

FASA DOCTOR WHO REVISED INITIATIVE/MOVEMENT SYSTEM

This revised system is for those who may wish to run the game without resorting to detailed tactical movement but still uses the AP score. One 'tactical' turn still equal 10 seconds. Long range movement will have turns based on longer lengths of time (ie 15 minute turns or 2.5 hour turns).

Initiative

Roll 1D6 + AP Score. Highest score goes first. Characters with Small Unit Tactics skill can add half of their skill level (round down) to their Initiative score.

Small Unit Tactics Skill Level	Initiative Bonus
I	+0
II	+1
III	+1
IV	+2
V	+2
VI	+3
VII	+3

Standard Movement Rates

AP Value	Max Standard MV (m)	Max Evade MV (m)	Max Crawl MV (m)
4	6	3	1
5	8	4	2
6	9	5	3
7	11	5	4
8	12	6	4
9	14	7	5
10	15	8	5
11	17	8	6
12	18	9	6
13	20	10	7
14	21	11	7
15	23	11	8
16	24	12	8

Characters may move half of their movement rate and still be able to perform an action on their turn. Characters may run which grants them double standard or evade movement rates. Characters may not run if they are crawling. For example, a character with an AP score of 6 decides to run. He would move up to 18m in his turn (but would not be able to perform any other action except for the running).

Characters who move more than half their standard movement rate must make an END Saving Roll or else take Fatigue damage as per the standard rules. The same applies for evading movement.

Terrain Modifiers to Movement

Terrain	Movement Modifiers
Clear, road, path	No Modifier
Hilly, light vegetation	1/2 Movement
Swampy, rocky, heavy vegetation	1/3 Movement
Cliffs, rough terrain	1/2 to 1/4 Movement

Round down all scores modified by terrain modifiers. For example, a character with an AP score of 7 is moving through hilly terrain. His max standard movement would become 5m, his max evade movement would become 2m and his max crawl movement would become 2m. The same character moving through a swamp would have the rates of 3m, 1m and 1m respectively.