

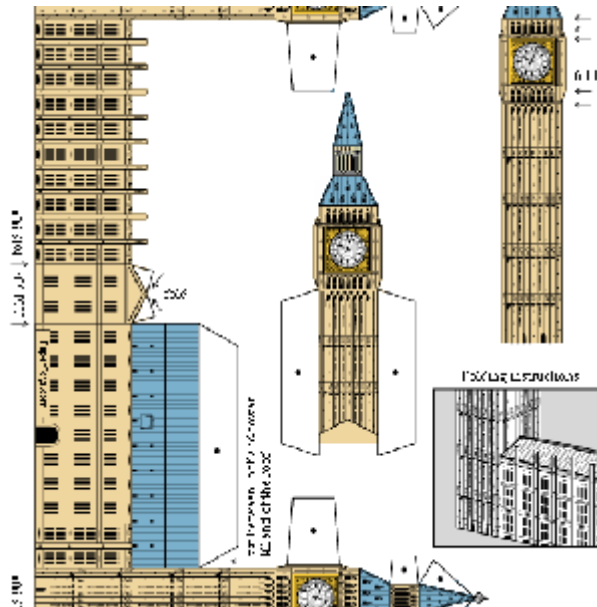
Cyber Wedding Play Aids

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You are the Cyberleader

In the Cybermen Phase, after any Cyberlieutenants have moved - you decide where any other Cybermen move.

In the Cybermen Special Abilities Phase, after any Cyberlieutenants have used their armaments - you decide which other Cybermen use their special abilities.

You earn 1 Victory Point for ever human converted into a Cyberman.

You may discard item cards to upgrade your army-

1 card - Add a Cyberman of the current tech level to any legal map space.

2 cards - Add a Cyberconversion Unit to any legal map space.

3 cards - Upgrade the Cyberman technology level by 1.

You are worth 2 VPs to any human or partial conversion that destroys you.

If you are destroyed choose any normal Cyberman and upgrade them to Cyberlieutenant. This is your new character.





You are a Cyberlieutenant

In the Cybermen Phase, you decide where you move before any other Cybermen are moved.

In the Cybermen Special Abilities Phase, you decide if you use your ability before any other Cybermen use theirs.

In both the above cases, the order of precedence is oldest to youngest Cyberlieutenant.

You no longer earn any Victory Points.

You may trade item cards in your hand with any non-item card held by any other player.



You are worth 1 Victory Points to any human or partial conversion that destroys you.

If you are destroyed choose any you are out of the game.

If the Cyberleader is destroyed and you are the oldest Cyberlieutenant, you immediately upgrade to Cyberleader.



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.

- * 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.

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.

- * The player hit is stunned and may not move next turn.

4	3	2	1	
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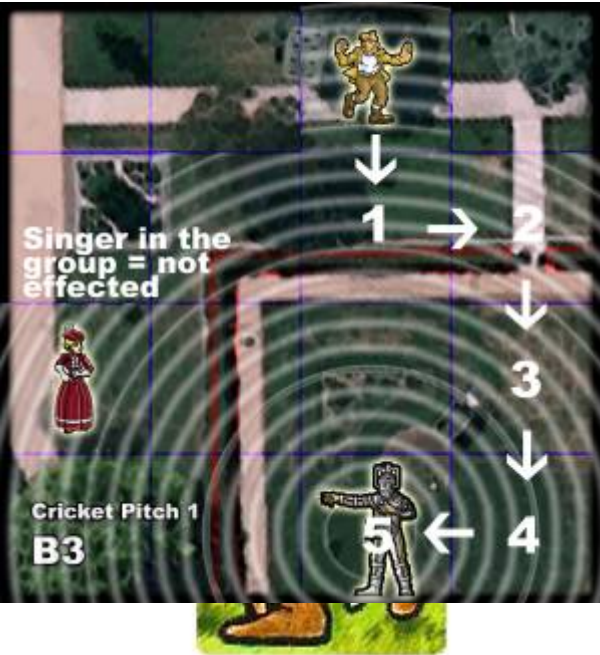
Gun

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.

- * The player hit is injured and must reduce their movement roll by half for the next two turns.

8	7	6	5	4	3	2	1	
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Partial Conversion

There was a glitch in the Cyberconversion process resulting in a Cyberman that retains their humanity.

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 humans. Partial Conversions are not recaptured, but are destroyed by any Cyberman that wins a combat against it.

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

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