

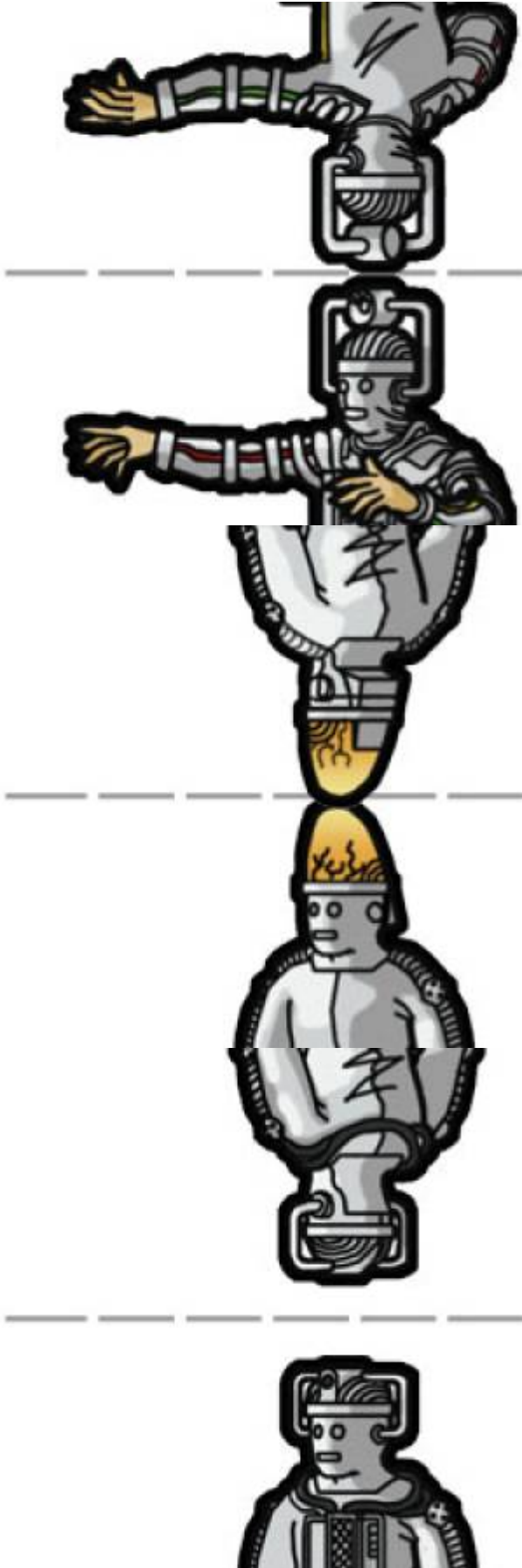
# Cyber Wedding Counters

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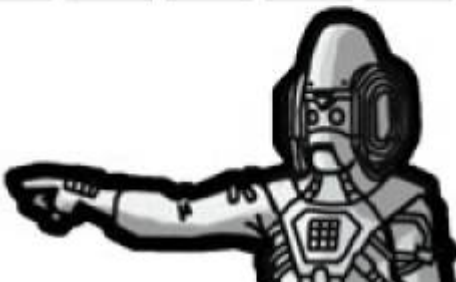
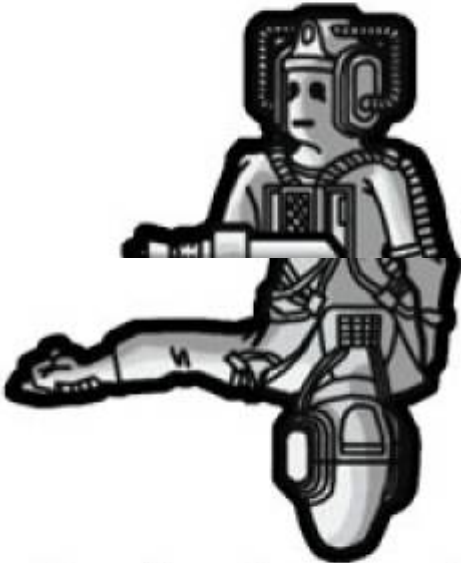


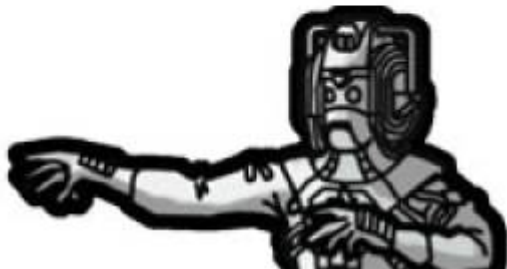
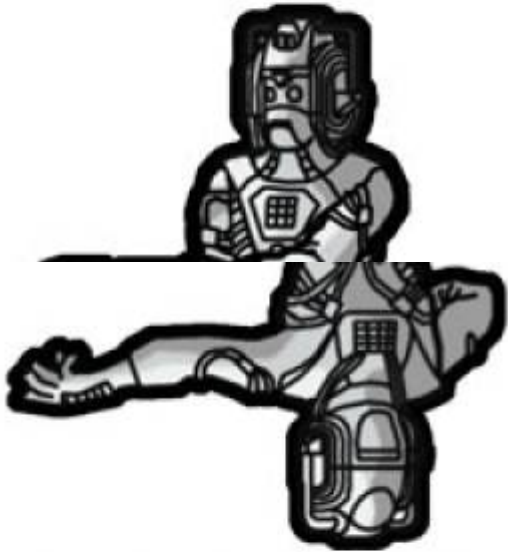
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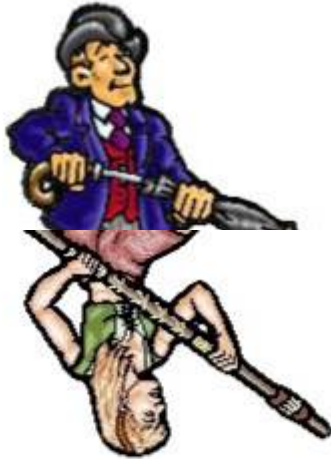




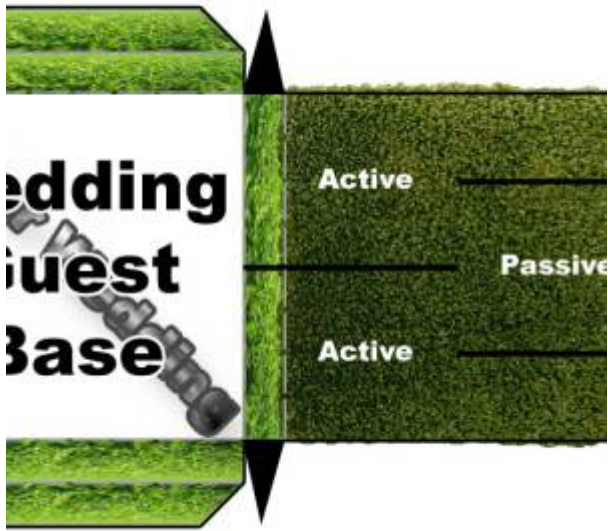








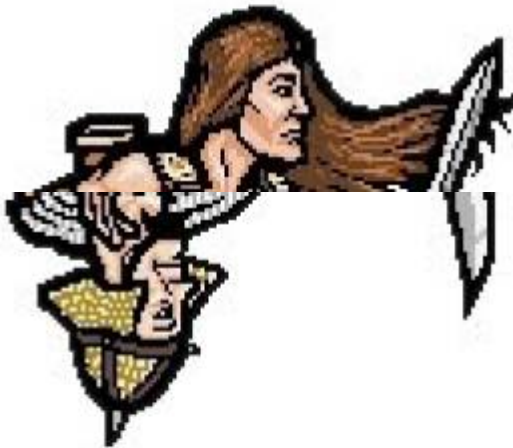














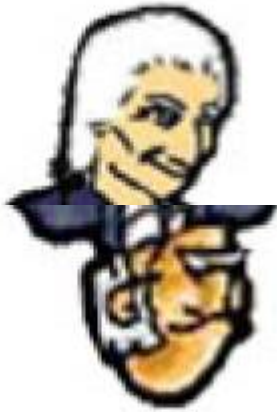














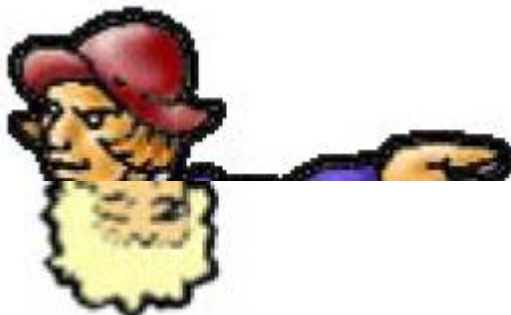














## Other Counters

- Partial Cyberconversion counters (numbered 1-6) to be placed next to a Cyberman counter
  - Partial Cyberconversion counters (numbered 1-6) to be placed in front of the player that controls that Cyberman
- Cyberlieutenant counters (numbered 1-6) to be placed next to a Cyberman counter
  - Cyberlieutenant counters (numbered 1-6) to be placed in front of the player that controls that Cyberman
- Cyberleader counter to be placed in front of the player that controls the Cyberleader
- Status counters to be placed on the map-
  - Stunned
  - Injured
  - Mind Controlled
  - Captured
- Current technological level of Cybermen - I to V
- Car counter, other side is crashed car.
- Tokens
  - Escape
  - Fatigue

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