

The TARDIS

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1 Rules

1.1 Roll for TARDIS Movement

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| 1,2,3 | TARDIS does not respond, miss a turn for repairs. |
| 4 | Teleports you to the Vortex |
| 5 | Teleports you to any space in the Outer or Middle Regions |
| 6 | Teleports you to ANY space except the Inner Region. |

1.2 TARDIS Use

You cannot take the TARDIS with you. You must Teleport or leave the TARDIS on the space. While in the TARDIS you do not encounter the space. You encounter the space when you leave the TARDIS. You must leave the space and return before entering the TARDIS again. You must declare that you are entering the TARDIS, and when you do you do not encounter the space. No magic can affect the TARDIS. You cannot cast or be affected by magic, or attack or be attacked while in the TARDIS.

1.3 How to Steal the TARDIS

When you land on the TARDIS guess 1-6 and roll a die. If you guess right enter the TARDIS and roll another die. 1-5 steal an object, 6 Teleport to any space except the Inner Region. An occupied TARDIS cannot be entered.