What are they up to?

Look at another player's hand.

53

What luck!

Play any item card in front of you that is in your hand, you do not need to fulfil it's conditions of play.

54

Where did everybody go?

Play this card to move another player 5 spaces. They may not be moved through impassable terrain.

56

What are they up to?

Look at another player's hand.

53

What the?

Play this card when on a road square. Imediately switch places with another player.

55

Where did everybody go?

Play this card to move another player 5 spaces. They may not be moved through impassable terrain.

56

What luck!

Play any item card in front of you that is in your hand, you do not need to fulfil it's conditions of play.

54

What the?

Play this card when on a road square. Imediately switch places with another player.

55

With friends like you

If you have an item in play, you may play this card. Everyone, including you, must discard all the items they have in play.

57

With friends like you

If you have an item in play, you may play this card. Everyone, including you, must discard all the items they have in play.

57

Cyberscanner
ITEM

Play this card in front of you when you are in the same square as a Cyberconversion unit. From that point on, you may discard this card to look at another player's cards and take one of them.

2

Fire axe
ITEM

Play this card in front of you when you are in a building. From that point on, you add 1 to your die roll in combat.

4

Your shoe's untied

Divide target player's movement roll by half, round down.

58

Emergency teleport
ITEM

Play this card in front of you whenever a Cyberman is destroyed. Place that Cyberman on this card. You may discard this card to play the Cyberman on any legal space on the map.

3

Fire axe
ITEM

Play this card in front of you when you are in a building. From that point on, you add 1 to your die roll in combat.

4

Your shoe's untied

Divide target player's movement roll by half, round down.

58

Emergency teleport
ITEM

Play this card in front of you whenever a Cyberman is destroyed. Place that Cyberman on this card. You may discard this card to play the Cyberman on any legal space on the map.

3

First Aid Kit
ITEM

Play this card in front of you if you are in a building. From that point on, you may discard this card instead of discarding an Escape token.

5

First Aid Kit
ITEM

Play this card in front of you if you are in a building. From that point on, you may discard this card instead of discarding an Escape token. 5
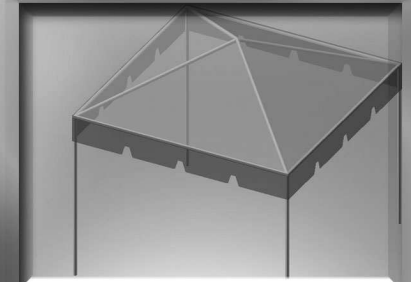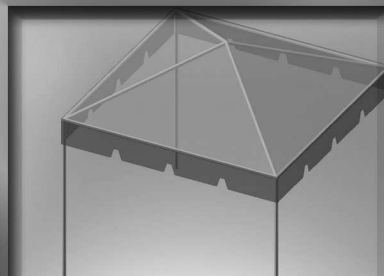
It's gold!
ITEM

Play this card in front of you. You remember you have some gold jewelry. Discard this card at any time to destroy any Mark III or Mark IV Cybermen in your square. 6

Tent pole
ITEM

Play this card in front of you if you are in the Cricket Pitch. From that point on, you add 1 to your die roll in combat. 7

It's gold!
ITEM

Play this card in front of you. You remember you have some gold jewelry. Discard this card at any time to destroy any Mark III or Mark IV Cybermen in your square. 6

Tent pole
ITEM

Play this card in front of you if you are in the Cricket Pitch. From that point on, you add 1 to your die roll in combat. 7

Wait, I've got some nail varnish...
ITEM

Play this card in front of you. You remember you have some nail varnish. Discard this card at any time to destroy any Mark I or Mark II Cybermen in your square. 8
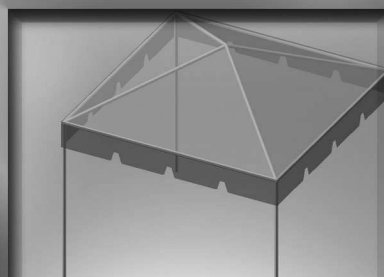
It's gold!
ITEM

Play this card in front of you. You remember you have some gold jewelry. Discard this card at any time to destroy any Mark III or Mark IV Cybermen in your square. 6

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Wait, I've got some nail varnish... ITEM

Play this card in front of you. You remember you have some nail varnish. Discard this card at any time to destroy any Mark I or Mark II Cybermen in your square.

8

Bad sense of direction

Move target player back to the starting tile.

12

Butter fingers

Target player must discard an item in play or 2 Fatigue tokens.

13

Adrenaline rush

Play this card before making a roll. You may either double your movement roll or add 2 to your combat roll.

9

Bad sense of direction

Move target player back to the starting tile.

12

Claustrophobia

Target player may not enter any buildings during their next turn. If in a building, the target player must use all movement to exit.

14

Adrenaline rush

Play this card before making a roll. You may either double your movement roll or add 2 to your combat roll.

9

Butter fingers

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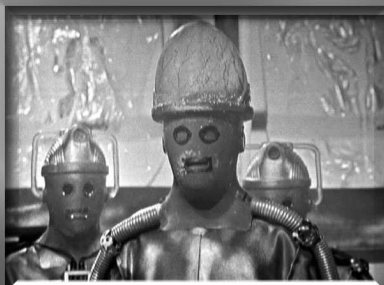
14

Conversion glitch

Play as someone is converted. The conversion process is not completed. The character is a partial Cyberman but retains their humanity. 15

Cybercontroller

Place 5 Cybermen on any legal spaces on the map. 16

Discombobulated
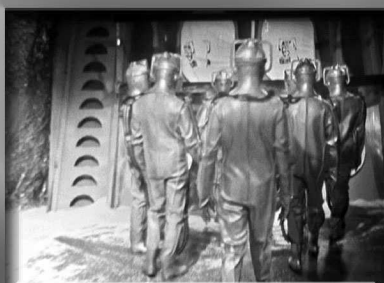
Play when another player begins to move. You may decide where that player moves. 19

Conversion glitch

Play as someone is converted. The conversion process is not completed. The character is a partial Cyberman but retains their humanity. 15

Cybersearch error

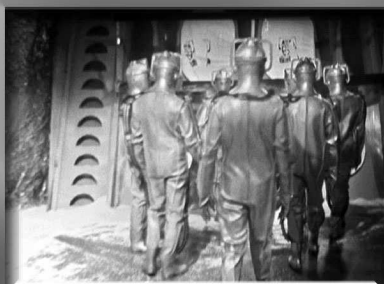Move all the Cybermen on your tile to an adjacent tile. 17

Discombobulated

Play when another player begins to move. You may decide where that player moves. 19

Cybercontroller

Place 5 Cybermen on any legal spaces on the map. 16

Cybersearch error

Move all the Cybermen on your tile to an adjacent tile. 17

EM Interference

No Cybermen attack until the end of your next turn. 20

Fear

Target player may not move during their next turn.

21

Fully Rested

Increase your Escape and Fatigue tokens to match that of one other player.

22

Hey, I got one of those!

Play this card when another player plays an item card. This card is an exact copy of their item card.

24

Fear

Target player may not move during their next turn.

21

Hacking

Play this card in front of you if you are in the Old Parliament House building. You have rigged you mobile phone to trigger a network virus. Discard this card to destroy all Mark V Cybermen in play.

23

Hysterical paralysis

Target player skips their next turn.

26

Fully Rested

Increase your Escape and Fatigue tokens to match that of one other player.

22

Hey, I got one of those!

Play this card when another player plays an item card. This card is an exact copy of their item card.

24

Hysterical paralysis

Target player skips their next turn.

26

I don't think they're dead

Put up to 2 Cybermen counters on empty squares where Cybermen were destroyed. They must be of the same Mark and type. You may not place a Cyberleader if there is one already on the map.

28

I'm coming with you!

Play when another player moves or starts in the same square. You move with them until the end of their turn.

29

Is that the Doctor over there?

Move one Cyberman on your square to another player's square immediately.

32

I don't think they're dead

Put up to 2 Cybermen counters on empty squares where Cybermen were destroyed. They must be of the same Mark and type. You may not place a Cyberleader if there is one already on the map.

28

Is that a passage?

Discard this card to move through a hedge.

30

Is that the Doctor over there?

Move one Cyberman on your square to another player's square immediately.

32

I'm coming with you!

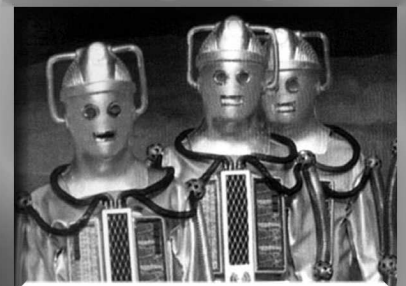Play when another player moves or starts in the same square. You move with them until the end of their turn.

29

Is that a passage?

Discard this card to move through a hedge.
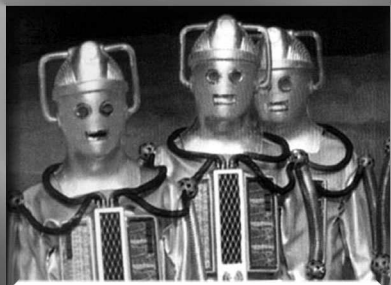
30

Just when you thought it couldn't get any worse

Place a Cyberman in every empty space of a building of your choice on a revealed tile.

34

Just when you thought it couldn't get any worse

Place a Cyberman in every empty space of a building of your choice on a revealed tile. **34**

Lost

Target player may not move off their current tile until after their next turn. **36**

Lots of running and screaming

Play when someone else rolls movement, you use their roll and move now instead of them. **37**

Lethargy

Until the end of your next turn, no player may spend any Fatigue tokens in combat. **35**

Lost

Target player may not move off their current tile until after their next turn. **36**

Much needed rest

Instead of moving, gain 2 Escape tokens. **38**

Lethargy

Until the end of your next turn, no player may spend any Fatigue tokens in combat. **35**

Lots of running and screaming

Play when someone else rolls movement, you use their roll and move now instead of them. **37**

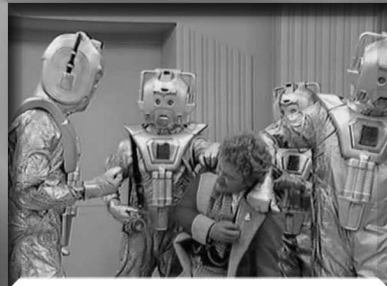## Much needed rest

Instead of moving, gain 2 Escape tokens. **38**

My, this looks familiar

Play this card to look at the top three cards. After looking, discard one, place one at the bottom of the deck and one at the top.

39

On the edge

Play when you have 1 Escape token and 1 Fatigue token. Take another turn.

40

Sprinklers

Play this card to prevent all Cybermen from moving until your next turn.

43

My, this looks familiar

Play this card to look at the top three cards. After looking, discard one, place one at the bottom of the deck and one at the top.

39

Reinforcements necessary

Place another Cyberconversion unit on a legal space on the map. You may not place the unit within 4 squares of any player or inside a building.

41

Sprinklers

Play this card to prevent all Cybermen from moving until your next turn.

43

On the edge

Play when you have 1 Escape token and 1 Fatigue token. Take another turn.

40

Reinforcements necessary

Place another Cyberconversion unit on a legal space on the map. You may not place the unit within 4 squares of any player or inside a building.

41

Stiff upper lippedness

Discard 1 Escape and 1 Fatigue token to take any card from the discard pile into your hand.

4

Stiff upper lippedness

Discard 1 Escape and 1 Fatigue token to take any card from the discard pile into your hand.

44

The keys are still in it!

You may use a car if there is one in the space you are in (see the Car rules).

46

The keys are still in it!

You may use a car if there is one in the space you are in (see the Car rules).

46

That didn't just happen!

Cancel any card as it is played.

45

The keys are still in it!

You may use a car if there is one in the space you are in (see the Car rules).

46

There you are!

Place your counter in the same square as the nearest other player.

47

That didn't just happen!

Cancel any card as it is played.

45

The keys are still in it!

You may use a car if there is one in the space you are in (see the Car rules).

46

There you are!

Place your counter in the same square as the nearest other player.

47

They're coming for you

Place a Cyberman on half the legal squares on another player's tile.

48
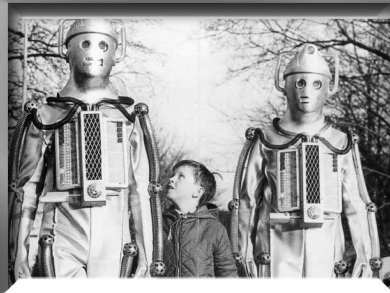
This isn't so bad

Move any 2 Cybermen in play to any legal space.

50

Too tired to run

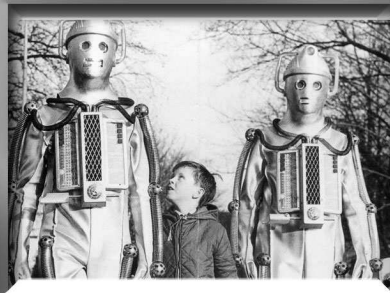No players may roll for movement until the end of your next turn.

51

They're coming for you

Place a Cyberman on half the legal squares on another player's tile.

48

This isn't so bad
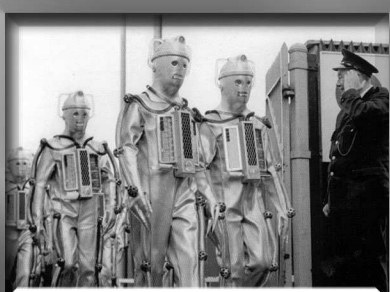
Move any 2 Cybermen in play to any legal space.

50

Wedding rage!

During their next turn, the target player attacks the nearest player. Both roll 1 die and add Fatigue tokens to increase the roll. The loser moves immediately to the starting tile.

52

They're everywhere!
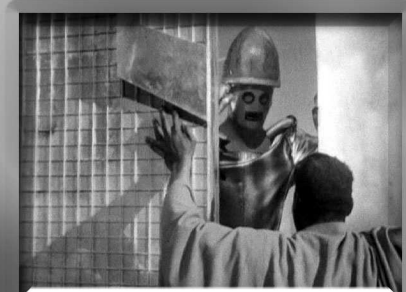
Place 10 Cybermen on any legal spaces on the map.

49

Too tired to run

No players may roll for movement until the end of your next turn.

51

Wedding rage!

During their next turn, the target player attacks the nearest player. Both roll 1 die and add Fatigue tokens to increase the roll. The loser moves immediately to the starting tile.

52

Hedge Trimmer

Play this card in front of you if you are in the Rex Hazzlewood Rose Garden. From that point on, you may discard this card to add 2 to all your die rolls in combat for that turn.

1

Did you hear that?

Move all Cybermen on your square to a legal adjacent square.

18

Reverse the polarity

Discard this card and all cards in your hand, if any. Immediately draw back up to 3 cards.

27

Hedge Trimmer

Play this card in front of you if you are in the Rex Hazzlewood Rose Garden. From that point on, you may discard this card to add 2 to all your die rolls in combat for that turn.

1

Hide!

Move another player to the nearest square to them that contains trees.

25

Reverse the polarity

Discard this card and all cards in your hand, if any. Immediately draw back up to 3 cards.

27

Did you hear that?

Move all Cybermen on your square to a legal adjacent square.

18

Hide!

Move another player to the nearest square to them that contains trees.

25

Cyberman says "Excellent!"

Play this card to cancel any card that directly effects you.

31

Cyberman says "Excellent!"

Play this card to cancel any card that directly effects you.

31

Cake

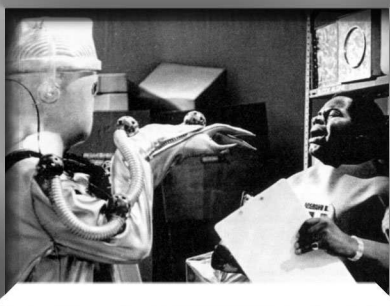Play this card if you are in a building. Gain 3 Fatigue tokens.

42

Back off!

Play this card to move another player from your square to an adjacent square. They may not be moved through impassable terrain.

10

It's hard being you

Play this card after a player loses a character to cyberconversion. You may take one item of your choice from them and place it in front of you.

33

Cake

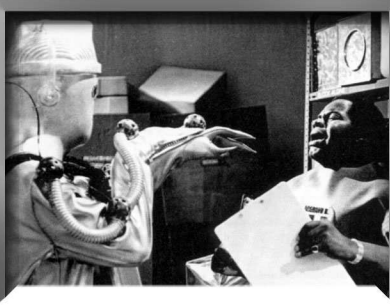Play this card if you are in a building. Gain 3 Fatigue tokens.

42

Bad Editing

Play when another player has just won in a combat. They must re-do that combat.

11

It's hard being you

Play this card after a player loses a character to cyberconversion. You may take one item of your choice from them and place it in front of you.

33

Back off!

Play this card to move another player from your square to an adjacent square. They may not be moved through impassable terrain.

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Bad Editing

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11