Cyber Wedding v1

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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 (first version didn't have card auction rules and there were some ambiguities) Back to the current version of the rules

Attribution and Thanks

Thanks to http://www.geocities.com/joekano/cybermen/index.htm Joe Kano for his great Cyberman website. Thanks to the designers of the http://www.boardgamegeek.com/boardgame/2471 Zombies! board game for giving me the idea and for some of the card concepts. http://www.crowstuff.co.uk/ The Crow's Nest for the wonderful Cyberman paper miniatures. Character paper miniatures care of http://www.geocities.com/lazarus_wfbjr/ Bill's Paper Figures, http://home.earthlink.net/~rpggate/shaungamer88.htm shaungamer88 http://www.sysabend.org/champions/spoo/CardboardHeroes.html Cardboard Heroes and http://www.gwindel.eu/index.html 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

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Map tile facedown

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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.
  - If you run out of Cybermen, they automatically upgrade. Further Cyberman placed will be of the next Technology level. See http://www.curufea.com/Wikka/wikka.php?wakka=WeddingCybermen#8 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 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.
   - 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 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 conversion unit. See http://www.curufea.com/Wikka/wikka.php?wakka=Wedding#9 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 may 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."
  - Cybermen already in a square with humans will not use their special abilities.
- 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**
   - You may discard a card from your hand.
   - 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).

Combat

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

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 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