Cyber Wedding v2

Summary

Boardgame Geek entry - http://www.boardgamegeek.com/boardgame/39810 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
Version: 2

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. Thanks to Daniel, Barbara, Nathan, Torben and Stuart
for playtesting on my Buck's Night.

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

- The earlier version of the rules

Setup

Choosing Characters

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.

1. Roll to see who chooses their characters first.
2. Each player takes on character in turn until all players have 3 - 2 active and 1 passive.

Starting cards

1. Shuffle all the item cards together.
2. Deal two cards to each player.
3. Shuffle the remaining cards into the deck.
4. Deal three more random cards to each player.

Board and Counter setup

1. Each player receives 3 Escape tokens.
2. Each player places a marker on the Victory Point track on the 0" to denote their starting victory points."
3. Place the map tiles out in order face down. Orientation for a tile is unimportant.
4. The player with the Groom character turns over the starting tiles and places a Cyberconversion unit in one corner and two Mark I Cybermen (without special abilities) next to it, facing away from the unit. Starting with this player, each person places their counter on an empty space on the tiles.
   - The starting tiles are Cricket Pitch 4 (C4) and Cricket Pitch 2 (B4)
5. 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**
   - Turn over any tile that is orthogonally adjacent to any face up tile.
   - Place a Cybermen on any legal space 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. See Upgrades
       - 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 Escape token are placed by the player who is furthest away from the tile.
     - It doesn't matter who places the Fatigue tokens, as they effect anyone entering the tile no matter where they enter the tile.
2. **Attacked Phase**
   - Combat any Cybermen that are next to you and facing your square (see combat).
3. **Redraw Phase**
   - Draw back up to five cards if you have less than five in your hand.
4. **Movement Phase**
   - Your normal movement is equal to your number of Escape tokens.
   - You can move that amount or you can roll a die and move that amount instead.
     - If you choose to roll and roll lower than your number of Escape tokens, you must move slower.
   - You do not have to move the entire amount.

- You may not move diagonally
- Any Cybermen encountered during movement must be combatted before proceeding with movement.
- If you move into a space with an Escape token in it, you may take the token.
  - If you enter a tile containing Fatigue tokens, you must take one.
- You may move into a space containing one other character counter.
- You cannot move through hedges.

5. **Cyberman Phase**
   - All Cybermen move towards the nearest human except for Cybermen that have captured a human.
     - If there is a choice of targets, the Cyberleader chooses where the Cyberman moves. If there is no Cyberleader, then you choose where it moves.
     - If there is a Cyberleader, they move all the Cybermen except the Cyberlieutenants.
     - Cyberlieutenants move themselves only.
     - Cybermen that have captured a human move towards the nearest Cyberconversion Unit.
       - If there are none left on the board, they remain stationary, holding their captive until a Cyberconversion Unit is place, or they are stunned, or the Cyberleader makes them free their captive.
   - Cybermen may not move diagonally.
   - 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 Cyberconversion Unit. See Freeing Captives Below.

6. **Cyberman Special Abilities Phase**
   - Only Cybermen counters marked with Energy Beam", "Gun" or "Mind Control", and the Cyberleader have special abilities and may be used."
   - Cyberlieutenants and the Cyberleader may discard a card to use their ability.
     - Any player may discard a card to activate the ability of any other Cyberman
   - No Cyberman, Cyberlieutenant or Cyberleader can use their ability more than once in a turn.

7. **End Phase**
   - You may not have more than 5 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). You may discard as many cards as you like at any time.

Combat

Fatigue Token

In the **Attacked Phase** any Cyberman next to you and facing you will attack you.

- Count the number of Cybermen that are attacking you
  - 1 Cyberman, difficulty of 4
  - 2 Cyberman, difficulty of 5

- 3 Cyberman, difficulty of 6
- 4 Cyberman, difficulty of 7 (automatic capture unless you discard cards)
- For each Fatigue token you have, raise the difficulty by +1
- Combat is resolved by rolling a die. If you roll equal to or higher than the difficulty, you win and dodge the Cyberman. The Cyberman stays where it is, and you may continue your movement past it.
  - If you rolled less than the difficulty, you must either expend an Escape token to automatically dodge the Cyberman, or discard cards to raise the roll to equal the difficulty (each card counts as +1).
  - If you lose, one of your group is captured. See Capture in the Cybermen Rules.

Any time your character moves into the same space as a Cyberman, you must combat it. Use the same procedure as above, but there is only 1 Cyberman.

Freeing Captives

Escape Token

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.
  - If all squares are occupied, then the next nearest square, and so on.

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

Cybermen Rules

Cybermen Rules

Other Rules

Characters

Characters

Cars

The keys are still in it

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."

- Players may also hot wire a car if they do not have **The keys are still in it** card.
    - If the group contains a Geek, then once per turn they hotwire the car on a roll of 5-6
    - If there is no Geek in the group, they need a 6 to hotwire the car.
- 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 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.
    - 1-4 The car continues
    - 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.
    - 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.
    - 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.
    - You may discard a card for a -1 to the die roll per card, after rolling the die.
    - 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-

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

- The player in the car may discard cards 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-

- For Humans only-
    - 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.

Components

- View play aids
- **Print play aids**
    - PDF of a Player Summary Card - print double sided, contains a short summary of things you need from the rules to get started. 1 double sided page. (version 1 play aid)
    - PDF summary of characters and the turn sequence - print double sided, contains a short summary of character types and a more detailed turn sequence. 1 double sided page. (version 1 play aid)
    - PDF summary of the map - print double sided, contains a small version of the full map and optional terrain rules. 1 double sided page.
    - PDF of the character Play Aid print single sided, cut out and put on cards to act as reminders of character abilities. 2 pages. (version 1 play aid)
    - PDF of the cybermen Play Aid and tokens print single sided. Summaries for the cybermen and the various counters. 3 pages. (version 1 play aid)

Map tiles

- View map tiles
- **Print map**
    - PDF of the map tiles and backs print single sided and glue cardboard in between the front and the back - 30 pages (2 tiles per page) (version 1 map - one tile has errata)

Cards

- View cards
- **Print cards**
    - PDF of the card fronts print single sided, cut out and insert in plastic sleeves with a card backing. 13 pages++ (version 1 cards)
    - PDF of the card backs print single sided, cut out and insert in plastic sleeves with a card front. 1 page - You'll need to print it out 13 times

Counters

- View counters
- **Print counters**
    - PDF of the characters print single sided, cut out and fold at the dotted line (preferably with some cardboard as stiffening).
    - PDF of the Cybermen print single sided, cut out and fold at the dotted line, fold the dark green base outwars (preferably with some cardboard as stiffening, also for the base).

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Last update: **2018/04/03 19:12**