

CONTENTS

CHAPTER ONE: WELCOME TO UNIT

Welcome to UNIT	4
How to use this Book	5
Who are UNIT	6

CHAPTER TWO: UNIT HISTORY

UNIT History	9
The Formation of UNIT	10
The Doctor	12
The Arrival of the Master	13
Regeneration and a New Era	16
The Changing of the Guard	20

CHAPTER THREE: MODERN UNIT

Modern UNIT	27
UNIT Headquarters	28
National UNIT HQ's	28
Building Your Base	29
Good Base Traits	32
Bad Base Traits	33
The <i>Valiant</i> - A Ship for the 21st Century	37
UNIT HQ UK	40
Vehicles	41
Security Clearance	42
Gadgets	44

CHAPTER FOUR: UNIT PERSONNEL

UNIT Personnel	53
Recruiting the Team	54
New Traits	54
Archetypes	59
Named Characters	62

CHAPTER FIVE: UNIT TACTICS

UNIT Tactics	87
Expanded Firearms Rules	88
Mass Battles	88
Advanced Mass Battles	94
Special Circumstances	99
Characters and Heroes in the Field of Battle	100

CHAPTER SIX: COVERING UP

Covering Up	101
Exposure	102

CHAPTER SEVEN: GAMEMASTERING UNIT

Gamemastering UNIT	107
UNIT Themes	108
A Soldier's Tale - UNIT Campaigns	108
The Scientific Arm	112
UNIT Crisis Generator	117
Personnel - Populating your Adventures	120
Gaming in the Hierarchy	123

CHAPTER EIGHT: UNIT ADVENTURES

UNIT Adventures	129
Prison of the Slavers	130
Chapter 1: Tracing the Signal	130
Chapter 2: Off to the Seaside	132
Chapter 3: Lair of the Slavers	133
Chapter 4: The Dome	134
Chapter 5: Braking the Dome	137
Chapter 6: Battle	140
Chapter 7: The Doom of the Slavers	141
Mind the Gap	143
Chapter 1: On the Scene	145
Chapter 2: Into the Dark	146
Chapter 3: The Rift	147
Chapter 4: Into the Breach	149
Adventure Seeds	153

UNIT SQUAD CARDS

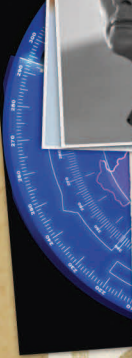
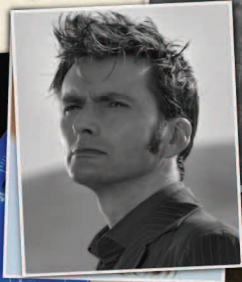
157

INDEX

159



CHAPTER ONE: WELCOME TO UNIT



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CHAPTER ONE: WELCOME TO UNIT





WELCOME TO UNIT

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

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

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

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

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

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

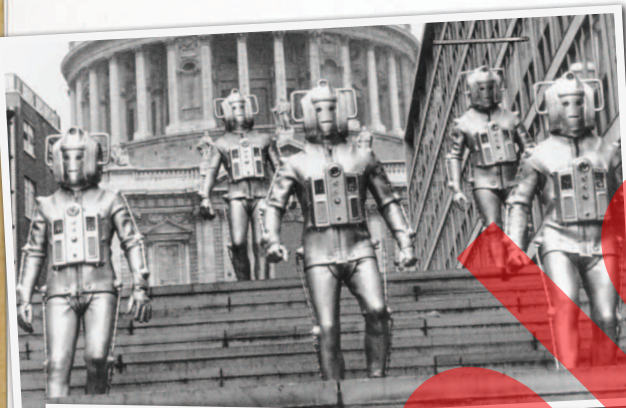


CHAPTER ONE: WELCOME TO UNIT



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

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



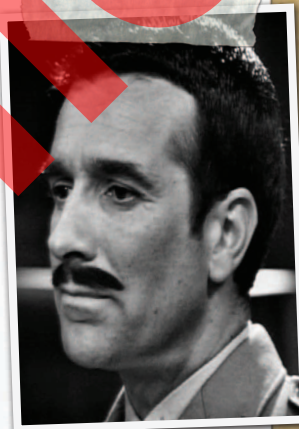
So what do you say? Do you want to see more, or do we drop you back into your mundane chain of command? It's your choice.

HOW TO USE THIS BOOK

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

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

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



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

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

WHO ARE UNIT?

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

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