 1, Science 2, Technology 5 (Computers, Hacking 7), Transport 2.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Jac needs to show courage.

Code Breaker (Minor Good): +2 bonus to Ingenuity and Knowledge rolls when trying to decode, decipher or translate.

Friends (Major) – UNIT

Obligation (Major) – UNIT

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Time Traveller (Major x2): Familiar with Tech level 6 and 7.

TECH LEVEL: 5 **STORY POINTS:** 9

Note: As an artificial intelligence, Jac only has her mental attributes and skills. Her Technology score increases to 6 and she is considered to have the Time Traveller trait for any gadget housed within the Black Archive, presuming that an Archivist has deciphered its operation.

Jac has a friendly relationship with Kate Stewart who often relies on her skills when tracking down threats both alien and mundane. She is also highly valued by the Doctor, who leaves her in charge in Britain when he and Kate has to go to America during the latest Zygon revolution. Unfortunately, Jac is led into a trap in which she and several UNIT soldiers are killed by Zygon revolutionaries.

Jac's memories and personality are still preserved within the Black Archive and now acts as a holographic interface and firewall between the Black Archive mainframe and those who would access it. Even though Jac is now just a simulation, Kate often enters the Black Archive to converse with her old friend when pondering difficult questions.

DENISE GAMBLE

Denise Gamble is one of the biggest successes to come out of the Cassandra Programme. Not only does she have the ability to sniff out alien technology and foresee tragedies before they happen, but she is also a very effective UNIT operative. Denise is able to seamlessly blend into a particular environment to convince others to reveal their alien gadgetry. Denise's modus operandi is to use her psychic abilities to determine the presence of an alien gadget and then use her charm and wit, along with a forged identity, to break into the professional and social circles of those who have access to it.



In one notable mission, she employed an alien gadget collector's own memory wiping technology – stolen from UNIT – in order to retrieve it. While there, she also used the memory wipe to make the collector and his subordinates forget exactly what they had in their possession so that she could remove the alien gadgets without too much trouble. This plan almost backfired when a Dalek was discovered in

the collection, but with some timely help from the Doctor Denise was able to succeed in her mission and eliminate the Dalek threat.

Christina found herself aboard the Number 200 bus when it was transported to an alien world.

DENISE GAMBLE

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

SKILLS

Athletics 2, Convince 4, Fighting 2, Knowledge 3, Marksman 3, Medicine 2, Subterfuge 5, Survival 2, Technology 4, Transport 2.

TRAITS

Attractive (Minor Good): +2 bonus to any rolls that involve Denise's looks.

Brave (Minor Good): +2 bonus to any Resolve roll when Denise needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

Dark Secret (Minor/Major Bad): - *specify level and nature of secret.*

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Face in the Crowd (Minor Good): +2 to any Subterfuge Skill roll to sneak about.

Friends (Major) – UNIT

Obligation (Major) – UNIT

Precognition (Special Good): Denise gets glimpses of the future, which she may force by spending a Story Point.

Psychic (Special Good): +4 against mental attacks and Denise may attempt to read minds.

Tech Sensitive (Major): Denise can sense the presence of alien technology.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 **STORY POINTS:** 4

LADY CHRISTINA DE SOUZA



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

SKILLS

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

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when Christina needs to show courage.

Charming (Minor Good): +2 bonus to attempts to use charm.

Friends (Major) – UNIT

Impulsive (Minor Bad): Christina doesn't think things through before acting.

Keen Senses (Major Good): +2 to all Awareness rolls.

Lucky (Minor Good): She may re-roll any 'double 1s'.

Obligation (Major) – UNIT

Quick Reflexes (Minor Good): Christina always goes first in her Action Round unless taken by surprise.

Resourceful Pockets (Minor Good): Roll two dice and get a 'double' (or spend a Story Point) to find something Christina needs.

Sense of Direction (Minor Good): +2 bonus to any navigation roll.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 5 **STORY POINTS:** 6

LADY CHRISTINA DE SOUZA

Lady Christina de Souza is a thrill-seeker who enjoys stealing valuable art objects simply because she can. Her plans aren't always fool-proof and there have been plenty of instances where eluding capture has proven more difficult than the heist. It was during one of these escapes with her latest acquisition that

Fortunately, the Doctor was on hand and he found her resourcefulness quite useful in getting the equipment that they needed to return everyone on the bus back to London. The Doctor refused to take her with him after finding out that she was a thief, but he allowed her to escape via the now hover-able Number 200. What Lady Christina didn't realise as she escaped was that the Doctor put in a good word for her at UNIT so that when she was inevitably captured, she was offered an opportunity to put her skills to good use protecting the Earth rather than simply stealing for thrills.

While Christina chafes at authority and prefers to do things her own way, she's discovered that trying to acquire strange alien gadgets is far more thrilling than simply stealing old paintings and sculptures. In short order she has become one of UNIT's best operatives, filching dangerous gadgets from seemingly impenetrable vaults.

MORGAINE OF THE FAY

Morgaine of the Fay, Sun Killer, Dominator of the Thirteen Worlds and Battle Queen of the S'Rax is currently a 'guest' of UNIT and its unofficial Psychical Advisor. A ruler from a parallel dimension (information about which leaked into this world over the centuries and was the inspiration for Arthurian myth), Morgaine agreed to remain on this world after her defeat at the hands of the Doctor – whom she knows as Merlin – and UNIT in return for her son Mordred and her army being allowed to return home.

Both Morgaine and UNIT understand that the only thing that is really keeping the Battle Queen here is her word of honour, as many doubt that anything housed within the Black Archive could imprison her for long. Still, given that her sentence is temporary, she receives regular reports from her son, and Morgaine hasn't aged a day since her capture about two decades ago, there seems little incentive for her to escape.

Currently, Morgaine resides in a castle in an undisclosed location that is connected via T-Mat to the Black Archive. She is always on call for paranormal matters, whether they be psychical or sorcerous. She definitely holds some secrets close to her chest and consultations with her always seems to spark more questions than answers – she believes that too much wonder is lost if everything is written down and explained. Even when being cagey, however, Morgaine is always honest, at times brutally so, and she respects those who take their responsibilities seriously.

MORGAINE

AWARENESS	4	PRESENCE	5
COORDINATION	3	RESOLVE	5
INGENUITY	6	STRENGTH	3

SKILLS

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

TRAITS

Code of Conduct (Major Bad): Morgaine may be a villain but she always acts with honour.

Indomitable (Major Good): +4 bonus to any rolls to resist psychic control.

Psychic Training (Minor Good): +2 bonus to Resolve rolls when trying to resist psychic attack or deception.

Sorcery (Special Good): Morgaine has several magical abilities, some of which are reflected in her Traits, others that might be better suited to the expenditure of Story Points. The Gamemaster should feel free to grant Morgaine the use of whatever 'spells' appear appropriate without making her impossible to defeat. She is capable of performing any of the effects given in the Magic in a Scientific Universe sidebar as well as any others that the Gamemaster deems appropriate. Whether such sorcery is psychic, technological, or even completely magical is also up to the Gamemaster.

Voice of Authority (Minor Good Trait): +2 bonus to Presence and Convince rolls.

TECH LEVEL: 6 STORY POINTS: 12

MAGIC IN A SCIENTIFIC UNIVERSE

UNIT's capture of Morgaine the Fay, a visitor from a parallel Earth that can apparently perform magic, cracked open the door to the unsettling possibility amongst UNIT scientists that magic must exist in some form on UNIT's Earth. It was this possibility that led to UNIT command striking a deal with Morgaine of the Fay.

While it's unlikely that Morgaine would ever willingly spill all of her secrets, she has acknowledged that the magic of her world is primarily a more advanced understanding of psychic abilities. Using telekinesis to move objects through the air is only one step removed from agitating air into plasma, causing objects to burst into flames or sending electrical currents across the room.

UNIT archivists believe that at least some of Morgaine's sorcery is due to advanced nanotechnology of a type that not even the Black Archive sensors can analyse (Black Archive scans have discovered that Morgaine has a unique aura, but inconclusive information beyond that).

Rituals and ritual objects in magic tend to be explained as concentration aids, mnemonic devices to activate particular gadgets or to alert some greater alien power that contact is desired. The Doctor, for example, once drew a chalk outline around Ace and a friend in order to focus their minds, granting them resistance akin to the Psychic Training trait. Mordred's incantation to cross the portal from his world to Earth could simply be an easily memorised command key. In any case, it is up to the Gamemaster how far psychic abilities can cross into the realm of sorcery and whether such traits should remain in the hands of adversaries as part of an adventure or if they are available to Cassies. Some possibilities are offered below – there are doubtless many others.

Emotion Control: Manipulating emotions is essentially a form of Hypnosis – the character is convincing the target that they feel a particular emotion. The effects are similar, as a Minor trait this operates akin to Fear Factor, whereas as a Major trait the target genuinely feels the emotion that the character wishes them to feel – they still won't actually do anything that is against their nature, although they'll feel terrible about it!

Flight: Flight is an effect of Telekinesis; the character can lift herself up. This can only occur if the character has a high enough Resolve, probably at least 4. If the Gamemaster wants a character to be able to fly but not necessarily fling others around, then she could allow a psychic to take the Flight alien trait instead – the character is using their mind to make themselves lighter as well as defy gravity.

Healing: Psychic healing generally involves creating and manipulating plasma – Morgaine's restoration of a woman's eyesight by touch could have been psychic laser surgery. Similarly, agitating the air to produce an electric shock could pull someone from the brink of death. In both of these cases the psychic character would need the Medicine skill to use these abilities to full effect. Actual physical healing is more the province of nanotechnology, although with a little thought a player or Gamemaster might come up with 'healing' uses of Telekinesis, at least until proper medical attention can be administered!

Mind Probe: The Psychic trait opens the door to reading the mind and the target can resist with a Resolve and Ingenuity roll. One way for the psychic to increase the chances of gleaning information would be to attack the victim's brain, thereby reducing the victim's Ingenuity and Resolve. This probably involves Telekinesis (the psychic is squeezing the brain), although a psychic attack through a natural weapon is also possible. Both of these options risk severely injuring or killing the victim.

Natural Weapons: One of the 'flashiest' hallmarks of sorcery is the ability to do damage from a distance, whether it be throwing fireballs or lightning bolts. All of these boil down to the ability to transform gas into plasma and send it into a particular direction. Popular literature has given psychic names to many of these attacks: cryokinesis (ice), electrokinesis (lightning), pyrokinesis (fire), and telekinetic bolts (force), amongst others. All of these can simply be purchased through the Natural Weapons alien trait.

Telekinetic Sheath: Some psychics can reduce damage by surrounding themselves with telepathic energy that slows the speed of bullets or other weapons in much the same way as the Forcefield gadget trait. This is akin to taking the Impervious alien trait.



**THE BLACK
ARCHIVE**

THE BLACK ARCHIVE

'My office. Otherwise known as the Tower of London.'

The Tower of London is not just the secret headquarters for UNIT's United Kingdom operations, it is also home to the Black Archive. The Black Archive is the secret vault where UNIT keeps its alien gadgets – and, in some cases, aliens themselves – that are deemed either too dangerous to deploy in the field or that simply haven't been fully studied and understood just yet. The UNIT agents that work within the Black Archive are amongst the finest scientific minds on the planet although notably the Doctor is not amongst them; UNIT understands that the Time Lord may not like some pieces in the collection.

Publicly, little is known about the Black Archive. Beyond the odd conspiracy theorist, the general public doesn't even know that the Black Archive exists, whilst even amongst UNIT agents the Black Archive is simply known as a secure place within the Tower that houses the most dangerous alien gadgets that UNIT has acquired; almost nothing is known about the actual collection. Senior UNIT officers know that every national (and in some cases, regional) headquarters has its own Black Archive, but this is actually a misunderstanding.

The Black Archive is not a single location; several Black Archives exist around the world. There are both political and security reasons for this: no nation is willing to give another nation exclusive access to the most powerful alien technologies on the planet; while spreading out alien technologies between various facilities ensures that in the event that one Black Archive facility is infiltrated (or destroyed), the aggressor does not gain access to all of the alien technology in one fell swoop. Thus, each individual location is known as a 'section' (e.g. 'The Dominator scout ship wreckage is housed in the Paris Section Motor Pool').

Having said that, the use of the singular 'Black Archive' is no misnomer. In spite of being scattered throughout the world, each of the facilities are connected together via teleportation technology known as the Travel Mat technology (or 'T-Mat' for short.) The T-Mat enables alien gadgets, other sensitive files or equipment, and even UNIT personnel to be instantly transported from one Black Archive facility to another. If a Black Archive facility is breached, the T-Mat is shut down so as to prevent intruders' access to other Black Archive facilities – often not before the sensitive technology is swiftly evacuated elsewhere in the world. In the reverse,

the T-Mat also enables UNIT to quickly bring in waves of soldiers in the event that one of their Black Archive facilities is compromised. The only Black Archive section that is not connected to the others via T-Mat is the Palace of Nations facility in Geneva, Switzerland.

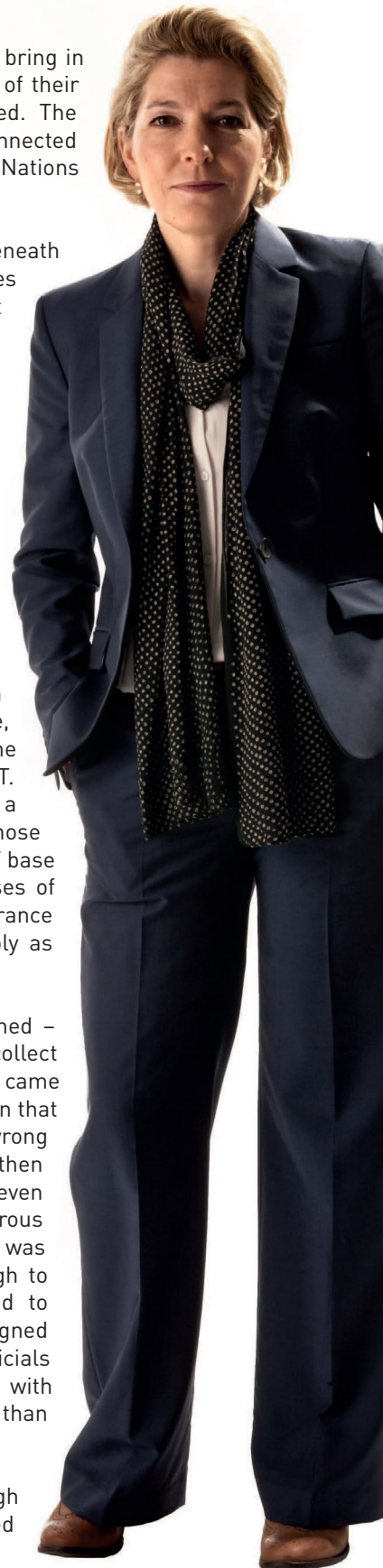
In London, the Black Archive exists beneath the Tower of London. For the purposes of this book, we're going to assume that this is the facility that the Gamemaster is going to use most often in their campaign. Keep in mind that although everything in this book is presented as if it exists beneath the Tower, the Gamemaster may decide that in their game particular gadgets are actually housed elsewhere (or may not even be in the Black Archive at all!).

HISTORY OF THE BLACK ARCHIVE

The Black Archive began as a badge, an Eta badge to be precise. Eta clearance, also known as Black clearance, is the highest level of clearance within UNIT. This level of clearance is only given to a handful of personnel within UNIT, those who need to move freely about any UNIT base anywhere in the world. For the purposes of the Black Archives, though, this clearance was awarded to someone known simply as 'the Curator' in the early days of UNIT.

The Curator was a UNIT official assigned – although some say he demanded – to collect and secure any alien gadgets that UNIT came across, as there was a legitimate concern that should such technology fall into the wrong hands – and this included Torchwood – then havoc could follow, especially since even benign alien gadgets could have disastrous side effects. The Curator's identity was kept concealed – his badge was enough to take anything the Curator felt needed to be collected. As more staff were assigned to the Curator, many senior UNIT officials unknowingly found themselves dealing with one of the Curator's assistants rather than the Curator.

The Curator remains an enigma, although many opinions have been privately shared



over the decades, usually involving scientific advisors for UNIT, the Intrusion Countermeasures Group, or the British Rocket Group. Prior to the turn of the millennium, most UNIT personnel believed him to be Professor Joseph Rubeish, an aerospace engineer who joined UNIT in the aftermath of the Irongron Incident, although with Rubeish's retirement the idea that there have been several Curators over time is gaining traction. Some believe even more outrageous theories, such that he is a UNIT agent sent back in time by the Weeping Angels, a former member of Torchwood, or even an alien (perhaps the Doctor himself).



In any event, the Curator's anonymity enabled the Black Archive to grow organically over the decades as more and more alien gadgets were collected. At first the Curator kept them in a storage locker, then a customised jumbo jet and finally several storage facilities around the world as the collection grew too large to keep in one place, prioritising where each gadget would be stored based on where in the world it would most likely be needed. These storage facilities ultimately became known as 'Black Archives,' although thanks to the T-Mat they are all linked and thus it is more common for UNIT personnel to continue to refer to it as a singular 'Black Archive.'

THE TOWER OF LONDON

The Black Archive beneath the Tower of London is part of UNIT's United Kingdom headquarters. Originally the facility was quite small - sharing cramped space within the sub-basements that made up the UNIT facilities - leading to many alien gadgets under British UNIT's control to be housed in other facilities. That changed at the end of 2007 when the Thames was drained during the Racnoss invasion. UNIT took advantage of the situation to expand the Black Archive out beneath the Thames. This conveniently enables the Black Archive, in the event of a security breach, to be easily flooded or

dropped into the deep hole that extends down to the Earth's core. In spite of these measures, however, the Black Archive still maintains a nuclear deterrent as that is the only 'fool-proof' means of keeping alien technology out of the hands of particularly cunning aliens.



SECURITY MEASURES

Kate Stewart mentioned that the Black Archive is 'TARDIS-proof,' although it would be more accurate to say that the Black Archive is 'Doctor-proof,' as most security measures for the Black Archive have been implemented to prevent the Doctor from having access without UNIT approval. There are two reasons for this. First, UNIT does not entirely trust the Doctor and wants to make sure that it is first consulted if the Doctor wishes to remove anything from the archive. Second, if the Black Archive can effectively be 'Doctor-proofed' then it is also proofed against alien intrusion in general.

Given that the Black Archive is considered 'TARDIS-proof' one might assume that the entire facility is covered in some sort of temporal force field, be sheltered within a time rift or other such exotic device. The truth is far more mundane - and far more lethal. The entire outer shell of the Black Archive is surrounded by specialised motion sensors embedded in its 'hull', which can detect temporal, dimensional and simply advanced technological objects attempting to pass through. These sensors broadcast a quick warning for the intruding vessel or object to immediately back off while simultaneously sending a message to UNIT command warning of the intrusion. Nuclear annihilation is often enough of a deterrent to make the aliens comply.

In addition to this drastic measure, UNIT also employs more mundane means to keep out unwanted aliens.

The first is the use of mechanical locks in place of electronic security systems (which are easily overridden by Sonic Screwdrivers!); these locks are manufactured by master locksmiths and are very difficult [Difficulty 21] to pick. Secondly, UNIT maintains a strong security presence within the Black Archive: dozens of UNIT soldiers patrol each of the facilities at any given time.

The Black Archive is also cut off from the outside world electronically. An electronic dampener prevents signals from entering or leaving the Black Archive and none of its internal computers are connected to the outside world. Instead, the Black Archive sports its own closed-circuit 'Black Intranet' that only works within the archive. Anything from the outside must be uploaded manually, and even then only after several security measures have been taken.

Each area of the Black Archive can also be isolated through the use of heavy steel bulkhead doors (AP 50, Damage 500). These bulkheads can cover a doorway or corridor section, although they rarely hold for long against some of the more dangerous gadgets housed in the Black Archive. Most Black Archives also have forcefields, usually as stopgap

measures around particular alien gadgets or used to help quarantine dangerous patients in hospital. Such forcefields are a massive drain on power so UNIT uses them sparingly.

In addition to these features there are two other basic security measures that are taken. The first is a walk-through bio-scanner that ensures that people seeking access to the Black Archive actually are who they say that they are. The second are automated memory filters that wipe the memories of staff as they exit the facility. These filters are also installed inside the Black Archive so as to enable a UNIT agent to trigger the device to cause those beneath it to lose their memories (or, with a slight modification, knock them out). For information on Automated Memory Filters see **Chapter 4 – Hospital**.

CLEARANCE

Obviously, in order for a person to be allowed into the Black Archive they need clearance. Contrary to popular belief, one does not need Eta (Black) clearance to get inside the Black Archive; there have been occasions where Alpha (Red) clearance was enough. By contrast, there have been occasions where someone with Gamma

UNIT SECURITY CLEARANCES

UNIT has a standard hierarchy of clearances; for more information, see **Defending the Earth: The UNIT Sourcebook**.

A - Alpha (Red) Clearance: This basic clearance is given to most visitors and only gains access to reception areas and press rooms at a particular UNIT base.

B - Beta (Orange) Clearance: Beta clearance allows visitors escorted access to all areas of a UNIT base.

C - Gamma (Yellow) Clearance: This is the baseline level for UNIT operatives and allows access to all non-sensitive areas on a UNIT base.

D - Delta (Green) Clearance: Most high-grade scientific staff have this level of clearance as it allows access to the sensitive areas on a UNIT base.

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.

F - Zeta (Indigo) Clearance: Zeta clearance as it grants access to higher classifications of files in a particular base and also grants greater access to other bases.

G - Eta (Black) Clearance: Eta clearance allows one to go anywhere in any UNIT base.



(Yellow) clearance has been allowed inside while someone with Epsilon (Blue) clearance has been denied. As with anything else UNIT-related, one's security clearance has more to do with how a particular character is handled once they are given access to the Black Archive.

Anyone without clearance must be presented by a UNIT member holding at least Epsilon clearance. The reception station gathers a bio-scan and other information about the character before providing them with Alpha clearance to get inside (higher clearances are available upon request of the UNIT member presenting). Unless otherwise provided, all those given clearance need to have their minds wiped when leaving the facility.

As a general rule, characters with Epsilon or higher clearance generally aren't subject to full mind wipes, as they are generally too involved with the Black Archive for too many memories to be hand-waved away (they are still subject to targeted mind-wipes relating to particular projects or certain gadgets).

Characters with lower clearance are routinely cycled in and out of Black Archive duty so that their memories can process their alternative duties and subconsciously use them to fill in the blanks left by the automated mind filter.

A fun trick to pull on a character is to have them arrive at the Black Archive for their initial clearance and have them be told that they've already been cleared on a previous visit for which they have no memory!

OTHER BLACK ARCHIVE LOCATIONS

We focus on the London Black Archive because we assume that most **Doctor Who Roleplaying Game** campaigns are going to be set in and around the locations visited by the Doctor. Obviously, that need not be the case and, indeed, your campaign may use another 'home city.' It's a simple matter to declare that there is a Black Archive in whatever city or place that you need one to be. In all cases, Black Archive facilities have similar layouts and features.

THE TRAVEL MAT

While Project Indigo utilised Sontaran transmat technology, the Travel Mat – or T-Mat – was developed from the Curator's notes on various types of time-space travel technologies, primarily the Dalek Time Corridor. People standing on one travel mat platform can be instantaneously transported to another T-Mat platform anywhere in the world, including Atlantis. Professor Bracewell is currently trying to increase the range as far as the Moon and perhaps even Mars. While some UNIT agents use 'T-Mat' and 'transmat' interchangeably, this is a misnomer. T-Mat technology does not break down people or objects on a molecular level and reassemble them elsewhere. Instead, it folds space-time, scooping up those within the field and depositing them whole elsewhere.



The benefits of the T-Mat are enormous and its full potential is only just being realised (the Doctor, in fact, has seen the T-Mat become Earth's primary form of travel within the next few decades). It has already enabled the Black Archive to link its various facilities into a single giant networked unit and it has enabled UNIT to move soldiers quickly as needed. The T-Mat also enables Gadgets contained within the Black Archive to be easily moved when one facility is compromised, and a compromised facility can be isolated from the rest of the network.

The T-Mat is not without its problems. Early on the archivists developing the T-Mat relied too heavily on Dalek technology. A force of Daleks took advantage, and UNIT was forced to repel a Dalek invasion from within. Strange weather patterns and even space-time fluctuations occasionally play havoc with the T-Mat as well, causing the occasional object or even UNIT soldier to be deposited somewhere other than where they are supposed to be (fortunately, T-Mat fail safes prevent it from depositing someone high in the sky, deep underwater, or inside other matter).

Listed here are a few of the more notable Black Archive locations around the world. All can be easily reached via T-Mat.

ATLANTIS

Atlantis is the name of UNIT's base along the Mariana Trench deep within the North Atlantic Ocean. It is UNIT's second such facility in the area, the first being the excavated ruins of the Kingdom of Atlantis. This first base was temporary, enabling UNIT to salvage what they could before the newly active volcano finally swallowed the island housing the kingdom, and much of what could be saved was transferred to a brand new base that was constructed between Greenland and Iceland.

The new seabase is officially named 'Seabase One' but UNIT agents still typically refer to it as 'Atlantis' (it's rumoured that the Doctor, upon hearing its nickname, muttered something about there being four of them now). In addition to housing the Black Archive, Atlantis is also an underwater research centre and training facility for deep water operations. A good portion of the Omega and Enigma gadgets are held here, as well as alien gadgets particularly suited to deep water operations.

GATEWAY OF INDIA

Though most residents of Mumbai are unaware of it, there is a UNIT headquarters sitting beneath the Victorian arch that welcomes visitors to the city. Its Black Archive contains the largest quantity of Silurian artefacts and gadgets in human hands, as an abandoned Silurian city lies beneath the city and the neighbouring Arabian Sea, likely damaged during the tectonic upheavals as the Indian subcontinent slowly moved towards and eventually merged with the Asian continent.

Over the centuries many Silurian gadgets have washed ashore and been exploited and studied by various collectors and antiquarians. One of the uppermost submerged spires of the Silurian city was actually occupied and scavenged by a notorious sea pirate in the late 1700s. The occasional Silurian scouting party, looking to see if there were any survivors in the 'lost colony,' has also clashed with the locals, most notably in 1896 when a Silurian plague ripped through the city. In every case the humans were able to resist, equating the Silurians with the Rakshasa of Hindu mythology.

Currently the Mumbai HQ is the largest storehouse of UNIT undersea operations and technology, although

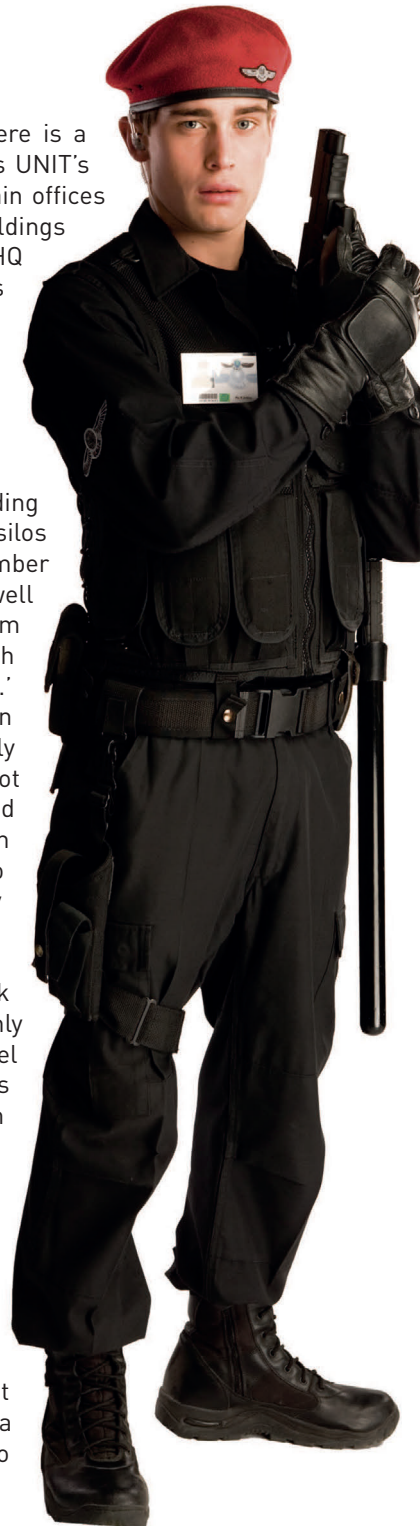
that is increasingly moving to Atlantis. There are several UNIT teams in Mumbai dedicated to exploring and analysing the fragments of the Silurian city; the agents on such teams have orders to eliminate any Silurians they may come across although the enforcement of those orders, put in place after the plague released during the Wenley Moor Incident, remains the subject of much debate.

PALACE OF NATIONS

It should come as no surprise that there is a Black Archive in Geneva, given that it is UNIT's overall headquarters and one of the main offices of the United Nations. One of the buildings within the Palace of Nations is the UNIT HQ and home to one of the largest sections of the Black Archive. It is believed to be the holder of most of the gadgets held in the Omega Locker but this is actually not true; the main 'secret' of the Geneva HQ is unfortunately far more mundane.

Hidden within the lake and the surrounding Alps are a number of nuclear missile silos that served as a deterrent to any member nation going to war with another as well as granting all nations immunity from blame if a decision was made to launch a nuclear attack against a 'rogue nation.' This stockpile became redundant when the Z-Bomb was developed in the early 1980s, but there are rumours that not every silo was known and deactivated during the UNIT purging, leaving open the possibility that a hidden silo or two may still remain active and potentially dangerous if discovered.

In addition, the Palace of Nations Black Archive is also notable for being the only Black Archive not accessible via Travel Mat; this is primarily for security reasons as the Palace of Nations Athenaeum contains information on every Black Archive section in existence (this is also why the Palace of Nation facility only houses gadgets that have duplicates in other sections or Omega and Enigma gadgets deemed too dangerous to be held anywhere else.) Characters in dire need of partaking in the Central Archive may take a flight to Geneva, although it is far more common to simply put in a request to Geneva HQ and allow them to handle the request.



PETER AND PAUL FORTRESS

Given the former Soviet Union's policy of dismissing the paranormal it seems paradoxical that much of the Black Archive in St Petersburg in Russia houses gadgets with folkloric and mythological connections. This is largely due to the local Archivists, under the direction of their leadership, analysing and studying these 'impossible items' in order to discern their true scientific nature. Towards this end the interdimensional battle leader known as Morgaine is a 'permanent guest' within the Black Archive here, offering her knowledge of and experience with such artefacts.

One result of the Soviet preoccupation with uncovering 'scientific' explanations for the paranormal was the discovery that some of it could only be explained through the acceptance of psychic abilities. This led to the Soviet psychotronics programme which was established during World War II. Once the Cold War thawed and the Russians more freely shared their results with UNIT, their advanced research was combined with others to more properly study those with psychic abilities. Thus, the Peter and Paul Fortress contains the primary school and research centre for the Cassandra Programme.

PLAZA DE ARMAS

This Andes Mountain UNIT facility in the ancient Peruvian city of Cuzco is one of the most advanced thanks to a treasure trove of technology left behind by the star-faring Exxilons. In fact, a badly damaged but mostly intact Exxilon starship lies at the bottom of Lake Titicaca (part of the lake was expanded by the crash crater). Considering nearby alien ruins in the mountains and the Exxilons' influence on local cultures, archivists surmise that the Exxilons crashed and were attempting to contact help while interacting peacefully with the locals. The Exxilons themselves were possibly rescued, although so much of their technology was left behind that it's possible that they suffered tragedy instead – given some of the incongruent technologies found along with Exxilon technology it's possible that space pirates or a hostile alien culture attacked them.

One peculiarity of the Exxilon culture was their use of logic puzzles as a security measure, largely to ensure that only the brightest minds – which the Exxilons felt would be more peaceful and rational – could get very deep into Exxilon vaults. Even after decades of study much of the Exxilon city and its spaceship remain locked to UNIT eyes. In its attempt to crack the codes UNIT has created an intense field of study designed to 'recalibrate brains' and make UNIT

agents think more logically. This is known as the logical conditioning – or LogiCon - programme. UNIT archivists and X-Docs are increasingly graduates of the LogiCon programme.

LOGICON CHARACTERS

Characters that pass the logical conditioning courses tend to develop well-structured brains that make learning and recalling information much easier; in terms of traits they usually have the Logical trait and some mixture of the Boffin, Biochemical Genius, Jack of all Trades, Mental Calculator, Photographic Memory, and Technically Adept traits. The Doctor's companion Zoe Heriot is a result of an improved logical conditioning programme a few decades from now.



On the downside, LogiCon characters often perceive events in logical terms which can be unnerving to those around them. Such candid observations usually manifest as the Eccentric trait (aloof, detached, insensitive, etc), although some LogiCon characters take this further, manifesting the Argumentative trait. Some LogiCon characters consider themselves superior thanks to their training and become Arrogant, while others embrace logical thought so strictly that they become By the Book.

PHAROS

The Black Archive within Alexandria Egypt is actually built on the remains of an older 'black archive' that was destroyed and submerged along with the Library at Alexandria and the Pharos Lighthouse. UNIT was able to build a headquarters here by promising to help excavate the ancient ruins (after proving that placing a base beneath the ruins would not damage them). Being near the cradle of human civilisation, much of the Pharos Black Archive is filled with

remnants of technologies left behind by aliens that influenced Earth's earliest cultures, such as the Daemons and the Osirans.

Many UNIT operations conducted from Pharos involve combing the Sahara Desert for buried tombs and vaults left behind by aliens. Current UNIT theory is that a great alien colony (or colonies) was built here and something destroyed them in the 2nd millennium BCE, turning the fertile land into the Sahara Desert. While much of this theory and the extent of the damage is in dispute, there have been several instances over the centuries of desert travellers coming across strange things in oases or uncovered in the sand by blowing sandstorms.

SHANGHAI WORLD FINANCIAL CENTER

The UNIT headquarters in Shanghai is the largest in the region and is sometimes called 'East Geneva' due to its great influence on all UNIT operations in the Pacific basin. In the years following the Cold War and the expansion of UNIT activity in the region, the head offices in Geneva thought it best to consolidate UNIT activities in the region into a single large centre. Given that the Shanghai World Financial Center had international investors, many from surrounding countries, this seemed a natural fit.

The Black Archive in Shanghai is at the forefront of medicine. Apparently not all Silurians went into hibernation – a small renegade faction waited out

the supposed apocalypse and for whatever reason failed to alert their kin, instead maintaining a culture throughout Southeast Asia. While they still apparently died out (or at least retreated deeper into the depths of the Pacific), much of their organic technology and 'prehistoric' flora and fauna remained on isolated islands or tucked away deep in rainforests. There is also evidence that a Zygon colony also existed here for some time, possibly taking advantage of what the Silurians left behind and conducting further experimentation on the native population and wildlife.

UNIT X-Docs in Shanghai have discovered, analysed, and implemented much of these alien techniques and gadgets to put them at the forefront of medical technology. This has only increased with the incorporation of Zygon UNIT agents, who've helped unlock even more medical secrets. The affiliated UNIT hospitals in the Pacific islands are so well-respected that when UNIT agents are severely injured they refer to their condition as 'going on a Pacific holiday.'

SNOWCAP

Snowcap was one of the UNIT bases established as part of the funding of the International Space Control. Its Antarctica location was chosen both because of its remoteness as well as its international neutrality granted it by the Antarctic Treaty System. While it was originally designed to be a centre for space



launches, that objective was quickly shelved for being unfeasible. Instead, Snowcap's early mission was that of a space monitoring station as well as one of the facilities that houses a Z-Bomb. With the construction of Space Station W1, Snowcap's original mission was made redundant; it is now strictly a scientific research centre.

The Black Archive in Snowcap houses much of the Enigma Vault. While UNIT prefers to keep Omega gadgets in populated areas as a deterrent for their use, many Enigma gadgets simply aren't known well enough to keep so close to civilisation. They are kept here at the bottom of the world for study. In addition, Snowcap is also a centre for UNIT weapons testing, which is only allowed thanks to an Amendment to the Antarctic Treaty.

SPACE STATION W1

Space Station W1 (the 'W' meaning 'Wheel' as a reference to its design) is a UNIT satellite that orbits the Earth. Built with technologies gleaned from King Arthur's spaceship from a parallel universe, Space Station W1 is several decades ahead of its time, although even its builders don't truly understand every piece of technology. Space Station W1 is integrated

into the Guinevere satellite network, acting as a shield to cover the Earth from alien intrusion.

The Black Archive aboard Space Station W1 is truly unique in that the entire station is, for all intents and purposes, part of the Black Archive. There is no separate Black Archive area and the Black Archive's T-Mat transports travellers directly to the station itself. Space Station W1 has a cloaking field that keeps prying eyes from viewing it remotely and several of the Black Archive Motor Pool's alien spacecraft are docked aside it.

WASHINGTON MONUMENT

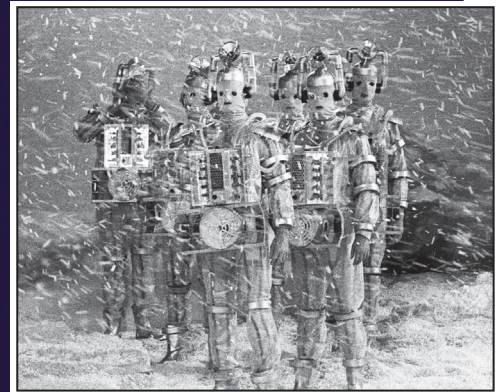
While the United States of America has several sections of the Black Archive scattered throughout the nation the main facility is beneath the Washington Monument in the eponymous capital. Interestingly, this has only recently been the case – the New York UNIT HQ beneath the Statue of Liberty was the previous location of the main Black Archive facility before it was compromised and heavily damaged during a Dalek invasion (American UNIT is trying to keep under wraps that it actually had a giant Weeping Angel standing over its main Black Archive facility for decades!).

INTERNATIONAL SPACE CONTROL

Daleks, Chameleons, Cybermen, the Nestene, Axons, Zygons. With several invasions (and seeming invasions, if one includes the Silurians and the Spiders of Metebelis III), many nations joined the United States and the Soviet Union in the space race, hoping to find some way to protect themselves from further attack. Many of these efforts were accelerated by employing alien technologies, drawing the eyes of UNIT. Especially worrisome was the thought that, in using powerful technologies for protection, the nations of the world may soon turn them on each other.

The International Space Control was formed in response. Fully under UNIT control, the ISC first acted as an international watchdog, monitoring various national programmes, sharing technologies, and ensuring that nothing went wrong. Over time, the ISC took a more direct role and by the mid-1980s the ISC controlled and funded most space programmes. The true test of the ISC came in 1986, when it helped to foil yet another Cyberman invasion.

Today, UNIT via the ISC oversees the world's space projects, most of which are now international affairs. This is reflected in the diverse staffs of Atlantis, Snowcap and Space Station W1. The ISC is currently working to build a Moonbase and, eventually hopes to have a base on Mars before the end of the 21st century. Thus far, their efforts have proven so successful that most nations have largely abandoned their national space programmes, opting instead to give more resources to the ISC.



BUILDING THE BLACK ARCHIVE WITH UNIT BASE RULES

Defending the Earth: The UNIT Sourcebook includes rules for building bases. The Gamemaster can build Black Archive facilities using those rules, but should keep in mind that Story Point costs are going to be astronomical, as each Black Archive could theoretically house hundreds of alien gadgets, not to mention those that are human-built with advanced technology. Also, many traits, when applied to the Black Archive, are more powerful than **Defending the Earth** implies, as advanced memory filters and the T-Mat make a Black Archive facility far more secure than even the Valiant. Rather than trying to fit a Black Archive into a particular number of Story Points, the Gamemaster is better off simply selecting the gadgets in this book that are housed within a particular Black Archive facility.

Regardless of their locations, all Black Archive facilities share the same traits; it's just a matter of how large the facility is and how many gadgets are interred. The Gamemaster should feel free to add Bad Traits to particular facilities – there may be trouble at the top of the Tokyo Black Archive facility or the Antarctica Black Archive facility may be isolated.

TYPICAL BLACK ARCHIVE FACILITY

Good Traits: Advanced Technology (Variable), Alien Gadget (Variable), Armoury, Computing Power, Defence Systems, Fortified, Holding Cells, Internal Sensors, Laboratory, Landing Pad, Lockdown, Medic, Minions (Variable), Secret Base, Secure Base, Training, Troops, Vehicle Pool (Variable).

Bad Traits: Dangerous Experiments, Ongoing Mission (secure and analyse alien gadgets).

On the flip side, the advanced technologies and alien gadgets in this book can be used to 'outfit' a UNIT base. They are either on loan from the Black Archive or they've finally been cleared for general UNIT use.

America has always had a fascination with speed and its Black Archive is no different. American archivists have worked tirelessly to adapt alien technology for transportation, using America's vast plains and deserts as testing grounds for experimental vehicles (contrary to popular belief, the secret military base at Area 51 is a UNIT vehicle testing facility). As a result, many of UNIT's most daring wheelmen come from America and most T-Mat testing is done amongst the various American Black Archive sections.

LAYOUT

The layout of the Black Archive is as much an enigma as the alien gadgets it houses. Only the entrance and the Athenaeum, a research centre that sits just inside the entrance, are generally accepted to be where they are by all UNIT members involved. Beyond that everyone has their own beliefs as to where things are, almost as though its corridors move about. Usually, a character with clearance types a query into their Black Archive app once they are inside the Athenaeum. This is picked up by the facility's intranet and the character is given a route to where they need to go. This route

is always different, even when the character requests the same destination several times in a row.

Some believe that this randomly changing configuration of rooms is down to something the Curator stumbled upon, perhaps a damaged TARDIS or another multi-dimensional gadget. Others believe that the changing rooms are due to a feat of engineering that has transformed the Black Archive into a giant puzzle box of shifting rooms.

In truth, the layout of the Black Archive is stable, although no one has an accurate floorplan. In addition to filtering minds the various Automated Memory Filters installed throughout the Black Archive emit a constant stream of false data that confuses characters into believing that they've





THE BLACK ARCHIVE



taken different twists and turns along the similar-looking corridors and, in actuality, the facility is much smaller than even the longest serving of personnel believes.

All Black Archive sections have the following areas in common (except perhaps for an Enigma Vault), although their size and shape depends upon a particular Black Archive section's focus and the gadgets that are stored within.

Security Checkpoints

Security checkpoints are stationed throughout the Black Archive. The largest security checkpoint is at the entrance, where at least one receptionist and two guards (usually more) are stationed at any given time. There are usually at least two UNIT soldiers stationed in front of the other main sections of the facility, especially the armoury, motor pool, T-Mat Platform, Omega Locker and Enigma Vault.

Athenaeum

This is the first section of the Black Archive that anyone who passes the front security checkpoint walks into. It is also the only section of the Black Archive that most visitors see, as it is manned by several UNIT staffers and is the main research and requisition area of the Black Archive.

T-Mat Platform

There is a T-Mat Platform in every Black Archive facility except in Geneva; from here a UNIT agent

can travel to any Black Archive section in the world. It is also the third most heavily guarded area within the Black Archive after the Omega Locker and the Enigma Vault.

Armoury

This is where weapons and armour are kept and tested. In some sections this is simply a small weapons locker; others have entire floors dedicated to storing and tinkering with weapons.

Hospital

This is the medical centre where those who need special medical treatments are accommodated and, if necessary, quarantined.

Quarters

The Black Archive has several residential quarters built within it. Some of these rooms are for potential Cassies or agents who've been exposed to something alien and need to remain in the Black Archive until tests are completed.

Other quarters are effectively cells to house prisoners either too dangerous to keep in conventional prisons or for UNIT to keep their existence secret.

Motor Pool

This is the garage or hanger where alien vehicles are kept. Some motor pools, such as those in Atlantis and Satellite W1, are effectively 'outside' the Black Archive.

Warehouse

The vast majority of any Black Archive is the warehouse. This is where unexamined, very damaged, or unidentified bits and pieces of alien technology are kept. UNIT slang dubs this the 'cabinet of curiosities' as it is where alien gadgets that don't fit other categories are held.

Omega Locker

This is the most guarded part of the Black Archive as it is where the most dangerous weapons are kept. Omega Lockers only have one entrance and it is always locked with heavy steel bulkhead doors and has the very best in security locks (Difficulty 24). A full detachment of UNIT soldiers also guards the Omega Locker.

Enigma Vault

The Enigma Vault houses alien gadgets that are classified as XPD, or 'unknown and potentially dangerous.' Most Enigma Vaults are as protected as Omega Lockers, although some Black Archives only have one or two such gadgets, if any at all.

Greenhouses

All Black Archive hospitals have at least a small greenhouse in which to cultivate alien plants that can cure or harm particular species. There are also a few greenhouses scattered around the world that are outside the Black Archive – the greatest of these are deep in the Amazon rainforest and in the heart of Greenland. Both Atlantis and the Palace of India also have 'greenhouses' on the sea floor.

Laboratories

Laboratories aren't as much a distinct part of a Black Archive as they are scattered throughout. Archivists and X-Docs make much use out of these laboratories, whether they need to dismantle and study a new alien gadget or conduct chemical or biological experiments with alien substances.

Testing Ranges and Training Grounds

Alien gadgets often need to be tested once they are put in the Black Archive and it often isn't feasible nor desirable to do so within the section itself. Most Black Archive facilities have testing ranges outside of the Archive itself; there are large testing ranges in Nevada and Siberia, with the largest being in the Great Sandy Desert in Australia (under the care of UNIT Perth).

These areas also serve as training grounds in order to enable UNIT agents to get familiar with gadgets being loaned to them. Often, the protocol is for an agent to enter the athenaeum and request an alien

gadget, only to be mind-wiped and then inexplicably sent to a training ground where they receive the item as if UNIT command simply thought they might need it!

BLACK ARCHIVE ADVENTURES

There are two broad ways in which you are going to use this book as a source for adventures. The first is as part of a standard **Doctor Who Roleplaying Game** campaign; much like how the Doctor occasionally meets UNIT and the Black Archive over the course of his own adventures, your group may also travel through time and space and only occasionally find themselves embroiled in a plot that concerns the Black Archive. In such cases the UNIT agents attached to the Black Archive are likely to be supporting characters for the players' characters to assist.

The second way is to incorporate Black Archive adventures into a UNIT campaign. Given that UNIT's mission is still to investigate and eliminate alien threats, UNIT agents are constantly coming across alien gadgets that should probably be secured within the Black Archive or loaned gadgets from the Black Archive for their own use. UNIT command often relies on the most resourceful UNIT teams to deal with any troubles associated with the Black Archive (even if such agents can't remember the details of their missions).

Adventures involving the Black Archive can be divided into a handful of categories. Each is briefly described below, along with the type of UNIT personnel that would be most useful within each category. Information on such agents are covered in the **Advanced Operations Manual** chapter. Some missions involve more than one category, enabling each UNIT agent a chance to shine.

IDENTIFICATION

UNIT is called the 'Unified *Intelligence* Taskforce' for a reason; it's primary mission has always been the gathering of intelligence to identify alien threats first and foremost. UNIT has key personnel and informants embedded in bureaucracies and businesses around the world to identify extra-terrestrial elements. When such elements are found it is the responsibility of UNIT agents to gather as much information about them so that UNIT command can craft a possible response.

Operatives are the bread-and-butter of identification operations, as they have the skills necessary to embed themselves in important situations as well

as the training to get themselves out of trouble long enough to alert UNIT. These operatives also rely on 'freelance investigators,' who aren't officially part of UNIT but have a far wider reach than operatives can cover.

DEPLOYMENT

When most people hear "UNIT" they think of armed soldiers battling alien threats. While there is certainly truth in that perception, it is only because most public UNIT activities tend to be of that variety; even when a particular UNIT operation calls for experimentation or retrieval, civilians are often kept away from the danger by UNIT soldiers. Thus, 'deployment' often means 'containment.'

Soldiers and wheelmen are the main UNIT personnel used in such deployments. Operatives are also invaluable, as they can help soldiers contain a situation through force of charisma.

RETRIEVAL

Retrieval operations involve the acquisition of alien gadgets that UNIT has discovered. Retrieval operations can take many forms depending on who is in control of the alien gadget and how willing they are to part with it; some might involve diplomacy, others brute force.

Archivists are at the heart of any retrieval operation, as they have the most experience handling alien

gadgetry. Wheelmen are also handy, as they help the team get into and out of situations quickly and efficiently. Operatives and soldiers are also usually part of retrieval operations as they can negotiate with opposing parties and secure the alien gadget before any trouble occurs.

NULLIFICATION

Sometimes an alien gadget can't be retrieved; the Black Archivist team must simply negate its effects or else destroy it. These often involve wide-ranging threats that require drastic solutions and may incorporate other types of Black Archive missions such as Deployment or Experimentation. In the end, Nullification missions are about negating the effects of an alien gadget in the most efficient way possible.

Archivists and X-Docs are at the forefront of any nullification mission, as they have the scientific know-how to analyse and counter-act the effects of alien gadgetry. Operatives and soldiers are also necessary for containment purposes, as well as direct combat when extreme prejudice is needed to stop the threat or at least keep it from spreading.

EXPERIMENTATION

Once UNIT has acquired an alien gadget and brought it back to the Black Archive, there is still the matter of determining what it does and whether it can be adapted for UNIT use. Experimentation tends to take



WHAT IS MY WHEELMAN DOING ON A SECURITY MISSION?

The various UNIT archetypes (see pg. 17) represent a wide range of options; each has something that they specialise in. It's unlikely that a typical gaming group would have more than one of each archetype represented; indeed, smaller groups are likely to lack one or more. This is a good thing; it gives each character a chance to shine within their own niche. There are, however, times when it may cause problems, especially a character seems to occupy a very focused role.

There are three basic ways to handle this situation. The first is, of course, to avoid it. You know the players and the characters at your table; it's easy enough for you to construct adventures that challenge each of them without leaving any of them feeling ineffective. If the group lacks an X-Doc, for example, then you might focus on alien gadgets that don't have biological components. In the rare cases that such an expert is necessary, then a supporting character can be trotted out for a scene or two (which also has the advantage of making the supporting character an element of the adventure as well).

The second way is to ensure that the characters have a sufficiently broad skillset so that they can still be effective even if their primary speciality isn't needed at the moment. All UNIT agents have some degree of military training so they can be called upon to act as soldiers when the situation calls for it. Similarly, there are many alien gadgets within the Black Archive that have biological and mechanical components; it wouldn't be out of place for an Archivist to have some levels in the Medicine skill or for an X-Doc to have some levels in Technology.

Finally, in the best traditions of *Doctor Who*, there are always situations in which a character is unprepared but must rise to a challenge anyway. All players can think on their feet and use story points to help even when there's little on the character sheet that is helpful in a situation – the Gamemaster may even wish to award more Story Points to players who come up with creative ways to make their outmatched characters contribute in a meaningful way! This option works especially well in situations where *none* of the characters are trained for a particular situation – a group of operatives, Archivists and X-Docs are certainly going to handle a security containment differently than a group of well-trained soldiers!



place in controlled settings, although occasionally the potential benefit of a particular alien gadget is enough to allow for experimentation in more populated areas.

Archivists and X-Docs are the main UNIT personnel assigned to experimentation operations. Operatives and soldiers are also necessary to secure areas for experimentation and deal with experiments that spin out of control. Soldiers lock down areas and keep problematic stuff contained, while operatives spin damage control with the locals.

SECURITY

From time to time, the Black Archive itself comes under direct threat. Sometimes an experiment within

the Black Archive spins out of control. Sometimes an imprisoned alien breaks their bonds and tries to escape. Sometimes someone tries to steal an alien gadget from the Black Archive. In such instances, the Black Archive must be secured. Failure in this likely leads in to a Retrieval or Nullification mission.

Soldiers are the main UNIT personnel assigned to security operations and are the best equipped to deal with security breaches.

Archivists and X-Docs are also experts in particular fields and may be helpful depending on the type of alien gadget. If there are hostiles involved, then an operative may stand the best chance of negotiating a stand-down before violence becomes inevitable.

FINDING BURIED TREASURE

Alien technology can turn up almost everywhere. It gets bartered, stolen, lost and hidden on a very regular basis until UNIT can safely lock it away. Most people would be surprised and not a little concerned if they knew how much of this sort of dangerous tech was to be found here on Earth. If the occasional alien invasion was not worrying enough, there is all manner of ancient alien technology already buried on Earth; plenty more continue to fall in crashed spacecraft.

While UNIT sends out teams to investigate reports of alien technology, they also have a more proactive agenda of actively looking for any possibility of its appearance. Many stories from mythology can offer clues, and UNIT is constantly running scans of background energy to look for alien signatures.

Unfortunately, UNIT are not the only people looking for alien tech. There are plenty of conspiracy theorists, collectors and (unsurprisingly) aliens who are looking to make a collection of their own. A fair few would love to get inside the Black Archive itself and help themselves to its contents as well.

The following are a few of the most common places UNIT tends to look for alien tech.

CRASHED SPACECRAFT

The most obvious place to find alien technology is when it falls to Earth. Spacecraft land or crash on Earth all the time. More often than not, the ship is damaged beyond repair, but even then, some of its technology can prove useful. It is often the case that it might have parts that can get a previously discovered piece of tech working again.



UNIT has a remit to help and assist stranded alien visitors so long as they remain peaceful. Sometimes objects from the Black Archive are traded with such

aliens to get their ship working again. In return the aliens may offer valuable insight on some other piece of technology, or show UNIT Archivists how their craft works.

Unfortunately, there are plenty of other organisations watching the skies too. So when a spacecraft crashes, UNIT usually scrambles a team to check it out before someone else can get there. Many peaceful travellers have been killed by private forces who wanted their technology because UNIT couldn't get to them first.

PLUNDER FROM FAILED INVASIONS

The other more obvious source of alien technology is that which invading aliens bring with them when they try to conquer the Earth. This is as simple as picking up the weapons from fallen enemy soldiers. But sometimes such invasions bring some sort of doomsday weapon or terraforming technology they had planned to use post conquest.



What makes plunder from invasions particularly useful is that some devices (especially equipment used by alien soldiers) are to be found in abundance. This is great news for UNIT's scientists. If they have a dozen or more Sontaran rifles in the lab they can afford to take a few more risks and dismantle them to learn their secrets. They also have the advantage of possibly having seen the equipment in action, which may reveal how it is operated and what it is supposed to do when turned on.

ANCIENT PLACES

Aliens have been visiting the Earth for far longer than humanity has walked its surface. There exist hidden burial grounds and ancient temples built by aliens to house certain pieces of technology, which have lain dormant for millennia. These forgotten places



can be extremely dangerous, laden with confusing traps and shrouded in mystery. When such places are discovered, UNIT steps in to secure the area and send their own experts in.

In addition to the alien structures, some alien tech has been buried by humans. Many primitive peoples discovered such items in ages past. In many cases they were so special (or 'magical') that they were buried along with the tribal chieftain or their shaman. So UNIT needs to keep a close eye on as many archaeological digs as it can manage, in case an apparently mundane site turns up a few hidden secrets. Several Black Archivists work in academic circles to keep an eye on any suspicious excavations.

MYSTERIOUS EFFECTS

Sometimes, alien technology can be located by the traces it leaves. Many devices have different power sources or leave strange forms of interference in their wake. In some cases, the device need not even be turned on for it to exhibit a strange field or energy pattern. If the device is damaged the effects can be even greater, and often damaging or destructive.

There is a team at UNIT that spends its time analysing the various electromagnetic and energy fields that surround the Earth. In today's age of wireless technology and mobile communications, filtering out humanity's own background noise can be extremely difficult. But this team of experts can

often turn up vital clues about the centre of an effect, which may lead to the discovery of a new piece of alien technology.

THE BLACK ARCHIVE'S RIVALS

UNIT is not the only group actively hunting down alien technology. These devices can prove very profitable to private companies and collectors, and of course to the aliens who made them. Some of these rival groups can be very impolite about claiming it. UNIT teams need to be very careful when there is conflict over such items as some such rivals are more than willing to use lethal force.

Many groups see UNIT as the 'technology police' and so avoid or hide from them as much as possible. For this reason, many UNIT operatives develop contacts and some work undercover among the black market dealers to make sure nothing too dangerous falls into the wrong hands. This can be extremely dangerous work; many UNIT agents have been killed when their covers are blown.

ALIEN INVADERS

Outsiders looking to do harm to the Earth are often on the lookout for advanced technology to help them out. As the originators of some of the devices UNIT has in the Black Archive, plenty are simply looking to reclaim their property. An attack on a Black Archive facility is often a warning sign of imminent invasion.

ALIEN RESIDENTS

Not every alien is looking to invade; some already live on Earth! While many are no different from human immigrants, here in search of a better life, a few have more dangerous motives and are looking to cause harm. Whether on Earth by choice, or marooned and abandoned, such creatures often seek out advanced technology either to make their lives more comfortable or to further their own agenda. The danger here is that some don't need an entire device; they might just need its power source or control system for something they are building.

COLLECTORS

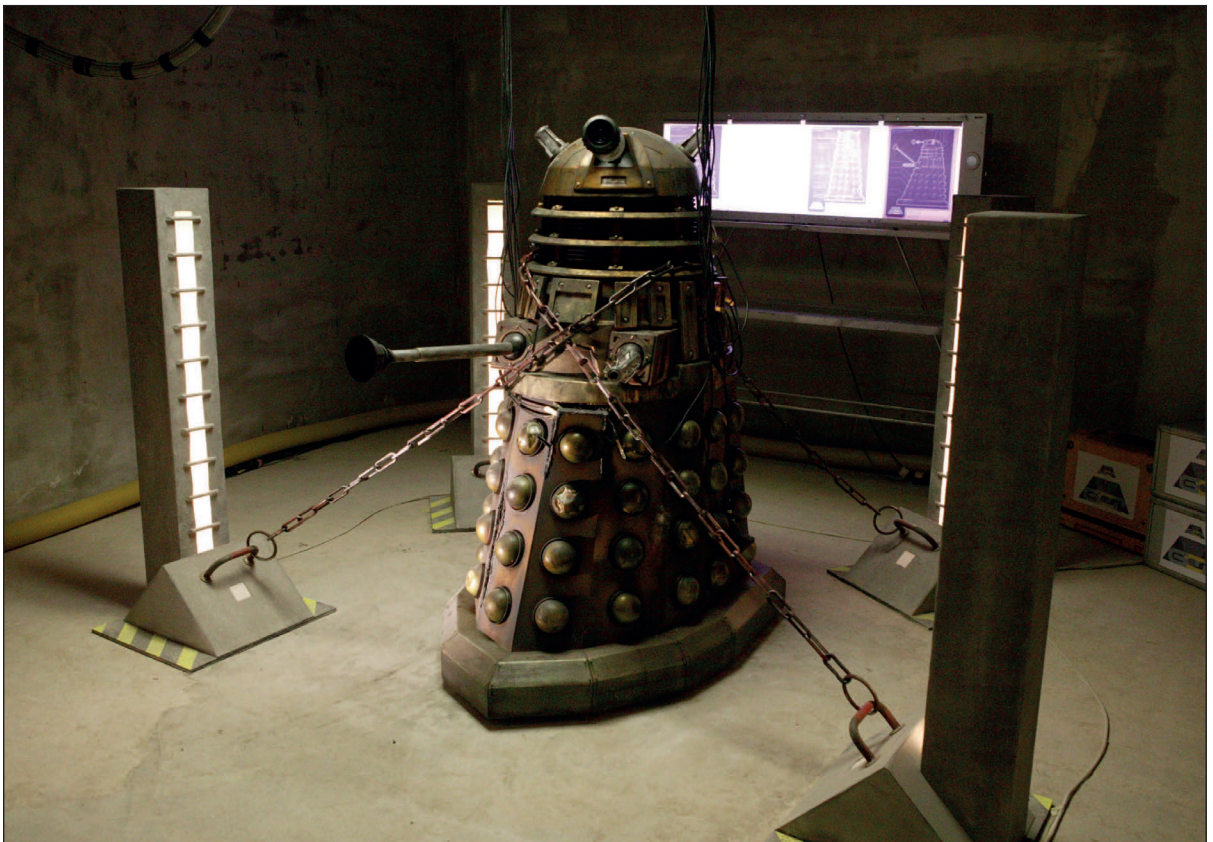
Some people simply enjoy collecting alien technology. Its expense makes it a proof of wealth, but many also collect it for its uniqueness. Collectors rarely seek to use the tech, and most have little idea what any of their pieces do. They simply like having something flashy and advanced in a glass case. But they can be extremely ardent in their search, especially when there is a chance to outdo their peers with a new acquisition. They can make dangerous opponents as their wealth allows them to bring great resources to bear. A fair few can get UNIT called off with nothing more than a phone call to an old school friend who now works in government.

CONSPIRACY THEORISTS

There are many private citizens who watch the skies for signs of alien invasion. In some cases, UNIT finds their Internet conversations very useful. Some have even become valuable recruits. But a fair few are too obsessed with their subject, or too distrusting of the government to see UNIT as anything but a secret organisation orchestrating a grand cover up. These people are always on the lookout for proof of the alien 'menace'.

The problem is that most alien invasions are dealt with on the quiet, and the more public incursions are covered up or explained away as best UNIT can. Evidence of the existence of aliens is reasonably easy to find, but few people are bothered – they'd like to just get on with their lives and until they find a Slitheen in their kitchen they'll happily turn a wilful blind eye to what is going on around them.

Conspiracy theorists take it a step further. Not only do they believe in alien existence, but the cover ups have led them to (not entirely unreasonably) believe there is a secret alien agenda to control the Earth. To these people, UNIT are alien pawns. When they find evidence of aliens they erroneously take it as evidence that all their theories about aliens are true.



While conspiracy theorists rarely get hold of dangerous technology, or intend to use it for harm, they do make a loud noise about it. Should they actually come across something dangerous, they are highly resistant to handing it over to UNIT. While many such theorists are harmless, they are all highly unpredictable and difficult to deal with, potentially making them dangerous.



FANATICAL ORGANISATIONS

While some extremist organisations are aware of the extra-terrestrial nature of some technology, few of them really care. There are various terrorist and political groups who are always seeking advanced technology to deal a blow for their cause. In many cases they believe the technology they find is simply secret human technology that is in a prototype phase.

The main problem with fanatical organisations is that they are actively looking to use whatever they find to do harm. In many cases they don't know what they are dealing with, but even if they do some are happy still to press the big red button, even at their own expense. Like the conspiracy nuts they also highly distrust UNIT and will assume any explanation of the danger they are in or about to cause is simply a lie to force their capitulation. Some are even secretly led by aliens who are looking for expendable pawns to set off their doomsday devices.

GOVERNMENTS

UNIT has a big problem with governmental interference. On the one hand, UNIT is accountable and has to inform several governments about its resources and operations; but many rival governments are looking to gain an advantage for themselves. Once they know what UNIT has in its stores, they often create their own secret departments to try to get hold of advanced or alien tech for themselves. There

is often a specialist branch set up in their secret intelligence services just for this purpose.

Entanglements with government forces in the hunt for alien tech can get messy. UNIT isn't really allowed to hide their operations, but the government is also meant to trust UNIT to do this sort of thing. This involves stand-offs while bureaucrats argue with each other about how their forces are absolutely not involved in what is going on. Sometimes UNIT is forced to pull out of a situation to allow a 'non-existent group' of people to take control of a dangerous device. It is then up to UNIT diplomats to insist the government in question hands over a device that it claims doesn't exist.

While it was in existence, the Torchwood Institute (or simply 'Torchwood') was a covert British agency that frequently clashed with UNIT over jurisdiction when it came to alien matters, as there were many powerful alien gadgets that the British government would rather have easy access to than see them 'disappeared' within the Black Archive.

Since Torchwood's dissolution UNIT has tried repeatedly to acquire the dangerous alien artefacts that were once in Torchwood's possession, but the British government has refused to hand them over (leading to UNIT suspicions that Torchwood is not quite dissolved). Nevertheless, several former members of Torchwood have joined UNIT's ranks in recent years.



CORPORATIONS

Like collectors, corporations are a big thorn in UNIT's side. Often better funded than government operations, corporations are looking to claim alien tech purely for profit. Even the smallest secret of a device's function might grant them a massive advantage over their competitors. When big profits are involved, things can get nasty. Plenty of corporate

mercenaries are told to use lethal force to get what the company wants. Corporate forces are also quite often far better armed and equipped than UNIT, although UNIT training more than balances the fight.

Sadly, several UNIT soldiers and scientists are lured into the private sector with promises of vast wealth and resources. Their knowledge of UNIT protocols can make them highly dangerous opponents and many grudges have been formed on both sides when they come into conflict.

THE BLACK MARKET

Despite UNIT's best efforts, there exists a thriving Black Market in alien technology. In some cases, UNIT can easily deal with small-time dealers out to make a quick profit. Many are selling pretty useless alien gizmos that cause little harm. There will always be plenty of people ready to pay large amounts of money simply to own something that has come from the stars.

The small-time dealers are reasonably easy to curtail, or even arrest. Most know that, so long as they stick to dealing in harmless items, UNIT is too busy to pay them any mind. In fact, those who come across something truly dangerous will often turn to UNIT for help and assistance when they realise they are out of their depth. Of course, they are still out to make a profit, but ultimately, most would rather hand over a device to UNIT than get vaporised by it, or by the bigger fish that are after it.

Some of these dealers are recruited by UNIT; with experience in alien technology and contacts in the black market underworld, they can be extremely useful allies. But UNIT is not naïve about these new recruits. Plenty are only playing along to get inside the Black Archive and see what they can get away with. So UNIT tests them carefully along with judicious use of memory wiping before allowing them any access to the Black Archive.

THE BLACK ARCHIVE

THE AUCTIONEERS

During the course of their missions, UNIT agents occasionally come across a shadowy organisation known simply as 'The Auctioneers'. This group acts as a broker for high quality alien technology which they offer for auction among the wealthy elite of the alien tech collectors.

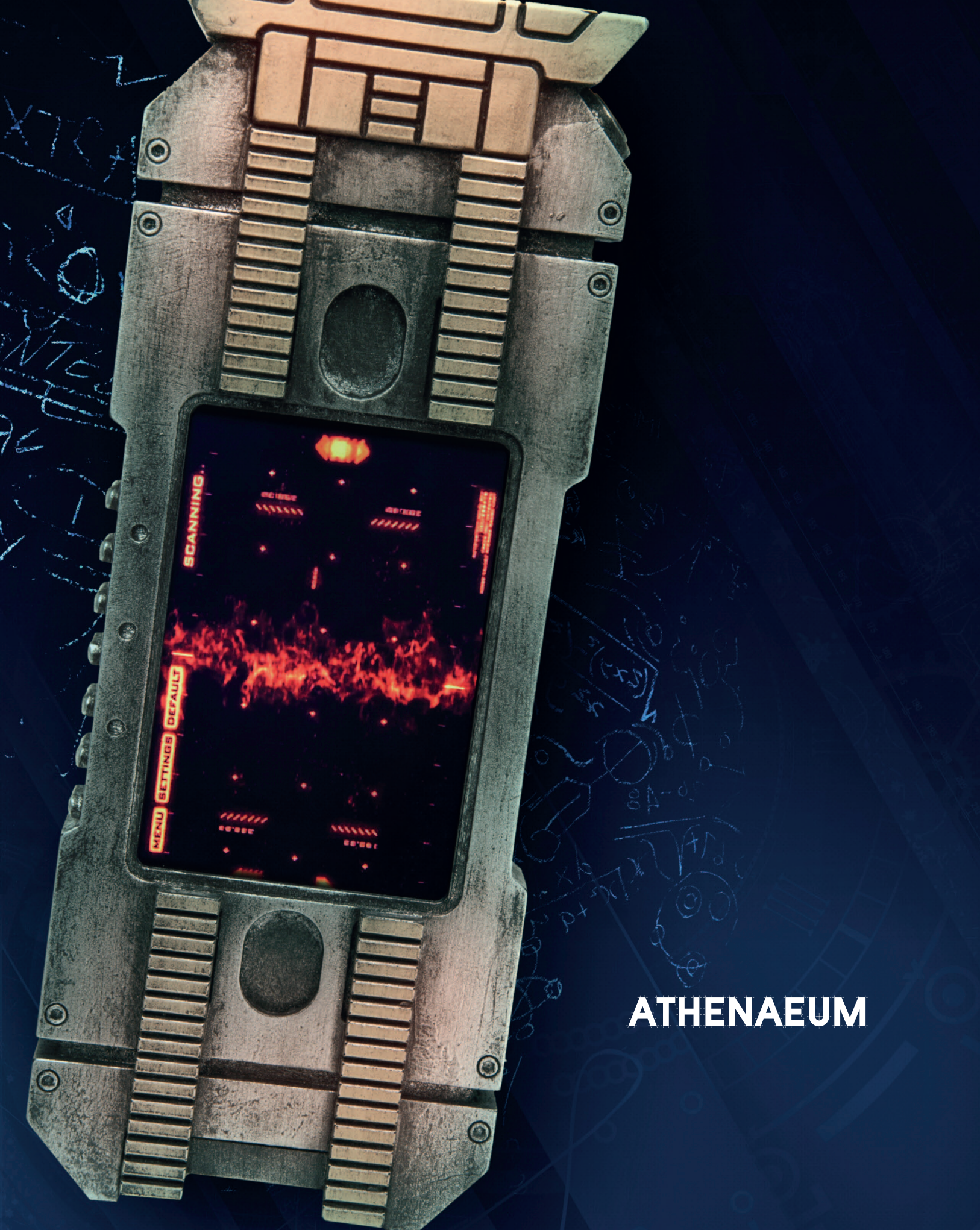
When someone comes across an alien device, they are often approached by one of the organisations 'assessors'. This very polite lady or gentlemen confirms the veracity of the object and offers to sell the device on behalf of the owner. They are quite open about their fee, which is always 50% of the sale value. This may seem steep, but in most cases these objects have been acquired illicitly, and so even 50% is all profit for the owner.

If the owner agrees to the sale, the Auctioneers often take the item to their own vault for safekeeping. With the item secure the owner is given a receipt and is informed they will be given an invitation to the sale when a date is fixed.

The auctions are very high class affairs and formalwear is expected of all the attendees. They are often held in very high class hotels in a variety of places across the world. The Auctioneers work hard to maintain an atmosphere of style and wealth at their events. Once an item is sold the winning bidder is taken aside to make arrangements for payment and then delivery. Security is extremely tight at these events.

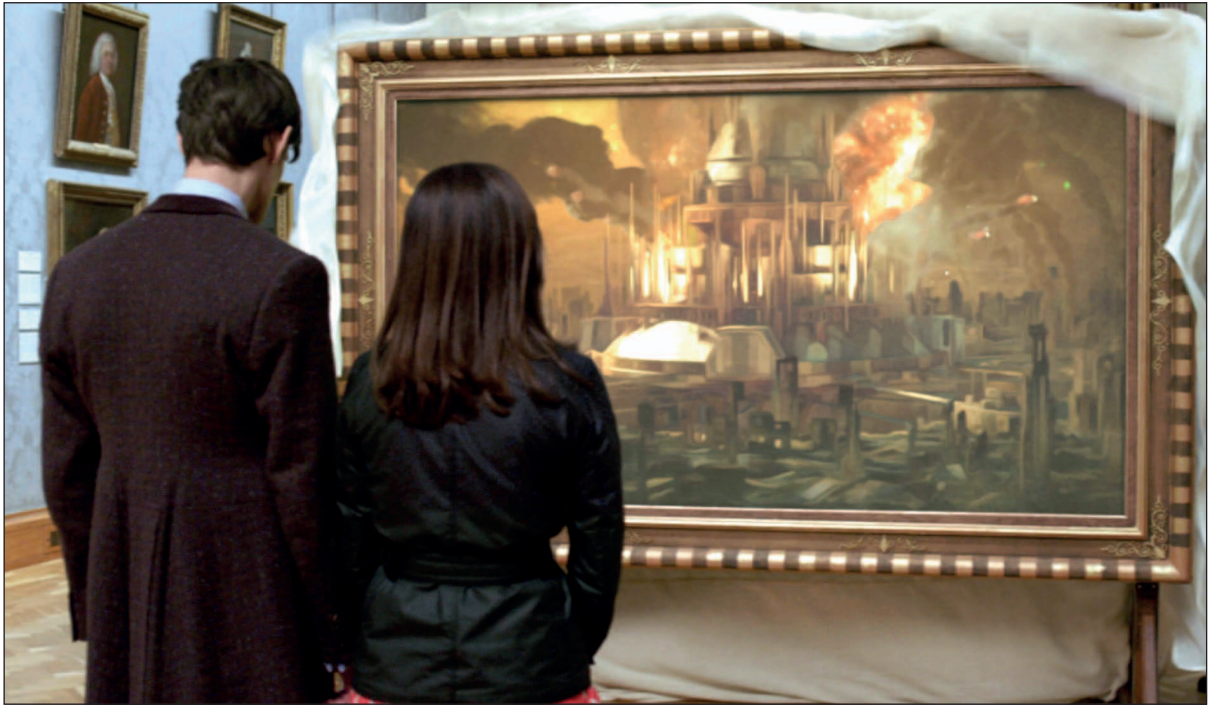
For now, it is not cost effective for UNIT to engage with the Auctioneers, but that doesn't mean they don't infiltrate their sales. A look at the attendees, individual Auctioneers and what they have on offer can provide vital intelligence. So it is common for UNIT to infiltrate such gatherings undercover. In rare circumstances, UNIT has been forced to ask the Auctioneers for their advice on a piece of technology.

In fact, the Auctioneers are often trying to recruit UNIT – which generally involves fabulous sums of money – so they are often disconcertingly friendly in their dealings with UNIT.



ATHENAEUM

ATHENAEUM



'Secret Base beneath the Tower. Hope we're not here because we know too much.'

The Athenaeum is the main information database and research library for the Black Archive. It is here that the secrets about the various alien Gadgets within the Black Archive can be accessed (with proper clearance levels, of course!) and requests made to borrow such Gadgets for use in the field.

There is one Athenaeum for each section of the Black Archive. Each contains information on every Gadget held within a particular Black Archive; characters who need Gadgets stored in other sections must contact the Central Archive in Geneva.

The Athenaeum is also the training centre for the use of such alien Gadgets – a critical element in making sure that UNIT agents don't injure themselves rather than their enemies when they try to use an alien Gadget out in the field!

RESEARCHING IN THE BLACK ARCHIVE

The Black Archive is more than just a collection of alien Gadgets; it is also a library of information on aliens, alien activities and other 'extra-normal' subjects. Given the secrecy and security of the

Black Archive, this information is not accessible remotely, as the information and the servers could be compromised. Instead, it operates on a closed-circuit system that can only be accessed within the Black Archive itself.

Carrying out research in the Black Archive is handled like any other roll; usually Resolve + the appropriate skill (researching is tedious work and often requires slogging through information – it's more a function of perseverance than ingenuity). The Black Archive contains very specialised information but is an excellent resource for such information. Whenever a character wishes to research something in the Black Archive, the Gamemaster must first decide whether such information is available. If so, then the character gets a +4 on all rolls to research the topic.

Even if successful, the character is not finished once they have found what they are looking for. As secrecy is utmost within the Black Archive, most characters leaving the Black Archive will have their mind wiped. Thus, a character who learns something in the Athenaeum cannot take that information home with them – at least not within their own minds!

Instead, once the information is found, the character must download it to a special thumb drive and then take the drive to a Black Archive librarian. The

character explains why they need the information and the librarian determines what information is actually needed, scrubbing the rest from the drive (what the character feels is important and what the librarian feels is important are often two different things – sometimes the ‘greater good’ outweighs the imminent threat). The librarian won’t usually tell the character what they decided was worth keeping. Once the drive is handed back, the character is free to leave. After the mind wipe, the character will be reminded on their way out that they have critical information on their thumb drive. Hopefully the librarian left what they needed intact!

them removed. These follow the same rules as the Memory Implanter on pg. 107.

It’s important to note that memories aren’t always exact; people tend to remember what they want to remember and any misperception is factored into the memories. It is also possible that a character simply forgot something that they experienced. A character who retrieves a memory and makes an Ingenuity + Science roll (Difficulty 15) can filter the imperfections to identify any mistakes or omissions in memory – the Gamemaster may adjust the difficulty as desired for particular instances.

‘SPECTRUM’ CLASSIFICATION

Not all information on aliens and related phenomena needs to be secured in the Black Archives, especially when some of it is public knowledge. When the Black Archive receives information it gives it one of two classifications: Eta (Black), which secures it inside the Black Archive; or Zeta (Indigo), which sends it to UNIT commanders to reclassify and disseminate as they see fit. Because such information could be classified within the spectrum between ‘Alpha’ (Red) and ‘Zeta,’ UNIT archivists have taken to unofficially dubbing any likely non-Zeta information that they come across as ‘Spectrum’ class.

THE TROUBLE WITH ZYGONS

With the integration of Zygon immigrants into Earth society and the fact that some Zygons are now part of UNIT, there are issues with the Memory Archive. The psychic nature of a Zygon ‘twinning’ can bypass the Automated Memory filters if a Zygon duplicate is standing too close to their human counterpart while the latter is being memory wiped, leading to those memories being transferred before they are removed.

Also, omissions in memories or false implanted memories are discovered when one of the duplicates gets close enough to their counterpart to absorb memories.

⚙️ THE MEMORY ARCHIVE

The Memory Archive is one of the most important areas of the Athenaeum, a central mainframe that contains the unaltered memories of everyone who has had their minds scanned and wiped by the Automated Memory Filters or the X-Docs within the Hospital. Such memories may be retrieved via a psychic interface and there are always a couple of Cassies on hand to ‘retrieve’ needed memories for Black Archive purposes. Such actions require Eta clearance.

In order to interface with the Memory Archive, a character must have the Telepathy trait. Retrieving specific information requires an Ingenuity + Science roll. The Difficulty is usually 18 (there’s a lot to sort through!) although the character can add +2 to the roll for every hour spent looking – eventually they’ll find it!

The Memory Archive can be accessed by X-Docs to ‘restore’ memories to characters who have had



UNIT is well aware of these issues (although a Gamemaster can certainly create an adventure surrounding their discovery) and the Black Archive protocols have been amended accordingly. Initially, no UNIT member with a Zygon duplicate was allowed within the Black Archive. Later, that protocol was amended to allow for a UNIT member with a duplicate to enter the Black Archive under the condition that both duplicates must enter and leave the Black Archive at the same time.

⚙️ THE PARADOX ROOM

One might say that the Paradox Room is a gift from the Master, as it is derived from the same technology that he used to enable the Toclafane – humanity's future – to come back in time and destroy the past. Unlike the Master's Paradox Machine, however – which created a time-space rift that enabled 'impossible' things to travel back in time and destroy the past without causing paradox – the Paradox Room is surrounded by a vibrating time-space bubble that enables it, and anyone inside it, to resist the effects of changes to the timeline for a certain period (usually hours or days, depending on how extensive the timeline changes are).

Perhaps ironically, the Paradox Room is powered by a Toclafane. One of four Toclafane first brought to London by the Master, this Toclafane absorbed so much temporal energy that when the Paradox Machine was destroyed the Toclafane didn't return to its home time – it was instead rendered temporarily inert and captured by UNIT. Black Archive archivists discovered the temporal energy surrounding it and used it to build the Paradox Room.



While there are several Black Archive locations – and, indeed, Athenaeum's – around the world, there is only one Paradox Room. It is part of the Tower of London facility and is the only place within any Black Archive where contact with the outside world exists; it is connected to a huge wireless network that constantly updates and compares information with that which has been previously stored.

The moment that there is a discrepancy the Paradox Mainframe alerts the UNIT personnel assigned to monitor temporal changes (it is this system that makes the Paradox Room 'TARDIS-proofed,' as the same system that acquires information would also

recognise an attempt by a time-space machine to break in).

Once a paradox has been discovered, UNIT Personnel inside the Paradox Room activate a set of Paradox Wristbands. Anyone who puts on these wristbands have their original memories restored alongside their altered ones. This hopefully grants a team of UNIT agents the information they need to evaluate the changes and try to restore the timeline if necessary.

If a UNIT team can't fix the timeline before the Paradox Room (and its wristbands) runs out of time, then the alteration to the timeline is accepted as permanent. This means that it is no longer considered a paradox and, in extreme cases, could mean that the Paradox Room itself, not to mention the Black Archive, might blink out of existence if the temporal alteration affected UNIT!

PARADOX WRISTBAND

This wristband resembles a digital watch. While worn, the wearer recalls the events of the unaltered timeline. The watch can also calculate how much of the temporal alteration has been repaired (or made worse!) by any attempts to repair the timeline.

Traits: Psychic, Scan, Restriction (the Gadget only scans for changes in the timeline).

Story Points: 2

Plot Seed:

- A Paradox Wristband is a powerful tool, but time and space is a fickle beast and even Paradox Wristbands aren't entirely proof. One particular UNIT team is wearing a set of paradox wristbands that don't seem to be working properly. To anyone outside of the paradox, history was restored and the UNIT team should have returned to the Black Archive victorious. Unfortunately, they haven't...

Instead, the Paradox Wristbands continue to tell the UNIT team that their efforts haven't succeeded. It is feeding them 'false' information about what they need to do further to restore a timeline that has already been restored, which is instead causing them to make new changes to the timeline. Is there something wrong with the Paradox Wristbands or is someone hacking them and manipulating the data? And, what happens when another UNIT team is sent to prevent the first team from disrupting the very timeline that they were supposed to protect?

BORROWING GADGETS FROM THE BLACK ARCHIVE

Borrowing a Gadget from the Black Archive is not as easy as walking in and taking it! In most cases the UNIT agent (or other character) must make a request up through the chain of command, either to request a specific item or simply ask for help against a particular threat that a superior might identify the particular item needed from the Black Archive.



Most Gadgets within the Black Archive have 'spectrum classification;' UNIT officers and even field agents are aware of their existence, if not necessarily where they are stored. Most UNIT agents know, for example, that UNIT has gold and silver tipped bullets available. Items with Eta classification (pretty much anything in the Enigma Vault and most of the really dangerous stuff in the Omegal Locker aren't known to UNIT generally and are only granted under the direst of circumstances.

Whenever a UNIT agent wants a particular Gadget they have to go through their UNIT commander. This normally requires an Presence + Convince roll. As a general rule, requesting a Black Archive Gadget starts at Hard; difficulty modifiers that may be considered are shown on the **Black Archive Requisition Modifiers** table. That being said, the Gamemaster should ultimately set the difficulty based on the circumstances – it is likely to range from Easy ('it's the Cybermen again, can we have gold-tipped bullets') to Improbable ('I know that our caseless ammo works against the Sontarans but I'd rather have the Disintegrator gun').

It's also possible for UNIT agents to make a general request for 'Eta support,' which means that the UNIT agent is unaware of a solution but hopes that their commander is aware of something in the Black Archive that may be of assistance. Asking a UNIT

commander to help in this manner is always worth a number of Story Points, as the players are effectively asking for the Gamemaster to bend the laws of reality for them – which is exactly what some of the Black Archive Gadgets do!

Finally, it's possible that, instead of requesting a Gadget from their commander, the characters access the Black Archive directly. This could either be part of their mission – in which case it costs no Story Points to access – or the UNIT commander may take them to the Black Archive in lieu of simply giving them a Gadget. This latter case does cost Story Points, but probably only 1 or 2 – the characters are going to be spending more once they acquire a Gadget!

Once the characters have accessed the Athenaeum they follow the rules for **Researching the Black Archive** and, if they make a successful roll, are presented with a list of Gadgets that are deemed most useful for their mission. The characters must still succeed with a Presence + Convince roll to convince their commander or Black Archive personnel that they need to take the Gadget(s) into the field. The Difficulty for this roll is Normal – the characters are asking the Black Archive for assistance after all – but the **Black Archive Requisition Modifiers** modifiers still apply.

In all cases, characters that make a success with a requisition roll acquire assistance but not necessarily exactly what they're requesting – the superior may demand more intel, offer a different Gadget, or even offer another solution that doesn't involve removing Gadgets from the Black Archive. With a good success the character receives the Gadget requested; with a Fantastic success the character not only receives the requested Gadget, but extra assistance as well.

Assuming that the character receives permission to use a Black Archive Gadget, the character must still pay the appropriate number of Story Points to acquire it. This cost may be borne by one character or spread out amongst the group. If there aren't enough Story Points available, then at the Gamesmaster's discretion the character either failed to convince UNIT that they need the item NOW – they may acquire it later once they've gathered enough Story Points – or the Gamemaster may allow them to 'pre-purchase' the Gadget, applying any acquired Story Points to the cost of the Gadget until the debt is paid. All Black Archive Gadgets are considered temporary loans; in the rare instance that a character is allowed to keep a Gadget over the course of several adventures, they must deduct the cost of the Gadget from their Story Point total at the beginning of each adventure.

One interesting thing to keep in mind: it's not strictly necessary for the characters to actually return the alien Gadgets to the Black Archive at the conclusion of the adventure. They simply don't have them when the next adventure begins. Why? It's because they don't remember handing the Gadgets back prior to their last mind wipe!

NEW GADGETS

The following rules for Gadgets are in addition to those listed within the **Doctor Who Roleplaying Game**. These rules apply to all Gadget, not just those stored within the Black Archive!

FANTASTIC GADGETS

In the **Doctor Who Roleplaying Game core rulebook**, special Gadgets have a 4 Story Point limitation (well, except for the vortex manipulator). Many of the Gadgets contained within the Black Archive are a bit more, well, fantastic! Thus, some Black Archive gadgets will exceed the usual Story Point maximum.

BLACK ARCHIVE REQUISITION MODIFIERS

Below is a list of common modifiers that can change the difficulty number of a Black Archive request.

These are only suggestions; they neither represent the full range of modifiers nor does every one of them need to be applied just because they fit – in the end, the Gamemaster should set the final Difficulty based on what feels right given the overall circumstances.

- 6 to -9 Earth is in a dire situation.
- 6 The Gadget is routinely used against a particular threat.
- 3 to -6 Regular UNIT equipment has had no effect against a threat.
- 3 The Gadget seems ideally suited against a particular threat.
- 3 UNIT has multiple copies of the Gadget or can easily replace a destroyed one.
- +3 The requisition doesn't seem necessary (e.g. regular equipment works against the threat).
- +3 The character making the request mishandled the Gadget or a similar Gadget before.
- +3 to +6 The Gadget can cause collateral damage or inconvenient side effects.
- +3 to +6 Letting a Gadget loose 'in the wild' could have dangerous consequences.



DAMAGING GADGETS

As a general rule of thumb, a Gadget has a Hit Capacity equal to twice their total number of Gadget Story Points (as Major or Special Traits aren't necessarily more resilient than a Minor one!). When a Gadget is damaged, the Gadget loses a Story Point for every 2 points of Hit Capacity it has taken. This does mean that if a character has already spent a Gadget Story Point then their Gadget will break more quickly than one with all of its Story Points intact. Broken Gadgets can be rebuilt normally according to the rules in the **Doctor Who Roleplaying Game**.

Whether or not a Gadget can actually be damaged is up to a Gamemaster's discretion and the rule of reasonableness always applies. Armour, for example, is assumed to be hit every time someone shoots at a Cyberman and this doesn't break the armour (at least not without a copious expenditure of Story Points!).

GOOD GADGET TRAITS

Armour-Piercing

(Minor/Major/Special Gadget Trait)

Some gadgets (e.g. any weapon) may need to punch through armour in order to be effective. This trait helps reduce or eliminate the effects of armour.

Some gadgets with this trait have a restriction that limits this use to particular circumstances. For example, a laser-based weapon may not pierce through reflective armour.

Effect: As a Minor Good Trait, the Gadget ignores 5 points of armour when its ammunition strikes a target. As a Major Good Trait, the Gadget ignores 10 points of armour. As a special trait the Gadget ignores an additional 5 points for every 2 points spent.

Attribute (Special Good Gadget Trait)

The Gadget augments a character's attributes, sometimes to inhuman levels.

Effect: The Gadget may increase one or more of the character's attributes. The cost is 1 for each +1 the Gadget grants; a combat exoskeleton that increases Coordination and Strength by 1 each would cost 2 points, while an alien teaching helmet that boosts Ingenuity by 3 would cost 3 points.

Burrowing (Minor Good Gadget Trait)

This Trait allows the Gadget to tunnel or burrow at speed through soft ground, usually dirt, mud or sand. Anyone using the Gadget will require an alternate means of breathing (such as the Environmental trait) to avoid suffocating while tunnelling but this trait allows the Gadget's user to move at half of their normal Speed underground. They will have to avoid obstacles such as concrete or hard ground and most creatures like this will have some sort of Alien Sense to allow them to sense their direction of travel or prey.

Effect: Burrowing allows the Gadget to travel at half of the bearer's normal Speed underground through soft ground. The Gamemaster should use their discretion to decide if the bearer of the Gadget can travel through a given terrain, modifying the Speed as they see fit.

Control (Minor/Major Good Gadget Trait)

The Gadget controls other machines. This is similar to the Possess Alien Trait, but only applies to non-living things (although, at the Gamemaster's discretion, this could apply to Robots or Cyborgs). An alien computer virus that overrides any human-

built firewall is a great example of a Gadget with the Control trait.

Effect: As a Minor Good Trait, the Gadget only works on a particular type of machine. As a Major Good Trait, the Gadget can work on any machine.

Generally, Control only works on mechanical machinery, although it is possible to create Gadgets that affect machines based on an alternative scientific principle, such as bio-organics or crystalline machinery. A Zygon control device, for example, may only work on bio-organic machinery. If a Gadget is used on a machine that doesn't match what it was designed for, then the character must spend a Gadget Story Point to make the interface work.

Note: Much like humans and other sapient characters, animals are controlled via the Hypnosis trait. Thus, Gadgets that are designed to control animals should possess the Hypnosis trait rather than the Control trait.



Convert (Major Good Gadget 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.

Effect: The Gadget can turn one type of object into another type of object (with 'object' being liberally interpreted). 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 have a restriction that doesn't allow them to work on living flesh or to only work on a particular kind of substance.

Particularly nasty examples of Gadgets with this trait are the Cyber-conversion chambers that convert humans into Cybermen.

It is possible for a Gadget to convert objects into more than one type of object; this is covered with multiple purchases of this trait.



Fast (Minor/Major Good Gadget Trait)

Some Gadgets allow their users to move with a quickness that is seldom seen in the wild. It might be a pair of rocket boots or a jetpack, or even a car fitted with an afterburner.

Effect: A Gadget with the Fast trait allows the user to travel unnaturally fast. As a Minor Good Trait, the user's effective Speed is increased by 1.5 times (round up), so a character with a Coordination of 2 has an effective Speed of $2 \times 1.5 = 3$. As a Major Good Trait, their Speed is doubled, so a character with Coordination of 4 has an effective Speed of 8. Each additional 2 points increases the Speed multiplier by 1, so spending 4 points triples the Gadget's Speed while spending 6 points quadruples it.

Note: This trait only works if the user is moving outside of a vehicle, unless it is applied to the vehicle itself.

Inhibit (Minor/Major/Special Good Gadget Trait)

This trait reduces or diminishes a target in some manner. It is the opposite of the Augment trait, but instead of raising Attributes, it lowers them. It might be a beam fired at a target, or a collar shackled around the victim's neck.

Effect: As a Minor Good Gadget Trait, the Gadget reduces a specified attribute of the target by 1 until removed or reversed. As a Major Good Gadget Trait, the Gadget reduces a specified attribute of the target by 2 until removed or reversed. As a Special Good Gadget Trait, costing 4 Character Points, the Gadget reduces a specified attribute of the target by 4 until removed or reversed.

The target may not increase any damaged applied to the inhibited attributes until the Gadget's influence is removed. Afterwards, the inhibited attributes may be restored as normal. Thus, a character who was 'shot' by an Inhibit Gadget could immediately use Story Points to regain the lost Attribute levels, while a character wearing an Inhibit collar would have to wait until the collar was removed to heal the damage.

Invisible (Major/Special Good Gadget Trait)

The ability to be unseen is possibly one of the best weapons and defences on the battlefield. It is an ability seldom seen (pardon the pun) naturally occurring in aliens but a mild version of this trait can be accomplished with shifting pigments in the skin, allowing chameleon-like aliens to blend into their surroundings. Full invisibility is more commonly found in advanced technology, such as the optical camouflage developed by the Sontarans, or in ghostly, intangible creatures that barely exist in this reality.

Effect: Invisibility is a Special Trait that comes in various levels. If the ability is natural, and the user can blend into the background to be unseen, then this is a Major Good Trait. If the user remains immobile, any attempt to spot it suffers a -4 penalty.

Full optic camouflage is usually a trait that is part of a Gadget, costing 4 points. This provides the same -4 penalty to be spotted but the user can move around without losing this advantage. If this invisibility cannot be turned on or off, as in the case of the user being ethereal or immaterial, the same -4 penalty is actually a Bad Trait, providing 2 points.

All of these levels of invisibility can be purchased or taken multiple times to provide better invisibility with the penalty being cumulative. For example, if the Gadget provides almost perfect invisibility through optic camouflage, it might have the trait twice, providing a -8 penalty to anyone trying to spot the user.

Isomorphic Controls (Minor/Major Good Gadget Trait)

The controls of this Gadget only work for one person.

Effect: As a Minor Good Trait, other people can use the Gadget, but at a -3 penalty. As a Major Good Trait, other people cannot use the Gadget at all. (An Improbable result might be enough to get around this...)

Push/Pull (Minor/Major Gadget Trait)

Gadgets with this Trait can push their targets further away or move them closer to the user.

Effect: For a Minor Trait, the Gadget can either push or pull (chosen at Gadget creation) a target 2D6 'spaces' (based on the scale of the encounter). The user may move the target a shorter distance than that rolled if they so desire. The GM should compare the relative sizes of the target and the Gadget in question to determine just how big an object can be moved and the Difficulty of moving it. A spaceship

with a Tractor Beam built into the hull will easily move other ships of the same relative size, but using a small hand-held Pocket Pusher to move said ship is nigh impossible.

For a Major Trait, the Gadget can both Push and Pull or it can affect 1D6 targets with a single use.

For an additional Major and Minor Trait, it can Push and Pull and affect 1D6 Targets.

Record (Minor/Major/Special Good Gadget Trait)

The Gadget can take a recording of something.

Effect: As a Minor Good Trait, the Gadget acts as a conventional recording device. As a Major Good Trait, the recordings may include special information like infra-red video, sound waves or even Artron radiation. As a Special Good Trait, the Gadget can record people's feelings, thoughts or even more exotic information. It counts as an additional Major Trait for each such exotic source.

Reflective (Major/Special Good Gadget Trait)

The Gadget is particularly effective at reflecting energy weapons.

Effect: This Gadget creates a shield (either a force field or reflective coating) that not only resists an energy attack but reflects the bolt back at the shooter



(unless the shooter made a Fantastic success, in which case the bolt is reflected harmlessly away). As a Special Trait worth 5 points, the Gadget can reflect another type of damage, such as physical damage or mental attacks.

Remote (Minor/Major Good Gadget Trait)

The Gadget can be controlled remotely.

Effect: As a Minor Good Trait, the operator can control the Gadget so long as it is within range (usually eyesight) either with a remote or voice control. As a Major Good Trait, the operator can control the device even when they are not in the same general area. Such a remote usually requires a more sophisticated interface to give the user the ability to see and hear what the Gadget does.



Resilient (Minor/Major Good/Special Gadget Trait)

While the Armour and Force Field traits are designed to protect the user, this trait protects the Gadget itself from harm.

Effect: As a Minor Good Trait, the Gadget adds an additional point to its Hit Capacity per Story Point and it takes 3 Hits to remove a Gadget Story Point. As a Major Good Trait, the Gadget doubles the Hit Capacity and it takes 4 Hits to remove a Gadget Story Point. As a Special Good Trait (costing 6 Character Points), the Gadget is considered entirely impervious to harm (alien crystals or extremely dense metals are often considered impervious).

Self-Repairing (Minor Good Gadget Trait)

The Gadget has the ability to repair itself if damaged.

Effect: The self-repairing Gadget heals 1 Hit Capacity point per day.

Note: Faster rates of self-repair are possible, but these should be bought as the Fast Healing trait.

Stun (Minor/Major/Special Gadget)

Gadgets with this Trait can stun their targets, making them inactive for a number of rounds.

Effect: As a Minor Trait the target will be stunned for 2D6 – their Strength in Rounds. As a Major Trait, they are stunned for 2D6 x their Strength in Hours (minimum of 1). As a Special trait worth 3 points, the target is stunned indefinitely unless awakened (or a number of Story Points spent).

Time Loop (Special Good Gadget Trait)

This Gadget has the ability to fold time back on itself, trapping those inside like flies in amber, doomed to repeat the same series of events over and over and over again for eternity. Or until the power runs out...

Effect: For 3 Story Points, the Gadget is capable of creating a temporary Time Loop of 2D6x10 seconds in length, encompassing an area roughly 1 kilometre in diameter. The Loop will last for D6 scenes and one additional scene for every extra Story Point put into it (the Gamemaster will roll and keep the total secret for maximum suspense).



For 6 Story Points, the Gadget can create a Time Loop of 2D6x10 minutes in length and encompass an area roughly 100 kilometres in diameter. The Time Loop will last D6 weeks and D6 extra days for every additional Story Point put into it. Alternately, the Gadget can be powered by an event inside the Time Loop (requiring an additional Ingenuity + Science or Technology roll at Difficulty 15), in which case it will run indefinitely until broken.

For 12 Story Points, an entire planet may be Time Looped indefinitely. This requires precise astronomical and temporal calculations and a large source of continuous power, such as a nearby Time Rift, pulsar or other high energy source. It also takes days to prepare and implement and is more suited as a plot device than a simple throw away piece of equipment.

In all cases, any Gadget with the Time Loop Trait is, by definition, a One Shot item and may not take that Restriction to lower the Gadget's cost.

Transmute (Minor Good Gadget Trait)

The Gadget is capable of rearranging itself to produce a different effect. A sword may become a crowbar or a rifle may become a shield.

Effect: Only one Good Gadget Trait may be operable at any given time – it takes one round to change the Gadget from using one trait to another as the Gadget 'reassembles' itself (in combat, the character wielding the Gadget may perform another action during this reassembly, such as Talk or Run). All Good Gadget Traits tied to Transmute must take the restriction 'Transmute limit.'

Note: It is possible for a Gadget with Transmute to have other Good Gadget traits that aren't tied to Transmute. For example, a Gadget has the Resilient, Transmute, Natural Weapon (minor), and Stun traits.

Only the Natural Weapons and Stun traits have the 'Transmute limit' restriction, meaning that the Gadget may only do damage as a natural weapon or stun an opponent in any given round, and sacrifice one round to change them. As the Resilient trait was not given the restriction, the Gadget is considered resilient at all times.

Travel (Minor Good Gadget Trait)

The Gadget is able to transport people from place to place. Usually this means that the Gadget is a vehicle, although it also may be a portal or 'magical' object.

Effect: As a Minor Good Trait, the Gadget is able to move across land or water.

By purchasing the Flight, Environmental or Vortex traits in conjunction with this trait, the Gadget can operate further afield still, such as underwater, in the air or through time and space!



Wicked (Minor/Major Good Gadget Trait)

The Gadget is a melee weapon that does much more damage than normally attributed to a weapon of that type.

Effect: As a Minor Good Trait, the Gadget does an additional 2 damage when used as a melee weapon due to its exceptional hardness, sharpness, or other property.

As a Major Good Trait, the Gadget is lethal to the touch and does 4/L/L damage when it strikes something.

WHEN DOES DAMAGE COST GADGET TRAITS?

A few alien gadgets – especially those in the **Armoury** – cause damage. Some of these, such as alien swords, follow the usual rules for determining fighting damage (see the **Sources of Physical Injury** section of the **Doctor Who Roleplaying Game**), while others are comparable with more mundane ranged weapons. Generally speaking, such weapons are considered 'normal' equipment rather than using the rules for Gadgets.

Thus, Gadgets that solely inflict damage generally don't have to pay for their cost in Story Points with a couple of exceptions. First, any alien weapon that adds a bonus to Fighting Damage above and beyond being Sharp, Heavy or Dangerous requires the Wicked trait. Second, ranged weapons that inflict 4/L/L damage require the Zap trait.

Note that the Major Good version of the Natural Weapons trait includes ranged weapons, but this is intended to represent 'built-in' weaponry, rather than regular alien guns.

BAD GADGET TRAITS

Ablative (Minor Bad Gadget Trait)

The protection offered by the armour weakens with every hit.

Effect: After the Gadget or its wearer has been damaged, any armour is decreased by 1.

Draining (Minor or Major Bad Gadget Trait)

The Gadget is dangerous to anyone who carries it. Unlike the Harmful trait, which injures the character when the Gadget is used, a Gadget with this trait harms the character simply for being in contact with it.

Effect: As a Minor Bad Trait, being in contact with the Gadget is mentally taxing. The character takes a -2 penalty on all mental actions while carrying the Gadget. As a Major Bad Trait, the Gadget causes 4 levels of damage every turn that the character is in contact with it.

Extra Fingers (Minor Bad Trait)

Controls designed for use by one species may not be universally adaptable for everyone else to use. For example, a Dalek would have trouble operating touch-screen technology, just as a human would struggle to fly a Zygon craft.

Effect: Choose an alien race for which this trait has no effect. Characters of any other species suffer a -2 penalty to all rolls involving the use of this Gadget.

Fragile (Minor/Major/Special Bad Gadget Trait)

The Gadget breaks easily. It may be made of brittle materials or the connections may be so dicey that a slight bump is all it takes to disable it. The device won't work until it is repaired.

Effect: As a Minor Bad Trait, this Gadget only has a Hit Capacity of 1 point per Good Gadget Trait, rather than the 2 points normally afforded to Gadgets.

As a Major Bad Trait, any time the Gadget is successfully hit it is rendered inoperable, no matter how much damage it actually takes.

As a Special Bad Trait (costing 4 points), the Gadget is in danger of breaking just through being handled. Whenever a character tries to use the Gadget, roll two dice. If either or both dice is a '1' or '2,' then the Gadget breaks and needs to be repaired.

This roll is made before the character actually uses the device, so the disabling of the Gadget also means

that the action to use the device failed. Any '1' or '2' result can be discounted with a Story Point.



Glitch (Minor Bad Gadget Trait)

The Gadget occasionally causes an error or other side effect that doesn't negate its usefulness but does add an extra complication.

Effect: Whenever a character uses the Gadget roll two dice. If the result is any double then the Gadget produces a side-effect. Examples include a flashy side-effect that draws attention to the gadget's use or the bearer of a Skill-Jack acquiring a memory from the original donor of the skill. The Gamemaster should determine the nature of the Glitch; any time that the glitch occurs, it will be the same effect.

Note: This trait should only be applied if the side-effect is broadly innocuous. A laser rifle that occasionally flashes a light burst when it is used wouldn't qualify (the opponent already knows that they're being shot at!) but a disguise that turns off for a brief moment could cause real problems.

Harmful (Minor/Major Bad Gadget Trait)

Whether by accident or design, using the Gadget causes harm to the user.

Effect: As a Minor Bad Trait, whenever a character uses this Gadget it either Stuns the character, inflicts 4 levels of damage, or imposes a Minor Bad Trait on the character. As a Major Bad Trait, using the Gadget causes Lethal damage to the character or imposes a major bad trait on them.



Homing Beacon (Minor/Major Bad Gadget Trait)

This Gadget automatically transmits a homing beacon when operational.

Effect: Whenever the Gadget is used it automatically transmits a homing beacon – whether those it is designed to find decide to come and how long it takes them to get there depends on the usual limitations of time and space. Homing beacons are normally innocuous – when the Gadget is powered it requires an Awareness + Ingenuity roll (Difficulty 15) to notice, or an Ingenuity + Technology roll (Difficulty 12) if the operator is actively looking for a homing beacon.

As a Minor Bad Trait, the homing beacon may be shut off – this requires an Ingenuity + Technology roll (Difficulty 15). As a Major Bad Trait, the homing beacon may only be shut off by destroying the Gadget. This requires the same roll, but if successful the homing beacon is shut off and the Gadget is broken. Repairing the Gadget also repairs the homing beacon.

Hungry (Minor or Major Bad Gadget Trait)

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

Effect: As a Minor Bad Trait, any roll of 'Yes, But' or 'No, And' results when using the Gadget means that the battery just ran out. As a Major Bad Trait, the user needs 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.

Immobilise (Major Bad Gadget Trait)

The Gadget may be carried about, but while in use the character is effectively immobilised and oblivious to everything around them.

Effect: While a character is using this Gadget they are considered to be Stunned. Once the Gadget's effect is over, the character may act normally. A character may be 'awakened' while the Gadget is in use but this automatically ends the Gadget's effect.

Inaccurate (Minor Bad Gadget Trait)

While the Gadget is designed to be a ranged weapon, it has an inherent design flaw that hinders its accuracy. Most smoothbore rifles would have this trait, as would a particularly unwieldy rifle designed for a larger or differently-built alien.

Effect: Characters using an inaccurate weapon take a -2 penalty when using it.

Note: This trait is limited to ranged weapons that don't have an area effect.

Jury-Rigged (Minor Bad Gadget Trait)

The Gadget shouldn't work, but someone has kludged it together with substitute parts.

Effect: This Gadget does not work unless the character first spends a Story Point, substituting a needed part. For the duration of the scene, the Gadget acquires an appropriate Minor Bad Trait (One Shot or a Restriction are good examples).

Limited Use (Minor Bad Gadget Trait)

While better than a single-shot Gadget, some Gadgets only allow a handful of uses before it is rendered inert. This may be due to an instability in design, a limited amount of a necessary component or any other reasonable restriction.

Effect: The Gadget works 5 times before losing power. The operator can expend a Story Point to get an additional use out of the Gadget. Unlike with the One Shot trait, Story Points used to create a Limited Use Gadget are not refunded, although the Gadget may be retained and regains its full power between adventures.

Note: If this is applied to ammunition, then the character is considered to have enough bullets for a single scene, as determined by the Gamemaster.

Recharge (Minor or Major Bad Gadget Trait)

This Gadget does what it's designed to do, but it can only do so once without having to recharge.

Effect: As a Minor Bad Trait, the delay before being able to activate the Gadget again is at least 30 minutes. As a Major Bad Trait, it can take hours or even days to recharge.

Revulsion (Minor Bad Gadget Trait)

Whether it's an organic interface that is squishy to the touch or the Gadget runs on animal blood, there is just something about the Gadget that repulses the owner.

Effect: The character has a -2 penalty on all attempts to use the Gadget.

Shield (Minor/Major Bad Gadget Trait)

The Armour and Forcefield traits assume that a character using them is completely protected. Some armour, such as bullet-proof vests, only cover the torso, while both antique and futuristic versions of a hand-held shield only protects its bearer from frontal attacks.

Effect: As a Minor Bad Trait, any protection offered by the Gadget only covers 2/3rds of the character (perhaps only covering the front and sides). Opponents may bypass such protection by taking a -4 penalty on their attack rolls; a fantastic success on a regular roll also bypasses the protection. As a Major Bad Trait this cover shrinks to 1/3 (like a medieval round shield). Opponents may bypass such protection by taking a -2 penalty on their attack rolls; a good success on a regular roll also bypasses the protection.

Note: Characters with this Bad Trait are effectively unprotected from area-based attacks that could wrap around the covered area. The Gamemaster may adjudicate this based on the particular circumstances of a situation (e.g. a character with 2/3 coverage can probably prevent being hurt if a grenade explodes in front of them, but a bomb dropped from the sky will probably bypass any shields).

Transformation (Minor/Major Bad Gadget Trait)

Rather than directly harm a user, some Gadgets have the side-effect of slowly transforming them into something else.

Effect: This is a variation on the Infection Alien Trait. If the character uses the Gadget without wearing some form of protection, then the Gadget transforms the character. As a Minor Bad Trait, the Gadget gives the character the equivalent of Alien Appearance (patches of skin turn to stone, the character grows an extra eye). As a Major Bad Trait, then the character actually becomes a member of an alien species as per the Infection trait.

Unfamiliar Interface (Minor/Major Bad Gadget Trait)

Whether due to a different philosophy of design or due to alien biology, the Gadget's interface is not intuitive to the operator.

Effect: As a Minor Bad Trait, the Gadget is simply awkward to use – a UNIT soldier may have to hold a laser pistol designed for a larger creature like a rifle. The character has a -2 penalty on any attempts to use the Gadget.

As a Major Bad Trait, the character needs to succeed at a Difficulty 18 roll of an appropriate Attribute + Skill combination before they can even use the device and even then they still receive the penalty as for the Minor Bad Trait.

An example of this is Zygon bio-technology, which requires the user to succeed on an Ingenuity + Science roll before using such a Gadget, and even then still with the -2 penalty.

Unreliable (Minor Bad Gadget Trait)

The Gadget doesn't always work.

Effect: A character using this Gadget needs to make a Good result or better in order for the Gadget to work.

Note: This trait may only be taken if the Gadget requires a skill roll to use.

Unstable (Minor/Major Bad Gadget Trait)

The Gadget is made of volatile materials. It could explode at any time.

Effect: Once per scene, or at any point when the character holding the Gadget is jostled or shaken, roll two dice. If the result is doubles then the Gadget explodes. As a Minor Bad Trait, the Gadget causes 8 levels of damage to the operator. As a Major Bad Trait, the explosion also causes 8 levels of damage to anyone near the operator (within 30 or so meters).

THE BARE MINIMUM

No matter how many Bad Traits you add to a Gadget, all Gadgets have at least 1 Story Point, even if the cost of the Bad Traits would reduce the total Story Point value of the Gadget to 0 or less.



ARMOURY

ARMOURY

'Armour piercing, solid core, with a Teflon coating. Go through a Dalek... We've also got high-explosive rounds for Yetis and very efficient armour-piercing rounds for robots. And we've even got gold-tipped bullets for you know what.'

Given that UNIT's mission has always been one of protecting the Earth from alien threats, it should come as no surprise that its emphasis in research and development has always been to develop weapons capable of defending against such threats.

Many weapons in UNIT's possession are particularly effective against certain types of threats and weapons are amongst the most easily obtainable Gadgets within the Black Archive, especially if the threat is known.

Unlike other Gadgets in the Black Archives, those in the Arsenal are often mass-produced or there are enough on hand to outfit at least one or two UNIT strike teams and often more than that. These weapons are also amongst the easiest items to requisition from the Black Archive. Even regular UNIT soldiers know of their existence. Such requests are usually only made when an enemy that would be affected by them has made its presence and hostile intent known.

ZAP GUNS, ENERGY SWORDS AND GOLD BULLETS

The vast majority of UNIT's arsenal beyond standard military weaponry is weapons that are simply better at damaging things, either universally (a Dalek Tommy Gun) or under particular circumstances (a silver bullet). Because of their ubiquity, many of these weapons aren't even housed within the Black Archive, but are instead held in the individual arsenals of each UNIT base, to be doled out when regular bullets aren't effective.

Most such weapons, whether alien or Earth-made, don't really rise to the level of a gadget. These 'stock' weapons (any which do less than Lethal damage) generally only have a threshold of Difficulty 9 to overcome when acquiring them (i.e. 'we can't penetrate its armour; we need something bigger!').

Stock weapons generally fall into three categories: melee, ranged, and ammunition. As a general rule stock weapons aren't very 'sexy' so there aren't any Story Points attached to them.

MELEE WEAPONS

Ever since Group Captain Gilmore was impressed by Ace's modified baseball bat (thanks to the Hand of Omega), UNIT engineers have long since strived to create melee weapons that pack a bit more of a 'punch' than merely bashing or stabbing someone.

Here is a partial listing of melee weapons held within the Black Archive. Unless otherwise noted, all melee weapons cost one Story Point.

Cutters: These blades are particularly effective against armour and have the Armour-Piercing (Minor) Trait in addition to their normal damage.

Energy Sword: This is a catch-all term for any bladed or 'sword-like' weapon that relies on an energy discharge (electricity, fire, vibration, etc.) to do most of its damage. Many of these such weapons are simply 'dangerous,' but there are a few that are a bit more powerful, doing an extra 2 damage.

Snare Whip: This whip has a particularly strong adhesive within it that coats the whip when it wraps around a victim. It has the Entrap (Major) Trait and costs 2 Story Points.

Stun Baton: UNIT has found stun batons useful as a way to drop opponents without causing great harm. A stun baton does S damage if it touches an opponent. If the user also applies force (i.e. striking an opponent with it) then it also does the wielder's Strength damage.

Sycorax Energy Whip: Some particularly wicked versions of the Sycorax energy whip can disintegrate a victim on contact. These weapons do 4/L/L damage and cost 2 Story Points.

Zygon Stinger: This bio-weapon attaches to the palm of the hand and enables the wielder to 'unsheathe' a poisonous barb that does 4/L/L damage, although most such weapons UNIT deploys in the field are instead filled with poison that causes Stun damage. In either case, a Zygon stinger costs 2 Story Points.

RANGED WEAPONS

UNIT has an assortment of alien ranged weapons that have been reverse-engineered and modified for human use, including Ice Warrior Sonic Guns, Sontaran Blasters, and even the occasional Dalek Gun Stick (or Dalek 'tommy gun' discovered in the

sewers of New York City). Despite the sheer number of alien infiltrations and invasions that the Earth has had over the last century or so, there are actually very few such weapons in the Black Archive; most recovered alien weapons are damaged or depleted and even more are rendered useless during experimentation. As a result, UNIT is loath to hand out such weapons except when extremely necessary.

Here is a partial listing of some of the lethal ranged weapons held within the Black Archive. Unless otherwise noted, all do Lethal (4/L/L) damage and costs 1 Story Point.

Cybergun: UNIT has several variations of these in the Black Archive. The most popular is a 'carbine' that has a shoulder strap, making it easy to carry and fire. UNIT has several 'homemade' versions of the Cybergun – these are the 'laser rifles' most often handed out to UNIT soldiers when more firepower is needed.

Dalek Tommy Gun: Unlike typical Exterminators, which seem to need a Dalek casing to operate, the adapted Tommy Guns have their own power source. In addition to their normal Lethal damage they also have a Stun setting. Dalek Tommy Guns cost 2 Story Points.

Disintegrator Gun: This experimental rifle was once stolen and used by the K1 Robot when Think Tank tried to take over the world. The Doctor theorised that a person standing on Earth and aiming it at the Moon could punch a hole through it. After Think Tank was defeated the Disintegrator Gun was taken to the Black Archive. This weapon has the Zap Major Good trait; it does 4/L/L damage and can blast through vehicles and spaceships (and, quite possibly, moons). A Disintegrator Gun costs 2 Story Points.

Silurian Gun: This weapon, developed by aquatic Silurians, is a laser weapon that acts as a cutting torch. It does 4/L/L damage, cuts through material, and costs 2 Story Points.

Sontaran Pistol: This small, hand-held version of the energy rifle actually has three settings: Hypnosis (Major), Stun S (S/S/S), and Lethal L (4/L/L). A Sontaran Pistol costs 4 Story Points.

Swiss Army Pistol: This future law-enforcement sidearm gets its nickname from the fact that it can fire different types of ammunition. It was commonly used by the Space Rangers in the 'wild days' of early space travel and is also a favourite amongst Time Agents (which is how UNIT managed to procure a few).





In addition to the multiple types of ammunition, Swiss Army Pistols have a laser sight beneath the barrel that can also be reset as a torch that can see in different spectra (including infra-red and ultra-violet) or a cutting torch.

Swiss Army Pistols have the Alien Senses (Minor) Trait, Marksman Skill, Weld, and the Transmute Trait. This Gadget costs 4 Story Points and does 3/6/9 damage. Other types of ammunition may be purchased normally with story points, modified by the Restriction (Transmute limit) trait.

Torch: The Black Archive contains torches that emit particular types of light. Ultraviolet light has proven lethal to Saturnynians and sometimes a particular colour can illuminate invisible aliens.

Web Gun: Created by the Great Intelligence for use by its Yeti robots while taking control of London, these webs not only ensnare objects (Entrap Major Trait) but also project Lethal energy through them. It can also inflict Stun damage. A Web Gun costs 4 Story Points.

Zygon Needler: This ranged version of the Zygon Stinger attaches to the wielder under the arm behind the wrist. It is operated by a simple flick of the wrist that causes either 4/L/L damage or Stun damage and costs 2 Story Points as it is not easily removed.

AMMUNITION

Sometimes the Black Archive Gadget is not the weapon itself but the ammunition it fires. Ammunition held within the Black Archive tends to be very useful under particular circumstances. Gold and silver bullets, caseless ammunition and other types of bullets for any UNIT issue firearm can be found here, as well as antique weapons such as bows and crossbows. Some weapons are generally only effective against particular aliens; others, like silver bullets, tend to be useful against a broader range of creatures.

While some special ammunition is alien in origin, most of it is actually of Earth make, created to exploit a weakness in a particular alien threat. Thus, while such ammunition can be found in a typical UNIT base weapons locker, the full suite of special ammunition is available within the Black Archive as Archivists frequently use it to test on new alien gadgets and, occasionally, aliens brought into the Black Archive.

When assessing the Story Point cost of special ammunition, you should take into account that the UNIT agent is probably requesting something that is immediately useful to a certain threat, so it is not necessary to 'reward' the player by putting a restriction on it in order to defray the cost unless the UNIT agent intends to keep it as a regular part of their equipment in future adventures.

Example: A UNIT team comes up against a group of werewolves and discovers that silver weapons do indeed affect them; in fact, in addition to being lethal they ignore the werewolves' tough hides. When requisitioning silver bullets, the cost should be 2 Story Points for inflicting lethal damage and ignoring 5 points of armour, not 1 because of the restriction (only useful against werewolves). It would, however, only cost 1 point if the UNIT agent always had silver ammunition on their person in every adventure.

Here is a partial listing of some of the ammunition available to UNIT agents. Unless otherwise stated, each costs 1 Story Point. Agents are presumed to have as much ammunition as they need unless they apply the Limited Use Bad Gadget Trait.

Armour-Piercing Rounds: These bullets ignore the first 5 points of armour.

Auton Rounds: These horrific bullets have two special abilities. First, they can reshape themselves to fit into any firearm. Secondly, when an Auton bullet hits a target, it can twist and reshape itself to do more damage. It effectively has the sharp and dangerous traits of a melee weapon, granting it +4 damage. If

this pushes the damage higher than 8, then it simply becomes Lethal damage. Auton rounds cost 5 Story Points.

Caseless Rounds: These bullets lack casings, foiling attempts by some aliens such as the Sontarans from expanding the casings and rendering firearms inert.

Gold-tipped Rounds: These bullets are designed to affect certain models of Mondasian Cybermen. When they hit a Cyberman that is vulnerable to gold they render it incapable of action as it chokes on its breathing apparatus.

High-Explosive Rounds: These bullets explode on contact. Any hit using these bullets does damage as if a 'Fantastic' result had been rolled, inflicting the weapon's maximum damage.

Silver Bullets: Silver bullets are designed to affect creatures that are susceptible to silver. Since silver is a softer metal, such bullets do one success level of damage less than a normal bullet (minimum of 'success').

Teflon Anti-Dalek Shells: Armour piercing, solid core with a Teflon coat. This bullet ignores up to 10 points of armour and is significantly less vulnerable to magnetic disturbances, such as force fields. This passes through any force field on a dice roll of a 5 or 6. This ammunition requires 2 Story Points.

Thermite Rounds: A 'gift' from humanity's future, thermite rounds have hollow points that are filled with a liquid that explodes, ignites, and expands on impact, ignoring 5 points of Armour and causing (4/8/12) damage. The round continues to burn on the victim as if the victim were engulfed by fire, requiring it to be put out or continue to take damage as per the fire rules in the **Doctor Who Roleplaying Game core rulebook**. Thermite rounds cost 2 Story Points.

Tracer Rounds: Useful in automatic fire, these rounds light up and assist the shooter in hitting their target with subsequent shots. Tracer ammunition adds a +2 bonus to the Coordination + Marksmanship roll when shooting bursts.

PERSONAL PROTECTION

There's an advantage to being invaded by so many humanoid alien species - in addition to employing alien weaponry, UNIT also has several alien armours in its possession. Some of these armours can be used as-is, while others need a bit of modification or tailoring to fit a human form - Sontaran battle

armour, for example, leaves much of a human's neck and shoulders exposed! Others, such as Dalek casings, aren't easily cut apart and rebuilt to fit a humanoid form.

When bothering to wear it at all, most UNIT agents in the field use one of the 'common' armours listed in the **Doctor Who Roleplaying Game**: leather jackets, bulletproof vests, SWAT body armour, and the occasional suit of armour (left over from Morgaine's army). Given that such armours tend to provide as much if not more protection than alien armours, UNIT rarely outfits its soldiers with alien armours.

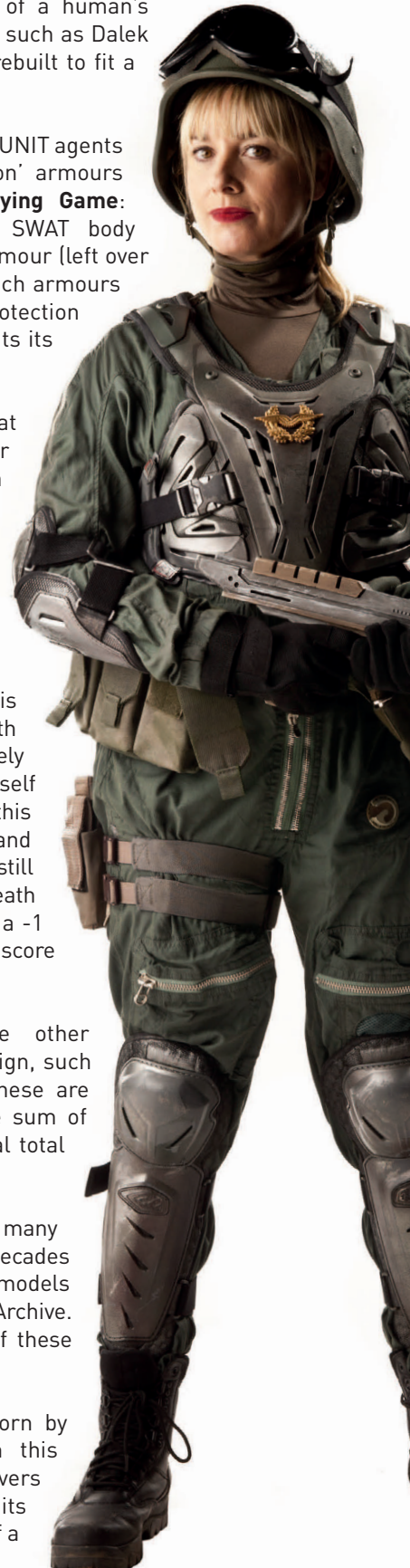
Still, there are a few alien armours that are worth loaning on occasion, either because they offer better protection or they have other uses, such as being able to be concealed. Here is a partial listing of some of the alien armours held within the Black Archive, along with their Traits and Story Point costs.

Auton Sheath: At first glance this armour is a gift - a plastic sheath that, when stimulated, can completely surround its wearer and mould itself into a second skin. Unfortunately, this second skin, while easily concealable and practically invisible from a distance, is still a bit stiff for the wearer. An Auton Sheath offers 5 points of protection, imposes a -1 Coordination penalty (minimum final score of 1) and costs 1 Story Point.

Some Auton Sheaths incorporate other Auton-derived gadgets into their design, such as Auton weaponry or disguises. These are treated as Special Gadgets with the sum of their Story Point costs being the final total Story Point cost.

Cyber-Armour: There've been so many Cybermen invasions over the last few decades that UNIT has the corpses of several models of Cybermen interred within the Black Archive. Archivists have hollowed out some of these shells for use as armour.

Mondasian Cyber-Armour is that worn by earlier models of Cybermen from this universe. The armour completely covers the wearer but is not as strong as its Cybus cousin. These suits are made of a



light material and can be hidden under loose clothing. Mondasian Cyber-Armour offers 5 protection and costs 1 Story Point.

Cybus Industries Cyber-Armour originally came from Cybermen from a parallel world, although later Mondasian Cybermen 'upgraded' to it. Cybus Cyber-Armour is considered too bulky and heavy to be worn as a full suit – humans are limited to wearing it as a vest that must be worn over regular clothing and therefore leaves the limbs exposed.

Cybus Industries Cyber-Armour offers 10 points of protection (restricted to the torso) and costs 1 Story Point. Characters shooting at someone wearing Cybus Cyber-Armour may take a -4 on their attack roll in order to bypass the armour.

Martian Armour: A handful of heavy green armour suits, somewhat resembling turtle shells, has been discovered by UNIT near Snowcap. These suits are a bit larger and stockier than the average human and – ironically – built for a slender creature, but UNIT archivists have been able to modify the interior to accommodate an average human. They are only deployed when the enemy shows superior firepower, and the Curator has warned UNIT that if there are any Martians – or 'Ice Warriors' – nearby, then they'd certainly take exception to seeing a human wearing such armour. Martian Armour offers 10 point of protection and increases Strength by 2, but is Clumsy, costing 3 Story Points.

Nimuen Armour: Also known as 'honour armour' or 'lake armour,' this is a medieval-looking suit of armour with a highly reflective polish. It was designed in Morgaine le Fay's dimension to promote honourable combat and has an immunity to lasers and other light-based weaponry. Unfortunately, it is also ablative and when the armour's protection is reduced to 0 then it loses its immunity as well. Nimuen Armour has the Armour (Minor – 8 points), Immunity (laser), and Ablative traits and costs 2 Story Points.

CATALOGUE OF WEAPONS

ADAMANTINE BLADES (SPECIAL GADGET)

'Adamantine Blade' is a generic term applied to a range of bladed weapons made from both extremely hard and sharp materials such as diamond, obsidian or other alien alloys. Adamantine Blades are particularly prevalent amongst space-faring aliens that want to protect themselves from attack in space but who fear that their ranged weapons could puncture the hull or do other collateral damage that

could prove deadly if it cripples a spaceship. They are also popular as ceremonial weapons amongst more honourable species, as their use emphasises skill over technology as Adamantine Blades can cut through most armour.

Notable Adamantine Blades held in the Black Archive are of Ice Warrior, Judoon, Sontaran, and Sycorax design.

Traits: Armour-Piercing (Special – 15 Armour ignored), Resilient (Special), Restriction (Armour-Piercing only affects physical armour, not force fields), Wicked (minor, +2 to damage).

Story Points: 11

THE SHREDDER (SPECIAL GADGET)

One particularly wicked Adamantine Blade is a chain-sword that archivists have nicknamed "the Shredder". It was discovered in the ruins of Auderly House, which was destroyed by a resistance fighter from an alternate, Dalek-controlled future.

While it is unknown what the weapon was doing there – it was not brought by the resistance fighter – UNIT archivists noted that it was capable of cutting through Dalekanium armour as well as penetrating force fields. The Shredder's design, however, means that it only works while powered – draining or otherwise disabling it makes it useless until repaired.

Traits: Armour-Piercing (Special – 20 Armour ignored), Resilient Wicked (Major, 4/L/L damage).

Story Points: 8

Plot Seed

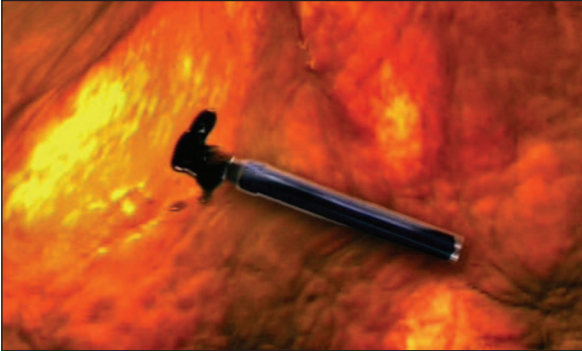
- The South American country of Boliguay is politically unstable and its dictatorial government won't allow for any international presence, including UNIT – at least until today. The rebels, which up until now had been limited to a few remote villages and capable of only minor guerrilla tactics, are now posing a major threat, using weapons and defences that aren't even available to the ruling regime. Tanks and helicopters are being skewered by adamantine weapons as the wielders are shielded by forcefields. The dictator is finally asking for help and UNIT has sent a team of agents to investigate. They need to uncover the particular alien technology that is being used and whether aliens are involved. If so, why do the aliens care? What secret is held within the mountains and rainforests of Boliguay?



ARMOURY

ANTI-PLASTIC (MINOR GADGET)

This chemical concoction was used by the Doctor to destroy the Nestene Consciousness when it invaded Earth in 2005. UNIT has managed to acquire the formula after taking samples from beneath the London Eye. Only a small vial is kept in the Black Archive, but more can be manufactured at short notice.



The idea behind Anti-Plastic is quite simple; it destroys any plastic that it touches, making it lethal to Autons. Anti-Plastic is generally considered a one-shot weapon because it is produced in glass vials that are thrown or poured. UNIT has experimented with a weaponised version, essentially a large water pistol filled with the chemical concoction. Such guns are very heavy, since the nature of their ammunition means they must be made of metal not plastic.

Traits: Delete, One Shot, Restriction (affects plastic only).

Story Points: 1

Plot Seed

- Darrell Martin is the most dangerous version of an 'eco-warrior': he has strongly held principles that humanity needs to turn away from fossil fuels and the income to fund his cause. Most recently, Martin has discovered how to make Anti-Plastic and he has decided to use it to force humanity to eschew plastic and, by extension, oil. He has found a way to deliver the Anti-Plastic all over the world by seeding clouds with the chemical, and intends to use it to blackmail Earth's governments into going 'green', oblivious to the harm he'll cause. Worse still, his plan is actually being backed by an alien force, waiting in the wings to take advantage of the chaos caused.

AUTON WEAPONRY (MINOR GADGET)

The Nestene Consciousness has invaded Earth on at least three separate occasions, each time using

Animated Plastic to achieve its goals. While each time the destruction of the Nestene itself rendered the Autons inert, UNIT archivists believe that if the proper radio frequencies could be transmitted the inert plastic might be re-animated. Towards this end they have unlocked some of the secrets of Auton animation and have devised transformable weapons that appear innocuous until needed, or guns that manufacture and fire their own plastic bullets. Their eventual goal is autonomous, covert weaponry that can operate itself.

Originally, the intent was to create weapons that could fool metal detectors, although given UNIT's military nature such a use was seen as unnecessary. It is only in recent years that UNIT operatives, who are often undercover, that the need for undetectable weaponry make converting Auton technology more of a priority. The result of their efforts is undetectable 'wearable weaponry,' plastic weapons that mimic the wearer's clothes or accessories that ensure that the UNIT operative is armed when she can't carry conventional weaponry. (care should be taken not to make the Auton weapon too useful as clothing – one tester found himself the subject of ridicule when he transformed his belt into a sword only to have his trousers drop to his ankles!).

Auton Weapons are typically pre-programmed with three patterns: the disguised item, a bludgeon or blade, and a pistol. Some Auton weapons have more than one disguise and occasionally the size of the blade is adjustable, the weapon has more than one shape, or the gun is a rifle that inflicts more damage than indicated by its traits. In all cases, transitioning to one form or another requires applying pressure to certain points.



The Auton Weapon can reshape itself into a blade that inflicts +2 Strength damage, or a gun that inflicts 2/5/7 levels of damage. The wielder also has the option of setting the weapon to deal more damage when it hits by reshaping itself inside the body of the victim. When used as a melee weapon, the Auton Weapon does an

additional +4 damage (for a total of +6). When used as a firearm, the damage becomes Lethal.

Traits: Innocuous, Natural Weapons (melee, +2 damage, Restriction: Transmute limit), Natural Weapons (ranged, 2/5/7, Restriction: Transmute limit), Special (extra +4 damage or Lethal damage), Transmute

Story Points: 3

Plot Seed:

- An international assassin known only as 'the Wax Man' is using advanced – possibly alien – weaponry to perform perfect assassinations. Called in to help, the character discover that the Wax Man isn't so much using Auton Weaponry as he is an actual Auton, and an autonomous one at that. How can this be possible? Are there other Autons like the Wax Man that have created independent identities for themselves roaming the world or is the Nestene Consciousness still lurking somewhere in the shadows, controlling him? Whatever the case may be, the characters need to shut down the Wax Man before he kills again – but how do you stop someone that can not only create weapons on a whim but change their entire appearance?

CHAMELEON MINIATURISATION DEVICE (SPECIAL GADGET)

In 1966 an alien species that has been dubbed 'the Chameleons' in UNIT documents attempted to kidnap a large number of people from Gatwick Airport in order to copy their stable genetic structures and stabilise their own forms, which were badly damaged and degraded by a catastrophe on their home world. As part of their scheme, they used a gadget that could miniaturise their victims and place them in a state of suspended animation. It is very possible that this is the same technology that inspired the Master's tissue compression eliminator. This handheld Gadget looks like a slim torch. It stuns a victim and miniaturises them into the shape of a small doll or action figure. Victims are normally placed in suspended animation first. The process is reversible using the same device.

It is believed that the Time Lord known as the Master had his own version of this device, the Tissue Compression Eliminator. Unlike the more benign Chameleon gadget, the Master's weapon was lethal to the compressed victim.

Traits: Compress (Major), Stun (Special)

Story Points: 5



Plot Seed:

- Famous celebrities are disappearing all over the world and UNIT is assigned to investigate as to what happened and put a stop to it. Fortunately, the villain seems to have a 'type;' all of the celebrities are musicians who've recently charted in a particular musical genre. As there are only a few left, UNIT puts a team on each of the remaining musicians.

The perpetrator is a minion of a coddled, immature national dictator who has decided to put together his ultimate birthday bash by having all of 'the best' musical performers perform at his party. Anyone who refuses is captured with the aid of the Chameleon Miniaturisation device and shipped off to the dictator's nation, where they stay as a 'guest' until they agree (it's possible that at least one performer says 'yes,' giving UNIT a lead if the agents run into too much trouble).

While this operation may ultimately be resolved peacefully, UNIT is worried about what other shenanigans the dictator may get up to once he realises the full potential of the alien gadget in his possession – it is probably best if they can retrieve it!

CONFUSION GRENADE (MAJOR GADGET)

These grenades have an oddly smooth, silvery sheen and shapely design. They also have an organic feel, oddly sticky when touched. When they are used those in the blast radius find their memories momentarily wiped. The energy suppresses functionality in the frontal cortex for just long enough for the brain to need to do a form of 'system reboot'.

This means that for a few moments the target completely forgets who they are and what they are

doing. They have no idea who is friend and enemy and what they are meant to be doing. In most cases they simply stand around in a state of complete confusion. Even in a firefight it will take them a little while to realise they should take cover.

The grenade has a blast radius of around 10 metres, but anyone who has touched the grenade in the last hour is immune to its effects. The confusion grenade only carries data for up to 10 people; if another person touches it once it's full, then the earliest data profile is deleted to make room.

The Confusion Grenade is treated like any other grenade for targeting purposes. Those caught in the blast must make a Resolve check (Difficulty 24). If they succeed at the roll they are affected for 1 round; if they fail they are affected for 1D6 rounds, increased by +1 round for each level of failure. Affected characters can take no actions during this time but suffer no other ill effects (although a Disastrous Failure might result in the effects lasting indefinitely or the victim gaining permanent Amnesia).

Traits: Amnesia (Minor), Psychic, One Shot.

Story Points: 2

Plot Seed:

- The characters are sent to apprehend a dangerous alien criminal who has been masquerading as a businessman. A UNIT operation is mounted to swiftly and surgically abduct the alien before he can do any more damage, but the operation goes badly wrong. Moments after storming the building, the soldiers wander out dazed, confused and with little recollection of why they entered.

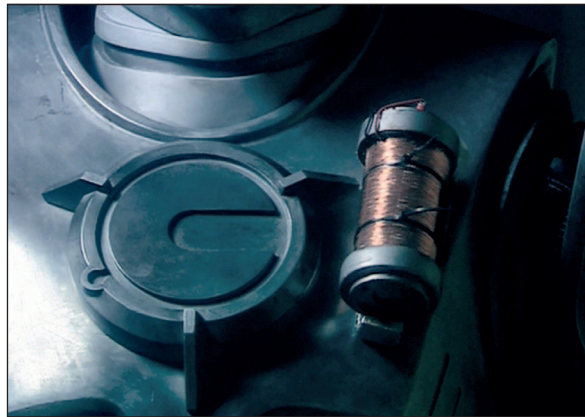
The alien criminal has used a Confusion Grenade, but there is more to this than a simple arrest. The alien is actually an arms dealer, and wants to show his clients just how good his weaponry is. Proof they work against UNIT is a good selling point! Can the characters evade his weaponry and take him prisoner? Can they do so without damaging UNIT's reputation with those who may be watching? If they can, will the alien dealer bring out more dangerous weapons to show off to his customers?

EMP BOMB (MINOR GADGET)

Once nuclear bombs were developed, the nuclear nations realised that using them was akin to destroying the world and, even in limited exchanges, irradiated the lands in which they were used.

Thus, engineers and scientists began developing weapons that could incapacitate the enemy but not necessarily destroy them. One such weapon is an electromagnetic pulse, which disables machinery but leaves living creatures unharmed.

UNIT has either developed or come across several EMP devices over its tenure, including some from parallel worlds. UNIT generally uses two types, a localised one that is attached to and affects a single target (such as a Cyberman or a jeep) and a larger one that looks like a landmine but emits a pulse that affects a larger area. These latter types usually have delayed fuses so that the UNIT agent has time to get clear before their own equipment is fried.



UNIT also has larger EMP bombs that are capable of disabling an entire city. Such weapons are kept in the Omega Locker. They are rarely used because the EMP is so powerful that it can injure or even kill biological creatures. Anyone caught within a large EMP bomb must make a Resolve + Strength roll (Difficulty 12) roll. On a Failure, the character is Stunned. On a Bad result, the character is Stunned and takes 4 points of damage. On a Disastrous Result, the character suffers a Lethal injury and immediately dies. Needless to say, UNIT commanders do not entertain the use of an EMP bomb lightly, as the odds are that they are sentencing dozens, if not hundreds or thousands, of people to their deaths.

The two smaller EMP bombs have no effect on creatures that are entirely biological, but they wreak havoc with technology and cybernetic organisms. Both types of smaller EMP bomb are considered Minor Gadgets.

Traits: Zap (Minor or Major, 4/L/L damage), Restriction (Only works on technological gadgets, Robots, Cyborgs or characters 'plugged in' and under the control of technological equipment).

Story Points: 1

Plot Seed:

- A UNIT team is assigned to perform an extraction of an ambassador or other important figure from a consulate or governmental building that is currently under siege by an angry mob. Complicating matters is that the ambassador has an alien gadget in his possession that the mob may want as well; the UNIT team also needs to extract it. Tensions are high but the UNIT agents are ordered not to create any casualties as that would only exacerbate the situation.

The general plan is to scoop both ambassador and gadget from the rooftop. Unfortunately, someone sets off an EMP bomb that wipes out all technological gadgetry, including the helicopter. The team is now stranded in a besieged building with the mob being incited to storm it. The UNIT agents need to protect the ambassador and the gadget while getting them both out of the country unharmed. Unfortunately, things may get even messier for the UNIT team as the ambassador, fearing for his life, decides to unleash the powers of the gadget against the mob.

resistance, such as an object or forcefield. These tiny explosions do no damage but they do illuminate the outlines of forcefields or invisible foes. An exploded firefly grenade sends up enough nanobots to coat an area for 2D6 rounds before too many of them have been destroyed to be useful.

Traits: Alien Senses (see invisible), One Shot.

Story Points: 1

Plot Seed

- Firefly grenades in and of themselves are generally harmless, simply 'painting' silhouettes of invisible creatures and objects. There are, however, some gases, solids, and even aliens that are so highly flammable that using a firefly grenade around them is akin to using a lethal weapon! An invisible assassin might use this to great effect, baiting UNIT to 'reveal' her while piping a flammable gas into the air. UNIT may even cause an inter-world incident when trying to protect alien ambassadors by employing a firefly grenade in a room that contains flammable aliens.

FIREFLY GRENADE (MINOR GADGET)

There are a variety of alien enemies that use superior camouflage or invisibility to gain an edge; it is inevitable that opponents will develop defences against them. Initially these involved scanners that see into different spectra, but as invisibility technology got better even those scanners could be fooled.



The Firefly Grenade was developed by the Draconians, a warrior race who consider invisibility to be a dishonourable way to fight. The Draconians prefer to force such enemies to show themselves via the Firefly Grenade which, when triggered, sends several nanobots into the air. These nanobots fill an area and explode when they come into contact with any

HYPNOTIC GUN (MAJOR GADGET)

UNIT has been aware of the power of hypnosis for some time, from mythological accounts to the American and Soviet Cold War programmes to the use by Time Lords working both for and against UNIT. There have also been several alien species which have used hypnosis to good effect and UNIT's archivists have managed to reverse-engineer a Sontaran hypnosis gadget for use in the field.



The Hypnotic Gun is somewhat misnamed; it better resembles a pen. When the button at the top is pressed, it sends a flash into the victim's eyes that

mesmerises them. The wielder can then speak with the power of suggestion, as if they had the Hypnosis trait.

Traits: Hypnosis (Major – subject resists by making an Ingenuity + Resolve test (Difficulty 12)).

Story Points: 2

Plot Seed:

- Hypnosis tends to have a major limitation; victims can't be made to do what they normally don't want to do. Recently, however, someone has come into possession of a Hypnotic Gun and is using it on people who have questionable inhibitions. While these people struggle to keep their darker urges buried within them, the Hypnotic Gun brings them out, making them ideal criminals and assassins. A UNIT team is sent in to find out who is behind the scheme (likely a psychologist or psychic) as well as stopping people from giving in to their baser natures while under the influence of the weapon. Things get personal when someone close to a member of the team is revealed to have such a darker nature, which up to this point has gone unnoticed by said UNIT agent.

ICE GRENADE (MAJOR GADGET)

These devices are of Martian origin. Each is a small, fat cylinder made out of a plain aluminium-like metal, large enough to fit comfortably in the hand, and sometimes with a warm feeling to the touch. On top of each cylinder is a dial marked with numerical symbols.

The dial functions as a variable fuse. Once activated, the grenade is primed and the further round it is twisted the longer the fuse will last, from a second up to five minutes. This allows the grenades to be used in combat, or set as traps for pursuers. When detonated, the grenade emits a wave of freezing cold. Anyone caught in the area is frozen solid in an instant, locking them in suspended animation. Subjects are rendered unconscious but mostly unharmed.

The grenades are designed to clear an area of combatants and civilians. Given they are non-lethal they can be used among innocent bystanders in most cases. This allows the enemy combatants to be safely removed and the civilians to be thawed out when it is all over. In fact, the layer of ice that encases each target provides a form of protection to anyone frozen, making the devices useful for protecting civilians trapped in a combat zone.

Those affected by the grenades will gradually thaw out in about 6-10 hours in reasonably warm surroundings. It is usually safe to gently warm them to speed up this process, but care should be taken not to do this too quickly. Shock remains a danger if they are brought back too quickly under extreme heat. If the intention is to maintain the suspended animation for a longer time, a refrigerated area will maintain the process indefinitely. If the environment is naturally cold (such as the arctic or at least snowy/icy conditions) the subjects will not thaw out naturally.

It is rumoured that there is a device that partners this technology, which instantly thaws out targets. Some scientists have theorised it might be another form of grenade that has the reverse effect.

These grenades have a blast radius of 10 metres. Those caught in the blast radius must make a Coordination + Athletics roll to get out of the area. If they fail, they are caught in the blast and frozen. While frozen the targets suffer no further ill effects unless they have a weakness to cold. The layer of ice covering them also counts as 4 points of Armour.

Traits: Entrap (Major), One Shot.

Story Points: 2

Plot Seed:

- The characters are investigating a strange alien cavern, with several humanoid creatures encased in ice. As they investigate, an Ice Grenade planted as a booby trap is triggered and some of the characters are frozen. Luckily the remaining characters come across a machine to warm the cave which begins to restore them. Unfortunately, it also wakes up the aliens who have been sleeping here, who are equipped for war and awaiting orders. Can the characters work out what's going on, and find some way to put the aliens back to sleep?

LIGHTNING SWORD (SPECIAL GADGET)

This sword looks like it has come out of a fantasy movie. It is a heavy broadsword, with a thick handle and elegantly crafted hand-guard. The metal of the blade has a blue sheen to it and the pattern in the metal makes it appear as if lightning is etched along the blade. When held, the sword begins to hum a little.

These weapons are made by the Mire, a warlike race who preyed upon the ancient Vikings. The swords are dangerous weapons in their own right, but also given



ARMOURY



out to leaders of great reputation and as such are designed primarily to impress their enemies.

The Lightning Sword blasts any target it strikes with a powerful electric charge. This shock charge is augmented if the target is wearing any metal armour. A control on the handle allows the user to disable this function, but the same control can also cause the entire battery to discharge in one potent burst.

If the burst is fired the target need not be struck physically by the sword for it to work. In fact, a blast of lightning fires from the blade to strike the target with its full force. Whilst even a low battery carries a decent punch, once the burst has been fired the weapon must be recharged for the shock power to work at all.

The sword does Strength +4 damage in melee when used as a normal sword. The shock damage does an additional 4 points when engaged. However, if the target is wearing metal armour the additional shock damage is instead equal to the protection rating of the Armour if it is higher. When the battery is discharged as a lightning strike the character uses their Marksmanship or 3, whichever is higher, to hit. The damage of the strike is 4/8/L.

Traits: Skill (Marksmanship 3), Natural Weapons (Special, +4 shock damage or protection rating of metal armour, whichever is higher). Zap (Restriction, only does 4/8/L damage)

Story Points: 4

Plot Seed:

- The characters discover a Lightning Sword and take it back to their base for further investigation. It might be discovered on an alien world or even at an archaeological dig on Earth. Unfortunately, their interference brings them to the attention of the Mire. Two Mire warlords arrive to reclaim the sword. Both are eager to lay waste to as much as possible to prove their macho credentials. However, both fear that the characters have claimed the sword by killing a powerful Mire leader and so they tread carefully. After the two warlords have tried to bluster and impress the characters, they declare there is only one answer: there must be a fight to the death for who can claim the sword. Earth must choose its champion! As the preparations begin the characters discover the duel will not only be to decide who claims the sword, but also who claims the right to conquer the Earth!

As Earth's chosen champion prepares for the duel, the remaining characters discover treachery is afoot. Neither warlord intends to leave in peace, and both are marshalling their forces to attack if they lose!

LOYALTY GUN (SPECIAL GADGET)

This large automatic weapon takes the form of a bulky assault rifle, with a drum clip to ensure plenty of ammunition. What makes this gun really useful though is its intelligent targeting system. Upon

entering combat, the system psychically links with its user to determine friend and foe. This takes one round, after which the wielder can pull the trigger and the weapon only targets 'foes,' leaving friendlies unharmed.

If the weapon changes operators without the use of a key code (in which case its system resets) the programming remains the same. So an enemy grabbing the weapon and using it would be very surprised when they only shoot their own men!

The Loyalty Gun's rapid fire projectiles do 4/L/L damage to all enemies in a particular area. The Loyalty Gun can also be loaded with blunt projectiles that stun enemies instead, but this must be announced when loading the weapon.

Traits: Psychic, Skill (Marksmanship 4), Stun, Zap.

Story Points: 8

Plot Seed:

- Given that the Loyalty Gun differentiates between friend and foe using psychic information from its wielder, there are many interesting scenarios that might come to mind when a user squeezes the trigger and certain 'friendlies' are hit while certain 'foes' remain unharmed. Given the user's emotional state this could be as simple as not wanting to shoot a loved one who is working for the enemy or 'getting back' at an office co-worker who 'wronged' them. It's also possible that the Loyalty Gun may differentiate friendlies and foes correctly, but not in the way that the user thinks because the Loyalty Gun can 'see' things that the user cannot. A Loyalty Gun may, for example, shoot a superior officer because he is actually a shapeshifted alien, or shoot a 'loved one' because that person was preparing to shoot the user!

In all cases, with a little thought, a seemingly misused Loyalty Gun can spice up an otherwise typical combat scene or form the basis for an entire adventure!

MEMORY ERASER (MINOR GADGET)

This small palm-sized weapon is a quick-and-dirty variation on the more involved Memory Filters installed in the entrance to the Black Archive. When flashed in front of a victim's eyes, the victim immediately forgets the last 5 minutes.

Traits: Delete, Restriction (last 5 minutes of memories only).

Story Points: 1

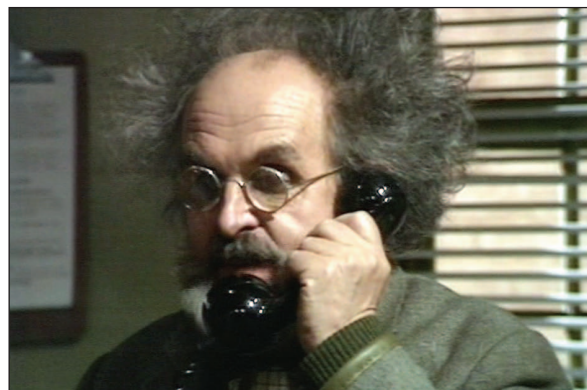
Plot Seed:

- A UNIT team is dispatched to go undercover at a wealthy collector's party to secure an alien gadget. While the team was successful, they later discover that a guest was murdered while they were on the mission and they are the prime suspects – the circumstantial evidence is overwhelming! Unfortunately, none of the team remembers anything related to the assassination nor how they came into possession of certain evidence or why they were in particular areas of the mansion at the time. And who was the unfortunate target?

Obviously, someone else used memory filters and perhaps other alien technology to frame the UNIT team for the perfect murder, casting aspersions on UNIT as an organisation at the same time. This could be someone with an axe to grind, such as a former Torchwood agent, or perhaps an intergalactic assassin is simply using the tools and methodology available to them. Whatever the case, the UNIT agents need to straighten things out before the world decides its better off without UNIT!

METAL-DISSOLVING VIRUS (MINOR GADGET)

Professor Jeremiah Kettlewell's experiments in 'living metal' also resulted in his invention of a Metal-Dissolving Virus. Kettlewell described this concoction as the "metal equivalent of a virus", suggesting it is a form of nanotechnology. It dissolves metallic compounds into easily-recyclable forms. The virus inflicts one level of damage to any metal object per round of contact, ignoring armour. The virus grows and spreads to cover any metal object it touches. Alien metals may be immune to the virus, and the virus 'dies' only a few minutes after being removed from its container.



Traits: Delete, Restriction (metals only).

Story Points: 1

Plot Seed:

- While the Black Archive keeps Kettlewell's Metal-dissolving Virus under lock and key, someone else has stumbled across the formula (assuming, of course, that Kettlewell's 'discovery' wasn't alien in the first place).

They are using fire hoses to spray it at enemies or pounding them with metal-dissolving bombs. This new weapon is destabilising many regions of the world where superiorly armed peacekeeping forces suddenly have to cope with the loss of their weapons and vehicles while lesser armed enemies run riot.

The characters must discover the source of the new metal-dissolving virus and find some way to contain it, as well as to discover who is looking to shift the balance of power in particular regions. Is this the result of alien intervention or human greed (or even environmental concern), as the closing off of vital energy resources drives the price of non-renewables up?

PRESSURE SPRAY GUN (MINOR/MAJOR GADGET)

A Cybermen invasion was thwarted with the help of an Earth soldier who brought back a Glitter Gun, a rifle that fires tiny gold particles, clogging up the chest units of Cybermen and causing them to suffocate. Unfortunately, the Glitter Gun proved useless against the Cybus Industries Cybermen who invaded Earth in 2007, leaving UNIT to lock it in the Black Archives until an enterprising archivist developed alternative uses for what was effectively a long-ranged aerosol gun. Thus the Pressure Spray Gun was born.



Traits: Zap (4/L/L, multiple targets), Restriction (only affects Cybermen or other creatures that rely on an easily clogged ventilation system to survive)
Story Points: 1

The Archivist created several new types of ammunition that make the weapon more applicable. One type is the foam blaster. This gun fires a blast of particles that expand, harden and stick together, encasing the target in a hardened foam that incapacitates them.

Foam Blaster

Traits: Entrap (Major)

Story Points: 2

Another type is the paint sprayer, which fires a burst of specially formulated paint that sticks to anything within its effective area, rendering invisible targets visible to both the naked eye and scanners.

Paint Sprayer

Traits: Alien Senses (see invisible)

Story Points: 1

Plot Seed:

- The Pressure Spray Gun is more of an idea than a design; anyone can create a giant aerosol gun with ease. Thus, whenever such a weapon is used in a crime, the Black Archive is rarely called upon to investigate – the local authorities are often able to counter such threats. Recently, however, a very strange version of the Pressure Spray Gun is being used to commit crimes. Someone has managed to acquire one of the Rani's – a renegade Time Lady with a penchant for biology and bio-technology – favourite weapons. Originally mines that, when triggered, fired a burst of nanites that rewrote the victim's genetic code into that of a tree, someone has instead loaded these nanites into an aerosol gun. It's only a matter of time before the killer gets more ambitious and creates entire forests in the process of robbing a bank or store; the characters are going to have to work fast to track them down. And how did the killer end up with such a weapon? Did the renegade Time Lady leave it lying around or is she behind the attacks herself?

PLASMA BLADE (MAJOR GADGET)

This crystalline weapon of apparently ancient origin was created by an alien species that is long lost to history (the Daemons being the most common suspects), although certain advanced species have experimented with plasma-based energy blades to variable effect (Morgaine of the Fay has confirmed that some magic swords in her universe are actually plasma blades). UNIT owns three of them and they've all been discovered near temporal rifts.

Unlike energy blades, plasma blades are rods of pure plasma that emanate from a handheld 'hilt' made of perfectly and intricately carved crystal housed within a plastic-steel grip. Plasma blades cut through armour like butter and are so dangerous that even touching one is likely to cause injury. Because of this unforgiving nature of the weapon, wielders are instructed to 'let the weapon do the work,' restricting use to slow swings or thrusting manoeuvres.

Traits: Armour-Piercing (ignores 25 points of armour), Resilient (special), Wicked (4/L/L)

Story Points: 16

Plot Seed:

- While Plasma Blades in and of themselves lend little for plot seeds, their presence can be connected to something worthy of a plot seed. For example, a plasma blade may be entombed with a hibernating Daemon or other ancient creature – disturbing the tomb also awakens the creature, who not only wants their property back (the plasma blade) but also to carry out their original mission entrusted to them before they went to sleep. Presuming that Morgaine is correct then the presence of plasma blades near time rifts may indicate that the time rift is also a dimensional one. Who knows what other horrors may be slipping through (or swiping people and creatures from our universe)?

REFLECTIVE SHIELD (MINOR GADGET)

Sometimes the best defence can be a good offence. UNIT has been developing reflective shields for some time – the Doctor once used an experimental version to good effect against a Sontaran pistol in medieval England – and currently reflective shields not only protect against directed energy attacks but can also 'reflect' the attack back against the shooter!



When not in use, the reflective shield looks like a collapsed fan made of mirror-faced material. The wielder can open the fan in a single round, covering themselves as if with a round shield. The fan offers no protection against other forms of attack, but any laser-like weapons are harmlessly reflected. The reflection can be directed by the wielder towards any other creature or object with an appropriate Coordination + Marksmanship roll; it's due to this restriction that reflective shields aren't standard issue, as a UNIT squad might find itself incapacitated by multiple reflecting beams!

Traits: Reflective, Restriction: must be aimed

Story Points: 1

Plot Seed:

- In 1866 Professors Maxtible and Waterfield utilised mirrors to harness static electricity and tapped into a Dalek time corridor. It is certainly possible that experimentation with reflective shields could also rupture a hole in space-time, bringing forth aliens and creatures from other times and places or even granting an opportunity to travel to the past or future.



One UNIT team learned this the hard way when an experiment with reflective lasers opened a rift into the Cretaceous Era, scooping up the entire team while bringing a dinosaur or three into the present. Not only must the UNIT agents investigate and deal with the dinosaurs, but they also must decide whether to step into the rift and save their friends before it is too late. If they decide not to, then it's possible that the ill-fated UNIT team does something drastic in the past that attracts Reapers...

SHIELD GRENADE (MINOR GADGET)

Sometimes, when the enemy is too strong or a unit is caught unaware, the ability to make a tactical

withdrawal can mean the difference between life and death. The shield grenade was developed by the Kraal and only works inside buildings or other natural structure. When dropped, this gadget detonates and releases an elastic metal ribbon which surrounds an opening, such as a doorway or cave entrance. Once the ribbon sticks it generates a forcefield that lasts for 5 minutes, after which the forcefield fades.

UNIT would like to equip every soldier with a few shield grenades, but the technology is still on the cutting edge and thus very expensive to produce. Most of the grenades in UNIT's possession came from a crate discovered during the failed Kraal invasion while archivists continue to work on a cheaper homemade option.

Traits: Forcefield (Major), Restriction (door-sized openings only)

Story Points: 1

Plot Seed:

- Shield grenades aren't very exciting as escape tools, but they can also be used to keep things in, particularly if the user can increase the settings to keep the forcefield in place longer. This can make an assassin extremely deadly as they can trap their victims in a small space.

Shield grenades can also be used to make 'mazes' within forests or even an entire village. Alien hunters (bored trillionaires, the Gods of Ragnarok, the Celestial Toymaker, Sontaran training unit, etc) may set up a 'game board' and bait the characters into it. Until they can figure out how to disarm the forcefields they are stuck in a life-and-death game against well-armed opponents.

TIME BOMB (MAJOR GADGET)

A dubious 'gift' from the future Time Agency, a time bomb, when set, disappears into the vortex and materialises later, exploding when it does so. UNIT has discovered several Time Bombs brought to the present by future criminals or Time Agents who were killed in the line of duty and suspect that several unsolved bombings were the result of Time Bombs.

A typical Time Bomb carries an explosive charge, but this need not be the case. There have been instances of Time Bombs carrying sleep gas, paint, or even fireworks. The main drawbacks in using Time Bombs are that, once set, they can't be moved or deactivated. They must always detonate at the time and place specified. UNIT keeps a few 'city-sized' Time Bombs in the Omega Locker. Time Bombs can also be set to explode in the past rather than the future, but doing so invites paradox and the Reapers. Currently, UNIT protocol prohibits setting Time Bombs to explode prior to being set unless specifically ordered to by UNIT command.

Traits: Vortex, Restriction: must be set to particular time, Zap (Major)

Story Points: 2

Plot Seed:

- During an alien attack UNIT authorised the use of Time Bombs to slow the enemy's advance. While several Time Bombs were set and sent into the Vortex, none ever materialised. Thankfully, UNIT and supporting forces still managed to stop the invasion but now UNIT command wants to know what happened to the Time Bombs? Were they somehow deactivated or lost to the Vortex? Or were they sent somewhere else and, if so, by whom?





**MOTOR
POOL**

MOTOR POOL



for different types of vehicles; the Tower of London facility, for example, has a hidden exit in a nearby building for ground vehicles and small aircraft, a concealed exit on the water for boats and an underwater exit beneath the Thames for submersible vehicles and large flying craft.

VEHICLES AS GADGETS

Vehicles in the Black Archive Motor Pool are considered to be 'Gadgets,' but they are purchased a little differently than regular Gadgets. The vehicle itself and its normal traits and abilities aren't considered to be gadgets and don't require a character to spend Story Points to acquire them beyond the Travel Gadget Trait. If a UNIT team needs a jeep or a particular agent requests a motorcycle, then in most instances UNIT command hands them the keys and a character spends a Story Point. What the characters do pay for beyond the Travel trait are any other traits appended to the vehicle beyond its normal operating capabilities.

'Aha! Bessie!'

'Well, I knew how fond of it you were so when you last went on your travels I had it put in mothballs.'

Given that UNIT began as a military organisation it should come as no surprise that it has many vehicles at its disposal, both civilian and military. Most of these are standard vehicles of their type and populate the garages and parking lots of all UNIT bases. For information on civilian vehicles see the **Doctor Who Roleplaying Game**; military vehicles are covered in **Defending the Earth: The UNIT Sourcebook**.

The Black Archive houses an assortment of vehicles that aren't typically loaned to UNIT agents except under particular circumstances – a UNIT team that simply needs transportation from London to Dover is going to get a civilian car or a jeep, not Bessie! Each vehicle housed here has traits beyond the norm and, when those traits are needed, a UNIT agent simply needs to make the request and hope that their UNIT commander agrees!

Most Black Archive facilities have a single large hangar that houses all vehicles with different exits

BOMBAY TURTLE (SPECIAL GADGET)

During the 18th century European trading vessels were plagued by a strange 'sea creature' in the Arabian Sea. Typically described as a glowing giant crab, it used its claws to shred the bottoms of ship hulls, forcing them to sink. Attacks against this creature were for nought, as it had an extremely hard shell that shrugged off cannonballs when it occasionally surfaced.

All attempts to destroy the creature, whom the locals called a 'kaikabo,' (or turtle) failed and many of the goods stored aboard sunken vessels found their way to local markets, usually to buy arms for those resisting the European invaders. And then suddenly, in the early part of the nineteenth century, the attacks simply stopped.

The mystery was solved in the late 20th century while UNIT was exploring Silurian ruins off the coast of Mumbai. They discovered a hidden undersea base that had apparently been used by Indian 'pirates' who'd scavenged and repurposed Silurian

THE SILURIAN AGE: DINOSAURS AND SPACESHIPS

While this chapter primarily covers vehicles that are usable on Earth by single individuals or small teams, UNIT does have a number of larger alien spaceships it has obtained over the decades. Examples of such ships can be found in **The Silurian Age: Dinosaurs & Spaceships** and may be included as the Gamemaster sees fit. Typically, vehicles of this size are low priority, as UNIT has assigned most of the still-operational ships to Satellite W1. Still, the Black Archive houses a few, mostly those that still have mysteries attached that need resolving and any Archive Team that needs to sojourn into space may call upon UNIT to provide a space-worthy vessel.

Note that **The Silurian Age** uses expanded rules for spaceships that go beyond those offered in the **Doctor Who Roleplaying Game** and the extensions offered in this book. If the Gamemaster wishes to use the vehicles listed here along with the rules for **The Silurian Age** then some basic conversion may be necessary.



technology. The greatest of these gadgets was the 'Bombay Turtle,' so named by an unfortunate East India Company captain who'd shared his suspicion in his recovered sunken diary that the locals called the creature a 'kaikabo' – or 'turtle' – because it was actually a submersible vessel. The UNIT salvagers also discovered what happened to the Bombay Turtle's crew – while studying more Silurian technology they'd accidentally released a plague that wiped them out.

The Bombay Turtle is an impressive feat of Silurian engineering. In spite of its name it better resembles a hermit crab and, while capable of swimming, its preferred method of movement is to scuttle across the sea floor. When it does swim, it generally does so upside-down, leaving its claws free to shred a ship's hull from the bottom. The vessel's 'eyes' illuminate the sea with ultraviolet light. UNIT archivists have also discovered something that its last crew hadn't noticed – the vessel has another large 'eye' on the front of its shell that when opened can shoot a lethal sonic beam.

The Bombay Turtle is now stored in Atlantis, where UNIT frequently employs it to explore the Mariana Trench.

Armour: 4 **Hit Capacity:** 10 **Speed:** 8

Traits: Armour (Major), Environmental (underwater), Natural Weapons (Claws 4/8/12), Travel, Zap (Sonic 4/L/L)

Story Points: 6

BRACEWELL AIRCRAFT (SPECIAL GADGET)

In 1941, Dalek-built android Professor Edwin Bracewell rebelled against his creators and modified several Spitfires with gravity-well technology and laser weaponry to fly into space and attack a Dalek saucer. Since then, the Royal Air Force has kept a squadron on hand; the RAF operates them in tandem with UNIT. Over the years Bracewell's modifications have been adapted to newer aircraft, including both jets and helicopters. Despite this, the Black Archive keeps two of the original Spitfires still in working order in a hangar beneath the Thames.

Bracewell's modifications have also occasionally been paired with technologies scavenged from alien vessels, each with different forms of technology, power and propulsion. While UNIT scientists have an ongoing remit to reverse engineer such craft, the results have not been especially successful, leading UNIT to do the next best thing and scavenge this valuable technology to augment their vehicles.

The basis for most modern Bracewell aircraft are older models of Harrier Jump Jet, which are both adaptable and reliable, and a number of UNIT's pilots have a great amount of experience flying them. From this basis, each fighter is then transformed in a unique way, depending on what functional technology UNIT has to hand. All Bracewell aircraft are capable of reaching orbit and returning and maintaining life support for the pilot. But some have advanced drives; others have strange weapons or alien defences.

The small fleet of Bracewell aircraft numbers only a dozen or so, although at least four are usually non-operational at any given time. After any flight, technology can often fail or prove incompatible in some unexpected way, forcing Archivists to constantly rebuild and renovate the craft.



Officially the Bracewell air fleet is nothing more than a test fleet designed to see how different technologies act and function together. In practice it is UNIT's first line of defence against a space invasion. The elite group of test pilots consider themselves an active defence force. They are traditionally led by a commander who takes the code name 'Danny Boy' in honour of the original leader of the unit.

The most ambitious Bracewell aircraft to date is a large Hercules transport plane that has been modified to act as a mobile UNIT headquarters. The Bracewell technology installed is less for jaunts in outer space than enabling the aircraft to climb high enough that it can fly in arcs that greatly decrease distances between points around the world. This aircraft is relied on when the T-Mat is inconvenient or unavailable.

Bracewell Spitfire

Armour: 5 **Hit Capacity:** 20 **Speed:** 15

Traits: Flight (Major), Forcefield (Minor), Travel, Zap (Dalek Exterminator -4/L/L).

Story Points: 5

Bracewell Jet Fighter

Armour: 9 **Hit Capacity:** 36 **Speed:** 24

Traits: Flight (Major), Forcefield (Minor), Travel, Zap (Dalek Exterminator -4/L/L).

Story Points: 5

Bracewell Mobile HQ

Armour: 9 **Hit Capacity:** 60 **Speed:** 18

Traits: Flight (Major), Forcefield (Minor), Travel, Zap (Dalek Exterminator -4/L/L), Base Traits (Armoury, Database Access, Computing Power, Fortified, Holding Cells, Internal Sensors, Laboratory, Medic, Mobile Base, Minions.)

Note: The Bracewell Mobile HQ is a UNIT command vehicle and is never doled out to individual UNIT teams unless a mobile HQ is absolutely necessary. Thus, this vehicle has no Story Points or Story Point cost.

Plot Seeds:

- The Daleks were not the only aliens to involve themselves in the Second World War. Another faction - perhaps the Sontaran, the Meddling Monk, or even Missy - has discovered that Great Britain isn't 'playing by the rules' and decides to give advanced technology to the other side. In short order, the Germans are rolling out war machines of their own with technology decades or even centuries ahead of their time. Great Britain and its allies will need even more of Bracewell's ingenuity to counter the new threats. The characters arrive in the middle of a war-torn battlefield fought by advanced weapons that should not exist. Worried about damage to the timeline, they may attempt to stop these machines from being used or to go even further back in time to fix the problem, causing paradoxes that create even more problems.
- A test flight of the Bracewell fleet has the pilots taking their fighters on an extended flight around the Moon and back. Unfortunately, their presence is detected by a passing space craft. Their scan of the aircraft discovers they are Dalek technology: Earth must be an advance base for this terrible foe! The aliens decide to strike first and ask questions later, and come in shooting! The characters must find a way to talk them down, but first they'll have to convince them that they're not Dalek Puppets!

DILAPIDATED NUMBER 200 BUS (SPECIAL GADGET)

This double decker bus is one of the sorrier sights in the Black Archive. It looks much like any other old style red 'Routemaster' London bus, but its wheels are flat, its windows broken and the roof of the upper deck is somewhat flattened. Nevertheless, it might still manage a valiant attempt to reach its usual destination of Victoria if it was called upon to do so, a tribute to the resolve of its design.

But there is something special about this bus that has earned it a place in the Black Archive: it can fly.

The bus and its occupants were unlucky enough to pass through a wormhole and found themselves on a desert planet consumed by the alien Swarm. To return home, the bus passengers needed the protection of the bus as a 'Faraday cage', but it was unable to drive in the sand and time was running out. Luckily, two of the passengers on the bus are the Doctor and the aristocratic burglar Lady Christina De Souza. They discovered a group of Tritovores had also been marooned on the planet, on board their crashed spacecraft.

The Doctor managed to salvage a set of anti-gravity clamps from the Tritovore ship, which the Doctor bound to the bus's steering wheel completing the connection with the ancient golden chalice of Aethelstan that Christina had stolen. With the clamps in place, the Doctor was able to fly the bus back through the wormhole and close it before the Swarm arrived.

The bus would have fallen into UNIT hands then, but Lady Christina stole it to escape the police. However, it was later found abandoned in a back street in Chelsea. It was claimed by UNIT soon after, although Transport for London insists that UNIT owes them a new bus.

Armour: 5 **Hit Capacity:** 15 **Speed:** 6

Traits: Flight (Major), Travel

Story Points: 3

Plot Seed:

- While the Doctor and Lady Christina were able to safely pilot the bus through the wormhole before it closed, a couple of Swarm creatures (see **The Tenth Doctor Sourcebook**) managed to slip onto Earth unnoticed, the wormhole energies flinging them into the tunnels beneath London. For a while, these Swarm creatures went into hibernation. Today, having reawakened and feasted on rats and other creatures in the sewers, the Swarm creatures are terrorising the subterranean passages beneath London. Not only will this soon cause major problems in the Underground, but the Swarm are also breeding!

If you don't have a copy of **The Tenth Doctor Sourcebook** then you can still run a variation on this theme. Something else managed to use the wormhole to escape to Earth and is now terrorising the tunnels beneath the city – the UNIT agents need to stop them! Good candidates would include a Skovox Blitzler, a Toclafane, or a Weeping Angel.

DIMENSIONAL SHIFTER (MINOR GADGET)

Codenamed 'Project Indigo,' the Dimensional Shifter is derived from Sontaran technology and enables the wearer to instantly teleport from one location to another. The Dimensional Shifter is a backpack-sized device that connects to the global satellite network in order to pinpoint the location to which to transport the wearer. The Project Indigo prototypes relied on a neural interface, but difficulties with the targeting



(the shifter tended to transport the wearer to where they most wished to be rather than where they were trying to go) led to a more conventional GPS system.

Traits: Teleport, Transmit, Restriction (only a single person) Slow (Major).

Story Points: 1



Plot Seed:

- While the Dimensional Shifter's GPS system is a marked improvement over the original Project Indigo, the neural interface was much easier to use than the smart watch it now uses. A team of archivists has been working on improving the neural interface to better transport the wearer to the place they intend to go rather than where they want to be.
- Unfortunately, a new glitch manifested when the prototype was first used, transporting the wearer to the place they wanted to go, but in the time that they most wished to be there. With a 24-hour recharge cycle, the archivists quickly found themselves trapped in the past. Only those lucky enough to figure out what happened and how to reverse it were able to avoid damaging the timeline and make the jump home. Those who weren't... With little time to lose, relatively speaking, the characters must determine 'when' the experimental pilots shifted to and go back in time with three objectives. The first is to find and return the pilots. The second is to find and return their Dimensional Shifters. The third is to fix any damage to the timeline as a result of the unintentional jaunt back in time.
- Project Indigo was developed from scavenged Sontaran technology. Prolonged use of such technology could lead to an invasion by the Rutan Host, who already suspect the Earth of being a Sontaran advance base.

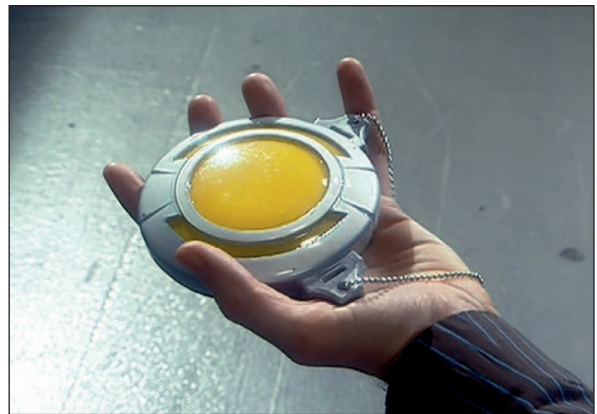
DIMENSIONAL TRANSPORTER (MINOR GADGET)

During the Battle of Canary Wharf Cybermen from a parallel Earth were able to use a dimensional crack to invade Earth. Human resistance fighters from that Earth developed the Dimensional Transporter, essentially a big button, to slip across the rift between universes. Once the rift was closed, the Dimensional Transporters became useless.

Since then, a few Dimensional Transporters have come into UNIT's possession and archivists are working diligently to recalibrate the gadget so that it can cross universes without the need for a rift. Currently, they've been unable to do so, although they have discovered that these gadgets can still be used on other rifts – it's just that the user isn't certain where they are going to end up until they use it!

Traits: Teleport, Vortex, Restriction (does not allow time travel), Restriction (only works on an existing rift between universes).

Story Points: 1



Plot Seed:

- Someone has figured out a way to steal gadgets from the Black Archive without being seen entering or exiting the facility. Fortunately, the criminal – who is oddly wearing a protective suit – initially appeared in the same spot every time they entered the Black Archive, although they have been observed 'pacing out' measurements only to teleport in and out of those new 'paced out' termini later. This criminal is also using Black Archive gadgets pilfered from previous jaunts to help them infiltrate deeper into the Black Archive. An initial analysis of the 'teleportation' has led UNIT investigators to conclude that someone is using a dimensional manipulator to break into the Black Archive, comparing where it is to wherever the dimensional manipulator is taking them to enter and exit at different points.

The criminal seems very familiar with the Black Archive, although interviews and interrogations have rendered no leads.

The truth is that a UNIT member is pilfering from the Black Archive, but not a UNIT member from this world. This UNIT agent (who could be a UNIT notable or even a parallel version of one of the characters!) is embroiled in a losing war against an alien invader that's ravaged their world. The parallel UNIT agent is using their knowledge of the emptied and destroyed Black Archive of their world to steal weapons they remember from ours using a dimensional transporter. This UNIT agent is wearing protective gear because the Black Archive of their world was forced to self-destruct (it's possible that the parallel UNIT agent has voluntarily become a 'failed Cyberman' to endure the radiation). Currently they're stealing weapons to aid in the fight, but their ultimate goal is to steal a weapon from the Omega Locker or the Enigma Vault to completely destroy the invaders.

This, of course, begs the question as to who invaded Earth so thoroughly that it toppled – without a Doctor in this universe it could have been any number of alien invasions that he's helped stop over the decades – and what shape UNIT took. Obviously there are marked differences between the two Earths, otherwise the parallel UNIT agent's thefts would be more precise. And why didn't the parallel UNIT agent simply ask for help? Also, with a new rift it's possible for the characters to now visit that world, and it's equally possible that the alien invaders have just found a window into a new world to conquer!

THE DOCTOR'S CARS (SPECIAL GADGETS)

UNIT occasionally finds itself in possession of the Doctor's alternative forms of transport. Two of these, Bessie and the 'Whomobile,' were left with UNIT after the Doctor's unofficial resignation of his day-to-day duties as Scientific Advisor. The Antigravity Bike is one that has just recently been added to the Black Archive. There are doubtless others mothballed in various Black Archive sections around the world.

Antigravity Bike

This antigravity motorbike was driven by the Doctor in the 2074 Olympic Games. He'd given it to Clara in 2013 and it found its way into UNIT's hands after her disappearance in 2015. Unlike his other 'cars,' the Antigravity Bike seems to be a typical model of its

type, although UNIT archivists have noted that the Doctor rarely leaves things without some personal touch. It's certainly possible that this bike has traits similar to Bessie or the Whomobile.

Armour: 0 **Hit Capacity:** 6 **Speed:** 10

Traits: Climbing (Minor), Flight (Minor), Travel
Story Points: 3

Bessie

This yellow Edwardian roadster was bought for the Doctor by UNIT as a condition of his employment. It is a four-seater with a collapsible roof. Thanks to the Doctor's tinkering, Bessie is surprisingly durable; even when travelling at high speed, the driver can brake to a complete halt without throwing the occupants from the vehicle.



Bessie has an Anti-Theft Force Field that activates whenever an unauthorised user tries to use Bessie. The initial Strength of the force field is 4; the victim may resist with an opposed Strength roll. If the victim fails, they are held until the forcefield is shut off; this could be a matter of minutes or hours depending on how long the driver has set it for. The victim may make multiple attempts to escape, but each failed attempt after the first causes Stun damage.

Armour: 4 **Hit Capacity:** 10 **Speed:** 8

Traits: Anti-Theft Force Field (Special), Fast (Major – quadruples speed), Remote (Major), Transmit, Restriction (Fast only when percolator is poured into the gas tank), Restriction (Transmit is for remote control only), Travel
Story Points: 6

The Whomobile

The Whomobile is a hovercraft that the Doctor built to replace Bessie (possibly after he'd been plucked to Gallifrey for the Game of Rassilon) as his Earthbound

mode of transportation. As with Bessie, the Doctor left the Whomobile on Earth when he dedicated himself to travelling through time and space again and it was interred in the Black Archive.

The Whomobile got its name after a UNIT Archivist tried to explain to a visiting Member of Parliament that it was “the Chief Scientific Advisor’s Flying Automobile”. The flabbergasted MP responded with “the Whomobile?” The archivists have since deduced a number of the Whomobile’s Gadget Traits; there are doubtless others.

Armour: 6 **Hit Capacity:** 15 **Speed:** 12

Traits: Environmental (Airtight), Flight (Major), Remote (Major), Transmit, Restriction (Transmit is for remote control only), Travel

Story Points: 6



Plot Seed:

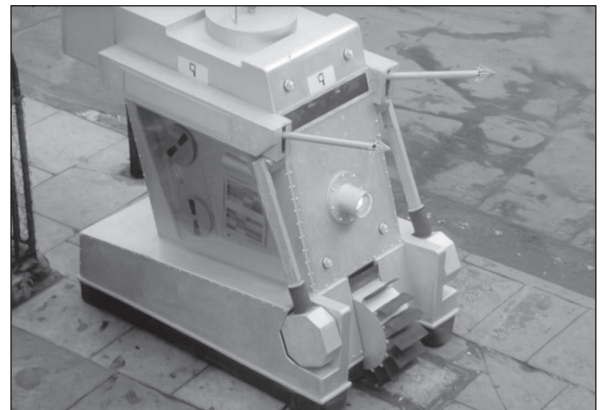
- Bessie was once plucked from Earth and taken to Gallifrey’s Death Zone, where creatures from all over time and space are used as pawns in the sinister ‘Game of Rassilon.’ At the conclusion of that adventure, the Time Lords returned Bessie to its proper time and place, unaware that Bessie had a stowaway. Not only is the stowaway dangerous, but they brought something along with them from the Death Zone that should never have left. The stowaway has been biding their time in an English village and, with the Time War, no Gallifreyan came looking for them. Today, however, that changes. A group of mercenaries (Judoon are the most likely, but the Gamemaster may invent another) isolates the village to seek out the stowaway and, more importantly, the secret they took.

The Gamemaster should determine who exactly is the stowaway and the secret they have. It could be a Black Archive gadget or one that belongs

within the Black Archive. Also, if Gallifrey was sent to the far future and isn’t in the habit of traveling in time at the moment (relatively speaking), then who sent the mercenaries and what do they want to do with the stolen gadget?

DRONE TANK (SPECIAL GADGET)

Sometimes derisively called ‘square Daleks’ by cheeky UNIT personnel, Drone Tanks are mobile weapons platforms that were built by the sentient computer WOTAN in 1966. After their defeat by the Doctor these ‘War Machines’ were taken into government custody. Given the War Machines’ futuristic-seeming circuitry and a closely-following Cybermen invasion, government officials – fearing that the War Machines may be alien – gave the War Machines to UNIT.



UNIT archivists discovered that the War Machines were networked together and could be reprogrammed to follow UNIT commands. Until the end of the second millennium UNIT often deployed Drone Tanks when dealing with aliens that had advanced weaponry or superior armour. The Drone Tanks were very effective and limited casualties, especially given their ability to jam conventional firearms. They are controlled via a computer console, although one operator can effectively give orders to multiple Drone Tanks.

With the turn of the millennium and leaps in robotics technologies the Drone Tanks have largely been replaced by aerial drones that can slip into more places unseen and still pack a lot of firepower. Still, whenever UNIT is called upon to make a frontal assault against a hardened enemy, the Drone Tanks can still make an impressive appearance.

Armour: 10 **Hit Capacity:** 30 **Speed:** 5

Traits: Armour (Major), Clumsy, Natural Weapon (Crusher – 5/11/16 melee damage), Networked,

Remote (Minor), Zap* (4/L/L or other ranged weapon), Special – Weapon shutdown (Major – jams bullets in conventional firearms), Travel (Minor), Weakness (Major – magnetic fields)

*Drone Tanks can carry different types of rifles or missile systems; only the most current one, a laser, is given here.

Story Points: 7

Plot Seed:

- While UNIT has had the Drone Tanks since about 1970, they were in government hands for a few years. More to the point, some of the people who were hypnotised into making the Drone Tanks for WOTAN still remember some of the schematics. Recently, someone has tapped into these sources to reproduce the Drone Tanks as a networked team of Aerial Drones. These Drones are now being used by private corporations to protect their assets in lieu of security guards. As more and more Aerial Drones are deployed, strange things are starting to happen. People are starting to disappear and certain facilities unaffiliated with the Aerial Drones are being attacked with drone-like precision. Is someone controlling the drones and, if so, what is their purpose?

GOLIATH

'Goliath' is the UNIT designation for a powered suit of armour that enables the pilot to sit inside the torso and manipulate the limbs and weapon systems through a combination of control panels and psychic commands. Its design was reverse-engineered from a Tibetan weapon of war that slipped through a temporal rift during World War IV. Although heavily damaged, the powered armour had enough of it remaining that archivists were able to reverse-engineer much of its design. The resulting Goliath is more cumbersome and slower than the one that inspired it, but it is more easily piloted by 21st century UNIT soldiers.

While the Goliath was developed from a weapon of war, UNIT commanders primarily use it for heavy lifting and other manual labour, such as hauling beams across construction sites or helping soldiers traverse difficult terrain. The Goliath is still an effective war machine – or, rather, a peace-keeping machine – and there have been several weapons developed for it; some lethal, others non-lethal, and its intimidating size makes it an effective crowd-control vehicle.

One interesting feature of the Goliath is its ability to scramble signals. This makes it very dangerous

for enemies to target Goliaths, as the machine can misdirect guided missiles to other targets. An enemy firing a barrage of missiles at a Goliath may find nearby buildings and allied vehicles in flames as the Goliath, untouched, calmly continues forward.

Armour: 10 **Hit Capacity:** 15 **Speed:** 2

Traits: Attribute (Coordination 2, Strength 8), Forcefield (Minor), Transmit (False Signals), Travel (Flight, Underwater).

Sample Weapons: Stun Baton 10 (5/10/15) or S (S/S/S), Machine Gun 7 (3/7/10 – Armour-Piercing).

Story Points: 12

Plot Seed:

- Goliath testing has gone so well that an entire squadron has been built and more on the way. UNIT's high ups argue that Goliaths can be the backbone of peacekeeping operations all over the world as well as provide a strong first line of defence against alien threats. Every nation is eager to field their own Goliath teams. And then someone hacks into the Goliath neural circuitry and takes command, forcing the Goliaths to do its bidding. The 'alien invaders' demand that Earth's armies lay down their weapons and accept their new overlords or the Goliaths will march on the capital cities of the world. But this is all a ruse. There is no alien threat: someone on Earth has found a way to take control of the Goliaths. It's up to the characters to discover the hacker's plan and prevent them from accomplishing their true scheme before the world is set aflame.

HOVER PLATFORM (MAJOR GADGET)

This device is a highly adaptable transport and positioning system that UNIT dearly wishes it had more of. The device itself is a flat metal board big enough for a person to stand on. It can be extended (much like a foldable table) to four times its size to give four people space to stand on it. When fully collapsed the device is not much larger or heavier than a skateboard and it can easily be carried under the arm.

In single person mode the Hover Platform uses repulse-lift technology to float a foot above the ground. Anyone standing on it can move it by shifting their weight in the direction they want to go, riding it much like a skateboard. The device generally picks up speed relative to how weight is positioned, allowing the user to throttle up or down as they require. While the device is capable of a top speed of nearly 90 mph, most users don't feel safe travelling much faster than 60mph.

The board can also adjust its height if the pilot lifts their foot or pushes it down. The Hover Platform is capable of rising as high as 100 feet, and also adjusts to maintain height over the landscape.

When ridden by more than one person, the device can be a little more difficult to control, requiring all but the pilot to remain stock still. Easier said than done at top speed...

Armour: 0 **Hit Capacity:** 6 **Speed:** 8

Traits: Flight (Minor), Travel

Story Points: 2

Plot Seed:

- A masked thief is using a Hover Platform to raid banks and jewellery stores. The thief uses the Platform as a getaway device, easily eluding the police. Once it becomes clear this is not terrestrial technology, UNIT are called in to see if they can catch the criminal.



An investigation determines the thief has mainly been after a particular type of precious stone. These stones have been found in the stores and safe deposit boxes he hit. With a bit of detective work the characters can narrow down a few possible targets and wait for their thief to make an appearance. But the problem is how to catch him. If they have Hover Platforms of their own it will be a mad chase across the city, powering around buildings and flying across the streets. If not the characters will have to track and box in their target using bikes, cars and helicopters to trap the thief in a combined effort. Once he is caught, they can discover the identity of the thief. Is he an alien or just a human who has come across the technology? And what is it he wants with the stones? Are they a power source, a vital element needed for his technology or even food?

IBISIAN TUNNELLER (SPECIAL GADGET TRAIT)

When Edgar Rice Burroughs wrote about a man with a story to tell about a prehistoric world beneath the Earth, virtually everyone wrote it off as fantasy. Burroughs, however, wasn't alone; fellow authors Jules Verne and Sir Arthur Conan Doyle, amongst others, also wrote about prehistoric lands, some also preserved below the Earth. Doubtless these and other stories were inspired by experiences or records of the Silurians, who preserved their culture in hibernation deep within the Earth.

After the Battle of Canary Wharf, UNIT discovered an interesting gadget in Torchwood One's main hangar: a giant burrowing machine that resembled something straight out of Victorian science fiction. Outwardly, the tunneller's design makes it look like something out of the late 19th or early 20th century or, more accurately, like something out of the fevered mind of a science fiction writer of that time.

Inside, the aesthetic continues in the same vein, with lots of brass and red velvet, but this is only skin deep. Beneath the wood and brass panels lies a very sophisticated and advanced technology that relies on voice commands and holographic technology.

The tunneller is of Ibisian design, an ancient race related to the Osirans that once had contact with Earth, during the Silurian Age. An Ibisian archaeologist, Jehuti, came to Earth at the turn of the 20th century to make contact with the Silurians, only to discover them gone. She crafted the tunneller using materials she could find, and set off to tunnel down to a Silurian colony. What happened next is not recorded, but the tunneller was found half-buried in the Sahara by the French Foreign Legion during the First World War.

Armour: 10 **Hit Capacity:** 26 **Speed:** 2

Traits: Burrowing, Environmental (underground), Forcefield (Major), Travel.

Story Points: 5

Plot Seed:

- The Silurians aren't the only creatures sleeping beneath the Earth's surface. During the initial tests of the tunneller, archivists discovered that there were special coordinates buried within the tunneller's computer – these coordinates led to a place a few miles below the North Sea. UNIT sent the tunneller to the spot to bore into the floor, taking with it a diplomatic team in order to meet with the expected Silurian colony.



Only there was no colony. Instead, the tunneller leads them to a malevolent force that was best left buried. This could be a Seaweed Creature (see **The Second Doctor Sourcebook**) a Myrka (see **The Silurian Age**), or any other creature buried beneath the sea that's not really interested in chatting with diplomatic delegations.

VORTEX BUNGEE CORD (MINOR GADGET)

The original design for the Vortex Bungee Cord was discovered in Paris in the charred remains of a laboratory. This, along with the partially burnt notes from its creator, Professor Kerensky, enabled UNIT to recreate the original design, creating a small time machine that could throw a person into the future or the past, but only for two minutes. After that the person would be snapped back to the current time, much like a bungee cord (and, like a bungee cord, the user experiences a blood rush and dizziness). It is believed that many historical instances of 'ghosts' were actually users of the Vortex Bungee Cord.

The Archivists soon discovered that the 2-minute time limit was actually an arbitrary design limitation, but attempts to override this limitation, resulted in the attention of Reapers. Fortunately, the minimal temporal damage caused by the longer jaunts allowed the Reapers to 'cauterise' the temporal 'wound' without destroying the planet, although a few engineers, three UNIT facilities, and a small island in the Pacific were all 'eaten' by the Reapers before UNIT put a moratorium on trying to push this particular limit.

Savvy users of the Vortex Bungee Cord have discovered that it is possible to leap into the past or future and leave something behind – UNIT parlance calls this a 'message in a bottle.'

Traits: Vortex, Restriction (2-minute limitation).

Story Points: 1

Plot Seeds:

- A character keeps getting messages from their future self to acquire and have certain things in order to make future missions successful. While the requests are odd and fun at first – many of the items are mundane or must be interestingly acquired – things start taking a turn for the questionable. Some of the requests ask the characters to commit crimes, including outright treason, although the future self gives no details. Should the character trust their future self or, if not, find some way to ensure that this particular future never happens, risking paradox?

A UNIT agent keeps getting visits from their past self, asking them to look into a particular time and place. This UNIT agent has no recollection of what happened during that period, likely due to a mind wipe, but it is essential to the past self that something be changed (as it turns out, this is a case of wibbly-wobbly, timey-wimey as changing the past ensures that it never happens!).





CABINET OF CURIOSITIES

CABINET OF CURIOSITIES



The Cabinet of Curiosities is the largest part of the Black Archive and contains those alien artefacts that have been sufficiently tested and deemed suitable for loan to UNIT members. While technically considered Gamma clearance, Gadgets from the Cabinet of Curiosities are rarely given to standard UNIT soldiers; they are usually reserved for those with higher clearance levels. A typical UNIT agent has Epsilon-level clearance, so this has become the effective 'baseline' for handling Gadgets from the Cabinet of Curiosities.

Indeed, Gadgets from the Cabinet of Curiosities can become routine equipment amongst particular UNIT agents, especially if they are germane to their typical operations. An operative, for example, might have a Compression Field and Masterful Disguise at their disposal, while a sentinel may have Artron Goggles and a Cyber-vest as part of their standard equipment.

As a general rule, the Gadgets found in this chapter are available for characters to have on-hand as part of their personal equipment. This requires them to reduce their Story Point total by an amount equal to the Gadget's cost during character creation, as described in the **Doctor Who Roleplaying Game Core Rulebook**. As always, the Gamemaster has the final say on whether any Gadget in this chapter is available as standard equipment (and note, just

because the Gamemaster decides that a particular Gadget cannot be bought as standard equipment does not mean that the Gadget is unavailable – it may only be available for particular missions and therefore purchased as a temporary Gadget!).

ALIEN DETECTOR (MAJOR GADGET)

This small handheld device is actually a piece of repurposed Dalek technology. It consists of a rather plain bronze box with a readout screen on the top. A handle has been added for the convenience of human operators.

The system detects the DNA pattern in the user and scans for any biological matter that does not match. Several filters ensure it doesn't detect every fly and mouse that wanders by, but the gain can be increased if that is what you are looking for. By reducing the gain it only scans for life not native to the user's planet of origin, making it an excellent detection device for alien activity.

Originally this was a piece of standard Dalek technology, allowing a Dalek to detect non-Dalek life forms to be exterminated. While this device is no longer a tool of war, at its heart it remains Dalek technology; there is a very real danger that when encountering Dalek technology it will attempt to

MUNDANE ALIEN CURIOSITIES

It's a bit of a fiction that the Black Archive only houses dangerous alien Gadgets; it is a warehouse for all alien Gadgets, even cutting-edge Gadgets developed on Earth. That means that any Gadget from the **Doctor Who Roleplaying Game Core Rulebook** or any of its supplements might find its way here, no matter how disconnected from UNIT it is via time or space. Temporal rifts, time travellers and even spacefarers might bring such Gadgets with them.

Although we haven't reproduced any of the Gadgets from the **Doctor Who Roleplaying Game Core Rulebook** or **Defending the Earth: The UNIT Sourcebook** (as if you are using this book then it's likely that you have access to those books as well!) they may still be found here, particularly Captain Jack's Vortex Manipulator or his Squareness Gun. And, while we have chosen to include some of the more interesting Gadgets from other supplements, just because we haven't included a particular Gadget doesn't mean that it can't be found within the Black Archive as well!



connect and communicate with it. This might place the user in the dubious position that their alien detection device makes it easier for the Daleks to detect them!

Traits: Scan, Track (Minor).

Story Points: 2

Plot Seed:

- Something is loose on the wilds of Exmoor and the UNIT team are sent out to track it down. The creature is indeed an alien, and a hostile one at that. But armed with the Alien Detector the characters have every expectation of finding and trapping the creature. However, what they don't know is that the alien has a tracker of its own, and has come to Earth to hunt any humans sent to face it. It is crafting a plan of its own to turn the tables and make the hunters into the hunted.

ARTRON GOGGLES (MINOR GADGET)

Actually an advanced human gadget from the 51st century, Artron Goggles were designed to allow Time Agents to pursue renegade time travellers. The lenses are designed to work with wraparound goggles, but a Black Archive archivist might be able to modify them into sunglasses or amber-tinted spectacles for more clandestine operations.

As any time traveller emits some level of dissonant Artron energy, these lenses enable the wearer to quickly identify those people who don't belong within a particular time. Artron Goggles can also be used to detect objects from a different era as well, making them useful for spotting time machines.

Traits: Scan, Restriction (Artron radiation only).

Story Points: 1

Plot Seeds:

- A 'museum vandal' is breaking into museums and destroying priceless artefacts – or is he? As it turns out, the vandal has acquired a set of Artron Goggles and, as an artistic purist, is identifying museum fakes and destroying them. UNIT agent efforts to stop him are further complicated by a villain who'd rather not have a scheme revealed; he's relying on a fake artefact to remain exactly where it is.



- A 51st century bounty hunter travels back in time in search of temporal war criminals. The bounty hunter is a self-appointed judge, jury and executioner, using her Artron Goggles to identify people out of time and remove them from the timeline. Permanently. Unfortunately, there are legitimate time travellers in the present as well – perhaps including the characters themselves – but the bounty hunter makes no distinction between them and the 'war criminals' she hunts,

leading to the deaths of several people caught in the wrong place at, quite literally, the wrong time. The characters must stop her killing spree and return her to her native time – or perhaps help her hunt her legitimate targets.

OTHER ALIEN SENSE GEAR

Artron Goggles are merely one type of special lenses that UNIT has available to them thanks to both alien technology and the cutting edge in which UNIT archivists operate. The Black Archive contains a selection of spectacles, goggles, monocles, earbuds, headphones, nasal aids, and other gear that offer different types of alien senses.



All such gear are considered Minor Gadgets and typically reflect the alien technologies that created them. Zygon sonar gear, for example, probably looks like organic 'suckers' covering the ear, while Cybermen infra-red goggles probably resembles Cybermen eyes.

BLACK BOX RIG (SPECIAL GADGET)

UNIT agents operating on extremely critical missions are often issued with a Black Box Rig to record their thoughts, senses and movements in case they are killed; the loss of their gathered information would be a major setback for UNIT. While the name is a tongue-in-cheek reference to the black boxes found on aeroplanes, the Gadget is actually a small cylindrical device easily attached to a belt or helmet (much like a flashlight or action camera) and both records and transmits information to UNIT's secure worldwide network.

Black Box Rigs are also used within the Black Archive, as UNIT personnel can't always rely on the Memory Filters leaving what they need intact. Many

UNIT agents are assigned a Black Box Rig that is not allowed to leave the Archive and records their wearers' activities. These gadgets also function as 'skill backups,' as they contain the skills that a particular UNIT member has in case a key bit is erased. It is not unusual for a UNIT member to request a skill upload for a particular project – such skills are uploaded when needed and deleted when the project is finished.

Traits: Record, Scan, Skill, Transmit.

Story Points: 7

Plot Seeds:

- UNIT has been watching Renewable Petrol for some time, as the corporation's claim to be able to create petroleum is a potential revolution to the world's energy reserves. UNIT suspects alien involvement and have sent in agents to investigate, but when those agents disappeared UNIT dispatched a recovery team to find them. Unfortunately, the recovery effort was fruitless. Renewable Petrol is really a Nestene front, acting as a nursery for new Consciousnesses.

The Nestene Consciousness have captured a UNIT soldier and replaced him with an Auton Duplicate, using the information gleaned from the recovered Black Box Rig to hunt down the surviving members of the recovery team and destroy their Black Box Rigs. It would seem that the recovery team inadvertently recorded something within Renewable Petrol that could lead to the destruction of the Nestene Consciousness.

- A Silurian Triad has awakened and is plotting to unleash a plague to wipe mankind from 'their world' if their demands aren't met. The Triad has learned that previous attempts to use a plague were thwarted by the Doctor when a vaccine was discovered; while they have stolen samples of the vaccine they are still unable to determine how to overcome it. The Triad has sent a human agent – probably unaware of her true purpose – to infiltrate the Black Archive and steal a Black Box Rig containing the very best in bio-medical research. The characters have to uncover this mole in their midst and find both her true purpose, and her real masters.

CAT'S EYES (MINOR GADGET)

UNIT agents assigned to nocturnal missions are often fitted with these clever Gadgets. The Cat's Eyes are in truth a chemical treatment that alters

their pupils and increases their night vision. The process is a simple injection followed by a 5-minute transformation of the pupils into cat-like slits. This process also includes a slight but intense headache similar to the 'brain freeze' that accompanies eating ice cream too quickly. Cat's Eyes last for 6 hours without further injection, after which the 'brain freeze' recurs and the user's eyes return to normal.

Early experimentation with Cat's Eyes revealed that repeated or prolonged use of the drug resulted in the user being permanently adapted to see in the dark. Some UNIT bases have established permanent teams of UNIT soldiers who train and operate exclusively for night operations. The UK team is known as the 'Morlock Team' while the American version is known as the 'Vampire Brigade.'

Traits: Alien Senses (Night Vision), Weakness (Minor; Sunlight).

Story Points: 1

Plot Seeds:

- Someone has acquired a sample of the Cat's Eye serum and is giving it to criminals, enabling them to operate under the cover of darkness without the need for electronic equipment. One such criminal is using his Cat's Eyes in conjunction with an EMP emitter, shutting down electronic surveillance so he can operate perfectly fine in the complete darkness.

While this criminal previously had no truck with either aliens or historic artefacts, he now appears to be stealing both – could this be part of his mysterious benefactor's design?

- A UNIT taskforce is on the ground in a hostile territory in the midst of a civil war, ostensibly acting as humanitarians but really investigating a crashed alien ship. Officially, UNIT is not supposed to get involved in the internal affairs of a nation unless there's clear evidence of alien involvement, but rebel forces are now gaining the upper hand, most notably through nocturnal operations. Someone has outfitted the rebel fighters with Cat's Eyes and, by gaining this advantage, the assisted side has kept the war from spilling into the crash site.

As it turns out, an independent mercenary team hired by the assisted side has been outfitted with Cat's Eyes by Sontaran scouts, who need the war to stay clear of the crashed ship, which belongs to their Rutan enemies, so that they can secure valuable strategic information inside.

CHAMELEON ARMBANDS (MAJOR GADGET)

Chameleon Armbands were appropriated during an unnamed, genetically unstable, alien race's attempt to kidnap humans to act as image donors at Gatwick Airport in 1965. Prior to the incorporation of Zygon technology in UNIT, these armbands were the most common means of disguise available to UNIT field agents and are still employed when getting a 'donor' into a Zygon replication chamber isn't feasible. Chameleon Armbands come in matched sets, typically one black and one white. The wearer of the black armband takes on the appearance of the person wearing the matching white armband.



As the Chameleon Armbands require a psychic connection between wearers, unwilling wearers of the white armband are typically rendered unconscious or securely restrained for the duration that the UNIT agent needs the disguise. If a white armband is removed while the matching black armband is still being worn, then the black armband wearer usually suffers a lethal shock. Because of this, UNIT agents wearing chameleon armbands act with a sense of urgency, not wishing to remain disguised for long.

Traits: Shapeshift (Special), Restriction (if the white armband is removed from the mimicked victim then the wearer gets a 4/L/L shock), Restriction (Single Appearance (the wearer of the black armband can only take on the appearance of the bearer of the white armband)).

Story Points: 2

Plot Seeds:

- A criminal organisation is specialising in kidnapping key personnel in a given location, using their faces and mimicked biological characteristics to carry out a crime. Captured pawns are killed remotely before they can talk.

The characters are tasked with tracking the criminals back to the headquarters without forcing their hand, as well as to find a way to jam the signal, saving the wearer of a black armband when the corresponding white armband is removed.

- A few sets of Chameleon Armbands have fallen into the hands of a group of young thrill-seekers who incapacitate victims living a 'privileged' life, becoming them for a few hours, enjoying the benefits of fame and wealth for a while. Curiously, there is something else that the thrill-seekers are doing: their criminal adventures are also having an effect on the time stream. Wherever these Chameleon Armbands came from, they are not of this time, and the more the thrill-seekers use them on the influential elite, the more damage they are causing to the timeline. Not only must the thrill-seekers be stopped, but the characters must determine whether these thrill-seekers are actively being encouraged for a reason, one that impacts the future!

COMPRESSION FIELD (MINOR GADGET)

This Raxacoricofallapatorian Gadget was scavenged from 10 Downing Street after the Slitheen family were destroyed during their attempt to turn the Earth into molten scrap metal. The Compression Field enabled the 8-foot-tall aliens to shrink down to human size in order to inhabit their 'skin suits'.

What Black Archive archivists discovered, however, is that when used on a human the Compression Field could 'shrink' a human to be smaller than they actually were; a great boon to disguise techniques that often required that the disguiser and the disguise be of roughly similar height and weight or smaller. A corpulent human could appear thin, a tall female could pass as a shorter male, and any adult could shrink to child-size (thus far attempts at inverting the Compression Field to allow for expansion has only resulted in injuries – that particular experiment has been put indefinitely on hold). The downside is that the wearer looks 'scrunched' without a disguise.

Thus, the Compression Field works well when combined with Chameleon Armbands, Dermal Symbiotes and Masterful Disguises. It also increases the effectiveness of UNIT operators – one rarely suspects a child to be working as an espionage agent! The one disadvantage of the Compression Field is the constant need for release – those using a Compression Field suffer from recurring flatulence. While this is usually dismissed

as rude behaviour, there are instances where sudden unwanted 'explosions' could cause trouble for the agent, especially for those in the know about Compression Fields!

The Compression Fields used by the Slitheen latched onto the front of their necks. The UNIT version attaches to the chest or back so that it can easily be hidden under a shirt.

Traits: Compress (Major), Clumsy, Eccentric (flatulence), Restriction (can only reduce body mass; looks weird without a disguise).

Story Points: 1

Plot Seed:

- What can be so dangerous about a group of schoolchildren? While several groups of schoolchildren, both domestic and foreign, are touring the Tower of London, some of the children aren't who they seem. They are enemy agents using compression fields to get close to UNIT's London headquarters and the Black Archive. Once they've acquired what they came for, they use their compression fields and other disguises to smuggle the items out of the Tower. Can a UNIT team ferret them out without causing a public relations nightmare?



DATA LEECH (MINOR GADGET)

These strange organisms are extremely useful but many UNIT personnel avoid using them if they can. They are quite small, slug-like creatures about four inches in length. They have almost no exterior features and are covered in disturbingly humanlike rubbery skin. They can move, albeit at the same speed as a lazy slug, but they constantly wriggle and flex.

Despite being organic, Data Leeches have the ability to interface almost seamlessly with any technological device. Simply placing them on a computer allows them to connect to the system, without needing a connection port.

Data Leeches survive by consuming data, and as soon as they come into contact with any computer they begin systematically absorbing its hard drive. They don't delete the data; rather, they copy it into their stomachs wirelessly. Unfortunately, they can't pick and choose or erase data, so there is always the risk that they may 'overwrite' something necessary.

While Data Leeches lack sentience, they can communicate, sharing data to feed each other. Their communication is identical to most modern wireless systems, allowing anyone with a computer to 'hack into' the data the Data Leech has recently consumed.

As it takes a very long time for consumed data to be digested, and the Data Leech has a vast 'storage capacity', they function as incredibly versatile memory sticks. Their organic nature also processes data at a far higher speed than most computer systems.

So, if you need to copy the entire contents of a computer network in double-quick time, and can deal with the 'ick factor' of using one, a Data Leech is the best tool for data espionage.

Traits: Scan, Store (Minor – Data), Revulsion, Transmit, Restriction (tendency to overwrite data)

Story Points: 1

Plot Seed:

- The UNIT agents must infiltrate a facility they suspect is clandestinely involved with hostile aliens. The infiltration goes well and they gather a vast amount of data using their Data Leeches, but during exfiltration their Data Leeches are stolen. Turns out a couple of UNIT's old enemies have found out about the Black Archive and are trying to find out what UNIT knows about them. The characters will find themselves in

the middle of a clandestine war between several factions, with the Data Leeches as the prize. The irony is, there may be nothing on the Data Leeches of any concern, but as time goes on, each faction becomes more paranoid. While it is going to be a difficult time for UNIT, the affair will bring some old enemies out of the shadows where they might be finally put down for good.

DERMAL SYMBIOTE (MINOR GADGET)

Affectionately known as 'Face Huggers,' Dermal Symbiotes are quasi-living creatures that attach to a person's face and change their appearance. Dermal Symbiotes were designed to aid in first contact situations by allowing an alien to take on the facial appearance of another creature of roughly the same size and shape. Dermal Symbiotes can also be used as a disguise by changing the appearance of a creature to look like another creature of the same type. This does not change any other aspect of the creature's body, including the hair, so characters wearing this Gadget must rely on other methods of disguise for the rest of their bodies.

Dermal Symbiotes acquire this ability by analysing humanoids around them and adapting to their appearance. The Dermal Symbiote's 'skin' also adapts to feel like the creature it is imitating, although in order to get this detail exact the symbiote needs to touch a sample of the skin (kissing is the most direct method). One great limitation of Dermal Symbiotes is that they cannot exactly duplicate a particular creature – a UNIT agent may disguise herself to look like someone else, but she can't, for example, disguise herself as a particular celebrity or security guard.

One benefit or drawback (depending upon one's point of view) of the Dermal Symbiote is that the psychic impressions are taken at the moment the Gadget is first worn – as the facial features are created on the spot, a person wearing the Gadget, taking it off somewhere else, and donning it again is going to end up with two different-looking disguises. UNIT operators are encouraged to keep the Gadget on for as long as possible, lest they lose whatever advantage they've gained while wearing their previous face.

Traits: Shapeshift (Minor), Revulsion.

Story Points: 1

Plot Seed:

- The Sycorax are building a base of operations in a secluded area by pretending to be leaders of a religious cult, their Dermal Symbiotes enabling



them to maintain a human appearance. These Sycorax are specifically recruiting minions in order to infiltrate key positions in industry and government to take the resources they need and transport them back to their home planet.

Efforts by the characters to stop them are hindered by the fact that many of the cultists aren't guilty of anything more than subtle mind manipulation and there are dozens of other innocents on the campus at any given time. The characters must find a way to – literally – unmask the cult leaders and reveal them for who they really are.

- A world leader is about to take the stage for a grand speech of international importance. UNIT believes that the assassin is equipped with a Dermal Symbiote and knows how to take full advantage of the Gadget. Can the characters stop an assassin who continuously changes her appearance, before she can carry out her mission?

DRONE FLY (SPECIAL GADGET)

Drone Flies resemble a small, silent version of the common house fly. Each is silver black in colour and has six limbs and a pair of thin translucent wings. Upon closer inspection, however, they are clearly mechanical in nature. These strange devices were recovered from a long deserted planet and after a year trying to hack into their systems, UNIT scientists finally managed to connect them to a control system and they have since proved extremely useful in surveillance.

Drone Flies possess an advanced but simple AI system that allows them to track a particular subject or survey a particular area. While they must be given the correct commands, they can work independently. Their AI is able to detect when their subject has changed clothes, for instance, or to leave their specified surveillance area when something noteworthy happens there that needs to be followed.

Each Drone Fly has a 360-degree camera and a powerful microphone, allowing a remote user to look around any room the Drone Fly enters and hear even the smallest whisper. This video and audio can be recorded and replayed as required. Drone Flies are extremely difficult to detect, not only due to their size but also due to their near silent operation. In addition to their surveillance utility, UNIT has found some of the Drone Flies are equipped with stingers and, in at least one case, a small energy weapon. Currently they have chosen not to activate either accessory as the results have proved unpredictable. However, some have been known to activate without command under independent instruction from the Drone Fly's AI.

While these devices are useful, UNIT is unaware that the Drone Flies were responsible for the destruction of the planet they were discovered on. They have the dormant ability to replicate and create killer swarms. Their creators found a way to disable this function before they abandoned their planet, but if UNIT continues to delve into barely understood programming they may inadvertently unlock it.

Traits: Scan, Transmit, Innocuous, Propulsion, Record, Remote, Track, (some also have Stun or Zap).

Story Points: 4

Plot Seed:

- The characters must use a Drone Fly to monitor a politician after he receives a death threat. But the Drone Fly develops a fault and leaves its position to follow a seemingly random person. No matter how many times it is retasked, it keeps going rogue and following random people. Unfortunately, the people it is following are not as random as it first seems. They are in fact a Zygon agent who has been using different forms to surveil the politician. The Drone Fly has noticed this and is following the potential threat. Will the characters realise the Drone Fly is actually onto something before the Zygon gets spooked? And can they stop the Zygon from breaching the treaty?

EMP EMITTER (MAJOR GADGET)

An adaptation of Sontaran technology, an EMP Emitter is a small cricket ball-sized disc that, when turned on, emits an EMP that inhibits the flow of electricity within a 100-metre radius. Given that this EMP disrupts Sontaran technology as well it is thought to be a 'last resort' weapon against their hated foes the Rutans, as it forces the Rutans back into their original form, so that the Sontarans can engage them with more conventional weaponry. Similarly, EMP Emitters are generally employed by UNIT sentinels in order to hinder or stop advanced alien technology when their own weapons prove ineffective.

Traits: Disable (all electronic devices in a 100-metre radius).

Story Points: 2

Plot Seed:

- It's first contact gone horribly wrong. An alien race decides that Earth may be ready for first contact and cautiously sends an advance team to investigate the possibility. As is typical for overly cautious species, the aliens send a cloaked vessel into an area where they believe they can both land without being detected and close enough to some of the most advanced technologies Earth has to offer in case Earthlings prove hostile; unfortunately, this happens to be one of UNIT's experimental test sites as the latest iteration of the EMP Emitter is tested, causing the alien ship to crash! The characters must swing into action, investigating the crash site and finding a way to defuse the situation before the rest of the alien fleet show up to find out who is responsible for the destruction of their ship!

ENVIRONMENTAL SHIELD (MAJOR GADGET)

This device consists of a wide belt that projects a field around the user when activated. The belt is made of metal links but is quite flexible and adjusts to the wearer. Several circular emitters surround the belt, making it quite heavy to wear. When active, the field it projects creates a blue haze around the user. The field isn't particularly bright, but is especially obvious in the dark. The Environmental Shield is designed to protect the user from adverse environmental conditions. The force field emitted by the belt completely covers the user.

While the field does not stop projectiles or physical objects from passing through, it can filter the effects of almost any environment. Temperature is maintained at a comfortable level inside the field no matter where the user is, although long spells inside a volcano or in the Antarctic will quickly drain the battery. Most pathogens, radiation and poisonous gasses cannot pass through either, granting almost immunity from disease and toxic atmosphere.



There is even a decent amount of air trapped in the field, granting the user around half a minute of breathable atmosphere underwater or in a vacuum. This makes it not only a good quarantine outfit but a reasonably reliable temporary space suit.

Traits: Environmental (Major), Resilient, Restriction (Limited battery life).

Story Points: 2

Plot Seed:

- An Atlantis UNIT team is lost while exploring the seemingly dormant but now active volcano beneath the underwater ruins of the previous Atlantis. The team was able to get out a distress call but they are trapped within an active, erupting volcano and their exploration submarine is heavily damaged. With time being of the essence, UNIT command sends in a UNIT team (hopefully some are familiar with the frogman procedure)

into the depths along with environmental shields in the hope of them getting to and rescuing the trapped scientists in time. Unfortunately, this wasn't entirely an accident, and the UNIT team may find themselves fighting unexpected adversaries while attempting a rescue mission. And will the environmental shields be enough?

LINK STONES (SPECIAL GADGET)

At first glance there appears to be nothing special about these small pebbles. No two are quite the same, but all of them are smooth round pebbles that easily fit in the palm of the hand. They do have a pretty bluish sheen to them, but nothing that makes them appear supernatural. In fact, these stones are semi-sentient living creatures. They are ubiquitous on their home planet, but several alien races have discovered their powers and taken them from their homeworld. It is said the stones long for their home and impart a sense of loss or homesickness in those who carry them for too long.

The main property of the stones is their connection to one another. It is said they were once part of the same great entity, and continue to share a connection to each other. The stones work in pairs. When you hold one in your hand, you can get a sense of what the other stone is experiencing. So, if the other stone is in someone else's pocket as they walk down the street, the 'reader' may hear the sounds of the street and experience a feeling of movement, but see nothing. If the stone is sitting on a desk they could see the office and might hear any conversations in that room in the same way.

The stones do not grant any special abilities. So, whispered conversations might prove inaudible and if the stone is in the dark, the 'reader' won't be able to see much. But otherwise the effect is as if you are standing where the stone is. There is an additional effect if two people each hold one of the stones. In this case they allow telepathic contact between the two people. It does not allow either party to read the other's mind, although it may form a link for any mental attacks one party might have.

Traits: Scan, Transmit, Resilient (Major), Track (Minor), Restriction (only work in pairs).

Story Points: 4

Plot Seed:

- Someone has stolen a Link Stone, but they appear unaware of its properties. They have placed it in a pocket as they made their escape. The characters need to track down the thief, and

they can do so with the corresponding stone. But they will have to gain clues from what they can hear and feel from the other stone. Is that noise the thief passing a building site? Can they hear traffic? What did they say about a particular street? If the characters can figure out the puzzle they can find the thief and reclaim the stone. But could it all be part of the thief's plan? Are the characters being led into a trap, and is the thief really after them?

LIVING METAL (SPECIAL GADGET)

Just as there are many lifeforms that blur the line between inorganic and organic materials, living metal is an example of a normally inorganic material that has acquired living properties. Many alien civilisations, including the Time Lords, have developed types of living metal (the Validium used to create the Nemesis statue – see *The Silver Nemesis* in *The Seventh Doctor Sourcebook* – is one such type, which may or may not be the same type of living metal that Time Lord engineers use to make TARDISEs). On Earth, living metal was the discovery of Professor Jeremiah P Kettlewell, who used it in the creation of his revolutionary K-1 robot (the term 'discovery' is important; as Kettlewell didn't claim to 'invent' it, so UNIT assumes that he must have found some left behind by an alien species. There are no known natural deposits of living metal on Earth, nor has any human scientist claimed to have invented it).



Living metal acts like an organism – it is less a single metal than a colony of natural ‘nanobots’ that can be programmed or taught. Given time, a living metal object may even start to think for itself. Living metal can also grow or shrink at will, keeping its structural integrity intact as it does so.

Traits: Armour (Major), Fast Healing (Major), Shapeshift (Special – can also grow)

Story Points: 8

Plot Seed:

- Unbeknownst to those working around it, the Living Metal continually scanned the brainwaves of passing UNIT agents until it gained enough of a rudimentary intelligence to move around. Having been programmed for disguise, it began to assume the appearance of various personnel while it searched for a way to escape. Eventually, it found one – it took several weapons from the Armoury and as many other Black Archive Gadgets as it could carry and escaped in a vehicle from the Motor Pool. The Living Metal statue is now on the run. It simply wants to explore life and be left alone. Unfortunately, there are too many corporations and governments that would like to get their hands on the living metal and the technologies it stole. A UNIT team not only needs to track down the living metal and convince it to come ‘home,’ but also reclaim all of the Black Archive Gadgets that it has let out into the wild.

MAGNETIC GLUE (MAJOR GADGET)

This strangely metallic form of adhesive only comes in small pots, but it is extremely powerful and can often be reused, if you can get it back in the pot. It isn’t sticky to the touch, but is extremely viscous and can be applied to a vertical surface without dripping down. The substance is non-toxic – although it really shouldn’t be ingested – and feels slightly slimy to the touch. It also has electrostatic properties, making it seem to vibrate at an almost undetectable level. This paste is actually a powerful form of electromagnetic bonding agent. When a small charge is passed through it, the glue’s atomic structure changes and causes it to merge a little with anything it is in contact with, effectively creating a powerful weld between any two surfaces, even organic ones. If another charge is passed through the glue, it returns to its original state, releasing its hold in an instant. Any bonded items are released without so much as a scratch.

Traits: Weld (Major).

Story Points: 2

Plot Seed:

- A UNIT team is assigned to escort an ambassador to a very important meeting via jumbo jet. Once in the air, however, it turns out that there are mercenaries aboard the plane who hold the ambassador hostage until their demands are met. They don’t use weapons – they don’t need to – as their leader announces that the critical parts of the jet are being held together by magnetic glue. One quick broadcast and the plane simply falls apart. Not only does the UNIT team need to neutralise the mercenaries without having them press the button, but they also need to worry about anyone with a remote transmitter. Also, it seems rather convenient that the mercenaries were able to rig a plane with a substance from the Black Archive. Was this an inside job? And, if so, why?

SKELETON KEY (MINOR GADGET)

An adaptation of Nestene technology, the Skeleton Key can unlock any mundane lock. The key resembles a small knob of elastic plastic. When pressed against a keyhole, the elastic material stretches and reforms itself into a key that fits the lock perfectly.

The Skeleton Key does have its limitations. It can only work on standard locks that require keys to open them: combination locks, electronic locks, or other secured locks are unaffected.

Traits: Open, Restriction (mundane locks only).

Story Points: 1

Plot Seed:

- A ‘temporal burglar’ is using a skeleton key and a vortex manipulator to pull off perfect crimes, leaving no traces of the burglaries and pawning the goods in the future. Unfortunately, the burglar’s trail threatened to catch up with her. That’s when she hit on the idea of stealing valuables and then taking them back in time to pawn. Unfortunately, temporal paradoxes formed as wealthy patrons began unwittingly buying their own jewellery. Other temporal fallout also emerged, as people and systems that made money from the mining, crafting, and selling of the items that were now cut off were negatively impacted. With each pawn, the temporal burglar amplified the temporal ripples and, eventually, the timeline began to shred.

In the present, and thanks to the Paradox Room, the Black Archive receives warnings that pieces of the timeline are disappearing.

Evidence suggests that someone is removing people, places, and, in some cases, entire events and landmasses, from the timeline. Further complicating these matters is that the 'cauterisations' are taking place at different times in history.

A UNIT team is sent back in time with Paradox watches in order to find out who is causing the damage and resetting history to lock out the Reapers.

SUPERPHONE (MINOR GADGET)

When the Doctor left his regular duties at UNIT he left a space-time telegraph with Brigadier Lethbridge-Stewart so that UNIT could contact him if they ever needed help. The telegraph works both ways – the Doctor can also call UNIT. As the Doctor was rather annoyed at being rung up the first time it was used UNIT quickly got in the habit of solving their own problems, leaving the space-time telegraph largely abandoned in the Black Archive.

Over the years UNIT has also managed to acquire superphones, which are a variant of the space-time telegraph. Rather than connect present UNIT to the relative-present TARDIS via the vortex, these superphones enable the user to contact anyone from their relative presents, making it a handy tool when someone accidentally falls through the time-space vortex.

All superphones are gifts from the Doctor, making them very rare. On occasion the Curator has managed to acquire one when needed, but they are never found with other alien threats.

Traits: Transmit, Vortex, Restriction (connects with relative-present only)

Story Points: 1

Plot Seed:

- While studying a superphone, an archivist gets a call from the phone's owner warning of a surprise alien attack. A UNIT team is gathered to combat the threat, but find no aliens. Even stranger, the UNIT agent who made the call doesn't remember making it. The archivist believes that she must've damaged the superphone and 'knocked it off the track,' meaning that the phone call must've come from the near future. And then another call is made. The UNIT agent on the other side is wondering why UNIT isn't using the Black Archive against these aliens, which are laying waste to military forces across the planet. When asked about the time, the agent gives it – she's in the same relative time!

It becomes increasingly clear that the Superphone is somehow reaching across dimensions. The UNIT agent is on a parallel Earth that is under alien attack. It's also soon clear that this parallel Earth is very similar to the prime one, meaning that, while perhaps delayed, the alien invasion



over there is likely about to happen here. Can the UNIT team prevent it on their own world? And why wasn't the Black Archive employed in the parallel universe? Will that also happen here?

SUPREME DALEK HELMET (SPECIAL GADGET)

Often misidentified as a 'Supreme Dalek Head' (this object is from the top of the Dalek casing, not the creature itself), the dark red helmet was taken from a Supreme Dalek. As such, the Skarosian computers inside contain a plethora of information about many creatures and objects throughout the galaxy (and, in some cases, time and space), as well as in-depth Dalek battleplans. It is both universal reference library and crystal ball.

When in use, the Supreme Dalek Helmet is attached to a terminal with Universal Translator (see below) software installed. This provides the user with a way to communicate with the Skarosian computer and receive intelligible answers. Unfortunately, such information is seen through a Dalek's lens and is woefully incomplete, as the Daleks care little for art and culture (or, at least not their own).



The software interface also has glitches, so this sometimes hinders the accuracy of the information as well: one search for 'Movellans' (a robotic race with which the Daleks had been at war for centuries) erroneously identified them as a Dalek slave race!

One risk that any user of a Supreme Dalek Helmet takes is that, when operational, the Supreme Dalek Helmet transmits its location to any Daleks nearby. All attempts to shut this off have failed, but UNIT is often willing to risk a Dalek Scout force or even a full invasion if it deems the information gained to outweigh it, as the Daleks have surprisingly complete records of the military capabilities and weaknesses of many alien species, including ways to exploit them.

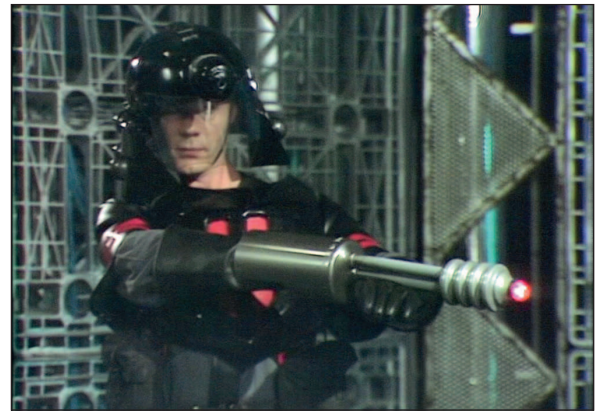
Unfortunately, just because a Dalek force doesn't show up when the Supreme Dalek Helmet is used doesn't mean that the Daleks didn't heed the call: it may take years, decades, or even centuries for them to arrive!

Traits: Skill (Science 8, Survival 4, Technology 8)
Restriction (skills seen through Dalek lens), Homing Beacon (Major)

Story Points: 14

Plot Seed:

- A former member of Torchwood is extremely paranoid that Dalek Duplicates are going to take over the world (perhaps not entirely unjustified given that the Daleks did conquer the Earth and drag it across the galaxy only a few years ago). This Torchwood member is not only looking to eliminate the Dalek Duplicates that existed back in the 1980s, but also new ones that he's certain the Daleks created while conquering the world. Without an official agency behind him anymore, the former Torchwood agent has pooled resources to create a new organisation, the Plumbers.



The Plumbers are funding mercenaries to kill known Dalek Duplicates. In addition, the former Torchwood agent knows that the Black Archive contains a Supreme Dalek Helmet, which is likely to house the identities of all the Dalek Duplicates on Earth. All he needs to do is get his hands on it... Of course, this poses another problem. If the Plumbers acquire the Supreme Dalek helmet then they are likely to keep it on for long periods of time, which is only going to attract more Dalek attention...

TOY SOLDIERS

Created from various bits of alien technology and the most advanced cybernetics that UNIT Archivists can

muster, the Toy Soldiers are an elite team of UNIT robots that are only about 9.5 cm tall. They resemble action figures, which enables them to more easily disguise themselves as actual toys. Their small size enables them to infiltrate places where UNIT agents can't go – most security systems aren't designed to detect such small intruders.

At their core, the toy soldiers are animated Auton plastic, although they are no longer able to change their shape. Their 'brains' are micro-computers that enable them to take orders and carry them out, as well as 'think' on their own in furtherance of their orders. More than one government official has smirked that the toy soldiers are about as intelligent as the average human soldier, to the annoyance of any UNIT soldiers present.

Toy Soldiers do not have a Story Point cost as they are effectively supporting characters that operate on their own; they do, however, consider the UNIT personnel to whom they are assigned to be their superiors. The Black Archive usually designates one member of a UNIT team to be the 'Commander;' this keeps the Toy Soldiers from getting confused by conflicting orders.

Toy Soldiers come in various appearances; the 'core team' was jokingly modelled on legendary personnel from the early UNIT days. The leader of the Toy Soldiers is 'Gordie' (modelled on Brigadier Alistair Gordon Lethbridge-Stuart) and other core members include Shaw (modelled on Liz Shaw), Bennie (modelled on Warrant Officer Benton), Jo (modelled on Jo Grant), and Harry (modelled on Harry Sullivan).

TOY SOLDIER

AWARENESS	2	PRESENCE	1
COORDINATION	3	RESOLVE	2
INGENUITY	1	STRENGTH	1

SKILLS

Athletics 2, Fighting 4, Marksman 4, Subterfuge 3, Technology 3, Transport 3.

TRAITS

Robot

Armour (Minor): Its tough plastic outer shell protects it from a lot of damage. Damage is reduced by 5.

Enslaved: Toy Soldiers follow UNIT orders to the letter; it doesn't even occur to them to act independently.

Immunity (Major Good): Toy Soldiers cannot be mind-controlled except by the Nestene Consciousness.

Natural Weaponry: Toy soldiers have bladed weapons (usually tiny knives) that add +2 damage and an assortment of ranged weaponry.

Networked (Minor): The Toy Soldiers are networked with each other.

Tiny (Major Bad): Toy soldiers are only about 6 inches in height. They take a -4 to their Strength and a -2 to their Speed. On the other hand, their small size sometimes works to their advantage and they are at -4 to be hit or -8 to be seen (making them especially sneaky!).

TECH LEVEL: 5

STORY POINTS: 1-2



Toy Soldiers are usually equipped with whatever they need for their mission. These are usually miniature versions of standard UNIT equipment; occasionally the Toy Soldiers are given scale model vehicles, weapons, or other miniaturised equipment as the mission warrants.

Plot Seed:

- The Toy Soldier programme has been very successful; so successful in fact that an Archivist has decided to create new models from living metal rather than Auton plastic. Initial tests were promising, as the 'Metal Soldiers' proved even more cunning than the Autons. On missions, the Metal Soldiers worked well as a team, although mixing them with the Toy Soldiers proved problematic – a professional rivalry developed. Unbeknownst to the Archivists, the Metal Soldiers have spawned duplicates of themselves that escaped UNIT surveillance. These Metal Soldiers, like the K-1 Robot from which they



were developed, can grow, attaining human size (fortunately they still look like metal people). These human-sized Metal Soldiers are being controlled by some outside force for nefarious purposes. Not only do the UNIT agents need to stop these Metal Soldiers and their mysterious leader, but also the diminutive ones inside the Black Archive – perhaps they'll need the assistance of the Toy Soldiers to succeed!

TRANSDIMENSIONAL BOX (MAJOR GADGET)

This piece of Time Lord technology is a simple box about two and a half feet long on each side. It is made of bronze and each face is carved with Gallifreyan script. It has no outside catches, making it unclear which side is the right way up. However, if the uppermost face is tapped quickly twice, it will open up like a trapdoor.

As you might imagine, being Time Lord technology, the box is a lot bigger on the inside. In fact, it is about as large inside as a moderately sized stately home. It makes a great storage device, being able to hold anything that can pass through the opening.

The inside is lit by a gentle glow and contains layers and layers of shelving systems for goods of all sizes and shapes. A person can fit through the opening, where they will find a set of steps leading down into the box. Any objects removed from the box will have to be carried out, but a rope or block and tackle might be lowered in for anything heavy.

Inside the box, gravity is always relative to the opening. So flipping the box upside down will mean nothing falls out until it is passed through the opening. If the box is closed the 'lid' remains relative. So whichever side is uppermost becomes the lid no matter how many times it is flipped. This also means that no matter how the box is moved around, the contents always remain upright; and shaking the box fails to rattle or dislodge them.

While it is usually required that someone enter the box to get what they want, a series of shelves line the inside just under the opening. So, several small items can be placed easily to hand just by reaching inside.

The weight of the box depends on what it contains. While it does offset the weight of the contents somewhat, it doesn't do so entirely. So the box is generally about a hundred times lighter than its total contents. This might still make it very heavy. Should the box be filled with sand it would still weigh several

tonnes? Enough to make it an almost immovable object, although pity the poor person tasked with digging all that sand out again!

Traits: Bigger on the Inside (Major)

Story Points: 2

Plot Seed:

- Someone is inside the box. Given the number of useful things inside it, it is difficult to know if the intruder is simply hiding or looking for something. A Black Archive team is sent inside to track them down before they can do any damage. But finding them among the labyrinth of shelves is going to prove tricky. While there may be several useful items to help the characters, the intruder might make use of some of the more dangerous ones themselves. To make matters worse, the intruder has friends on the outside. They steal the box while the characters are inside. So, when they leave the box, the characters may find they are in more trouble than they expected.

TRANSLATION STAFF (MINOR GADGET)

There are several systems for translating alien languages, but very few are good at coping with languages they haven't encountered. This small device is both portable and highly effective, even if it has a slight kink that can prove problematic.

The device itself is a five-foot long staff made of silvery grey metal topped with a blue gemstone. When active, the gemstone glows in response to what it hears, in a similar manner to a data light on a wireless device.

The system listens to the languages being spoken in its vicinity and a female voice then relays a translation to whoever is holding the staff. This voice is quiet and gentle, but still easily heard by the wielder and those standing next to them. When the wielder responds, a commanding male voice issues from the staff, easily heard by anyone in the vicinity.

The staff has an exceptionally clever program and is able to discern who it should translate and who it should ignore. It knows when its wielder would rather not be translated even if they are holding the staff. Most UNIT scientists believe the staff is actually slightly psychic and functions by translating brain waves rather than words. Whatever the case, it works just as well on languages it has never heard as those it has used many times. There is a problem, however. The staff was designed by quite a warlike alien race to use when negotiating for surrender with

their vanquished enemies. So it tends to take quite an aggressive tone. In fact, it comes across as quite threatening and tends to embellish a little, especially where there is antipathy. So a statement like “We are pleased to make your acquaintance,” might be translated as “you have been deemed worthy for us to speak to.” If the other party are actually disliked by the wielder it will add a few flourishes like translating “I’m very happy to be here,” into “I am pleased to have arrived so I may conquer your puny planet.”

So, all in all, the device is extremely useful. But caution is advised when using it to negotiate in a tense situation.

Traits: Scan, Skill (Language), Restriction (Aggressive).

Story Points: 1

Plot Seed:

- A group of alien dignitaries comes to UNIT to negotiate a minor trade agreement with Earth. They carry a Translation Staff but are unaware at how aggressive they are made to sound. UNIT diplomats are left confused by the demands of these smiling and gentle people. When UNIT begins to take a few precautions, believing relations are going sour, the aliens become more aggressive and angry. Unaware of the way they have been coming across, they take exception to UNIT’s unprovoked and aggressive stance. Can the characters work out what is going on before shots start being fired?

UNIVERSAL IDENTIFICATION CARD (MINOR GADGET)

This Gadget is not really ‘alien’ at all; it was taken from a human time traveller from the future and is very close to being reverse-engineered in the present due to its near-compatibility with early 21st century technology. UNIT agent Martha Jones described it as “Prototypical Psychic Paper” – leading some to dub it a “Triple P Card” – but it’s really only comparable in form rather than function.

Unlike Psychic Paper, which translates images from a target’s mind in order to create an acceptable identification, the universal identification card can take a photograph of a real identification card and reformat it with pre-loaded specifications. Thus, a UNIT agent with an undercover identification could take a photo of a security pass and the Universal Identification Card will reshape itself into a matching pass, complete with a photo of the UNIT agent and the undercover identity printed on it.

Traits: Face in the Crowd, Restriction (only provides an alternate identity in the same shape needed)

Story Points: 1

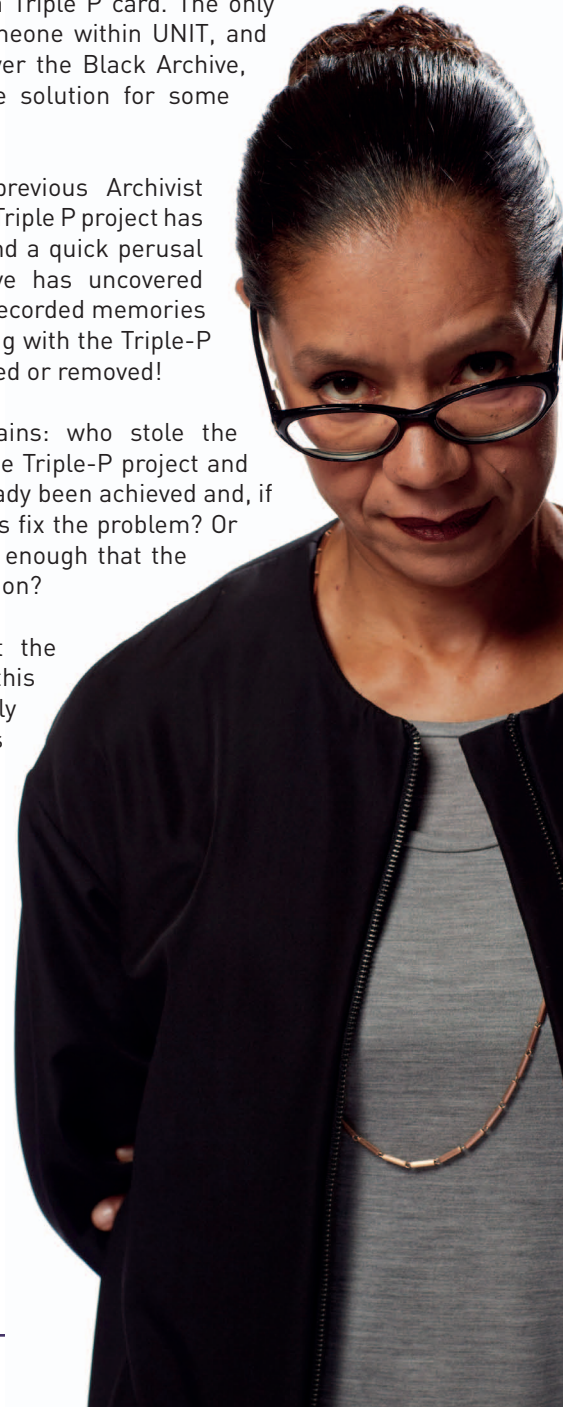
Plot Seed:

- Recently while working on the latest version of a Triple P card, an Archivist discovered something odd. According to her, previous experiments should have resulted in perfect copies of the Triple P card but it appears that the reports of the experiments have been altered to suggest that certain technological issues have yet to be overcome – according the Archivist that is simply not the case, as she amply demonstrates by perfectly reproducing a Triple P card. The only explanation is that someone within UNIT, and likely with influence over the Black Archive, has secreted away the solution for some nefarious purpose.

Unfortunately, every previous Archivist that has worked on the Triple P project has been memory wiped and a quick perusal of the Memory Archive has uncovered another problem – all recorded memories of the Archivists working with the Triple-P project have been altered or removed!

So the question remains: who stole the finished research on the Triple-P project and why? Has the plan already been achieved and, if so, can the UNIT agents fix the problem? Or is the discovery recent enough that the plan is still being acted on?

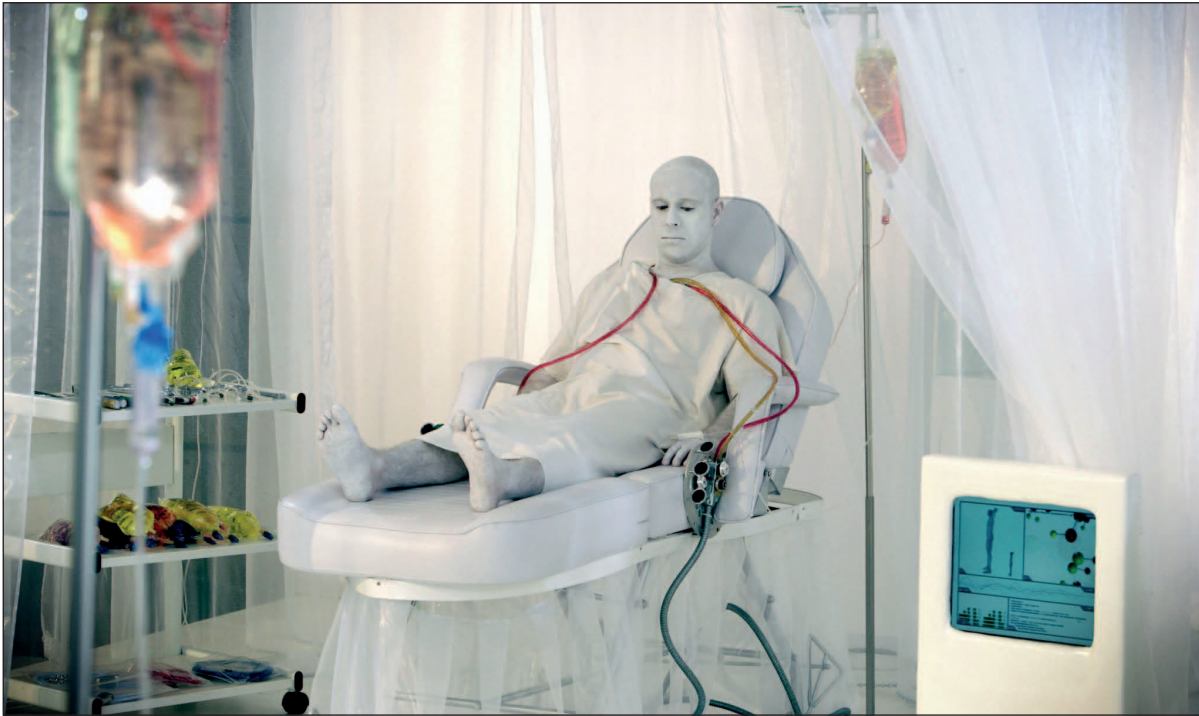
Or is it possible that the Archivist who made this ‘discovery’ is actually leading the UNIT agents on a wild goose chase because she is the one that actually cracked the code and is putting her own plan into motion – as UNIT doesn’t risk erasing her memory until the matter is resolved – while the UNIT agents hunt ghosts that don’t exist?



HOSPITAL



HOSPITAL



'I took that blood sample from an adult male patient. Now you tell me it's not human blood. I don't know if that makes me a doctor or a vet, but it's still my job to look after him.'

UNIT missions often involve an element of danger and this is increased tenfold for Black Archive operations. In addition, Black Archive teams occasionally find themselves victims of strange Gadgets with even stranger effects. This is sometimes beyond the scope of modern medicine, which means it falls to UNIT medical teams to treat them. Such teams learn their techniques from the Black Archive's medical unit.

The Black Archive's medical unit is staffed by UNIT's best and brightest. Most are experts in exobiology, given the moniker 'X-Docs', although a fair number are cyberneticists and parapsychologists as well. Their continuing mission is to study alien Gadgets and their effects on the human body, whether it be to heal or enhance human biology. They are also trained to identify harmful effects, although further development is handed over to other departments within the Black Archive. In addition to research and development, the Hospital also acts as... well, a hospital. The X-Docs are trained to diagnose and treat a vast array of ailments and injuries from the mundane to the truly fantastic. They are strong

adherents to the Hippocratic Oath and successfully treating a patient always overrules keeping the patient in danger to learn something new about the alien effects.

The Hospital is also home to alien creatures, both living and dead. Alien corpses are studied, dissected, and, occasionally, experimented upon to further UNIT's knowledge of such creatures. Living aliens are essentially UNIT prisoners that are held here for much the same reasons: how humanely they are treated depends on their status and the potential dangers they pose. This section of the Hospital, known as 'the Menagerie,' is amongst the most controversial parts of the Black Archive.

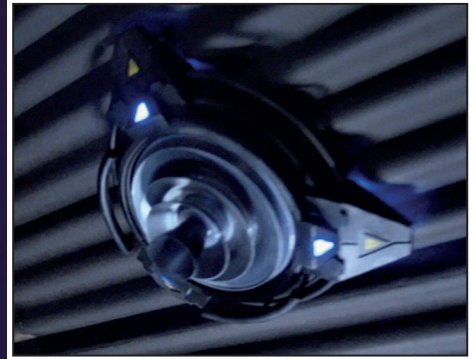
THE TROUBLE WITH MEMORY WIPES

The Black Archive's security causes one big problem that every Gamemaster and player is going to have to wrestle with: how to maintain campaign continuity when player characters are constantly forgetting things? Or worse, how does the group maintain some semblance of cohesion without every game session devolving into farce?

Given that Kate Stewart told Clara that a UNIT soldier who believed he was on his first day on the

AUTOMATED MEMORY FILTER (SPECIAL GADGET)

This gadget edits a person's mind to cause them to forget certain events. Usually this is a particular stretch of time – such as being in the Black Archive – but it can be used to edit particular experiences as well. An Eta clearance UNIT member might be allowed to retain their memories of being within the Black Archive but have their experiences within the Enigma Vault removed. Unlike an Engram Eraser, an Automated Memory Filter can also be used to stun a target. In some cases, the removed memories are left unfilled; higher-ranking members of UNIT expect their minds to be filtered from time to time. Lower-ranking members usually have their erased memories replaced with others – see the Memory Implanter Gadget for more details.



Traits: Delete, Hypnosis (Major), Psychic, Restriction (delete function works only on memories), Zap (Major, multiple targets, S/S/S).

Story Points: 6

job had actually been working for the Black Archive for ten years, these mind wipes are very deep. It's likely that the soldier, Atkins, had other memories implanted in its place – probably uneventful guard duty. It's also likely that the same would be done to the characters, especially those who only interact with the Black Archive intermittently.



The risk here is what happens when the implanted memories conflict with actual evidence. How does Atkins cope when he visits a UNIT facility where he believes he's worked for years only to discover that no one knows him and his personal locker is gone? While having something similar happen to a character can make for a fun plot point in a single adventure, having it happen too often can become tedious.

In order for a UNIT agent group to maintain some level of cohesion, there needs to be some level of memory

retention coupled with the knowledge that UNIT will need to routinely wipe their memories. Thus, the characters will likely be told that they've been selected for a Black Ops team and that their work involves dealing with alien gadgets. UNIT security protocols require that their minds be routinely purged for security purposes, but the characters are allowed to remember this initiation. Thus, when they forget things, they aren't blindsided by it.

UNIT agents are trained to recognise and deal with such 'blind spots' in their memory. Unlike regular visitors, who have their memories deleted with nothing added in their place or regular UNIT personnel, who likely have false memories implanted to fill the rather large gaps in memory, UNIT agents simply accept as normal things like not being able to recall most of last Wednesday or what they did for two weeks towards the end of summer.

This is not as strange as it may seem at first. People already have a selective memory; it can be a chore, for example, to try and recall, with clarity, what one had every day for lunch over the last two weeks, much less since the beginning of the year. Most people simply presume that they had lunch every day and that is enough.

Similarly, a UNIT agent assumes that they've been on missions and the fact that they can't remember them doesn't bother them in the least. For those that need a bit more convincing, there is the Memory Implanter.

MEMORY IMPLANTER

From the beginning of UNIT's experiments with mind-wiping technology, X-Docs understood that missing memories were going to be a problem. Fortunately, Professor Bracewell had some experience with implanted memories and locked within his computer brain were some of the secrets on how to create new memories.

Early on, X-Docs discovered that the key was not to create false memories as much as to make the subject believe that they had certain memories and allow the subject's own mind to fill in the details. This could be enhanced with flashing images of scenes or people that the subject is supposed to 'remember' and the mind does the rest. In essence, the Memory Implanter is nothing more than an advanced form of hypnosis.

The Memory Implanter is a lounge chair to which medical scanners and instruments are attached. Not only does this make it convenient to 'feed' false information to the victim, but the lounge chair is also designed to look like a typical hospital bed, meaning that the victim can be rolled into an innocuous area for recovery and be fed a story about receiving a 'bump on the head' or other convenient excuse.

Traits: Hypnosis (Major)

Story Points: 2

HOSPITAL GADGETS AND STORY POINTS

Some hospital Gadgets work a little differently than other Black Archive Gadgets in terms of Story Points as many of the Gadgets in this chapter don't come into play unless a particular UNIT agent requested a surgical procedure or is in dire need of medical assistance – they aren't simply taken into the field. There are generally four types of hospital Gadgets: field medicine, upgrades, temporary procedures, and emergency care.



Each of the four types of hospital Gadget is briefly described here, followed by a listing of hospital Gadgets organised by type. Note that in some cases a particular Gadget may fit in multiple categories – Cyber-attachments, for example, are generally considered upgrades but could also be emergency care. In such cases the Gadget is listed in the category for which it is most commonly associated.

CLEANSING ARCH

Every hospital in a Black Archive section has a cleansing arch installed at its entrance. This thick doorway is similar in design to an airport metal detector, placed at the entrance to the Hospital's operating theatre.

The device projects a small force field inside it that is designed to destroy bacteria and viruses on anyone who passes through. It works both ways to ensure the operating theatre remains sterile, and to make sure no harmful pathogens escape.

The field is designed to burn off any bacteria it detects, including – or perhaps especially – types it is unfamiliar with. However, certain alien bugs can somehow evade detection – such 'superbugs' are an all too real risk for UNIT personnel within the Hospital.

FIELD MEDICINE

Field medicine Gadgets are medical supplies that an X-Doc or other UNIT Agent may take along with them during an adventure in case the need arises to use them. If the field medicine is given to every member of a UNIT team as part of the outfitting of a mission, then they cost no Story Points; otherwise a UNIT agent bringing a field medicine gadget on an adventure must pay the Story Point cost.

UPGRADES

Upgrades are medical Gadgets that a UNIT agent has made a permanent part of their body. This may be the result of emergency care or simply the agent's desire to be something 'better.' As these upgrades are permanent and aren't necessarily tied to a specific adventure, the UNIT agent must pay the Story Point cost to acquire them.

TEMPORARY PROCEDURES

Temporary procedure Gadgets are those performed on a character in order to enable them to successfully participate in a given mission. A UNIT team working in Atlantis, for example, may be required to undergo the Frogman procedure in order to investigate an alien wreck on the Atlantic Ocean floor. Usually, temporary procedures don't require a Story Point expenditure if they are imposed by the Gamemaster – conversely, if the adventure was designed so that the UNIT agents didn't have to undergo the procedure but one of the agents opted to undergo the procedure on her own, then she would need to pay the Story Point cost.

EMERGENCY CARE

Most of the Gadgets within the Black Archive fall under the category of emergency care; they are employed when necessary. Most of these Gadgets are alien in origin and largely untested; in addition to any task rolls necessary to use a device the patient must also roll a Drama Die (see the optional rule in the **Doctor Who Roleplaying Game Core Rulebook**) and compare the result with the Compatibility table at the bottom of the page.



As emergency care is just that – an emergency – any UNIT agent in need of such services must pay the Story Point cost in addition to any other Story Point total that the Gamemaster feels is necessary to get the patient to the treatment. Having a UNIT agent in dire need of emergency care in the heart of London is much easier to get to the Black Archive than one who is injured while trapped inside a Dalek saucer!

FIELD MEDICINE

JONES BAR (MINOR GADGET)

Named after Professor Clifford Jones, who pioneered alternative food sources to combat world hunger, the Jones Bar is a natural alchemy of wholesome, sustainable ingredients that packs enough energy to keep a character feeling full for an entire day. In addition, eating a Jones Bar restores one point of injury.

Traits: Special (heals 1 point of injury)

Story Points: 1

MIND CLOUD (MINOR GADGET)

Early UNIT operations revealed a frightening number of hostile aliens capable of mind control. To combat this, UNIT engineers created a cranial cap that made the wearer resistant to hypnotic attacks. This cap was quickly incorporated into UNIT helmets. With the increase in espionage operations a subtler method was necessary. Archivists managed to shrink the device to the size of a small disc (roughly the size of a button battery) that could be implanted in the skull. This leaves only a small bump on the wearer's forehead easily covered by a fringe or hat. While the Mind Cloud is an effective tool in combating hypnotism and other types of psychic control, it

HOSPITAL

COMPATIBILITY TABLE

RESULT	EFFECT
Fantastic	The Gadget either works twice as well, or the gadget works normally but also grants the patient a Minor Good Trait (Gamemaster's choice).
Good	The Gadget works as intended.
Success	The Gadget works as intended, but imposes a Minor Bad Trait on the patient.
Failure	The Gadget doesn't work and does 4 levels of damage to the patient.
Bad	The Gadget does 4 levels of damage and imposes a Minor Bad Trait on the patient.
Disastrous	The Gadget is lethal to the patient.

does have one large drawback – it gives the wearer a continual background headache. All tests using Ingenuity incur a -2 penalty while the Gadget is active. Newer models of the Mind Cloud enable the wearer to turn it on and off with a gentle touch, but this makes the wearer vulnerable whenever the Gadget isn't on.

Traits: Immunity (Mind Control), Attribute (-2 to Ingenuity)

Story Points: 1

NURSING SUPPLIES (MAJOR GADGET)

Over the decades UNIT has collected several examples of alien (and past and future) medicines. While not all of these were compatible with human biology, some medicines have proven useful enough. Such examples are often collected together with normal medical supplies to provide at least a minor benefit to UNIT agents in need of healing.

Traits: Skill (Medicine 4), Restriction (User must have Medicine 2 or better).

Story Points: 2

OXYGEN CHEWING GUM (MINOR GADGET)

Oxygen chewing gum was created by the Dominators in order to help them conquer other worlds. When chewed, the gum releases oxygen and absorbs carbon dioxide, enabling the character to walk around without the need to breathe. As a beneficial side effect this also keeps the character from inhaling toxins. Unfortunately, the Dominators aren't known for their sense of aesthetics, and the oxygen chewing gum tastes terrible. UNIT X-Docs have tried to flavour it, but such efforts only last for about half an hour after which the terrible taste returns. Oxygen chewing gum is popular amongst UNIT agents in Atlantis and Satellite W1.

Traits: Environmental (Minor, doesn't need to breathe)

Story Points: 1

QUARANTINE FIELD GENERATOR (MAJOR GADGET)

Many alien races have made use of 'quarantine fields,' or forcefields that are specifically designed to keep molecules from getting to a character or to keep an infected character from spreading disease – this is why the Hospital has a Cleansing Arch. The downside to quarantine fields is that they prevent air from flowing through them as well, meaning that

without an air supply a quarantine field can quickly become a suffocation field (use rules for drowning). UNIT agents typically carry quarantine field generators whenever they believe that they're dealing with an infectious threat. A quarantine field generator is usually built into a van or other conveyance that has solid sides, although it's possible to set up a self-contained quarantine field with extra equipment. Unlike normal forcefields, characters can freely move in and out of quarantine fields (the fields do have a slight resistance to keep bugs and small creatures out of them), providing they don't mind risking infection!

Traits: Special (prevents exposure and infection)

Story Points: 2

SKIN BANDAGE (MAJOR GADGET)

Skin bandages are of Krillitane origin; they graft themselves onto a wound and form a new skin over them, effectively granting instant healing. Thanks to the nature of the Krillitane skin bandages work on almost any species, Earth or alien. When slapped onto a wound, the character may make a Medicine roll to heal injuries, substituting the skin bandage's Medicine skill for their own. It is possible to receive regular medical attention in addition to a skin bandage.

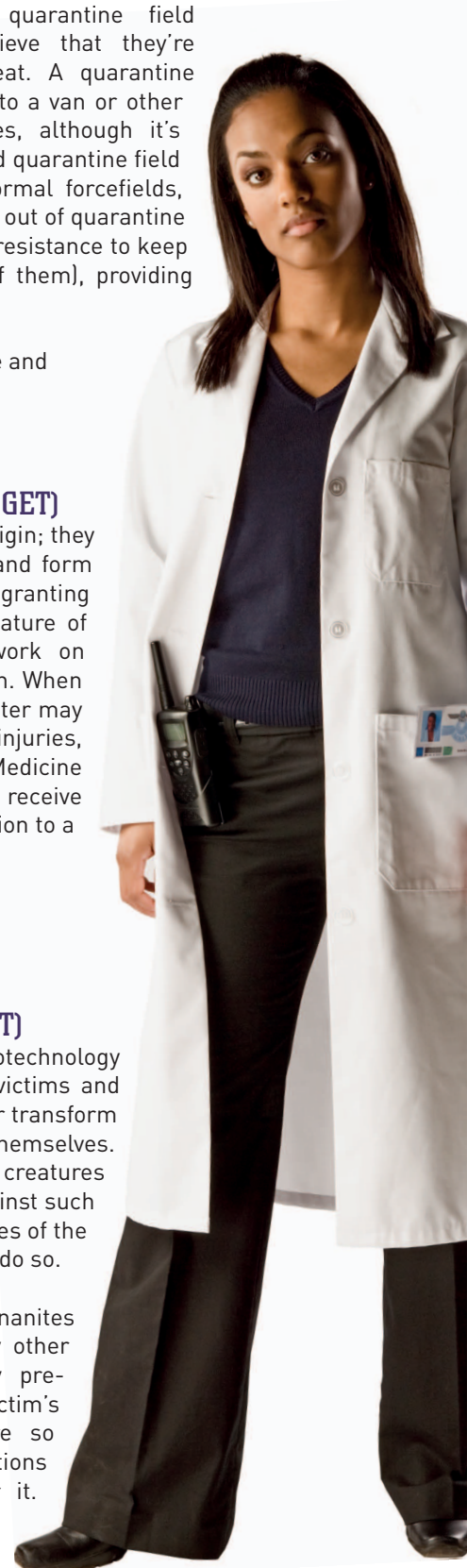
Traits: Skill (Medicine 3)

Story Points: 2

THALLICILIN (MINOR GADGET)

From Cybermen to Daleks, nanotechnology has offered a means to 'infect' victims and either bring them under control or transform them into horrific creatures themselves. To defend themselves, some creatures developed a means to protect against such attacks. The Thals, kin and enemies of the Daleks, were amongst the first to do so.

Thallicilin is a solution filled with nanites that are programmed to destroy other nanites. They are also usually pre-programmed to understand the victim's genetic and biological structure so that if they come across alterations to the original they can repair it. Unfortunately, this has sometimes caused problems if a 'generic'



Thallicilin is used, causing cyborgs to reject implants or Cassies to lose their powers. Fortunately, with time and effort it's possible to reverse these changes.

Traits: Delete, Restriction (nanites only), Special – Harmful (deletes any traits that is not part of the common biological heritage of the recipient's species).

Story Points: 1

WIDEAWAKE PLUG (MAJOR GADGET)

The Wideawake Plug is a small disc-sized gadget developed by X-Docs from a variety of alien medical supplies. The plug needs to be in contact with the skull and, when it senses that the character is about to lose consciousness, sends a small electrical charge to the brain to keep the character awake. UNIT soldiers employing these gadgets tend to attach them to the insides of their berets or helmets; UNIT operatives often incorporate them into their head jewelry.

Traits: Immunity (Stun attacks)

Story Points: 2

UPGRADES

CYBERNETICS (SPECIAL GADGET)

A controversial but fruitful series of Hospital projects involves the adaptation of Cyber-technology for human use. The Cybermen were once human and

thus their technology is inherently compatible with ours. This has enabled some UNIT agents to recover from injuries 'better than before,' although some fear that this is the first step towards humanity moving down the same path as the Cybermen. Given the current imperfection with cloning technology, injured UNIT members often opt for Cybernetics in lieu of biological replacements.

Contrary to popular belief, it's actually quite rare for a character to have a single Cybernetic replacement as such a Gadget usually needs to be balanced by other Gadgets in other parts of the body. A Cybernetic arm may have the ability to lift a motor vehicle, but the rest of the character's body wouldn't be able to support the weight without an exoskeleton or reinforced muscular/skeletal structure throughout the body. Thus, rather than provide a list of particular Cybernetics, what is offered here is a menu of traits that such cybernetics provide, leaving it up to the Gamemaster to determine exactly how the Cybernetics supporting those traits looks on the character's body.

The first time a character takes a Cybernetic gadget they must also take the Cyborg trait. In addition, Cybernetic gadgets grant their 'wearer' with one or more of these traits:

Alien Appearance: The Cybernetics make the character noticeably less human. This could be anything from the cybernetics making the character appear less human (a Cybernetic arm probably wouldn't necessitate this trait, but half a Cyberman



head would] to severe injuries that necessitated the Cybernetics in the first place (a badly burned face).

Armour: The character has enough Cybernetics grafted on that they are effectively armoured; they also have the Alien Appearance trait. Depending on the Cyberman model, this could either be a Minor or Major trait.

Attribute Increase: The Cybernetics effectively increase the character's physical attributes through the Upgrade Gadget trait. Attributes can be increased beyond the host's maximum – the maximum attribute level that a Cyber-limb can grant is limited by the level that the original Cyberman had (so if the character has Cybernetics from a Cyberman as detailed in the **Doctor Who Roleplaying Game Core Rulebook**, then their maximum Strength would be 7).

Control (Major Good): The host can interface with and control other machines.

Damage Increase: On their own, Cyber-hands and even Cyber-arms can't grant the full benefit of Strength as the rest of the biological body can't support it. They can, however, crush and punch objects at full Strength. For every 2 Attribute points of extra damage, this trait costs 1 point. Damage increases are subject to the same Attribute level restrictions as the Attribute Increase trait above.

Environmental (Major Good): A character with these Cybernetic parts can survive underwater or in the vacuum of space.

Fear Factor (1-3): Within the last half decade, the Cybermen have invaded Earth at least five times and probably more; their appearance immediately elicits frightful responses. Depending on how much the host resembles an actual Cyberman, they may have up to 3 levels of this trait.

Flight (Major): More recent models of Cybermen have the ability to fly. A character such Cybernetic components can fly as well.

Hypnosis (Major): Some early variants of Cybermen had the ability to hypnotise people. Once the host has hypnotised a victim, they can silently send messages and orders to them. A host with this Cyber-part likely has the Alien Appearance trait too, as it requires replacing the top of the head.

Natural Weapon – Electric Grip (Minor Good): An electric shock can be delivered through a Cyber-hand, adding +2 to Strength damage.



Natural Weapon – Particle Blaster: A Cyber-arm or Cyber-head (depending on the Cyberman model) could contain a ranged weapon. These are uncommon because they require a great deal of power that individual Cybernetics generally don't have, so this trait is normally paired with the Limited Use or One Shot Bad Gadget Traits. Weapons that inflict less than 4/L/L have no cost.

Resilient: Cybernetic limbs are typically considered part of a Cyborg's body and aren't separately targeted. At the Gamemaster's discretion, a character that only has minor Cybernetic modifications may enable them to be targeted separately; such Cybernetics would benefit from this trait.

Scan: Cyber-senses can increase a character's own senses as well as glean even more information about things observed through use of the Scan Gadget Trait.

Slow (Minor Bad): Cybermen are bulky and slow. If a host has extensive Attribute Increases, the Armour or the Environmental traits, then they likely have this trait too.

Transmit: A person with these Cybernetics usually has the Alien Appearance as the 'handlebars' need to be attached to their head. The host can communicate with anyone that can receive transmissions.

Weakness (Minor/Major Bad) – Gold: Mondasian models had a Minor weakness to gold, as it clogged their respiratory systems. If the host's Cybernetic parts include the Environmental trait, the host will likely have this trait too.

Weakness (Major Bad) – Radiation: The Mondasian Cybermen that invaded Earth in 1986 couldn't tolerate radiation. Hosts with Cybernetics taken from such Cybermen may have this trait, in which case they take 4 levels of damage, ignoring any armour, for every round that they are exposed to radiation.

Plot Seed:

- An undetected piece of Cyberman software activates the Cybernetic components worn by various UNIT personnel, networking them together as part of a plot to convert humanity into Cybermen. They begin to construct their own Cyber-conversion chambers and quietly build an army; they may need technical assistance to do so, so the Black Archive may be tipped off when prominent engineers, possibly even one of their Archivists, goes missing.

SIX BILLION POUND AGENTS

The numerous Cybermen invasions of Earth, both from space and parallel dimensions, has left an extraordinary amount of Cyber-technology lying around the world. Given its compatibility it's only a matter of time before – if they haven't already – various nations adapt the technology to their own use. More and more espionage agents could be enhanced with cybernetic parts, and the rich and powerful can afford replacements or even 'upgrades.'

UNIT is at the forefront of this. While they know the dangers of using Cyber-technology, continuous testing has weeded out the remnants of Cyber-programming in the limbs and other parts enabling them to be safely used by agents. UNIT may even create a team of such agents as they would be a more resilient strike force against alien threats. Such a strike force can be easily created by using the Cyborg trait and adding a few Cybernetics to a UNIT member. Of course, such agents could also be found amongst other governments and corporations, defending their interests which may not always align with UNIT. Given the resiliency of Cybernetics it's also possible that there may be ex-agents of defunct organisations such as the Soviet KGB or Torchwood at large, pursuing whatever agenda they wish or simply offering their services to the highest bidder. Such agents make excellent and surprising rivals or enemies of a Black Archive team.

SKILL-JACK (SPECIAL GADGET)

'Skill-Jack' originated as a verb, in the sense of 'skill-jacking,' which meant to take the skills of one person and transplant them to another. Skill-Jacks are psychic Gadgets developed in parallel with the Cassandra Programme (see pg. 10). An agent with a desired skill has a Cassie help them remember their training as an Automated Memory Filter records those memories. The memories are then sifted and distilled in such a way that downloading them into another agent grants them the use of that skill at the same level as the person from which it was taken.

Skill-Jacks do have one major setback: it is often difficult to get a completely 'clean' knowledge of learning a skill. Residual experiences or memories from the original donor may occasionally be transplanted into the agent.

Traits: Skill, Glitch (occasional flashes of bad memory)

Story Points: 1-3 (1 skill point grants a 2 in the desired skill; each additional skill level (up to 5) costs 1 Story Point)

Plot Seed:

- UNIT operators who have been given Skill-Jacks suddenly forget the implanted knowledge while out in the field. Further investigation leads to the revelation that such agents disappeared for brief periods with no recollection of what happened save that they no longer have the Skill-Jack implants. This has caused complications for several UNIT missions. As it turns out, someone is seeding information into Skill-Jacks so that a secret organisation can steal the memories and gain the coded information. Of course, that means that someone else on Earth has access to this technology. Who is it and what do they want?

TEMPORARY PROCEDURES

FROGMAN PROCEDURE (MINOR GADGET)

The discovery of surgically altered Fish People in the Atlantic Ocean created by the mad scientist Professor Zaroff and UNIT's X-Doctors' attempts to return them to normal has resulted in a treatment that can turn UNIT agents into amphibians, and vice versa. This process takes a full day to transform the patient into an amphibian, during which time they develop large eyes, gills, scales, webbed fingers and toes, and fins. It also takes a full day to transform back. While this process grants the UNIT agent certain tactical advantages it comes with fundamental disadvantages: the transformed agent

no longer looks human and cannot speak normally. They are able to communicate through the water with vibrations that another Fish Person – or a surface-dweller with the right equipment – can detect and understand.

Traits: Alien Appearance, Alien Senses (underwater vibrations), Environmental (Underwater), Presence -1
Story Points: 1



Plot Seed:

- After initial tests with the Frogman Procedure proved fruitful, UNIT began employing transformed agents for more and more missions around the world. Recently, however, UNIT has had a number of Frogmen disappear. A few X-Docs believe that the Frogmen may have 'gone native' in their new environment, but UNIT command isn't so sure – they believe that the rogue Frogmen may be part of a conspiracy. The characters are sent to investigate, which likely requires conversion into Frogmen themselves!

KRILLITANE OIL (SPECIAL GADGET)

Krillitane oil is one of the oddest, and most useful, substances in the universe. It's odd because despite being originally produced by the Krillitane it's now toxic to their massively changed forms. It's useful because, without it, the Krillitane could never have begun to shift form. The oil is a synaptic and genetic accelerator that, when secreted (or ingested) in sufficient quantities, allows the Krillitane to add the genetic structure and properties of another race to their own.

This process also applies to non-Krillitane species but often manifests in different ways. In humans, Krillitane oil is a huge intelligence booster. Ingesting a small amount of oil (say, just enough to fry some really good chips) over two weeks is enough to raise

a human's IQ by 20 points, with that amount doubling each successive week. In game terms, anyone ingesting Krillitane oil for more than a week gains +1 Ingenuity, +2 Knowledge and the Networked Trait. If they ingest Krillitane oil for a month, they gain another +1 Ingenuity, +2 Knowledge as well as +1 Medicine, +1 Science and +2 Technology. So long as they continue to ingest Krillitane oil, they maintain these heightened attributes and skills. Once they've stopped ingesting the oil, the effects wear off very quickly. Inside 24 hours, they will be back to their normal levels.

Traits: Attribute (+1 Ingenuity), Skill (Knowledge 2), Networked. Attribute (+1 Ingenuity, must have ingested for 1 month), Skill (Knowledge 2, Medicine 1, Science 1, Technology 2; must have ingested for 1 month)

Story Points: 3, 5 for month-long treatment

Note: This only works for humans. It's up to the Gamemaster what Krillitane oil does for Zygons or other alien species.



Plot Seed:

- Several Zygons that have been assimilated into Earth's society are turning up dead. There is no known connection between the victims; they are drawn from all parts of society. The only thing that they seem to have in common is their location; London's East End. The truth is that a group of humans, traumatised by the knowledge of Zygons amongst us (possibly residual memories from a former Zygon revolution or simply a conspiracy theorist finding a conspiracy), has gotten a hold of Krillitane oil. Whenever they suspect someone of being a Zygon they surreptitiously meet the Zygon in a pub and buy them a drink, which they've mixed with Krillitane oil. Once the Zygon has tasted it and the humans realise that the Zygon isn't networked with them, they assault and kill the Zygon at the earliest opportunity.

There is, of course, one flaw with this method and that's that the murderers' plan works the same no matter what alien race is masquerading as human – the murderers probably aren't ready for the hornet's nest they are kicking! Alternatively, the Krillitane oil can react in a strange or deadly way to Zygons, making the discovery and the killing one and the same or, in the case of another alien, enhance them in ways that the murderers aren't dream!

EMERGENCY CARE

BRAIN WORMS (SPECIAL 'GADGET')

This species of parasitic worm has become one of the most effective treatments for brain damage, as long as the patient isn't too squeamish. In the wild, these worms burrow into the skull of animals and lodge themselves in the brain. There they photosynthesise brain energy in a similar way a plant photosynthesises energy sunlight.

While this might not seem very useful, it is the way the worm does this that has proved important. Upon burrowing into the skull it merges seamlessly – and harmlessly – with the host's brain. The worm is essentially made up of brain cells, and once it connects to the host it allows electrical energy from the brain to pass through it. In this way it feeds on the energy flowing along it, but it does not interrupt the flow of electricity so as not to endanger the host. As it feeds it grows, until it spawns offspring that chew their way out of a soft part of the skull (often the ear) to leave and seek a new host.

What makes this rather gruesome creature useful to medical science is its ability to replace damaged brain tissue. If it merges with a damaged area of the brain it effectively rebuilds it. Some hosts who have previously suffered incredible mental trauma through brain damage have been known to make a full recovery. Obviously, few people like the idea of a parasitical worm in their head, but studies have proved it is possible to use Brain Worm tissue as a transplant for damage brain matter. The problem is that a living worm is much better at integrating with a host.

Traits: Fast Healing (Special), Restriction (Presence and Ingenuity damage only).

Story Points: 5

Plot Seed:

- A Brain Worm is used to treat a UNIT soldier who has suffered extensive neurological damage. The X-Docs are unsure if it is the right path,

but his injuries were severe enough to leave him in a vegetative state. Within hours of the treatment he is conscious and responding to his colleagues; within days he is talking and walking again. It's a medical miracle!

Unfortunately, the treatment is not without its side effects. Several people report him acting strangely. His wife, after an initial excitement at the results is becoming worried and even a little frightened of her husband. Even worse, seemingly coinciding with his release from hospital, a string of gruesome killings begins, the victims all missing their brains. What's really going on with the soldier and his Brain Worm?

CEREBRAL UPLOAD (MINOR GADGET)

Also known as 'ghosting,' this Gadget enables the user to completely upload the memories of an individual. Originally, housing even a single intelligence required an entire room, but recent advances in micro and nanotechnology have enabled X-Docs to house several minds within a single large cabinet computer known simply as 'the Memory Bank.' The person whose mind is being copied simply slips on a special helmet and relaxes as the device copies the brain, a process that takes 4 hours.

Cerebral uploads are regularly made for important people within UNIT (and sometimes other notables) as they are deemed too valuable to lose all of their knowledge in case of lethal injury or death. They are also offered when particularly valuable UNIT members are going on difficult missions. In any case, a cerebral upload is only as current as the time in which it was made. A UNIT agent who is given a cerebral upload and dies on a mission two days later will be missing two days in the Memory Bank.

There are two problems with cerebral uploads. The first is that while the Gadget completely records memories, feelings and personality can't be fully copied – the Gadget needs a biological component (computers can't 'feel' like a biological creature can without considerable advanced engineering, which is beyond the scope of UNIT Archivists).

The second is that not everyone wants all of their memories recorded and may resist the cerebral upload. Unfortunately, given the brain's complex process of where it stores information, an attempt at keeping the cerebral upload from recording an embarrassing experience may also cause the cerebral upload to lose valuable memories on unrelated matters. The cerebral upload runs the

risk of bringing to light any memories that the user may have forgotten or repressed, which could cause complications should they awaken and remember those memories!

Traits: Record, Restriction (only restores memories, not emotions).

Story Points: 1

Plot Seed:

- Years ago, a new recruit was secretly a sleeper agent for another secret organisation that wanted eyes and ears within UNIT. This secret organisation had access to its own memory machines and the recruit wasn't even aware of their status as a double agent. This agent is now a well-respected member of UNIT and as a matter of routine has their memory recorded and filtered by the Cerebral Upload and the Memory Filters. But when the agent is injured in an accident, the Cerebral Upload restores their original memories, inadvertently waking the sleeper agent, who commences their original mission from deep inside UNIT. The characters must figure out what has happened and stop the sleeper agent before all of the Black Archive's secrets are stolen.
- Every once in a while, there is a glitch with the Cerebral Upload. The Cerebral Upload not only restores a character's memories, but it also uploads the memories of a recently deceased

agent too. The character's consciousness will have to struggle with that of the dead agent who wants revenge for their death, even if it means hijacking the character's body!

CLONING CHAMBER (MINOR GADGET)

The Cloning Chamber is an adaptation of existing Sontaran technology: it creates a perfect clone of another person. For all intents and purposes this clone becomes an exact duplicate: its attributes, traits and skills are the same, but it is utterly loyal to UNIT (gaining the Enslaved trait) and is psychically linked to the original (gaining the Dependency trait).

The original needs to be in hibernation and linked to the cloning chamber in order for the clone to be active. This effectively means that there can only be one clone at any given time. Should the original ever be disconnected from the Cloning Chamber then the clone withers and dies within minutes.

Due to the limitations, X-Docs primarily use the cloning chamber to 'heal' permanent injuries or rescue mortally wounded characters by creating a clone and harvesting it for spare parts – cloned body parts can survive its 'death' so long as they are attached to the original. Unfortunately, the cloned part still eventually dies – the process takes a few weeks, requiring constant replenishment. The clone is usually placed in a vegetative state when it is created for this purpose.



Obviously, this raises a lot of ethical questions and X-Docs need orders from a UNIT commander to create a clone for harvesting – this is supposed to be done only in extreme cases. Currently, X-Docs are hoping to convince Geneva that this technology can help Failed Cybermen regain their original forms.

There is a growing consensus amongst X-Docs that it might not be a bad idea to allow the clones to know exactly what they are and that their time is limited; these 'Flesh Puppets' could then be employed to undertake dangerous tasks. Thus far Geneva has rejected the creation of what is essentially a 'slave species,' but there are some within UNIT command who see the potential.

Occasionally, a clone is able to break its limitations and act on its own. This usually leads to madness, as the clone realises that it is only alive so long as the original is in hibernation so it indulges in whatever it can before its inevitable death. While dealing with the clone itself usually isn't a big issue – just cut the cord – UNIT agents may be called in to deal with any complications and retrieve the body.

Traits: Replication, Restriction (only copies original), Restriction (dies within minutes of original's removal).

Story Points: 1

Plot Seed:

- Somehow a clone has managed to escape the Black Archive. Its original is in the Black Archive hospital due to a botched mission gone wrong and without the clone the original could die, which has necessitated the growing of a new clone. In the meantime, the original clone is made redundant and a UNIT team is dispatched to find and eliminate it. What the UNIT team doesn't know is that the Original discovered something they shouldn't – a conspiracy within UNIT – and the rogue element tried to have the Original eliminated. The creation of the clone was not the rogue element's idea – they want the Original dead – so the rogue element arranged for the clone's escape while putting another plan into action to kill the Original before the second clone can be utilised.

Given that the escaped clone was made at the time of the Original's admittance into the Hospital, it has all of the Original's memories intact – it may even be seeking retribution on its own. Can the UNIT team get everything sorted in time, or will they find themselves caught in the crosshairs of the conspiracy?

HIBERNATION CHAMBER (MAJOR GADGET)

As part of early interstellar expeditions, many space-faring species created Hibernation Chambers so that their crews could survive long voyages. The Silurians too created Hibernation Chambers to wait out the destruction of the Earth, oversleeping by millions of years. UNIT has salvaged at least a couple of these, creating a chamber that can put a person in perfect suspended animation – their bodies still age, but at a fractionally minute rate (it would take thousands of years before the person looked noticeably older).



The Hospital uses the Hibernation Chamber for patients with incurable diseases or tenacious viruses that could take over a person long before a cure could be administered. It is also used to hold prisoners who would otherwise be difficult to contain in a prison cell.

Traits: Immortal (Major), Scan, Bulky, Slow.

Story Points: 2

Plot Seed:

- A UNIT soldier entered hibernation some two decades ago to forestall the onset of an alien virus; recently a cure has been discovered and the soldier revived and cured! The soldier attempted to return to their old life, but their wife had remarried in the meantime. The wife's new husband has now disappeared. Is this a case of revenge, or is something else afoot?

PHASING CIRCLET (MINOR GADGET)

This thick metal ring has proved a boon to surgery. It is placed on the patient's bare skin and, when activated, lights up with a blue glow. The ring has layered sides to allow it to be adjusted from 10cm in diameter to nearly a metre. Once activated it allows a surgeon to push their hand inside the patient without breaking the skin or muscle at all. It allows a form of technological 'psychic surgery'.

The problem is that the surgeon can't really see what they are doing unless they are also using some advanced imaging technology. However, some work can be done by feel: checking the position of an unborn child for instance, or removing a bullet. While the circlet doesn't anaesthetise the area or the subject, its field does create an antiseptic barrier, reducing the chance of infection from the operation. With no need to cut the patient open, the operation causes less shock and damage, as well as making healing and recovery times much faster.

Traits: Fast Healing (Major), Restriction – wielder must make successful Medicine roll on patient in order for trait to apply).

Story Points: 1

Plot Seed:

- Phasing Circlets aren't just useful for medicine – they are a convenient tool for criminals as well. In addition to making safe-cracking child's play (so long as valuable items are within arm's reach), a phasing circlet could make for a very effective assassin! A UNIT team is tasked with investigating a string of impossible crimes that are being committed by a criminal with a phasing circlet.

RE-PROGRAMMING MACHINE (MINOR GADGET)

When Professor Bracewell joined UNIT he made a frightening revelation – there were several Dalek Duplicates and Puppets hidden throughout the world, many in influential positions. When he revealed this to Torchwood, his employers had a 'fix with prejudice' policy and simply eliminated those whom Bracewell had identified.



Once Bracewell discovered this he went silent. Torchwood, of course, didn't believe that he'd given them every name, but there was no way that they could force him to reveal more. Once Bracewell joined UNIT, he offered to help them find the Puppets on condition that he be afforded an opportunity to de-programme them. They were, after all, much like him and, if de-programmed, might continue to live out their lives blissfully unaware.

Bracewell's Re-Programming Machine works not only on Dalek Duplicates (and Dalek Puppets) but anyone who is suffering from the effects of hypnotism.

Traits: Hypnosis (Major), Restriction (only eliminates effects of hypnotism).

Story Points: 1

Plot Seed:

- Professor Bracewell's machine works to eliminate any form of hypnosis; this can include the Memory Implanter! If the 'de-programmer' isn't careful, a patient could remember something that UNIT would rather have been left buried, especially if the patient had made several trips into the Black Archive. How this information impacts the patient and UNIT generally could have huge implications!

THE MENAGERIE

The Menagerie is a collection of aliens kept either imprisoned in Black Archive quarters, in suspended animation, or 'on ice' after their death. They are kept in the Hospital for medical research. Unfortunately, not all of them are completely harmless, and it is not uncommon for careless X-Docs to contend with aliens on the loose!

Amongst the alien corpses stored here are several partially converted Cybermen of various types, an Ice Warrior, a Raxacoricofallapatorian, several Silurians, and a Zygon (currently the subject of ethical debate now that Zygons have been integrated into Earth society). One such alien, known only as John Smith, is considered so dangerous that he was moved to the Enigma Vault (see pg. 136).

There are also a few aliens that are not on ice but nevertheless still reside in the Black Archive, either for their own benefit – observing and refining experimental techniques on them – or because they are considered too dangerous to release. Some of them are detailed here, but there are others; feel free to inter creatures from any **Doctor Who** sourcebook.

As examples, Snowcap has a Krynoid (**Fourth Doctor Sourcebook**) kept in a special reinforced greenhouse away from the base and Atlantis keeps a Seaweed Creature (**Second Doctor Sourcebook**) in a tank where a particular screaming pitch is played in a continuous loop to keep it docile.

EVE AND TEVA, DALEK MUTANT AND CLONE

Known as Project Jekyll and Hyde, these two specimens are amongst the Black Archive's most closely guarded secrets. Having managed to capture a living Dalek mutant, X-Docs within the Black Archive wondered whether they could 'restore' the Dalek's original form through cloning technology. This was not an easy process, considering that the Dalek was not the first of its kind (so restoring it to its original form would be like trying to clone an Australopithecus from a modern human), but after much trial and error the X-Docs involved with the project believed that they had succeeded. Unfortunately, that was only their first challenge.



The first test subject still contained all of her Dalek conditioning and hated herself for being different – she killed herself at the earliest opportunity and Daleks know a surprising number of ways to kill the humanoid form! It took several attempts at brain-rewiring to countermand the Dalek conditioning – just when the X-Docs thought they'd succeeded, some remnant of the 'Dalek Factor' would surface and drive the clone mad, often attacking the nearest UNIT agents before killing themselves. Finally, the

X-Docs managed to create a relatively stable clone, which they named 'Teva.' Thus far, Teva hasn't tried to kill herself or anyone else.

By all outward appearances Teva is a normal young Kaled (human to Earthling eyes) woman. She speaks and acts like a child, although that is changing as she is slowly being educated and tested. She knows that she is different to other humans but feels a strange affinity towards them. One interesting quirk is that Teva is quick to find and point out any faults – physical, mental, or social – that she perceives in others. Some X-Docs think that this may be some fragment of the Dalek Factor's loathing of imperfections, but thus far it hasn't manifested any more strongly than that.

There is another secret to Teva – as she was created from Sontaran cloning technology the X-Docs had to keep the original, a Dalek mutant they've dubbed 'Eve,' alive. Eve is kept in cryogenic storage, as X-Docs fear that she or Teva may try to harm each other should they discover the other's existence.

TEVA

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

SKILLS

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

TRAITS

Arrogant (Minor Good): +2 bonus to resist fear and hopelessness; -1 to social interactions with those considered 'inferior.'

Attractive (Minor Good): +2 bonus to any rolls that involve the character's looks.

Dark Secret (Major Bad): In spite of her dramatic change Teva is still a 'Dalek' and most people on Earth wouldn't care about the differences; they'd attack her on sight if they knew what she was.

Empathic (Minor Good): +2 bonus on rolls to 'read' another person.

Eccentric (Minor Bad): Teva has a tendency to point out other peoples' flaws.

Technically Adept (Minor Good): +2 to any Technology roll to fix a broken or faulty device.

TECH LEVEL: 5 STORY POINTS: 4

TICKTOCK, TAME TOCLAFANE

In one of the greatest ironies of the Black Archive, a creature that was brought to the past via a Paradox Machine to destroy the present is now unwittingly powering a new Paradox Machine – the Paradox Room – that is designed to protect the present – and, by extension, the future.

Toclafane are much like small Daleks, in a way. They are small floating silver spheres that contain the brain and central nervous system of a living being. The Toclafane can fly in atmosphere and out into space. While they can't travel interstellar distances, they move very fast indeed.

The sphere is armed with an energy weapon and several knives that can be deployed at will to slice and dice. The sphere's armour is extremely strong, rendering them immune to gunfire and most weapons. However, a large jolt of electricity at a specific voltage can disable one. It is not the amount of voltage but the particular frequency of the current that does the damage. So, anyone planning to collect a sphere needs not only a large power supply but also the correct data to make it effective.



The Toclafane interred in the Black Archive has had its weapons systems removed. It floats beneath the Paradox Room, eagerly devouring any entertainments and sustenance provided to it, much like a child would. Unlike other prisoners, incarceration is a significant improvement over the end of the universe. In spite of its reputation as a killer, the Toclafane eagerly chats with anyone who will talk to it; it is interested in every topic although it approaches them with the enthusiasm and limited comprehension of an excited child. Due to its excited nature and the fact that it is helping preserve the timeline, this Toclafane has been dubbed 'Ticktock' by UNIT agents.

TICKTOCK

AWARENESS	4	PRESENCE	2
COORDINATION	6	RESOLVE	2
INGENUITY	2	STRENGTH	2

SKILLS

Athletics 6, Fighting 4, Marksman 2.

TRAITS

Alien Appearance

Armour (Major): The Toclafane's sphere is incredibly tough to break, reducing damage by 10. Only after it has been disabled can the sphere be opened.

Cyborg

Environmental: The Toclafane can survive in space and underwater.

Flight: The Toclafane are fast and nimble. When in the open, they have a Speed of 18.

Natural Weapons – Blades: The Toclafane spheres can deploy multiple blades (that do Strength +2 damage).

Natural Weapons – Pulse Weapon: The Toclafane can fire a Pulse Weapon that does (2/5/7) damage.

Weakness: There is a precise electrical current (58.5 kilo-ampere transferred charge of 510 megajoules) that will disable a sphere. It is not common, except in lightning strikes or in specially manufactured weapons. If hit, the sphere is completely disabled, though the occupant is not killed.

TECH LEVEL: 7 STORY POINTS: 2

YVONNE HARTMAN

Prior to the Battle of Canary Wharf, Yvonne Hartman was the head of Torchwood. She was brilliant, driven, and completely secure in the knowledge that she was doing the right thing. She knew that the world needed to be defended and she was going to be the one to do it. Until the Cybermen invaded.

Like many of the Torchwood agents caught by the Cybermen in Torchwood Tower, Yvonne was converted into a Cyberman. She managed to resist her Cyber-programming, however, and prevented the Cybermen from gaining access to the operations centre to buy enough time for the Doctor to reverse the rift into the Void and suck the Cybermen and the Daleks into it. Presumably, Yvonne should have been sucked in as well.

Only she didn't. Whether it was through force of will or her humanity (or simply a collapsed bit of wall) grounding her on her home world, Yvonne resisted being sucked into the Void until the Doctor could shut down the portal. Her cybernetic parts were terribly damaged and much of it was missing – UNIT search teams almost discarded her as dead wreckage – but Yvonne survived. Once they discovered she was alive UNIT took her to the Black Archive.

Professor Bracewell was put in charge of her rehabilitation. Using what he knew of his own Dalek technology combined with Cybermen technology (he noted that they were surprisingly compatible), Bracewell built an android body for her that resembled her original human form. While Yvonne

appreciated getting some semblance of her humanity back, she also realises that she is now a prisoner.

Yvonne believes that Bracewell is enjoying the reversal of fortune, although Bracewell insists otherwise – he is happy to have a kindred spirit, even one that hadn't exactly been a friend to him prior to her conversion. He insists that Yvonne is locked up only because they aren't yet certain if her Cyber-programming is infectious or whether she may revert back to being one of them. UNIT is also concerned about her unwavering loyalty to Torchwood – she's made several references to UNIT 'stealing' Torchwood's secrets. UNIT does come to her when they have questions about Torchwood, appealing to her devotion to the Crown, if not the organisation.

YVONNE HARTMAN



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

SKILLS

Athletics 2, Convince 5, Fighting 3, Knowledge (Aliens 5) 3, Marksman 2, Medicine 2, Science 1, Subterfuge 4, Survival 2, Technology 4.

TRAITS

Brave (Minor Good): +2 bonus to any Resolve roll when she needs to show courage.

Cyborg: While Yvonne is technically a cyborg, the conversion process has effectively made her into a robot.

Indomitable (Major Good): +4 bonus to any rolls to

resist psychic control.

Obsession (Major Good): Yvonne remains utterly loyal and devoted to Torchwood and preserving the British Empire, even though neither (arguably) still exists.

Psychic Training (Minor Good): +2 bonus to Resolve rolls when trying to resist psychic attack or deception.

By the Book: Yvonne must be convinced to act against procedure.

Slow: Yvonne moves like a Cyberman. Her Speed is halved.

Weakness (Minor) – Magnetism: Strong magnetic forces can paralyse Yvonne. She must make a Resolve + Strength roll (Difficulty 18) when exposed to strong magnetic force.

TECH LEVEL: 5 **STORY POINTS:** 5



⊕OMEGA
LOCKER

OMEGA LOCKER



'...if you had created a virus in your laboratory, something contagious and infectious that killed on contact, a virus that would destroy all other forms of life, would you allow its use?'

There are some things for which the only sensible option is to lock them up and throw away the key. Such items are so dangerous or corrupting their mere presence might tear holes in reality or shatter worlds. This chapter details those items that are deemed too dangerous to ever be let out into the world.

The Omega Locker is a myth even to high-ranking members of UNIT staff. Plenty of well-placed officers dismiss rumours of its existence with a casual "if it existed, I'd know about it." (The Doctor once remarked on its similarity to the Omega Arsenal on Gallifrey. When this got back to the Curator, he merely smiled and said "yes, curious".) They would be very surprised to learn their clearance is not high enough. If the world ever found out about the existence of the Omega Locker than there would likely be outrage.

A WORD OF CAUTION

The Omega Locker is a dangerous place, not just for what it contains but for the decisions its existence

forces UNIT to make. Balanced against the safety of the entire planet, concepts like 'due process', 'innocent until proven guilty' and 'human rights' sometimes fall by the wayside. Each item here is not just a danger to public safety, but another chip to wear away the morality of UNIT and its personnel. All the Omega Locker contains are tough decisions, wrapped in a kernel of death and destruction. Once you open the door, you will not like what you find there, or inside yourself.

It should go without saying that you should be careful what you do with devices of this power. If the characters fail to stop a villain using one, the consequences will be extreme. Putting them in the hands of the players' characters can often be just as dangerous. Even the Doctor was frightened of the incredible power of the Moment, and rightly so.

When creating devices of this power, they must always serve the story. Don't use a D-Mat Gun where a rifle will do. Consider very carefully what such a powerful device will do to the game if it is used, and how its use might be abused. Players can be fiendishly inventive as much as they can make dreadful mistakes. An item you put into the story to help the players defeat the bad guy might get adapted to make them the rulers of the universe, immortal or ensure every planet has jelly baby trees.

As always, what you introduce into a campaign will almost always end up in the hands of your players' characters, and they will use it as often as they can get away with.

Such powerful items should appear sparingly or they become every-day and ordinary. Your players should never be moaning that they are facing "yet another planet destroying weapon". Once you bring in a device of this magnitude, it is hard to top. If the adventure deals with a planet killer, what next? A galaxy destroyer? Then a universe destroyer, and afterwards a reality destroyer? These are for the end of series climax, not as a monster of the week. After putting one in a campaign, the next adventure must reset the mood to something slower and calmer so you can build up to another big finish.

It is also important to note that not every world ending device needs to be impressive looking. Your ultimate weapon might be a vast spacecraft covered in weapons that blot out the sun. But it might just as easily be a simple box with a big red button. The form should suit the function, and quite often these devices are made to look innocuous to make them easier to hide.

So, in short, treat these items with care. Opening the Omega Locker is not to be done lightly, and the effects of releasing just one of these devices, will have consequences that will last for years to come.

⚙️ REQUISITIONING AN OMEGA GADGET

Gadgets contained within the Omega Locker are largely *dei ex machina*, weapons that are only used as a last resort when all other options have been exhausted. Given the potential for collateral damage, UNIT commanders only reluctantly employ them and even then only after much heated debate. No character should be able to just waltz into the Black Archive, plunk down a few Story Points, and walk out with one of these potent Gadgets – they are only available when you believe that the adventure calls for them or, better yet, as Gadgets needing retrieval out of the hands of nefarious villains who plan to employ them.

Thus, there are no difficulty numbers for whether a UNIT agent can requisition a gadget from the Omega Locker. If employed at all, an Omega Weapon is requisitioned by the ranking UNIT commander (who given the memory wipes within the Black Archive, is likely to be the only UNIT agent who knows that the Omega Locker exists).

However, given that a **Doctor Who Roleplaying Game** adventure is ultimately in the hands of the players, they still 'activate' the option to use an Omega Weapon by paying the story point cost. Regardless of their actual cost, all Omega Gadgets are considered 'special' Gadgets.



Whether the UNIT agents actually employ the Omega Gadget depends on the needs of the adventure. The agents may be called upon to pilot a K-X robot or take the canister containing the Movellan virus inside a Dalek Saucer in order to ensure that no humans nearby are harmed. On the other hand, a squadron of UNIT jets may simply drop Dalekanium bombs on the marching forces of a heavily armed adversary without pressing the characters to pilot the planes.

OMEGA GADGET TRAITS

While often not as destructive as the pocalyptic weapons of the Time War, Omega Locker Gadgets do often pack a punch that far outstrips anything even other Black Archive Gadgets are capable of doing. The apocalyptic traits listed here are applied to Gadgets housed in the Omega Locker. It's certainly possible that there are more and that Time War weapons may have found their way to Earth – see the **Time Traveller's Companion** for details.

Not all Gadgets in the Omega Locker have Apocalyptic Traits (or, in the case of the Weeping Angels, are Gadgets at all!). Similarly, while certainly better studied than Gadgets within the Enigma Vault, Omega Gadgets aren't completely understood nor

are the ramifications of using them fully known. You may tailor any vague effects as suits your needs, or add any new effects, good or bad, as you desire. It's entirely possible that an Omega Gadget actually has other traits that manifest when UNIT decides to use them. This could affect their Story Point total, and the Gamemaster could make much out of having the UNIT agents have to contain or mitigate unanticipated fallout from using an Omega gadget. It's for Gadgets like these that the Black Archive was created, so the impact of their use can never be truly overstated!

AREA EFFECT (MAJOR GOOD GADGET TRAIT)

Some Gadgets can affect an entire area. This could be as small as a room or cover an entire planet!

Effect: For 2 points, the gadget affects a 3D6 metre radius. For every 2 points thereafter, the radius increases by a factor of 10.

Note: Some traits, such as Unstoppable Force, already have this trait built in. In other cases, this trait can make even an area-affecting trait more powerful. The Gamemaster is the final judge as to whether this trait may apply.

OMEGA LOCKER



INSIDIOUS (MAJOR GOOD GADGET TRAIT)

The weapon is adept at infiltrating from within a specific dimension, from computer networks to life-forms to weird stuff like shadows or light, the weapon can insert itself at will and try to take control from within. N-Forms were the primary example of this sort of weapon in the Time War.



Effect: The weapon has an affinity for infiltrating and taking control of one type of 'system.' this works as the Hypnosis (Special) Trait except that there is no defence against it outside of the target expending 1 Story Point to avoid the effects for the rest of the scene. They will have to pay this cost for every scene in which they remain in the area of control.

The weapon can possess and control more than one target at a time by expending Story Points. The use of 1 Story Point allows the weapon to control up to 3D6 targets of the appropriate type within line of sight. The expenditure of 3 Story Points allows it to control 3D6x10 targets within a mile. Expending 6 Story Points allows it to control every appropriate target within a 3D6x10 miles.

A massive 12 Story Point expenditure allows the weapon to control every appropriate target within an area the size of England. Story Points may come from the Gadget itself or from the person or persons using it.

UNSTOPPABLE FORCE (MAJOR GOOD GADGET TRAIT)

The weapon emits a damaging force that cannot be countered by any known defence, due to its transdimensional, temporal and/or unstoppable destructive power. What it hits, it destroys...

Effect: By expending 1 Story Point, the weapon delivers an 'L' result that instantly destroys any target within a 3D6 metre radius, regardless of Attribute Levels, Hit Capacity, or Traits of any kind. It can expand the radius of the blast by a factor of 10 for every 2 additional Story Points spent, so for 7 Story Points (1 + 6 additional) the weapon could completely obliterate everything within a 18 kilometre radius, and for 13 Story Points, could wipe out everything within 18,000 kilometres, easily taking out a planet the size of Earth!

Story Points used for an Unstoppable Force may come from the Gadget itself or from the person or persons using it.

RESKINNING OMEGA GADGETS

We've taken care to ensure that each Gadget in the Omega Locker is distinct from the others; in cases where two Gadgets would have essentially the same effect (several alien species have weapons of mass destruction which are nothing more than very big bombs) we've only chosen one to represent them.

You can always 'reskin' an Omega Gadget to better reflect the experiences of the player characters or the needs of your campaign.



For example, the DNX entry notes DNX's similarity to the Movellan virus. In your campaign it's possible that the UNIT agents have to stop the Movellans or their agents from using the virus on Earth (possibly to wipe out embedded Dalek puppets). In this case, simply use the DNX statistics to double for the Movellan virus.

⚙️ OMEGA INVENTORY

CANCELLATION

This nanovirus is as insidious as it is deadly. Thankfully, UNIT only has a small amount of this virus, but still enough to easily wipe out all life on the planet. As a nanovirus, it is made up of millions of small robots, designed to replicate and spread.

Anyone infected can spread the nanovirus through bodily fluids like sweat and saliva, so it can be passed on by sneezing or close contact with the infected. Luckily, the nanobots cannot be absorbed through skin, but will travel across the body until they find an opening like the mouth or the nose.

Once inside the body, the nanobots in the virus do nothing but replicate. This can make the subject a little hungrier than usual, as some of what they eat is used by the nanobots. But few people notice they've got a bit more peckish. There are no other symptoms except for the occasional sneeze, something most people put down to pollution or mild hay fever. The nanovirus continues to create new nanobots and spread them as far as possible. Occasional sneezing is usually enough to maintain a consistent level of nanobots in the subject's system.

The nanobots remain mostly dormant until they receive a signal from a controller. The signal is simply a wireless transmission that is easily carried on radio waves or any other data system. The number of people affected by the signal depends on how it is delivered. A radio signal will only target those in range of a transmitter, for instance.

Upon receiving the activation signal the nanobots spring into action and tear apart the infected person's body. They attack all the major organs, essentially dissolving the subject from within in a matter of minutes. The more nanobots in the subject's system, the quicker they are consumed. Unlike most viruses, this one is not interested in spreading at this point, as it has already had time to do that. If someone is infected with Cancellation and left long enough, they might infect a whole planet. That population can then be wiped out at the touch of a button.

There is very little that can be done once the trigger signal is broadcast, apart from blocking the signal. However, the nanobots are large enough to be detected with a blood test or similar. Washing an EMP over an infected person will often destroy the nanobots, but it may cause heart failure in the subject, and activate any remaining nanobots.

Traits: Insidious, Networked (Minor), Remote (Major), Zap (4/L/L), Restriction (Zap only works on those infected by the Insidious trait)

Story Points: 5

Effects: A character must spend a Story Point to avoid infection, or chose to be infected and thereby gain a Story Point. If the virus is activated the character suffers 3 points of damage, applied to Strength, Coordination and Resolve, every minute until they are dead. Characters might also spend Story Points to protect themselves from the signal.

Plot Seeds:

- The characters discover an entire planet has been infected with Cancellation. Who can they tell without causing mass panic? More importantly, who has the kill switch and when do they intend to use it? Can the characters start a clandestine plan of neutralising the disease without tipping off the killer or causing a panic? How can they track down the villain who can kill the entire population at the touch of a button?

DALEKANIAM BOMB

Dalekanium is an advanced metal alloy developed by the Daleks. It is used in almost all of their technology, especially in their armoured casings. Dalekanium is both easily manipulated but also incredibly strong. It is one of the reasons Daleks are so difficult to damage as Dalekanium makes their casings bullet proof and highly resistant to most forms of damage. Its properties make it very useful in electronics as well, and Dalekanium wires are also commonplace in Dalek technology.



Bombs using Dalekanium were originally developed during the Dalek civil war. The technology proved particularly enduring to humans trying to resist this

terrible foe for one simple reason: the bombs are capable of penetrating a Dalek's casing.

The metal itself doesn't have specifically explosive capabilities, but the fragments of Dalekanium in the explosive mixture enhance the explosive capability. These fragments, when scattered by the force of the explosion, have incredible armour piercing capabilities. They tear through flak jackets, pass concrete walls like butter, and can even penetrate a Dalek's casing. This has made them extremely useful weapons among rebel forces in places of Dalek control. While they are not easy to manufacture, they are also not especially complicated as long as you can get hold of some Dalekanium. Luckily, wherever the Daleks are, there is Dalekanium, and usually in places easier to get hold of than the Daleks themselves.

Traits: Unstoppable Force

Story Points: 2

Effects: Dalekanium bombs explode with much the same power as the equivalent C4 charge. However, they ignore all armour. Anyone in the area of effect takes full damage, regardless of armour or cover.

Plot Seed:

- A Dalek attack force has been detected heading towards a colony or outpost. This is only an exploratory force, but it will be more than enough to overrun the colony. Luckily, the defenders know how to make Dalekanium bombs, but they have no Dalekanium. The characters must find a source of the rare metal, but this likely means infiltrating another Dalek base and stealing what they can. They will need to be careful, for if this plan goes wrong, there may be two Dalek forces on the way...

DNX

In the middle of the 20th century there were increasing concerns amongst academic circles that the world's population was growing too large for the Earth to support it. This fuelled the environmental movement and research into solving this problem. One of the fruits of such research was DNX, a potent insecticide that was cheaper and more powerful than DDT. Unfortunately, in large enough doses it is lethal to all forms of life. A miniaturised Doctor and his companions exposed the danger before it was too late. Torchwood scientists enhanced the pesticide's effectiveness as a biological weapon dubbed 'DNX' for its lethality. UNIT acquired it after the Battle of Canary Wharf and determined that DNX

was likely derived from the Silurian Plague. Time travellers to the Black Archive have also noted many similarities between DNX and the Movellan virus that almost wiped out the Daleks.

Traits: Unstoppable Force, Restriction (living creatures only; does not affect characters utilising gas masks or air filters)

Story Points: 1



Effects: The damage from DNX varies depending on the duration of exposure and the concentration. It builds up in the fatty tissues of the creatures exposed to it, so a human who is repeatedly exposed to a small amount over a long period of time can be affected. It takes a dose approximately 100 times as strong as a standard dilution to poison a human. DNX can be inhaled or absorbed by the skin. A character poisoned by DNX suffers 1 point of damage to Strength, Ingenuity or Awareness every 2-12 minutes until death (roll two dice to determine the interval between damage).

Plot Seed:

- The characters are sent to investigate a possible use of DNX in a country wracked by civil war, as satellite imagery recorded a blight that spread over a region in the disputed area. Unfortunately, UNIT's presence is unwanted, given that both sides accuse it of causing catastrophic damage that has killed hundreds of people. When the characters manage to inspect the site, they discover that the images are true; the entire area is devoid of vegetation and several 'ghost towns' sit within it.
- The characters discover something else: the water supplies in the infected region have been contaminated with DNX, and it's threatening to enter a larger water course. But the Black

Archive's inventory shows that all of its DNX stores are present, so where did this new strain come from? Did Torchwood have a stash of it hidden somewhere? Does someone have the formula? Or has someone else concocted a remarkably similar chemical? Whatever the case, the characters will have to contain its spread and discover who is behind its use, and put a stop to it before a world-wide crisis emerges.

EUPHORIA PROJECTOR

This device is the size of a large circular dining table, covered in dials and controls. It is heavy and takes about four men to lift. The controls are reasonably simple, allowing the operator to set the range and fire, with a readout detailing the status of the device. As the device projects an effect it is common for operators to install it in an area and set a timer to engage the device later so they are not caught in the field.

When activated, the Projector sends out waves of electromagnetic energy in every direction covering an area the size of a large city. This wave activates certain areas in the brains of most sentient species, those controlling joy and euphoria, granting an overpowering sense of peace and well-being to those caught in the area of effect. While this might sound rather nice, the effects are actually very damaging. People stop what they are doing and simply sit or lie down where they are and do nothing but

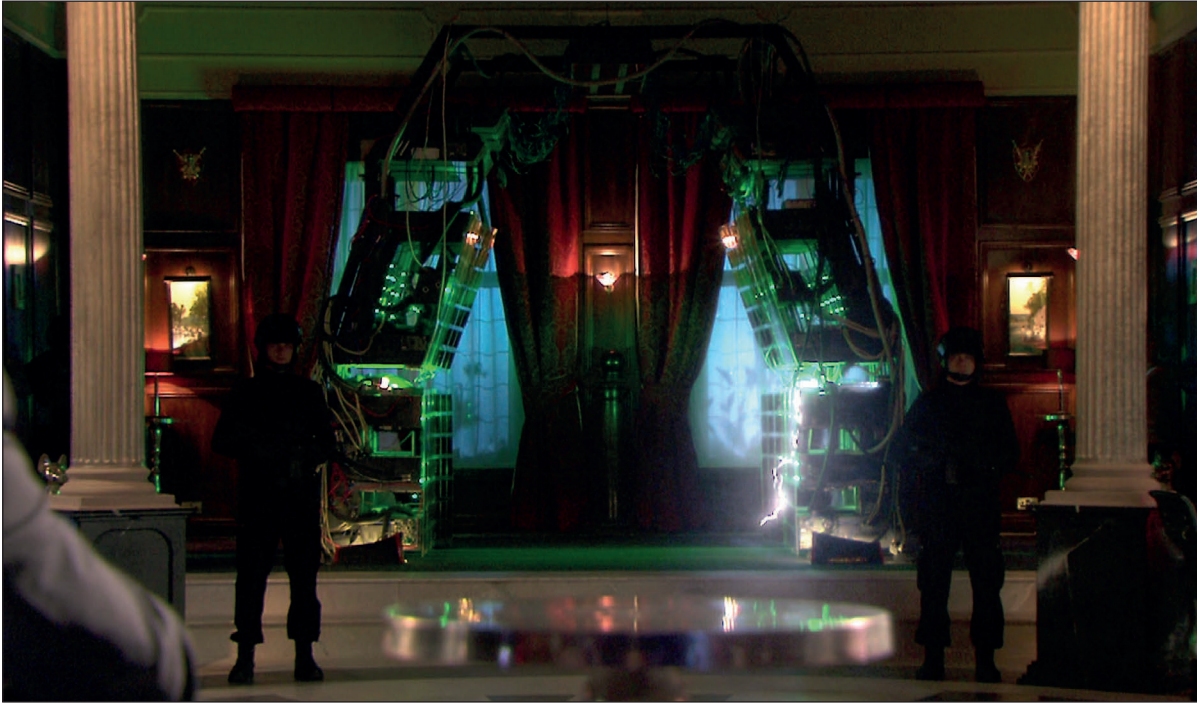
enjoy the sensation. They stop working, defending themselves or even eating and drinking. If they were in a building that was on fire they would not rouse themselves to leave.

Unfortunately, turning off the device once it is active can be just as dangerous. Deprived of this sense of ultimate peace, the affected people become filled with a sense of loss. For some this leads to suicidal thoughts, but most become enraged in their desperation to experience the feeling once more. When half a city becomes suicidal and the other half becomes homicidal, the results can be devastating.

If the device is turned on again, calm returns. It is possible to modify the device to emit a reduced effect that can be used to wean the subjects off it, but this is made more difficult as the device offers no protection to its operators. With details of the original device's wavelength or frequency, a counter field might be created – UNIT gadgeteers have experimented with such a device, but it is too haphazard to be considered viable. Perhaps the most worrying effect of this device is that no one who is affected by it is ever truly the same. To have experienced absolute peace and joy and then have it taken away is wrenching to the most resolute soul. Some have been known to seek out these devices again so they can turn them on and quietly lie down to die next to them.

Traits: Area Effect (Special – 6 points), Stun
Story Points: 7





Effects: Anyone in the area of effect of the device can try to resist its effect with an Ingenuity + Resolve roll (Difficulty 25) every ten minutes. If they fail, they slump to the floor unable to take any further actions. If they are under the effect and it stops then they must roll again. If they fail they may choose to become either suicidal or homicidal, the degree of which being dependant on their degree of failure.

Plot Seed:

- A city has succumbed to the effects of a Euphoria Projector, but it has since shut down and left the city in chaos. The characters are tasked with locating and turning on the machine again, as well as assisting UNIT in creating a counter-projector to help those affected by it. While UNIT can determine the rough location of the device (the centre of the effect) the characters still have to locate its hiding place. With the city in chaos they may have to fight their way there. They will see plenty of people looking to end their lives, and have to decide if they can save them. They will also be under constant attack from manic victims, but is it right to harm any of them when they can all be potentially saved?

IMMORTALITY GATE

This item has caused more heated debate about its use than any other piece of technology claimed by UNIT. Weeks have been lost to arguments about whether this device can be put to operational use, and

several people have resigned over that very question. But this is not a weapon of horror or destruction; in fact it is a medical device capable of healing whole planets.

Some time ago a Vinvocci spacecraft carrying the Immortality Gate crashed into Earth. The crew didn't survive and Torchwood claimed the ship for themselves. When Torchwood fell, some of their stored devices found their way into private hands.

The Immortality Gate was one such item, ending up in the hands of wealthy industrialist Joshua Naismith. He assembled a scientific team to get the device operational, believing it might be capable of making his daughter Abigail immortal.

Unbeknownst to Naismith, two Vinvocci had infiltrated his team. They intended to reclaim the device. When used properly the Immortality Gate can take a genetic template from a particular species, and use that information to heal it. But the effect does not just work on an individual; it heals every member of that species on the entire planet. With the Immortality Gate in UNIT hands it might be activated to heal every disease or injury suffered by any human being on Earth.

Unfortunately, before the Vinvocci could reclaim the device, Naismith recruited the Master to help repair it. He recognised not only what the device was but how it could be adapted for his ends. He used it to

transfer his genetic template onto every human on Earth. He turned every man, woman and child into a copy of himself, turning the human race into the Master race.



Luckily, the Doctor and the Time Lords defeated the Master's plan and the Immortality Gate was damaged once more. UNIT took the remains to the Black Archive for safe keeping and they have been arguing about what to do with it ever since.

What divides UNIT is that this device could be used to cure all of humanity, or to end it. Does the incredible benefit outweigh the terrible risks? If the device was used, would a burst once a month be enough? Would there be anger if it was not used every day, or every hour? If the world medical services were made redundant, what would happen if the device failed and they were needed again? No question about the Immortality Gate has less than world changing ramifications. So it remains under lock and key, for now. Currently, the Immortality Gate can only heal one person at a time, but UNIT Archivists are working on increasing the range the way the Master had.

Traits: Fast Healing (Special), Bulky (Minor)

Story Points: 5

Plot Seed:

- Someone has stolen a key component from the Immortality Gate. The part is designed to adjust and resequence DNA, and is not dangerous in its own right unless the thief can find a way to power it. While it needs a proper genetic pattern from the Gate's scanners to change anyone, if it can be activated it might reduce a person to sludge. The characters must retrieve the component before the thief can work out how to turn it on!

K-X 'KIX' ROBOT

The K-X Robot – or simply 'Kix' – is the latest attempt by UNIT to create a defence robot from Professor Kettlewell's designs using living metal. UNIT archivists managed to stabilise the living metal so that it retains its general shape, but can 'heal' itself like a living organism and think autonomously. Each robot in the K-X series is about 40 feet tall and carries a variety of weaponry designed to be effective against known alien threats. They are also capable of flight.

Currently there are five K-X Robots – or a 'wing' – housed within the Omega Locker. UNIT keeps them under wraps for three reasons. First, the K-X Robot, like its predecessors, forms a sentience over time and may decide to act in its own interests, including overriding their code of conduct.

During a test on the K-5 series Archivists tried to put human pilots inside the robots. When the robots rebelled, they simply expelled the pilots; in a couple of unfortunate cases they killed the pilots by reshaping the cockpit in their robotic torsos.

Second, there have been recorded instances during the K-series testing of severed parts becoming independent robots themselves, adapting and reshaping themselves accordingly (which is one of the reasons why Archivists have worked so hard to stabilise the K-X's form – a wayward arm is less likely to cause many problems than one that can suddenly sprout legs). Third, and most troubling to Archivists, the K-series has grown resistant to the metal-dissolving virus, leaving UNIT with no easy way to dispose of rogue robots (all attempts thus far to change the virus formula simply rendered it inert).

Given the issues with K-series sentience and virus resistance, UNIT Archivists have felt it best to place human pilots within the robots now that they've stabilised the K-X's form – there's no risk of the robot reshaping itself to reject the pilot. Each K-X is also fitted with a self-destruct mechanism – should the pilot feel that their K-X is refusing orders, then they may destroy the robot as a precaution (there is an ejection switch built inside each robot as well – a pilot may quickly leap out of the robot and, if in the air, engage a parachute).

Note that, while there is a pilot, the K-X is still self-operating – it merely carries out its pilot's orders. This means that a pilot needs no real training beyond how to push the self-destruct and ejection buttons.

K-X 'KIX' ROBOT

AWARENESS	3	PRESENCE	2
COORDINATION	3	RESOLVE	4
INGENUITY	2	STRENGTH	12

SKILLS

Fighting 3, Marksman 3, Technology 3, Transport 3.

TRAITS

Robot

Code of Conduct (Minor): The Kix is programmed with a prime directive not to harm humans.

Flight: The Kix can fly when in fighter jet mode. It has a speed of 26.

Huge (Major): The Kix is about the size of a fighter jet or bomber.

Immunity (Special): The Kix is immune to bullets and most conventional weapons.

Natural Weapons (Special): The Kix's hands do +2 Strength crushing damage. In addition, the Kix is often outfitted with an array of ranged weapons, including bombs and missiles.

Shapeshift (Minor): The Kix can reconfigure itself into a fighter jet.

Enslaved (Major): The Kix must obey UNIT and suffers a -2 penalty on any rolls when trying to resist.

STORY POINTS: 8

Once this is accomplished, the K-bits intend to storm the Black Archive and free the rest of their 'family' from incarceration. A UNIT team gets involved when vehicles start acting strangely and experimental equipment is disappearing.

MESSIAH'S DIADEM

This silver circlet is clearly valuable to any who behold it. It is delicately constructed in elegantly worked silver in a skilled knot-work pattern. Several precious stones decorate the diadem where the strands of silver cross. The circlet is not a complete circle, being open on one side, so it will fit on any size of head.

The effects of the Diadem become apparent the moment someone puts it on. Anyone who sees someone wearing the Diadem will fall in love (but not always lust) with the wearer for as long as they wear it. The effect is both powerful and immediate. Even if the observer is aware the effect is induced, they will still feel the same. Just as if they had fallen for someone they know is wrong, they still find themselves powerless against the feeling. They must do all they can to please the object of their affections. Those who see the wearer falls in love with them.

The Gamemaster might permit the characters an Ingenuity + Resolve roll (Difficulty 25) to resist the effect each time they see the wearer. The effect only breaks when the wearer removes the Diadem.

The effect is so powerful that it even works when a subject sees the wearer on television, although static pictures do not transmit the effect. The Diadem very quickly allows the wearer to take control of nations and even whole planets. Once they have a public stage and the ability to protect their image across the planet there are few people they cannot reach.

While the wearer's followers are not always fanatical, their love can sometimes be problematic; essentially they prioritise the wearer's feelings, needs and protection far above their own. While they would happily take a bullet for the object of their devotion, they might also lock them in a room to keep them safe from any danger. This is often how most wearers come to an end. Their followers often take such 'good care' of them they become prisoners of those who love them just too much.

It is unclear who developed the diadem as it has no apparent power source or controls. Whatever means was used to craft it is lost to ancient history, its creators forgotten.

Plot Seed:

- While on a mission against an alien threat the K-X squadron performs admirably. Upon returning to the motor pool, the Kixs were repaired by Archivists and powered down. The damage report showed lots of scoring and damage from alien weaponry, but there was also some damage to a particular K-X that had no known cause – it's like the metal just dripped off!

What actually happened was that the K-X gave 'birth' to several large droplets of living metal with sentient circuitry. Currently, these 'K-bits' are attaching themselves to vehicles and other machinery and shaping them into robotic designs. They also begin raiding research laboratories to add cutting edge weaponry and other technologies to their new forms.

Traits: Area Effect (entire world), Restriction (sight or broadcast only), Hypnosis (Special), Restriction (emotion control, not mind control)

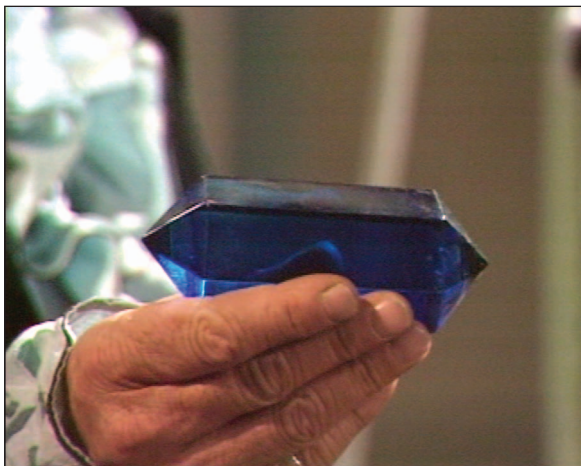
Story Points: 3

Plot Seed:

- An alien ambassador arrives at a UNIT base wearing the Messiah's Diadem and begins to charm everyone around him. Only the characters seem immune, but it will not be long before they fall victim too. In the meantime, can they get the Diadem away from the alien before his forces complete their quiet invasion? More importantly, can they stop him making a television broadcast to the world and bringing more under his thrall? Worse yet, they will need to do all this without hurting their former colleagues who are now under the spell of the Diadem.

METEBELIAN CRYSTAL BALL

This potent Gadget is superficially of human manufacture, although its origins are alien. It looks like a typical psychic's crystal ball except that it is carved from a single blue crystal harvested from the planet Metebelis III. It has the power to connect the mind of the user with that of another, except that it can also reach across time, enabling the user to ask questions of those long dead or even those who aren't yet born. For centuries it was used by 'fortune-tellers' who were believed to be able to commune with the spirits of the dead, when in fact they simply communicated back in time with the still-living.



While superficially a means to replicate the effects of precognition and psychometry, the Metibelian Crystal Ball is much more powerful and dangerous. The user actually communicates with the person being contacted, which may require social rolls and enables the contacted person to see the user in their

mind's eye (as this is a reflection of the crystal ball it's standard UNIT protocol to cover one's face when using this). This means that communication is two-way and could impact the timeline. Also, prolonged use (more than a minute or two) risks the person being contacted having their mind absorbed into the crystal. Not only does this seriously impact the timeline, but the trapped mind constantly looks for a way out, usually by possessing a user or another contacted person.

In spite of its great power the crystal ball has some limitations. First, the ball must be used in a place where the person being contacted has had (or will have) substantial interaction with. This is usually a home, but it could also be a place of work, favourite recreational spot, or a place with great emotional significance (the tree where they first kissed their true love, a stage where they received a significant award, their own grave). The stronger the tie the more easily the connection is made.

Traits: Psychic, Vortex (Special), Restriction (communication only)

Story Points: 9

Plot Seed:

- In addition to trapping minds that want to be free, another problem with the Metebelian Crystal Ball is that its use opens a window into the vortex, enabling other aliens and creatures to 'home in' and invade the present. This is especially likely if a trapped spirit makes contact with the aliens and guides them to the crystal.

In this case, a UNIT agent happens to be using the Metebelian Crystal Ball when they receive a desperate cry for help from someone using the same Gadget in the future. The Cybermen have invaded and the user is seeking help from the past. Unfortunately, the pleading person is actually in league with the Cybermen; they are simply keeping the vortex open long enough for a Cyberman patrol to leap back in time and start the invasion early, as they were losing in the future.

As an extra twist, the UNIT agent who was contacted may not have been the intended target but inadvertently 'tapped into' the communication, which is actually with someone from an earlier timeline. The Cybermen invasion is going to take place in the past; is there anything that the UNIT agents can do in the present before the world transforms into a Cyber-Earth? (This is a good way to get the Paradox Room involved!).

MINISCOPE (SPECIAL GADGET)

Part of the Miniscope's mystique is that no one is quite sure how it came into UNIT's possession in the first place. The general assumption is that the Curator discovered it, but whenever asked about it he acts coy.

A Miniscope combines a Time Loop Generator and a Compression Field. The device shrinks its victims, reducing them to a fraction of their full size and then forcing them to relive the same series of events over and over for the entertainment of external observers. When obtained, the Miniscope acquired by the Black Archive contained three groups of humans from various time periods; releasing them sent them back to their original times and places.

Traits: Compress (Major), Forcefield (Major), Hypnosis (Special), Scan, Vortex, Restriction (+3 difficulty to use, massive power requirements, exterior control only).

Story Points: 6



Plot Seed:

- The characters are aboard a luxury vessel with no idea how or why they are there; nor do they remember who they are. To those aboard the vessel the characters are simply travellers from a previous port – interestingly, the characters do have identification and tickets. As far as the universe knows, they are supposed to be on this vessel. And then the hauntings come – strange apparitions and messages that disappear almost as quickly as they are written. To top everything else off, aliens attack and destroy the vessel.

As it turns out, the UNIT agents were sent into the Miniscope to retrieve information from a notable who is aboard. Unfortunately, the vessel's fate (and the unrecorded alien attack) is a fixed point in time – if the vessel, crew, and passengers

were restored it would cause damaging ripples throughout time and space! Thus, the UNIT agents had to go into the Miniscope to get the information. This particular Miniscope, however, has a failsafe – anyone entering a compartment is 'retranslated' into that environment. The UNIT agents arrived with amnesia, stumbling about on the last day of the vessel's ill-fated cruise. The apparitions are the UNIT Archivists attempting to override the safety protocols and remind them of their mission and show them the way out. The aliens have always been a part of the vessel's destruction.

Once the characters figure out why they are there and what their mission is, there is still the trouble of finding their notable – who may not want to be found – and getting the information from her before she is killed. If they make a mistake, at the very least they know that they can do this all over again – of course, they'll have to figure out who they are all over again first. And exactly why are aliens attacking at all? What secrets are locked within the vessel?

OSMIC PROJECTOR (SPECIAL GADGET)

While sifting through the ruins of technology from the failed Sontaran Invasion, UNIT came across information on a primitive version of Time Tunnel technology, the Osmic Projector. The Osmic Projector opens up a small quantum tunnel through the Vortex and then draws the user through it to their desired destination in time and space. The corridor remains open for a very brief period of time allowing the user to return to their point of departure. Osmic Projectors are often the first manifestation of temporal travel technology and are the first step towards the creation of true Time Corridor technology.

Use of an Osmic Projector leaves a dense trail of delta particles that can be easily detected by anyone who knows what to look for. This makes them difficult to use for clandestine missions targeting more advanced species. It also leaves a residual image in the destination time zone that can be detected with certain frequencies of light. This image takes some time to fade and can lead to reports of ghosts, spirits and other non-existent ephemera that are popular in superstitious cultures.

One can use the Osmic Projector to bring material back to one's origin point, but this is limited to something roughly the size of a computer bank. Anything larger and the quantum tunnel becomes extremely unstable and may well collapse unless the

trip is extremely short. It is also limited in power and range, reaching only a millennia or so through time (2D6x100 years) and a few parsecs in space (1D6 parsecs) depending on local fluctuations in the fabric of space-time.

UNIT has reverse-engineered the Osmic Projector in the hopes of creating a more stable time machine. Given the inherent dangers in even limited time travel, the Osmic Projector is kept in the Omega Locker, only to be used when dire circumstances warrant a change.

Traits: Scan, Transmit, Vortex, Restriction (Limited Capacity, Limited Range, Limited Time)

Story Points: 8

Plot Seed:

- An Archivist doing a routine inspection of the Osmic Projector made a disturbing discovery; the Osmic Projector has recently been used! Unfortunately, the Black Archives have no records of the Gadget being used, nor are there any UNIT reports that authorised its use. The only thing that the Archivist has been able to glean by scanning delta particles is approximately where and when the Osmic Projector transported someone and/or something. A UNIT team is chosen to be sent back by the Osmic Projector to determine why the Gadget was used. This is a quick mission – the team only has a few minutes each time before they have to return, although they can go back if necessary. Can they uncover

the plan before it becomes an accepted part of history? And do they even want to change it?

WEeping ANGELS

UNIT houses four Weeping Angels that were taken from Wester Drumlins and carefully transported to the Black Archive. All four of these Angels face each other, keeping them in an immovable state. Should UNIT wish to use the Weeping Angels as a weapon they simply drop a victim into their embrace. As long as the victim is blindfolded, the Angels attack, consuming the victim and sending them back in time. Some UNIT scientists have mooted using these Weeping Angels as a crude – and unpredictable – method of time travel; others whisper that the Angels have been deliberately used to ‘disappear’ an undesirable.

Plot Seed:

- The plot seed for the Weeping Angels is rather obvious; once they’ve been unleashed to eliminate enemies they’ll require re-containment themselves. The Weeping Angels may leave several victims in their wake before a UNIT team can get them to look at each other once more. Similarly, the Weeping Angels’ eating habits only throw their victims back in time. This can be very dangerous as the victims have knowledge of the future and may try to ‘cheat it.’ A UNIT team may need to be sent back in time, possibly through the use of the Osmic Projector, to ensure that the Weeping Angels’ victims don’t disrupt the time stream.





**ENIGMA
VAULT**

ENIGMA VAULT



'...the alien weapons are in the vault.'
'Broken, broken, hairdryer.'

Some parts of the Black Archive contain Gadgets of darkness and horror, others useful Gadgets that have saved countless lives. But not everything in its care has been codified and understood. Some Gadgets defy understanding and only offer confusing results in experimentation. These 'Enigma Gadgets' remain a mystery, even to the best minds UNIT can find. Clearly too useful to throw away, and potentially too dangerous to try and destroy, the Enigma Vault is the only place to store these strange creations.

In some cases, the Gadgets are simply incomplete, some lack a control code, others are just so strange their mode of operation is too arcane to understand. Some might destroy planets, others might bring the dead to life, and many are hair dryers. UNIT is aware that not all of these Gadgets are potentially miraculous, but not knowing what something does is the best reason not to use it. You don't want to find out you are facing down a Dalek attack force with a toaster. The Doctor might make a habit of such things, but UNIT takes a rather dim view of that sort of behaviour.

In this final section of the book, we catalogue a few examples of what is held in the Enigma Vault. But

we present them in a slightly different way. We will leave you as much in the dark as UNIT is. Instead of giving you all the details, we'll just tell you what UNIT knows. It is up to the characters to think of new ways to experiment with these Gadgets, and you to decide what happens when they do.

When you introduce such a Gadget, it is an opportunity to have fun with it. You should listen to what the players discuss, and then steal, adapt or even corrupt the ideas they come up with. An Enigma Gadget is something for you to discover as much as the players. Don't try to understand it all at once. Create new effects in response to the characters' experimentation.

It may help to start by giving the Gadget a theme, such as 'travel' or 'weapon'. In fact, assigning it a Gadget Trait will prove a big help. But don't let this limit you; it may have plenty of other abilities yet to be discovered.

These Gadgets should be Gadgets of mystery and intrigue, so let the mystery take its time. Let the machine be a little unreliable, because who knows if it is the arrangement of levers or the position of the stars that really activated it. If the characters start to take it for granted, make it do something new and unexpected. Eventually its purpose will

become clear, and it can take its place among the usual stores of the Black Archive. But until then, who knows what it might do?

THE BOX

This large metal box has much the same dimensions as a large wardrobe. It stands around six feet high, five feet wide and three feet thick. It is made of a silver metal that feels warm to the touch but has no other features. The widest face, where you might expect a door, is simply a black void. Light doesn't penetrate this void, but it is possible to step into the box by walking into the darkness.

However, anyone walking in finds themselves walking out next to themselves at the same time. So, if you lean into the box you find your head poking out enough to see the rest of you leaning in. This appears to make it impossible to get inside the box itself and the outside has proved impervious to any drill.

Current Speculation: UNIT has plenty of thoughts about this Gadget. The shape has led some to suggest it is some form of TARDIS, the black void simply a defence to ensure no one without a key can access it. But this has made others believe it not to be an advanced TARDIS so much as a broken one. If it is in the process of breaking down, it might start bending reality in its presence...

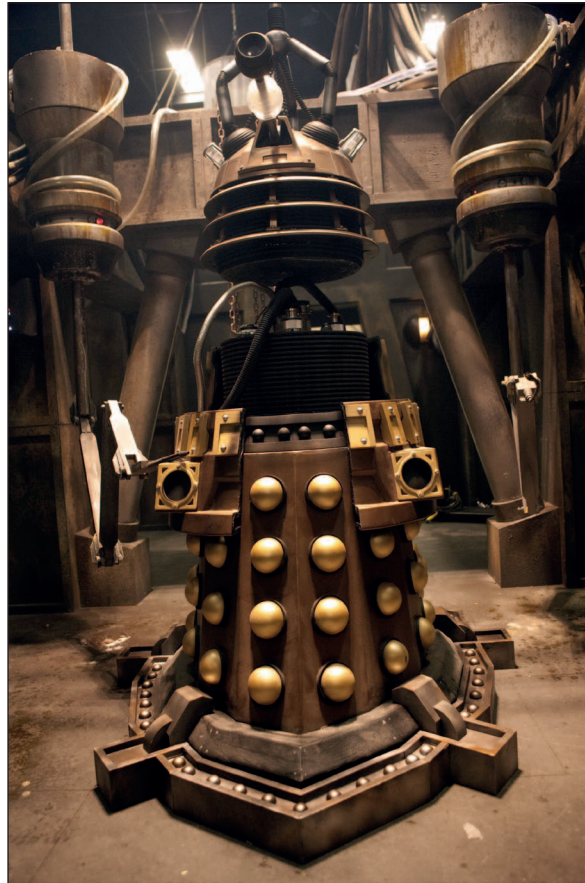
DALEK CASING

At first glance, it is obvious what this Gadget is. The design is clearly Dalek and closely resembles the standard casing for these metal monstrosities. But it is not quite as simple as that. It matches no known Dalek casing types. It also appears to open at the base, turning its panels into either claws or spider legs. Luckily there is no Mutant inside, but many of the usual life support systems for a Mutant appear to be different. Some UNIT scientists believe that a Dalek mutant could not actually survive inside it.

Current Speculation: Most UNIT scientists agree that this is a casing for a Dalek, but the nature of the casing causes some disagreement. It could be an experimental prototype, but if that is the case what went wrong with it?

The adapted Mutant chamber has led others to conclude it is a casing from a renegade faction of Daleks, much as the one that had been hunted on Earth by the 'pure' Imperial faction in London, 1963 (as noted in Army Group Captain 'Chunky' Gilmore's report).

It is also possible that the device doesn't need a Mutant at all. Instead this may be a Dalek servitor robot, in which case it might activate at any time as it seems to have some remaining power. A more terrifying conclusion is that the mutant chamber is not for a Dalek Mutant, but instead is designed for another mutated race, perhaps even humans, to power a new army of Daleks.



DISAPPEARING BRACELETS

These bracelets are a matched pair. Each is a plain bronze circle that slides over the hand like a bangle. Both are thin and neither has much weight to them. If one person puts one on, nothing happens. But if two people put them on, they both disappear.

Where they go appears to be entirely random. Reports from the experience include visits to alien worlds as well as the appearance that time has stopped where they were standing. Some believe they were invisible and others say they have felt the thoughts or feelings of their partner. Interestingly, both partners usually report the same experience, but never see each other during it. If one party removes their bracelet the effect ends and they both find themselves back where they started.

Current Speculation: There are many theories about these bracelets, mostly involving travel of some form. Some Archivists think the users are transported to other places. But some theories believe the users are simply 'out of phase' with their environment. There is a suggestion that the users don't actually go anywhere and simply believe they have travelled, as none have been able to bring anything back with them to prove their journey.

There is also a lot of conversation about what factors decide the destination for the experience. Some think it is determined by the hopes of the users, or the current alignment of nearby planets. Some even think that the pairing is what decides the destination, but they have been unable to properly prove it.

There appears to be no limit to the duration that the bracelets will work. The longest they have been used for is a few hours. But both users in this case reported feeling rather 'distant' for several days after returning, almost as if they left a piece of themselves behind.

THE EVER ROAD

This painting depicts a long road in a desert landscape. It shows a view down the road, as if the observer was about to walk along it. The road only appears to lead deep into the desert and into the horizon. The landscape itself is sparse, reminiscent of the more remote places of the American frontier.

Some observers have noted the landscape seems to take on subtle changes now and again. Sometimes a cactus or an animal appears in the scene, at other times the sun is in a different place. But the road itself is long and unchanging, stretching off into the depths of the canvas, seemingly forever.

The painting itself is on a large canvas, measuring some 2 feet high and nearly 4 feet wide. It appears to have been made with oil paint and the brush strokes are visible on closer inspection. In all respects it appears to be a perfectly normal painting.

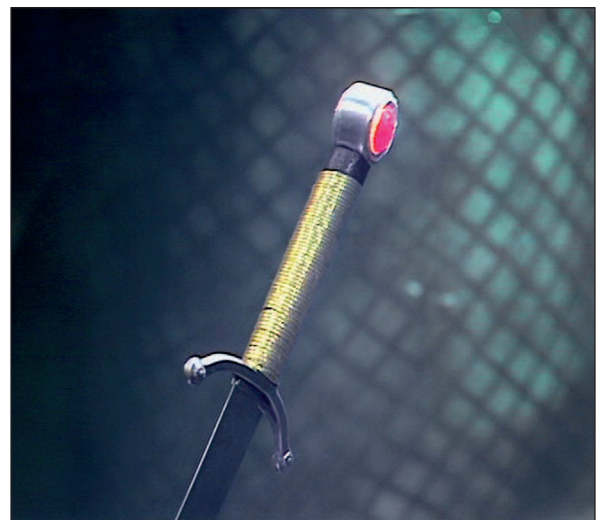
But if you stare at the painting for long enough, you feel yourself start to walk along the road into the painting. As far as anyone else can see, you are simply staring at the painting, looking rather engrossed. But those affected report that the road seems to take them somewhere they know. They have talked of finding themselves at home and listening to conversations that took place. They can describe these perfectly accurately, even though they were not physically there.

Current Speculation: Most people believe this painting allows the viewer to 'astral project' to a place they know well. Their mind travels to the place they see and they observe the events going on there. However, not everything bears this out. Some observers have visited places they have never been before, so how they target their destination is as yet unknown. In other cases, they have noticed subtle but telling differences between their visions and reality, such as conversations being the same but the people looking different. This has led to speculation that this not astral projection, but a way of scrying into an alternate timeline.

More concerning is that some observers have reported that some people in their vision appear to notice them. These figures are always reported as being slightly strange and having a malignant attitude, although they have, as yet, not made contact. A few observers have detailed a visit to a strange house where all the windows show only deep darkness and screams can be heard from behind many of the doors. Those who have experienced this nervously suggest they believe they have visited Hell, and some have been known to vividly dream about it afterwards.

EXCALIBUR

This weapon was taken from Arthur's spaceship at the bottom of Lake Vortigern by the Doctor's companion Ace and handed over to UNIT. In addition to being a sword, it also appears to be a crucial circuit in powering the spaceship and perhaps other functions, such as opening portals into the vortex. It, along with similar swords taken from Morgaine and her forces, are kept locked away in the Enigma Vault so as to not tempt Morgaine to use them.



Current Speculation: Excalibur and its sister weapons are well-established as weapons of war, granting a Strength +2 damage (or +4 if used two-handed) to melee attacks. The swords likely have other powers, but currently Archivists are forbidden from testing them.

JOHN SMITH

This prisoner is held in a suspended animation capsule, because even talking to him has proved dangerous. He was found in the remains of a time machine that crashed into the Earth several years ago. While Smith proved to be human, his time machine appeared to be of Gallifreyan origin.

Initially, Smith appeared to cooperate with UNIT and they in turn did their best to help him find a way home. However, his time craft was beyond repair. In fact, it was so badly damaged it had to be sealed away before it started tearing holes in time and space.

It was around this point Smith begun to act against UNIT. Taking advantage of the trust placed in him, he accessed a nuclear weapon and was narrowly stopped from using the device to destroy a strange selection of technology he had gathered. After this he became UNIT's prisoner.

Even locked away, Smith was still dangerous. He refused to disclose what he was doing. He began spouting strange prophecies, gleefully foretelling of several global disasters that UNIT proved powerless to avert. In fact, it seemed their involvement played into Smith's hands and only made some of the disasters worse. After this it was decided to place him in suspended animation until they could figure out what to do with him.

While he is safely locked away, his true purpose remains unclear. His last warning was that he knew of plenty more disasters to come. Many UNIT commanders have wondered whether awakening him would save lives, or lead to even greater disaster.

Current Speculation: The Curator has a great deal of interest in John Smith and occasionally 'defrosts' him to engage in private conversation. If the Curator knows who John Smith is then he has never admitted it. In fact, the secrecy regarding the Curator's communications with John Smith are so great that every mention of John Smith within the Black Archive has been completely scrubbed by the Automated Memory Filter and every memory taken is permanently erased rather than stored. The only clue as to the power of John Smith is a dire warning

from the Curator not to release him from suspended animation for any reason, even if the world is about to end.

THE NEVERMORE

This item has been classified as a weapon in the Black Archive, but she is actually another alien prisoner. It is believed she is the vanguard of an alien invasion, but so far her reinforcements have not appeared.

The Nevermore appears to be an unassuming young woman with short dark hair and a grey complexion. She is of average height and build, but with a taut and athletic build. While she is not especially strong, she is extremely fast and agile. She is also highly resistant to damage, shrugging off most bullet wounds easily. She is either unable or unwilling to say anything to UNIT interrogators as she has not spoken a word since her capture.

Even with her silence, her mission is clear. The skin of her palms is covered with tiny needles, and she uses these to infect anyone she can get close to with a particular virus. The virus is especially virulent and the mere brush of her finger across bare skin will cause an infection.

The infection takes a while to take hold, but once it does its effects are devastating. It attacks the central nervous system and destroys all the brain's higher functions, but also makes them stronger, faster and more resilient. Subjects become highly aggressive and dedicated to spreading the virus. But, lacking the Nevermore's needles, they attempt to spread the contagion by biting anyone they come across.

A single bite is all it takes to spread the virus. As the disease spreads exponentially, it does not take long for whole cities to fall to anarchy if not contained in time. It is unclear if the Nevermore's goal is simply to spread confusion or if she has an even more dangerous goal.

Current Speculation: The most obvious conclusion is that the Nevermore is some sort of vampire, or more specifically one of the alien species – like the Saturnynians – who've inspired vampire folklore throughout history. This one is of particular concern to the Curator, who believes the prisoner to be one of the Great Ones, whatever that means.

SCREAMING BALL

This Gadget is about the size of a football and built from hexagonal pieces. Each section is made out

of a different type of material. Some are soft, some metallic, others furry, and others still jagged and rough. When the panels are touched, some light up. With the right sequence the ball issues a most startling series of noises. There are loud screams and echoing calls that sound like a creature in pain, while some of the noises are quite soothing.

While it appears quite malleable the ball is remarkably difficult to break. It takes no damage from being dropped or hit, and it displayed little sign of damage after it was shot by a pistol.

Despite the strangeness of the sounds it makes, the ball has proven remarkably intriguing to anyone who comes into contact with it. There is a strange soothing feeling emanating from it. It has led some operatives to be seen holding it, even cuddling it, and becoming angered when it is taken away.

The most disturbing thing about the ball is that several of the hexagonal pieces are uniform, unlike the others which are all unique. These uniform ones have a dull grey texture that is soft to the touch.

Unfortunately, when one of the Archivists touched it with his bare finger, he was instantly vaporised and the patch he touched formed human skin. Some archivists have reported that the screaming now includes the unfortunate Archivist amongst them.

Current Speculation: Most Archivists believe that the Screaming Ball is some sort of scanner which takes samples from the local populations and 'archives' them for information. They believe that, when a hexagon is touched by an alien that knows how to use it, information regarding the creature, its strengths and weaknesses, perhaps even its thoughts, become known. It is possible that the screaming is in some way related to a psychic interface, but it obviously wasn't intended for a human mind.

UNIT command's biggest worry is what happens when the final uniform hexagons on the Screaming Ball are converted and whether they should hasten the process or hold it off for as long as possible.

THE STONE CHAIR

This ancient Gadget was found in an archaeological dig in Scotland, in the remains of what was thought to be a Celtic burial cairn. It is a solid chair made from grey stone, in a very simple and basic design. However, it is carved with several strange markings that bear little resemblance to any known Celtic form of writing, or any symbols found in the cairn.

Those who sit in the chair begin to exhibit odd abilities soon after. Some have become stronger or more agile; others have gained more advanced abilities like telepathy or telekinesis.

While this might seem of great benefit, there is also a catch. All the subjects have begun to follow what they can only describe as "the Mission" although they are both unable and unwilling to explain the nature of this mission. While their abilities seem linked to what they are expected to do, even a study of their actions has failed to find a clear purpose. As the subjects attempt to carry out the mission covertly, it is unknown if the chair's effects arise gradually or they are complicit from the moment they sit there.

Current Speculation: While the chair is ancient, its technology is far from primitive, although scans have revealed nothing but stone in its construction. Nanites are the current theory for its enhancements, and some have come to believe it has a connection to Cyber-technology. Some of the symbols appear related to Silurian writing, although the technology itself is not typical of that race.



But it is the nature of 'the Mission' that is the most curious. While some subjects sought to commit atrocities or attempted to hurt the innocent, others have actually saved lives. Many of the subjects have had to be killed to be stopped, but some have been captured. They report the effects fading after the

opportunity for fulfilling their part of the mission has passed. But it is very hard to know if they are still under the effect and simply biding their time.

WHISPERING STONE

There is very little to distinguish this rather plain piece of stone upon first inspection. Its colour is a little strange, an orangey yellow that makes it appear to be some sort of compressed sand that has been baked in a kiln. The stone is about twice the size of a fist and surprisingly heavy for its size. But it is easily lifted by a single person. It has two flat sides that have been worn or machined to a smooth right-angled finish, but the rest of the stone is rough and broken. This has led many to suggest it is a piece of a broken building, most likely the corner of a structure.

The main effect of the stone is somewhat unsettling. When held in a bare hand, the bearer begins to hear voices. The voices never get louder than a whisper, forcing the bearer to strain to really listen to them.

It takes a long time and a lot of practice to make out what the voices are saying. Opinion remains divided as to whether they are talking directly to the bearer of the stone, or are simply being overheard. A few useful phrases might eventually be overheard, and in

most cases they are warnings, but the words remain cryptic. Some have proven useful, others gibberish, but quite a few have been understood in hindsight after a particular event made their warning clear.

Current Speculation: Very little about the stone is understood. Some believe it is a rock from Gallifrey, fallen from the Time War and full of dangerous potential. Others think it is part of a building that suffered a disaster so terrible the moment was burned into the rock itself. There is even talk of it being a fragment of a Weeping Angel.

Who and what the voices are is equally divisive. Some people believe they are simply an echo of some event, such as a crowd shouting during a disaster. Some think that the souls of several people are trapped here crying out for release.

There are those who believe it is a piece of something from far away that has remained linked to the place it has been broken from and that the voices are simply the sounds of what passes the hole it left.

One thing that is clear is that most people who listen to the stone for too long begin to lose their minds, and start to gabble constantly. This has led some to conclude the voices are the remains of all of those who have listened to the stone for too long.



INDEX

A

Adamantine Blades
 Advanced Operations Manual
 (Black Archive) Adventures
 (Mundane) Alien Curiosities
 Alien Detector
 Alien Invaders
 Alien Residents
 (Other) Alien Sense Gear
 Aliens of UNIT
 Ammunition
 Ancient Places
 Anti-Plastic
 Antigravity Bike
 Archivist
 Areas of Expertise
 Convince: Acting
 Convince: Bureaucracy
 Convince: Crowd Control
 Convince: High Society
 Convince: Media
 Convince: Negotiation
 Convince: Questioning
 Convince: Streetwise
 Knowledge: Research
 Marksman: Spray Weapons
 Medicine: Cold Read
 Medicine: Criminology
 Medicine: Cybernetics
 Science: Alien Biology
 Science: Bio-Engineering
 Subterfuge: Conceal
 Science: Cryptography
 Science: Forensics
 Subterfuge: Shadowing
 Survival: Navigation
 Survival: Field Tactics
 Transport: Teleporter
 Armour-Piercing Rounds
 Armoury
 Artron Goggles
 Athenaeum
 Atlantis
 (The) Auctioneers
 Automated Memory Filter
 Auton Rounds
 Auton Sheath
 Auton Weaponry

B

The Bare Minimum
 Bessie
 (The) Black Archive
 Black Box Rig
 (The) Black Market
 Bombay Turtle
 Borrowing Gadgets
 from the Black Archive
 (The) Box
 (Professor Edwin) Bracewell
 Bracewell Aircraft
 Bracewell Jet Fighter
 Bracewell Mobile HQ
 Bracewell Spitfire
 Brain Worms
 Building the Black Archive with
 UNIT Base Rules
 (Finding) Buried Treasure
 (Dilapidated Number 200) Bus
C
 Cabinet of Curiosities
 Cancellation
 Caseless Rounds
 (The) Cassandra Programme
 Catalogue of Weapons
 Cat's Eyes
 Cerebral Upload
 Chameleon Armbands
 Chameleon Miniaturisation Device
 Cleansing Arch
 Clearance
 Cloning Chamber
 Collectors
 Compatibility Table
 Compression Field
 Confusion Grenade
 Conspiracy Theorists
 Corporations
 Crashed Spacecraft
 Cutters
 Cyber-Armour
 Cybergun
 Cybernetics

D

Dalek Casing
 Dalek Tommy Gun
 Dalekanium Bomb

Data Leech
 Deployment
 Dermal Symbiote
 Dimensional Shifter
 Dimensional Transporter
 Disappearing Bracelets
 Disintegrator Gun
 DNX
 (The) Doctor's Cars
 Drone FL y
 Drone Tank

E

Emergency Care
 EMP Bomb
 EMP Emitter
 Energy Sword
 Enigma Vault
 Environmental Shield
 Euphoria Projector
 Eve and Teva, Dalek Mutant and Clone
 (The) Ever Road
 Excalibur
 Experimentation

F

Failed Cybermen
 Failed Cyberman Race Package
 Fanatical Organisations
 Field Medicine
 Firefly Grenade
 Fish People
 Fish People Race Package
 Frogman Procedure

G

(Damaging) Gadgets
 (Fantastic) Gadgets
 (New) Gadgets
 (Denise) Gamble
 Gateway of India
 Gold-tipped Rounds
 Goliath
 Governments
 Greenhouses

H

(Yvonne) Hartman
 Hibernation Chamber
 High-Explosive Rounds

History of the Black Archive	29	Nimuen Armour	66	and Spaceships	79
Hospital	38, 105	Nullification	40	Silurian Gun	63
Hospital Gadgets and Story Points	107	Nursing Supplies	109	Silver Bullets	65
Hover Platform	85			Six Billion Pound Agents	112
Hypnotic Gun	70	O		Skeleton Key	98
I		(Reskinning) Omega Gadgets	125	Skill-Jack	112
Ibisian Tunneller	86	Omega Inventory	126	Skin Bandage	109
Ice Grenade	71	Omega Locker	39, 122	(John) Smith	139
Identification	39	Operative	18	Snare Whip	62
Immortality Gate	129	(Petronella) Osgood	20	Snowcap	35
International Space Control	36	Osmic Projector	133	Sontaran Pistol	63
Introduction	4	Oxygen Chewing Gum	109	(Lady Christina de) Souza	25
J		P		Space Station W1	36
Jac	24	Palace of Nations	33	'Spectrum' Classification	49
Jones Bar	108	(The) Paradox Room	50	(Kate) Stewart	19
K		Paradox Wristband	50	(The) Stone Chair	140
Krillitane Oil	113	Personal Protection	65	Stun Baton	62
K-X 'Kix' Robot	130	(Notable Black Archive) Personnel	19	Superphone	99
L		Peter and Paul Fortress	34	Supreme Dalek Helmet	100
Laboratories	39	Pharos	34	Swiss Army Pistol	63
Layout	37	Phasing Circlet	116	Sycorax Energy Whip	62
Lightning Sword	71	Plasma Blade	74	T	
Link Stones	97	Plaza de Armas	34	T-Mat Platform	38
Living Metal	97	Plunder from Failed Invasions	42	Teflon Anti-Dalek Shells	65
(Other Black Archive) Locations	32	Pressure Spray Gun	74	Temporary Procedures	108, 112
LogiCon Characters	34	Q		Testing Ranges and Training Grounds	39
Loyalty Gun	72	Quarantine Field Generator	109	Teva	118
M		Quarters	38	Thallicilin	109
Magic in a Scientific Universe	27	R		Thermite Rounds	65
Magnetic Glue	98	Ranged Weapons	62	Ticktock, Tame Toclafane	119
Martian Armour	66	Recruiting the Team	6	Time Bomb	76
McGillop	22	Reflective Shield	75	Torch	64
Melee Weapons	62	Re-Programming Machine	117	(The) Tower of London	30
(The) Memory Archive	49	(Black Archive) Requisition Modifiers	52	Toy Soldiers	100
Memory Eraser	73	Requisitioning an Omega Gadget	123	Tracer Rounds	65
Memory Implanter	107	Researching in the Black Archive	48	(Bad) Traits	12
(The) Menagerie	117	Retrieval	40	Cyber-Hysteria	12
Messiah's Diadem	131	(The Black Archive's) Rivals	43	Doppelganger	13
Metal-Dissolving Virus	73	S		Fragments	13
Metebelian Crystal Ball	132	Screaming Ball	139	Logical	13
Mind Cloud	108	Security	41	Temporal Castaway	14
Miniscope	133	Security Checkpoints	38	(Bad Gadget) Traits	58
Morgaine of the Fay	26	(UNIT) Security Clearances	31	Ablative	58
Motor Pool	38, 78	Security Measures	30	Draining	58
Mysterious Effects	43	Shanghai World Financial Center	35	Extra Fingers	58
N		(Elizabeth) Shaw	22	Fragile	58
(The) Nevermore	139	Shield Grenade	75	Glitch	58
		(The) Shredder	66	Harmful	58
		(The) Silurian Age: Dinosaurs		Homing Beacon	59
				Hungry	59
				Immobilise	59
				Inaccurate	59

Jury-Rigged	59	Record	55	W	
Limited Use	59	Reflective	55	(Colonel) Walsh	23
Recharge	59	Remote	56	Web Gun	64
Revulsion	60	Resilient	56	Warehouse	39
Shield	60	Self-Repairing	56	Washington Monument	36
Transformation	60	Stun	56	Weeping Angels	134
Unfamiliar Interface	60	Time Loop	56	What is my Wheelman doing on a	
Unreliable	60	Transmute	57	Security Mission?	41
Unstable	60	Travel	57	Wheelman	18
(Good) Traits	10	Wicked	57	When does Damage cost	
Code Breaker	10	(New) Traits	10	Gadget Traits?	57
Crack Shot	10	(Omega Gadget) Traits	124	Whispering Stone	141
Detect Truth	10	Area Effect	124	Wideawake Plug	110
Failed Mind Wipe	11	Insidious	125	(The) Whomobile	83
Healer	11	Unstoppable Force	125	(A) Word of Caution	122
Jack of all Trades	11	(Special) Traits	14		
Linguist	11	Expert	14	X	
Menacing	11	Psychometry	14	X- Doc	19
Mental Calculator	11	Transdimensional Box	102	Xenobiologist	19
Sleuth	12	Translation Staff	102		
Tech Sensitive	12	(The) Travel Mat	32	Z	
(Good Gadget) Traits	53	(The) Trouble with Memory Wipes	105	Zap Guns, Energy Swords	
Armour-Piercing	53	(The) Trouble with Zygons	49	and Gold Bullets	62
Attribute	53			Zygon Needler	64
Burrowing	53	U		Zygon Race Package	9
Control	53	UNIT Archetypes	17	Zygon Stinger	62
Convert	53	Universal Identification Card	103	Zygons	8
Fast	54	Upgrades	107, 110		
Inhibit	54				
Invisible	54	V			
Isomorphic Controls	55	Vehicles as Gadgets	78		
Push/Pull	55	Vortex Bungee Cord	87		