

# Characters

Each Character has a special ability, abilities are separated into active and passive categories.

- Only one active ability may be used per turn
- Only one character with a passive ability may be chosen per character group
- Abilities override all other rules

Upon capture:

1. If the player has a Geek, Bride or Groom in their group, the Cyberman will choose them first. If not, the player chooses one character to be captured.
  - The captured character's ability can no longer be used.
2. Restore your Escape and Fatigue tokens to 3 each
3. End your turn

Once all characters are captured, the player becomes either Cyberleader if there isn't one (and the Cybermen are Mark II or higher) – or Cyberlieutenant otherwise. If only one player remains, and they survive their next turn, they win by default.

## Active

- **Bride or Groom:** Roll a die, on a roll of 6, gain one Escape token. If this ability is used in a named building, an Escape token is gained on a roll of 5-6. This ability can be used at any time except during combat.
  - unlike other characters, there must be 1 Bride and 1 Groom in the game.
  - The Bride and the Groom count as Geeks for the purposes of Cyberconversion.
- **Athletic:** Roll a die, on a roll of 5-6, gain a Fatigue token. If this ability is used in a named building, a Fatigue token is gained on a roll of 4-6. This ability can be used at any time except during combat.
- **Geek:** Move three spaces in any orthogonal direction, ignoring all Cybermen but not terrain. This ability can be used at any time except combat. This ability does not replace the movement phase.
- **Parent:** When orthogonally adjacent to another player, or while on the same square as another player, you can attempt to berate them (this ranges from burdening them with items to carry, all the way through to claiming the invasion is somehow their fault). Roll a die, on a roll of 5-6, you effect the other player causing them to lose one Escape token. If they are on a space with a Cyberman, a roll of 4-6 is successful. Fatigue may not be used to modify this attack. This ability is used during the movement phase when you are not on a space occupied by a Cyberman.
- **Whiner:** When orthogonally adjacent to another player, roll a die. On a roll of 5, you may take one of their Fatigue tokens. On a roll of 6, you may take either a Fatigue token or an item card from them. If you are on the same space as them, or they share a space with a Cyberman, add 1 to your roll. This ability is used during the movement phase when you do not occupy the same space as a Cyberman.
- **Re-Enactor:** When orthogonally adjacent to a Cyberman, you may attack it. On a roll of 5 or 6, it is stunned and may not be moved until your next turn. If this ability is used in a named building, the attack succeeds on a roll of 4-6. If the Cyberman was carrying a human, that human is released (see [Freeing Captives](#)) and is worth 2VP. If not captured, and in the same square as a Cyberconversion unit, the Re-Enactor can destroy it on a roll of 4-6, removing it from the board.

## Passive

- **Local:** Turn over an extra tile. This ability may only be used during the tile-revealing phase and may not be used on a Carpark or an Old Parliament House tile.
- **Lucky:** Whenever you draw a card or cards, draw one extra card and discard one. The other card is placed in your hand.
- **Drunk:** While this character is in the group, the player increases their maximum number of Escape tokens by one.
- **Sprinter:** While this character is in the group, the player adds two to their movement roll.
- **Singer:** While this character is in the group, you are immune to the mind control effects of the Cybermen's sonic devices.



[Bride and Groom](#)



[Athletic](#)



[Geek](#)



[Parent](#)



[Whiner](#)



[AAF Re-Enactor](#)



[Local Lucky Drunk Sprinter Singer](#)

# Turn Sequence

During a round, each player has a complete turn in which they perform all of the following phases.

## 1. Tile Reveal Phase

- Turn over any tile that is orthogonally adjacent to a current face up tile.
- How many rotations are necessary to align the tile with the existing map determines how many Cybermen teleport onto that tile:-
  - No rotations: 2 Cybermen
  - One rotation: 3 Cybermen
  - Two rotations: 4 Cybermen
- Cybermen may be placed anywhere on the tile.
- Any type of Cyberman of the current Technology level for Cybermen other than a Cyberleader may be placed if there are counters available.
  - If you run out of Cybermen, they automatically upgrade. Further Cyberman placed will be of the next Technology level.
    - Replace the Technology marker with the next higher one.
    - If the Cybermen are already at Mark 5, no more Cybermen are placed until spare Mark 5 become available (ie when destroyed by players).
- Every map tile revealed after the first tile also contains 2 Fatigue tokens. If the tile contains a building (or part of one), place 1 Escape token in the building.
  - The Fatigue and Escape token are placed by the player who is furthest away from the tile.

## 2. Attacked Phase

- Combat any Cybermen on your current space.

## 3. Redraw Phase

- Draw back up to three cards if you have less than three in your hand.

## 4. Movement Phase

- Your minimum movement is equal to your number of Escape tokens.
- Roll a die, if the die roll exceeds this number, you may move that amount instead.
- You do not have to move the entire amount.
- You may not move diagonally
- Any Cybermen encountered during movement must be combated before proceeding with movement.
- If you move into a space with a token in it, you may take the token.
- You may move into a space containing one other character counter.
- Terrain features restrict movement.

## 5. Cyberman Phase

- The minimum amount of Cybermen moved is equal to the number of Human players -1.
- Roll a die, if the die roll exceeds this number, you must move that amount of Cybermen instead.
  - Any Cyberlieutenants are moved first.
  - If there is a Cyberleader, they determine which Cybermen are moved and where from the remainder.
- Cybermen may not move diagonally.
- Terrain features restrict movement.
- Each space may only have one Cyberman in it.
- Cybermen cannot move through a square that already contains a Cyberman.
- Cybermen may occupy spaces with a token, but cannot use or effect tokens.
- Humans being carried by a Cyberman may be freed before they reach the conversion unit.

## 6. Cyberman Special Abilities Phase

- The minimum amount of Cybermen that use their abilities is equal to the number of Human players -1.
- Roll a die, if the die roll exceeds this number, you may activate that amount of Cybermen instead.
- Only Cybermen counters marked with "Energy Beam", "Gun" or "Mind Control", and the Cyberleader have special abilities and may be used.
  - Cybermen already in a square with humans will not use their special abilities.
- The player whose turn it is may choose to use less than the die roll.
  - Cyberlieutenants always use their abilities first.
  - If there is a Cyberleader, they determine which of the remaining Cybermen use their special abilities.

## 7. End Phase

- You may discard a card from your hand.
- You may not have more than 3 cards in your hand. Discard all excess cards.