5: THE TARDIS...
In this section we will take a detailed look at the TARDIS TTC and the various systems and special traits that set it apart and make it the most advanced and unique TTC in the history of the universe.

A TARDIS is much more than a temporal vehicle; it is a semi-sentient living machine with capabilities so advanced that it can surprise even a Time Lord with '900 years of phone box travel' under their belt. As such, it should be treated as more than a 'really neat gadget' and more as a fellow character sharing in the adventures of its companions.

The following rules cover TARDIS operation, damage, repair and construction in the game. They will also describe some of the inner workings of the TARDIS and how the characters can utilize them to solve various problems that crop up in their adventures. Rules for creating and your own TARDIS start on pg.110.

TARDIS TERMS

A Space Time Navigation roll refers to the rules found on pg.65 of this book. A TARDIS Operation Roll refers to any use of TARDIS systems, from Space-Time Navigation to using the computer.

TARDIS NAVIGATION

A TARDIS is the pinnacle of technology for a race that is the most advanced time faring species in the history of the universe. As such, while piloting the TARDIS follows the rules set down for Space-Time Navigation (see pg.65), it does so with the following additional modifiers due to its unique and highly advanced capabilities.

Non-Time Lord Pilot

Time Lords have a symbiotic connection with TARDIS units and piloting the ship is a much about an empathic, telepathic and cultural connection as it is technical skill and setting physical controls. Non-Time Lords, as a result, will never be as competent at the controls no matter how well they are taught. They can assist, but as soon as they become the lead operator, this modifier kicks in, even if they have the Vortex Trait.

Full Crew

A proper TARDIS crew is made up of 6 Time Lords working in unison. For every additional qualified person helping to pilot the ship (i.e. one with the Vortex Trait), subtract 1 from the difficulty.

Remember that even unqualified folks can help to pilot the TARDIS using Story Points (see "Is that how it works, Doctor?" on pg.80 of the Core Box Player's Guide).