

CyberWedding

Welcome to the wedding of a lifetime. It's a shame it wasn't meant to be a life or death event.

What to do-

Avoid Cybermen, move Cybermen to attack other players or surround them. It's a good idea to get to a car as soon as possible – they are in the top left of the map, the bottom, and the far right (near old parliament house)

Remember-

- You can only use one active character in your turn, passive characters use their abilities all the time.
- Your hand limit is 3, your Escape token limit is 3 (unless there is a drunk in your group)..
- You can only play one card each round, but it could be during someone else's turn.
- If the Cybermen are Mk2 or higher – it may be time to become Cyberleader to earn VP for converting humans.
- You can spend Escape tokens to help others escape the Cybermen once they're captured. You need to spend as many as there are human players in the game.
- You can hotwire a car on a 6 (5 or 6 if you have a Geek)
- The game ends if
 - All Cybermen and Cyberconversion units are destroyed
 - The Cyberleader and all Cyberlieutenants are destroyed
 - All Humans are converted or escaped.

How to get Victory Points-

- Destroy Cyberconversion Units with an AAF re-enactor for 1VP
- Free captured humans for 2VP
- Destroy Cybermen for 1VP or a Cyberleader for 2 VP
- Flee in a car for 5VP or use it to destroy Cybermen.
- Become Cyberleader and earn 1VP for converting a human.

Things to be aware of-

- Cybermen upgrade if they convert a Geek, if the Cyberleader discards 3 item cards or if there aren't enough counters to be placed on the map during the reveal tile phase.

Cybermen are hard to kill – there's very few ways to do it, so just avoid them.

- Mark 1&2 Cybermen are killed by the Nail Varnish card
- Mark 3&4 Cybermen are killed by the Gold card
- Mark 5 Cybermen are killed by the Hacking card
- All Cybermen can be killed by using a car as a weapon

The map-

- **Red** border = Hedge. Impassable to Humans, blocks line of sight. Position counters so you know which side of a hedge they are on.
- **Yellow** border = Building. All buildings can be entered from any square, except the Tennis Court. The Tennis Court may be shot into and out of, but the other buildings block line of sight.
- Legal map space = any square that does not contain a player, a Cyberman or a Cyberconversion unit.

Turn Sequence

1. **Tile Reveal Phase**
Turn over a map tile, place cybermen and fatigue counters.
2. **Attacked Phase**
If a cyberman is in your square, it attacks you.
3. **Redraw Phase**
Draw back up to 3
4. **Movement Phase**
Move #Escape tokens to d6 squares, combat any Cybermen you pass through.
5. **Cyberman Phase**
Move #humans-1 to d6 Cybermen one square (or more)
6. **Cyberman Special Abilities Phase**
Up to #humans-1 to d6 Cybermen use abilities
7. **End Phase**
Discard cards.

Fatigue Tokens

- Modify combat rolls by +1 each.
- Modify your car control roll by -1 each.
- Modify your car damage roll by +1 each.
- Can be found on newly revealed tiles.

Escape Tokens

- You cannot have more than 3 (unless there is a drunk in your group).
- Automatically escape from a Cyberman in combat.
- Can free captives – your own or other players'. The number of tokens needed is the same as the number of human players.
- Modify your car control roll by -4
- Modify your car damage roll by -1 each.
- Can be found in buildings

D6

- 1-4 The car continues
 5-6 The car crashes. (1 E, 1 F)
 7+ The car crashes and rolls. (all E, all F)

- +1 hedge, tree, building, Cyberman
 +2 Cyberleader.
 +3 Cyberconversion Unit.
 -1 Fatigue Token
 -4 Escape Token

Hotwire = 6 (5 or 6 for Geek)

Cars

Roll	Humans	Cyberleader	Cybermen, Cyberlieutenant or Cyberconversion Unit	Cybermen carrying humans
1-2	Dodge	Dodge	Dodge	Destroyed/Freed.
3-4	Dodge	Dodge	Destroyed	Destroyed/Freed
5-6	Injured	Destroyed	Destroyed	Destroyed/Killed

+1 Fatigue Token

-1 Escape Token

Cybermen

Win combat against on a 4+

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

Energy Beam – range 4, target may not move next turn

Gun - range 8, target has -2 to movement for the next 2 turns

Mind Control - range 3 radius, targets must move towards the Cyberman next turn.

Destruction

Cyberman +1 VP, Cyberlieutenant +1 VP, Cyberconversion Unit +1 VP, Cyberleader +2 VP