Cyber Wedding

Summary

What happens when you gather a bunch of geeks and their families, dress them up according to different time periods and perform a wedding?
Well, the obvious of course - an invasion by Cybermen who think there is time travel technology present. Prepare to be upgraded.

Number of Players: 2-10
Type of Game: Themed Tactical, Science Fiction, Print & Play, Fighting, Miniatures, Movies/TV/Radio theme
Mechanics: Roll & Move, Modular Board

Attribution and Thanks

Thanks to Joe Kano for his great Cyberman website.
Thanks to the designers of the Zombies! board game for giving me the idea and for some of the card concepts.
The Crow's Nest for the wonderful Cyberman paper miniatures.
Character paper miniatures care of Bill's Paper Figures, shaungamer88 Cardboard Heroes and FUGITUR TEMPUS Inc.

Object of the game

The goal of Cyber Wedding is to either escape the Cybermen leaving everyone else to be converted , defeat the Cybermen exploiting their weaknesses or become Cyberleader and convert all the other Humans to lesser Cybermen.

Rules

Setup

Characters

1. Each player chooses three characters to include in their group of wedding participants. This group moves as one and is represented with a single counter. The Bride and the Groom must be in the game - other character types are optional.
2. Each player receives 3 cards from the deck. If they don't like these cards, they can discard and receive 3 different cards. They may continue to do this any amount of times, but after the first time they do it, they must lose a Victory Point for slowing the game down.
3. Each player receives 3 Escape tokens and 3 Fatigue tokens.
4. Each player places a marker on the Victory Point track to denote their starting victory points.
5. Place the map tiles out in order face down. Do not look at the tile faces when placing them, as orientation for a tile is important - it determines how many Cybermen teleport in.
6. The player with the Groom character turns over the starting tile and places a cyberconversion unit in one corner and two Mark I Cybermen next to it, facing away from the unit. Starting with this player, each person places their counter on an empty space on the tile.
   o The starting tile is Cricket Pitch 4 (C4).
7. The player with the Bride character goes first. Then play proceeds clockwise.

Turn Sequence

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

Map tile facedown

1. **Tile Reveal Phase**
2. **Attacked Phase**
3. **Redraw Phase**
4. **Movement Phase**
5. **Cyberman Phase**
6. **Cyberman Special Abilities Phase**
7. **End Phase**
   o You may discard a card from your hand.
   o You may not have more than 3 cards in your hand. Discard all excess cards.

Note: Cards may be played at any time. You may only play one card in the round (from the beginning of your turn to the beginning of your next turn).

<div align="center">**Detailed Turn Sequence**</div>

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 may 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.
   - 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 +2.
   - 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 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. See Freeing Captives Below.

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 must 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.
   - 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**

Combat

Any time your character is in the same space as a Cyberman, you must combat it.

- Combat is resolved by rolling a die. If you roll a 4-6, you win and dodge the Cyberman. The Cyberman stays where it is, and you may continue your movement past it.
    - o If you rolled less than 4, you must either expend an Escape token to automatically dodge the Cyberman, or expend Fatigue tokens to raise the roll to 4 (each Fatigue Token counts as +1).
    - o Combat continues until you win or you run out of tokens. You may never voluntarily leave combat.
    - o When you run out of tokens, one of your group is captured. See Capture in the Cybermen Rules.

Fatigue Token

Freeing Captives

Any players may expend Escape tokens to free a human from capture. This may be negotiated with other players for future favours. Any deals made must be honoured.

- The number of Escape tokens that must be spent to free a captive is equal to the number of Human players in the game. Escape tokens may not be spent above this number to free a captive.
- Remove the character figure from the Cyberman counter.
- The character returns to their initial group immediately.
- If the character was the last member of the group, it moves to the nearest square of the player's choice that is adjacent to the Cyberman that captured the character.
    - o If all squares are occupied, then the next nearest square, and so on.

Escape Token

Freeing a captive is worth 2 Victory Points to every player that spends one or more Escape token(s) to free them.

Cybermen Rules

General rules regarding Cybermen:-

- In the rest of the rules the use of the Cybermen should include Cybermen carrying humans, Cyberlieutenants and Cyberleaders unless specifically mentioned elsewhere in the paragraph.
- Cybermen have a facing, which is used to determine the direction of any gun or energy beam attacks they may make.
    - o Wedding Guests (humans) do not have a facing.
- After a Cyberman is moved, the moving player determines which of the four possible directions it faces.
- Guns and Energy Beams are used to capture humans, not kill them. Cybermen are intent on converting humans, not killing them.
- Only a partially converted Cyberman may ever attack other Cybermen. Cybermen may freely attack a partially converted Cyberman. If they win in combat, the loser is destroyed rather than captured.
- Cyberlieutenants and the Cyberleader may never use items or tokens.

Capture

When a character is captured, place the character on the successful Cyberman counter.

- If you have a Geek, Bride or Groom in your group, the Cyberman will choose them first. If not, then you choose one character to be captured.
    - This character's ability can no longer be used.
- Restore your Escape and Fatigue tokens to 3 each if less than 3.
- Your turn is ended.
- During the Cyberman movement phase of the turn, move any Cyberman carrying a human towards the nearest Cyberconversion Unit.

Cyberconversion

- When a Cyberman carrying a human reaches a Cyberconversion Unit, remove the character counter.
- Place a second Cyberman counter to represent the converted human.
    - If the Cyberman that was carrying the human was an older model, they are automatically upgraded.
    - Converted humans are always of the latest model.

Cyberconversion Unit
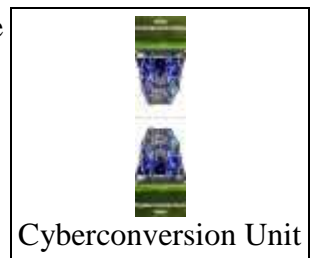
The first player to lose every member of their group to cyberconversion when there is no Cyberleader, becomes the Cyberleader.

- Players that lose all their group members that can't become Cyberleader may instead play the Cyberman who represents their last Human. This Cyberman is not moved by the Cyberleader. This figure is called a Cyberlieutenant.
- Mark I Cybermen do not have a Cyberleader. Therefore no player will become the Cyberleader until the Cybermen upgrade to Mark II or better.
    - The oldest Cyberlieutenant is upgraded to Cyberleader when the Cybermen upgrade to Mark II.

A converted human is worth 1 Victory Point to the current Cyberleader.

Partial Conversions

If there is a glitch in the Cyberconversion process resulting in a Cyberman that retains their humanity:-

Partial Conversion summary card

- This Cyberman character may be moved during the turn of original player.
- The Cyberman moves separately to any humans moved by the player
- It moves as a Cyberman without using die rolls.

- If attacking a Cyberman of any sort, or a Cyberconversion Unit, it will destroy the opponent on a 4-6. Fatigue tokens may be spent. Escape tokens cannot be spent and if the combat is lost, it is destroyed.
- Partial Conversions may never attack a human.
- Partial Conversions are not recaptured, but are destroyed by any Cyberman that wins a combat against it.

Conversion Glitch card

- Partial Conversions are affected by Cyberman Guns and Energy Beams, but not Mind control.
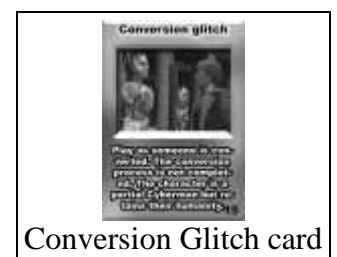
Destruction

A destroyed Cyberman, Cyberlieutenant or Cyberconversion Unit is worth 1 Victory Point
A destroyed Cyberleader is worth 2 Victory Points

Cyberleader

Place the Cyberleader figure at the conversion chamber where the player's last surviving group member was converted.
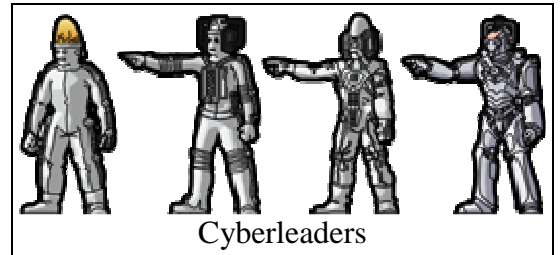
Cyberleaders

- Any items cards they have in front of them are immediately discarded.
- From now on, no other player in the game moves Cybermen, they may roll as normal - but the Cyberleader chooses which Cybermen to move and where.
  - Cyberlieutenants are always moved first if possible and are controlled by their players. The order of precedence is oldest to youngest Cyberlieutenant.
- If the Cyberleader is destroyed, another player may become the new Cyberleader.

  - The oldest (ie earliest converted) Cyberlieutenant in the game is upgraded to Cyberleader.
  - The player of the destroyed Cyberleader now chooses a normal Cyberman and upgrades it to Cyberlieutenant.
- Any item cards that are drawn as part of their turn may be discarded to teleport in another Cyberman onto any legal map space.

Cyberleader summary card

  - Two item cards may be discarded to teleport in another Cyberconversion Unit onto any legal map space.
  - Three item cards may be discarded to increase the Cyberman technology level by 1.
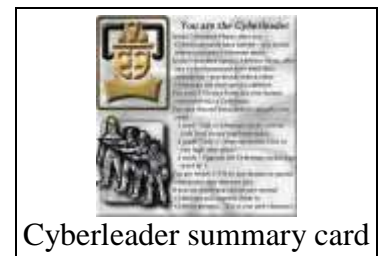
Cyberlieutenant

If a player has all their characters converted to Cybermen, and they are unable to take over the role of Cyberleader, they instead become a Cyberlieutenant.

- Any items cards they have in front of them are immediately discarded.
- A Cyberlieutenant behaves as a normal Cyberman but they are only controlled by that player.

Cyberlieutenant summary card

- Cyberlieutenants are always moved first in the Cyberman Phase. The order of precedence is oldest to youngest Cyberlieutenant.
- Cyberlieutenants cannot earn Victory Points.
- The oldest Cyberlieutenant automatically upgrades to Cyberleader if the Cyberleader is ever destroyed.
- Any item cards that are drawn as part of their turn may be traded with any other player for another card.
- If a Cyberlieutenant is destroyed, the player is out of the game.

Upgrades

Whenever a Geek character is cyberconverted, or the Cyberleader discards 3 item cards, the Cybermen gain knowledge of how to improve themselves and upgrade.

- All newly placed Cybermen are now the next higher model.
- All newly converted humans are now the next higher model.
- If a player is the Cyberleader, they may move any outdated Cybermen into a Cyberconversion chamber and upgrade them to the latest version.
    - o This includes the Cyberleader itself.

| Model	Speed	Weakness	Special Abilities	Cyberleader Special Abilities
Mark I	1	Solvents	Energy Beam, Mind Control	N/A
Mark II	2	Solvents	Mind Control	Mind Control
Mark III	2	Gold	Energy Beam, Guns	Energy Beam
Mark IV	2	Gold	Energy Beam, Guns, Mind Control	Mind Control
Mark V	3	Hacking	Energy Beam, Guns	Energy Beam

Technology levels

Special Abilities

During the Cyberman Special Abilities phase, a die worth of Cyberman must use their abilities.

- The player whose turn it is chooses which Cybermen use their abilities unless there is a Cyberleader or Cyberlieutenants.
- If there is a Cyberleader, they determine which Cybermen use their special abilities.
    - o Cyberlieutenants may always use their abilities first. They may choose not to use their abilities so another Cyberman can use theirs instead. The order of precedence is oldest to youngest Cyberlieutenant.

Energy Beam

Any player within 4 squares of the front of this Cyberman that isn't out of line of sight (ie no hedge or building in the way) is hit with an energy beam.

Energy Beam range
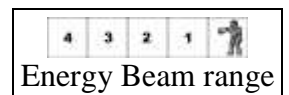
- Cybermen cannot shoot through other Cybermen or Cyberconversion Units.
- The player hit is stunned and may not move next turn.

Gun

Any player within 8 squares of the front of this Cyberman that isn't out of line of sight (ie no hedge or building in the way) is shot with a cybergun.

Gun range
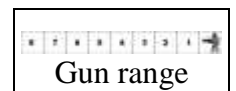
- Cybermen cannot shoot through other Cybermen or Cyberconversion Units.
- The player hit is injured and must reduce their movement roll by half for the next two turns.

Mind Control

Any player within 3 squares of this Cyberman in any direction, whether in line of sight or not, is affected by Mind Control (unless there is a Singer in the group).

Mind Control example
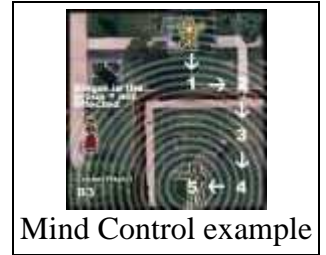
- The player must move towards the nearest Cyberman in their next turn.
  - o If there is terrain in the way that is impassable, the player must move around it by the shortest legal route to the nearest Cyberman.
    - ▪ The player cannot move onto tiles that have not yet been revealed.
  - o They must move their entire possible movement.
  - o If there are multiple Cybermen at the same distance, the player may choose which one to move towards, but will always go towards an unobstructed Cyberman rather than towards one behind impassable terrain.

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.
   - o 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 is eliminated from the game (unless there is no Cyberleader - in which case they become the Cyberleader). If only one player remains, and they survive their next turn, they win by default.

Character List

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.

Bride / Groom   Athletic Geek Parent Whiner AAF

- **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.
- **AAF 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). 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.

Local Lucky Drunk Sprinter Singer

- **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.

Cars

A player that has safely made it to the an square that contains a car, and played the card"The keys are still in it"may choose to flee or use their car as a weapon.

- A fleeing player earns 5 Victory Points (VP) but no longer takes part in the game. Discard all cards and items.

Using the car as a weapon

- Decide on a line either horizontally or vertically on the map through map squares from one road to

Roll	Humans	Cyberleader	Cybermen, Cyberlieutenant or Cyberconversion Unit	Cybermen carrying humans
1-2	Dodge	Dodge	Dodge	Destroyed - remove the counter from the map. The human returns to their original group.
3-4	Dodge	Dodge	Destroyed - remove the counter from the map.	Destroyed - remove the counter from the map. The human returns to their original group.
5-6	Injured - remove all Escape and Fatigue tokens	Destroyed - remove the counter from the map.	Destroyed - remove the counter from the map.	Destroyed - remove the counter from the map. The human carried is killed

another road. Every map tile in this column or row must be revealed, you may not drive through unrevealed map tiles.
- Place the car counter at one end of this line, facing the direction of travel down the line.
- For each square the car enters roll a die.
  - o 1-4 The car continues
  - o 5-6 The car crashes.
    - ▪ The car no longer works, lose one Escape and one Fatigue token (if you have them) - place your character counter on the car.
  - o 7+ The car crashes and rolls.
    - ▪ The car no longer works, lose all Escape and all Fatigue tokens (if you have them) - place your character counter on the car.
  - o The above die roll is modified by terrain -
    - ▪ +1 for a hedge, tree, building or Cyberman in the square.
    - ▪ +2 for the Cyberleader.
    - ▪ +3 for a Cyberconversion Unit.
  - o You may expend Fatigue tokens for a -1 to the die roll per token spent, after rolling the die.
  - o You may expend Escape tokens for a -4 to the die roll per token spent, after rolling the die.
- If the car enters a square containing a Player, Cybermen or the Cyberleader, roll a die-

- The player in the car may expend Fatigue tokens to add to the number rolled and they may expend Escape tokens to subtract from the number rolled.

If the car successfully reaches the other road without crashing, then on your next turn you may either flee or attack again, choosing a different line on the map.

- Destroying a Cyberman, Cyberlieutenant or Cyberconversion Unit is worth 1 Victory Point.

- Destroying a Cyberleader is worth 2 Victory Points.

- Killing a Human is worth -3 Victory Points.

How to win

The player with the highest Victory Points score wins once the game is finished.

How to earn Victory Points

Victory Points are earned for-

Victory point track

- For Humans only-
  - Too many new cards at the beginning of the game = -1 point
  - Fleeing in a car = +5 points
- For Human and Partially Converted Cybermen-
  - Destroying a Cyberman, Cyberlieutenant or Cyberconversion Unit = +1 point
  - Destroying a Cyberleader = +2 points
  - Helping free a Human captive = +2 points
  - Killing a Human = -3 points
- For the Cyberleader only-
  - Converting a Human = +1 point

Finishing the game

Then game ends when any of the following four conditions are met.

- All Cybermen and all Cyberconversion units have been destroyed.
- The Cyberleader and all Cyberlieutenants have been destroyed.
- All non-fleeing Humans have been converted.
- A set time is reached.

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