

## Hypnotic Ring



6



4



C



+4

Shocked

**Unique:** See *Guide to the Time Vortex*, p. 24.

**Wounds (2):** See *Guide to the Time Vortex*, p. 24.

**All Hope Is Lost:** See *Guide to the Time Vortex*, p. 22.

**Tough:** See *Guide to the Time Vortex*, p. 24.

## Sonic Screwdriver



6



4



C



+4

**Shocked**

**Unique:** See *Guide to the Time Vortex*, p. 24.

**Wounds (2):** See *Guide to the Time Vortex*, p. 24.

**All Hope Is Lost:** See *Guide to the Time Vortex*, p. 22.

**Maverick:** See *Guide to the Time Vortex*, p. 23.

## Sonic Screwdriver



6



4



C



+4

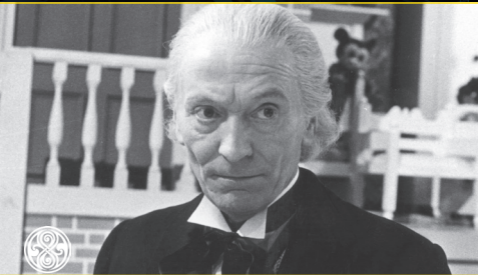
**Shocked**

**Unique:** See *Guide to the Time Vortex*, p. 24.

**Wounds (2):** See *Guide to the Time Vortex*, p. 24.

**All Hope Is Lost:** See *Guide to the Time Vortex*, p. 22.

# Eloquent Speech



Discard this card at the beginning of any turn. All non-Special Characters that begin the turn within 8" of the Doctor may not move, shoot or engage during that entire turn. They may however defend themselves in Melee combat.

**First Doctor Only**

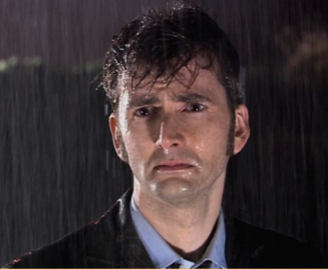
# Would You Like A Jelly Baby?



Discard this card and select one enemy non-Special Character within 6" of the Doctor. That Character immediately joins the Doctor's faction until the end of the game.

**Fourth Doctor Only**

**I'm sorry. I'm so sorry**



Discard this card to transform any two  
Shocked results caused this turn into  
Exterminates.

**Tenth Doctor Only**

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