

Cybermen Rules v2

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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.
 - 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.
 - Cybermen are not affected by Guns, Energy Beams or Mind control.
- Only a partially converted Cyberman may ever destroy other Cybermen in combat. 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.

[View the old version of the Cybermen rules](#)

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 abilities can no longer be used.
- Restore your Escape tokens to 3 and discard any Fatigue tokens you have.
- Your turn is ended.
- During the Cyberman movement phase of the turn, move any Cyberman carrying a human towards the nearest Cyberconversion Unit.

Cyberconversion

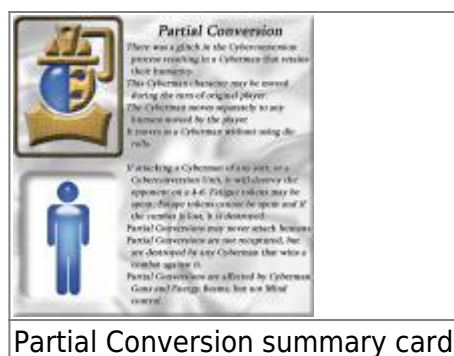


- When a Cyberman carrying a human reaches a Cyberconversion Unit, remove the character counter.
- Place a second Cyberman counter to represent the converted human.
 - If the Cyberman that was carrying the human was an older model, they are automatically upgraded.
 - Converted humans are always of the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

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 Conversion summary card

Partial Conversions

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

- The Partial Cyberman character may be moved during the turn of original player.
- The Partial Cyberman moves separately to any humans moved by the player
- It moves as a Cyberman of its Mark.



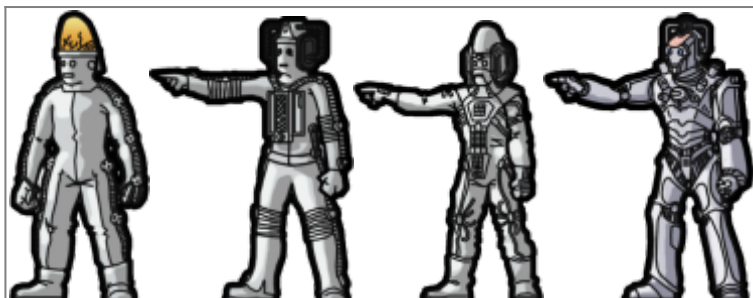
Conversion Glitch card

- If attacking a Cyberman of any sort, or a Cyberconversion Unit, it will destroy the opponent on a 4-6. Cards may be discarded as usual. Escape tokens cannot be spent and if the combat is lost, the Partial Cyberman is destroyed.
- Partial Cybermen may never attack a human.
- Partial Cybermen are not recaptured, but are destroyed by any Cyberman that wins a combat against it.
- Partial Cybermen are not affected by Cyberman Guns, Energy Beams or Mind control.

Destruction

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

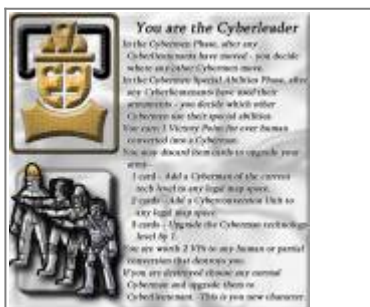
Cyberleader



Cyberleaders

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

- Any items cards they have in front of them are immediately discarded.
- From now on, no other player in the game moves Cybermen, the Cyberleader chooses where Cybermen move.
 - 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.



Cyberleader summary card

- The oldest (ie earliest converted) Cyberlieutenant in the game is upgraded to Cyberleader.
 - If there are no Cyberlieutenants, then the game finishes with a human victory.
- If the game hasn't ended, 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.
- 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.
- Any non-item cards may be discarded to use special abilities of Cybermen.

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.
- 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.
- Any non-item cards may be discarded to use their own special ability.
- 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, or there are no more current Mark counters able to be placed in the reveal tile phase, 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.
 - 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

Special Abilities

During the Cyberman Special Abilities phase, any player may discard cards to have a Cyberman use its special ability.

- The player whose discards the card 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.
 - 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

4	3	2	1	
Energy Beam range				

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.

- Cybermen cannot shoot through other Cybermen or Cyberconversion Units.
- The player is hit on a roll of 4-6
 - The player is stunned and may not move next turn.

Gun

8	7	6	5	4	3	2	1	
Gun range								

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.

- Cybermen cannot shoot through other Cybermen or Cyberconversion Units.
- The player is hit on a roll of 4-6
 - The player is injured and must reduce their movement roll by half for the next two turns.

Mind Control



Mind Control example

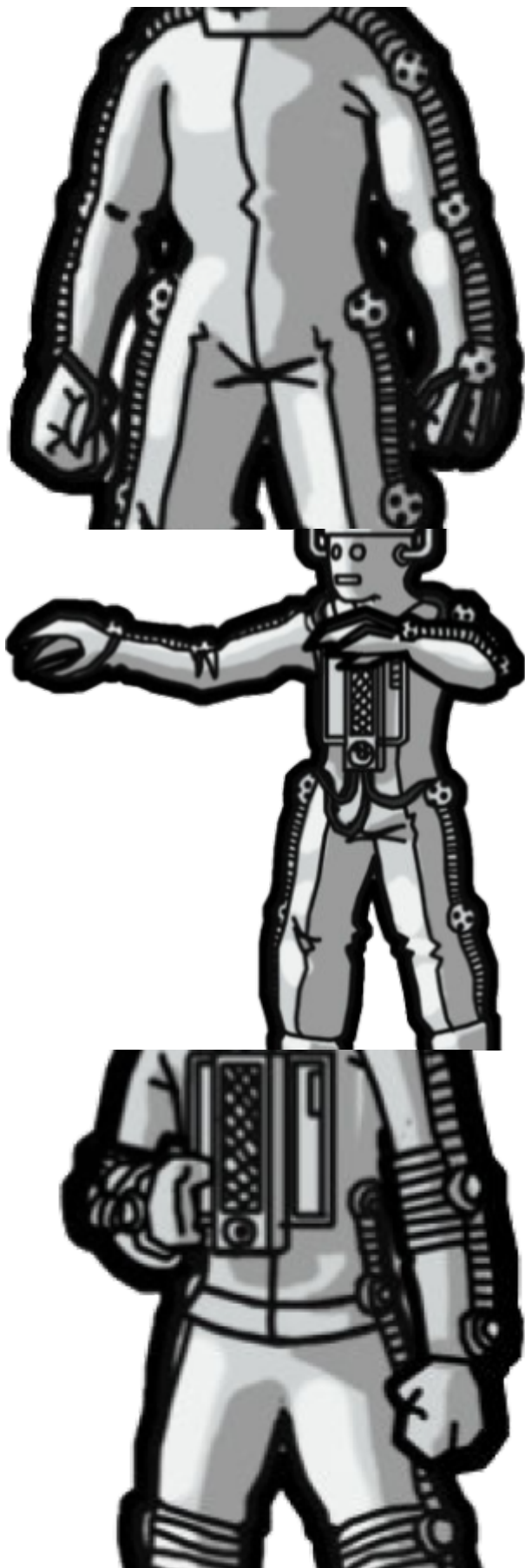
Any player within 3 squares of this Cyberman in any direction, whether in line of sight or not, is affected by Mind Control (unless there is a Singer in the group).

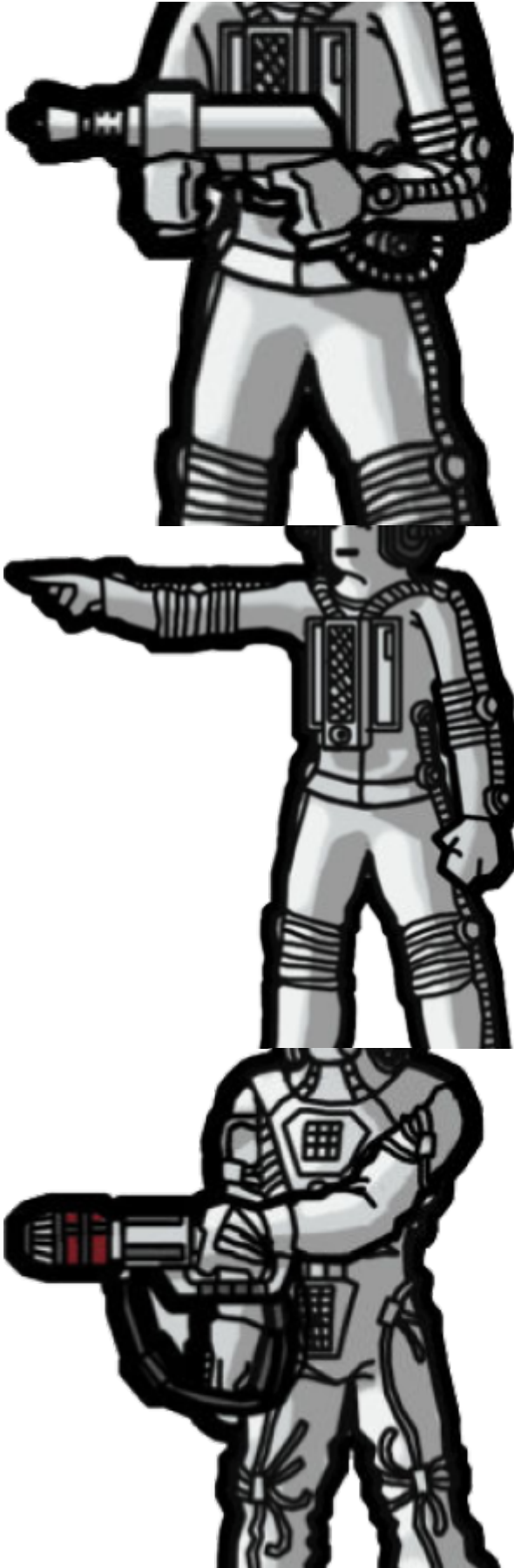
- The player is affected on a roll of 4-6
- Affected players must move towards the nearest Cyberman in their next turn.
 - If there is terrain in the way that is impassable, the player must move around it by the shortest legal route to the nearest Cyberman.
 - The player cannot move onto tiles that have not yet been revealed.
 - They must move their entire possible movement.
 - 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.

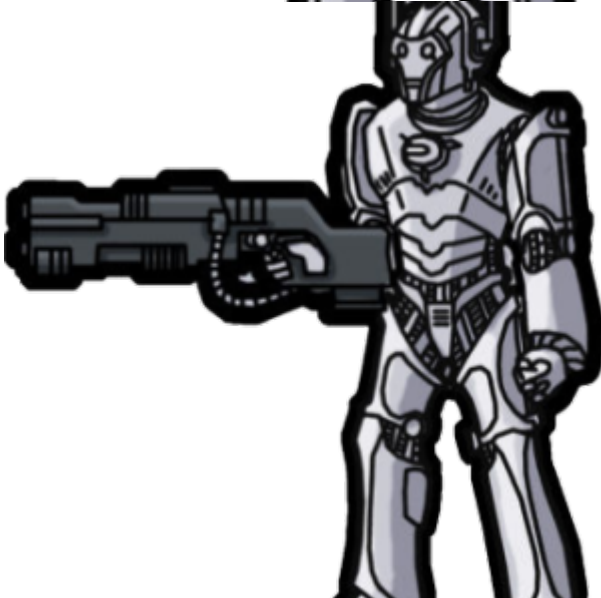
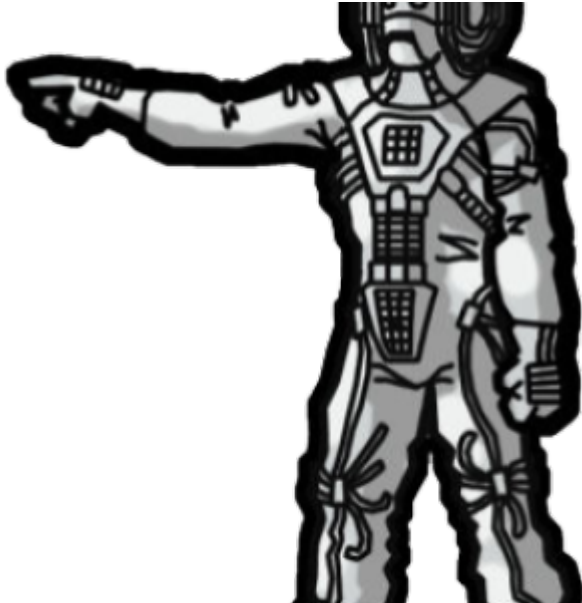
Models

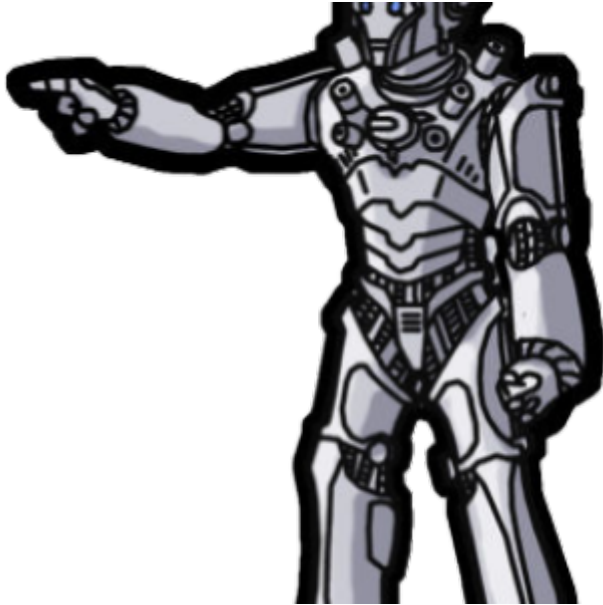
Cyberman paper miniatures are from <http://www.crowstuff.co.uk/> The Crow's Nest.











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