

# CYBERMEN

There was a time, eons in the past, when earths orbit was shared by another planet, Mondas. At that time earth was uninhabited, not even the first of the dinosaurs had been born, Mondas however was home to an advanced race of highly intelligent humanoids. At this time the Mondasians lived out died like the earthlings who were to evolve after then, times however changed.

Mondasian scientists where unable to accept death as part of the natural cycle of life, they sort to use their own advanced scientific expertise to combat the effects of ageing. Steadily their living 'human' organs and limbs were replaced with mechanical parts and computer circuitry. As these experiments gathered pace, and the whole of Mondas began to receive the new 'treatment', the race evolved beyond all recognition, and beyond the realms of natural progression. The Cybermen were born.

As the Cybermen had altered their bodies so their minds were altered as well; free thought and intellect was replaced by logic, and emotion was lost, replaced only by a cold resolve to cheat death and survive at *all* costs.

In keeping with the cyber-logic of "evolve and conquer" the race has seen many changes of its millions of year history. Cyber factions have been created and destroyed new worlds have been conquered and settled and wars have been won and lost, all resulting in metaphoric change in the appearance and attributes of what is collective called the cyber race.

The following section has been divided into sub-sections of Cyberman history; each subsection contains background, descriptions and profiles of the cybermen relevant to that period in their evolution.

## CYBERMONDASIANS (The Seventh Planet)

Before the full extent of the cyber-transformation was accomplished the cybermen origin planet of Mondas is torn from its orbit with earth and propelled across the solar system. The surface of the planet is deviated, and the 'cybermondasians' take refuge underground.

Following a journey "to the edge of solar system" Mondas was eventually brought under the control of the cybermondasians and they effectively *steered* the planet back on a course to joint its twin - Earth.

The dramatic end of the cybermondasians (the *original* Cybermen) came when they devised a plan to destroy Earth by draining it of its 'life force'. The whole scheme backfires; Mondas took on to much energy, and exploded. The Cybermens home planet was no more.

|                               |               |
|-------------------------------|---------------|
| <b>Title.</b> Cybermondasians | <b>2 PTS.</b> |
|-------------------------------|---------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| 2           | -           | +1             | -               | (u) 4       | 6                | -            |

| <b>Weapon</b> | <b>D</b> | <b>EFF</b> | <b>PB (0-2)</b> | <b>S(2-5)</b> | <b>M(5-10)</b> | <b>L(10-15)</b> | <b>E(15-25)</b> |
|---------------|----------|------------|-----------------|---------------|----------------|-----------------|-----------------|
| Laser Lamp    | 1        | -          | 3+              | 4+            | 5+             | 6+              | -               |

**Special Rules.**

WEAPON - Laser Lamp

- Area Effect - Medium Blast Template.
- No Template Re-Alignment.

**Description.**

Of all the cyber-sub species the cybermondasians are the closest to the human stock from which they developed. The shape of the 'human' head is still very evident, rather than being covered in a metal casing, the skull is evident through a plastic flesh cover. The skull cap has been removed and replaced by a metal cover - rendering the brain more accessible for 'adjustment'.

Cybermondasians are reliant on the remote power of Mondas to animate them; a lamp-like unit on the top of the Cyberman's head is a conductor channeling energy to the relevant parts of his body.

The large and bulky chest unit contains an array of complex life support systems, as well as a detachable laser lamp, which is the Cybermondasians only weapon.

**ORGANISATION AND COMMAND**

Cybermondasians have no leader figures or command structure.

**MAXIMUM DETACHMENT POINTS: 20**

**ALLIES:** None

**EARLY CYBERFACTION (EcF) (INVASION)**

Whilst Mondas continues to drift across space, a faction of the cybermondasians advocated a break from their planet of origin and a search for a new home world. The Faction's opportunity comes when Mondas passes close to a mysterious planet known only as "Planet 14".

Following a successful 'space hop' from Mondas to Plant 14 this Early Cyberfaction established a successful base on their new home world and began construction of a interstellar space fleet to pursue their ambitions of conquest.

Much of the development of the early Cyberfaction race was channeled into the quest for better and more deadly weaponry and personal protection.

|  |                |
|--|----------------|
| <b>Title.</b> Early Cyberfaction Warrior | <b>25 PTS.</b> |
|--|----------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

|             |             |                |                 |             |                  |              |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|

|   |   |    |   |      |   |   |
|---|---|----|---|------|---|---|
| 2 | 6 | +2 | - | (u)4 | 6 | - |
|---|---|----|---|------|---|---|

| Weapon      | D | EFF | PB(0-2) | S(2-5) | M(5-10) | L(10-15) | E(15-25) |
|-------------|---|-----|---------|--------|---------|----------|----------|
| ECFRifle    | 2 |     | 3+      | 4+     | 5+      | 6+       | -        |
| Sonic Blast | 1 | 4   | 3+      | 3+     | 6+      | -        | -        |

### Special Rules.

#### DUEL WEAPON

Warriors may use either one of the two weapons available.

WEAPON - Sonic Blast

- Area Effect: Giant Blast Template
- No Template Re-alignment

|   |                 |
|---|-----------------|
| <b>Title.</b> Early Cyberfaction Leader | <b>3.5 PTS.</b> |
|---|-----------------|

| Actions Available |           |             |      |         |  |  |
|-------------------|-----------|-------------|------|---------|--|--|
| Move              | Move Fast | Move & Fire | Fire | Assault |  |  |

| Hits | Save | Assault | Fire Arc | Move | Move Fast | Sneak |
|------|------|---------|----------|------|-----------|-------|
| 3    | 6    | +2      | -        | (u)4 | 6         | -     |

| Weapon      | D | EFF | PB(0-2) | S(2-5) | M(5-10) | L(10-15) | E(15-25) |
|-------------|---|-----|---------|--------|---------|----------|----------|
| ECFRifle    | 2 | -   | 3+      | 4+     | 5+      | 6+       | -        |
| Sonic Blast | 1 | 4   | 3+      | 3+     | 6+      | -        | -        |
| Hand Bomb   | 5 | 4   | 4+      | 5+     | 6+      | -        | -        |

### Special Rules.

#### THREE WEAPONS

Leaders may use either one of the three weapons available.

WEAPON - Sonic Blast

- Area Effect: Giant Blast Template
- No Template Re-alignment

WEAPON - Hand Bomb

- Area Effect: Giant Blast Template
- No line of Sight required (see rule book P. 12)

### Description.

Early Cyberfaction leaders follow the same description as their warriors, described above; the only outward sign of their rank is the colour of their audio antennas, which are black rather than silver.

As well as the standard two weapons, EcF leaders are also armed with an immensely powerful 'hand bomb'.

### ORGANISATION AND COMMAND

EcF leaders offer a point of command and contact for detachments of cyber Warriors. Although they afford no moral befits or extra physical presence on the battlefield they do act as a point from which commands are received and issued.

- Every EcF detachment must contain one, and only one leader.

**MAXIMUM DETACHMENT POINTS: 20**

**ALLIES:** None

**LATE CYBERFACTION (LcF) (Wheel in Space, Moon base)**

Sometime around 1979 A.D. the Early Cyberfaction launched a two-wave invasion of Earth, which proved to be a total failure. The first wave of the assault was completely wiped out, and the second was forced to retreat to the dark side of the moon.

By this time Mondas had been destroyed, and the Cybermen which now sheltered on the dark side of the moon where the last remaining of the once powerful cyber race. Again the cybermen began to develop and evolve. Their appearance changed again and the EcF became; The Late Cyberfaction.

|   |                 |
|---|-----------------|
| <b>Title.</b> Late Cyberfaction Warrior | <b>2.5 PTS.</b> |
|---|-----------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| 3           | 6           | +2             | -               | (u) 4       | 6                | -            |

| <b>Weapon</b> | <b>D</b> | <b>EFF</b> | <b>PB (0-2)</b> | <b>S (2-5)</b> | <b>M (5-10)</b> | <b>L (10-15)</b> | <b>E (15-25)</b> |
|---------------|----------|------------|-----------------|----------------|-----------------|------------------|------------------|
| Sonic Blast   | 2        | 4          | 3+              | 3+             | 6+              | -                | -                |

**Special Rules.**

WEAPON - Sonic Blast

- Area Effect: Giant Blast Template.
- No Template Re-alignment.
- No Line of Sight required.
- Cybermen cannot be harmed by sonic Blast.

**Description**

The basic appearance and construction of Late Cyberfaction warriors is the same as its predecessors. The exoskeleton supports to the limbs have changed somewhat however, the rods now have block connections and the whole thing has been moved from the side to the front (and back) of the body. The head is now more oval, with different looking features.

The Cyberman is now armed with only one weapon - The Sonic Blaster that has been improved, to make it even more effective.

|   |                 |
|---|-----------------|
| <b>Title.</b> Late Cyberfaction Laser Cannon Team | <b>5x2 PTS.</b> |
|---|-----------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| Hits | Save | Assault | Fire Arc | Move  | Move Fast | Sneak |
|------|------|---------|----------|-------|-----------|-------|
| 3    | 6    | +2      | -        | (u) 4 | 5         | -     |

| Weapon       | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|--------------|---|-----|----------|---------|----------|-----------|-----------|
| Sonic Blast  | 2 | 4   | 3+       | 3+      | 6+       | -         | -         |
| Laser Cannon | 5 | 3   | -        | -       | 4+       | 5+        | 5+        |

### Special Rules.

#### DUEL WEAPON

Warriors may use either one of the two weapons available.

#### SPECIAL RULES

WEAPON - Sonic Blast

- Area Effect: Giant Blast Template.
- No Template Re-alignment.
- No Line of Sight required.
- Cybermen cannot be harmed by sonic Blast.

WEAPON - Laser Cannon

- Area Effect: Giant Blast Template.
- Template may be Re-alignment.
- Line of Sight required.
- Team Weapon: Must be controlled by two operators.
- \*Cannot MOVE & FIRE.

#### Description

Laser Cannon teams are the same as normal LcF warriors, but are armed with a massive laser cannon, which requires operation by two cybermen. The laser cannon delivers a powerful *straight* blast of energy, which explodes on impact.

#### ORGANISATION AND COMMAND

The figure of the Cyber leader is no longer a feature of Late Cyberfaction forces, commanders are not seen to be necessary.

- LcF detachments may only contain 1 Laser Cannon Team.

**MAXIMUM DETACHMENT POINTS: 20**

**ALLIES: None**

#### CYBERNOMADS (Revenge of the Cybermen)

Whilst the rest of the cyber race were struggling in their quest to take earth a break away group of the Cyberfaction was on a journey away from Mondas and their home solar system (The Milky Way), into uncharted areas of the universe. This breakaway group is known as the cyberNomads.

Rather than seeking a new home world the cyberNomads were content to exist as a space-fearing race, they sort conquest over other worlds only as part of their endless quest to become masters of the cosmos.

After many centuries of progress and empire building throughout the galaxy The cyberNomads met their match when they came up against a nation of humans, who, with the help of The Vogons, discovered The Cybermens Achilles heel; Gold. Using the Vogons resources the humans developed The Glittergun, its shot of gold dust was deadly to the Cybermen and its timely invention led to the cyberNomads being almost wiped out.

|                                  |               |
|----------------------------------|---------------|
| <b>Title.</b> CyberNomad Warrior | <b>3 PTS.</b> |
|----------------------------------|---------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| 3           | 6           | +2             | -               | (u) 4       | 5                | -            |

| <b>Weapon</b>   | <b>D</b> | <b>EFF</b> | <b>PB (0-2)</b> | <b>S (2-5)</b> | <b>M (5-10)</b> | <b>L (10-15)</b> | <b>E (15-25)</b> |
|-----------------|----------|------------|-----------------|----------------|-----------------|------------------|------------------|
| Cranium Blaster | 2        | -          | 2+              | 3+             | 4+              | 5+               | 6+               |

**Special Rules.**

WEAPON - Cranium Blaster

- Area Effect: Medium Blast Template.
- No Template Re-alignment.
- Line of Sight required

**Description**

Evolved directly from the early Cyberfaction these Cybermen retain many of the same features. Their weapon system is however radically different. A small perturbing section of the 'cranium' now houses a blaster, which is controlled by pressing a button on the front control panel.

|                                 |               |
|---------------------------------|---------------|
| <b>Title.</b> CyberNomad Leader | <b>4 PTS.</b> |
|---------------------------------|---------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| 3           | 6           | +2             | -               | (u) 4       | 5                | -            |

| <b>Weapon</b>   | <b>D</b> | <b>EFF</b> | <b>PB (0-2)</b> | <b>S (2-5)</b> | <b>M (5-10)</b> | <b>L (10-15)</b> | <b>E (15-25)</b> |
|-----------------|----------|------------|-----------------|----------------|-----------------|------------------|------------------|
| Cranium Blaster | 2        | -          | 2+              | 3+             | 4+              | 5+               | 6+               |

**Special Rules.**

WEAPON - Cranium Blaster

- Area Effect: Giant Blast Template.
- No Template Re-alignment.
- Line of Sight required.

**Description**

Like The Early Cyberfaction before them the Nomads chose to use 'leaders' to control and command battle operations. Again their only difference in appearance being their black antenna and head gear. Physically cyberNomad leaders are stronger than warriors, and posses an even more powerful Cranium Blaster.

## ORGANISATION AND COMMAND

CyberNomad leaders offer a point of command and contact for detachments of cyber Warriors. Although they afford no moral benefits on the battlefield, they do act as a point from which commands are received and issued.

Every cyberNomad detachment must contain one, and only one leader.

**MAXIMUM DETACHMENT POINTS:** 20

**ALLIES:** None

## CYBERTELOSIANS (Tomb of the Cybermen)

Whilst the cyberNomads were waging war in one distant part of the cosmos, what remained of the second wave of the Cyberfaction (from over one thousand years ago) was waging war in another. Following two three failed attempts to conquer earth the late Cyberfaction had been forced to retreat to lick their wounds. These Cybermen were more concerned with survival than conquest, they needed to find a suitable planet on which to rest, grow mighty again and plan their next conquest. They chose the planet Telos.

The native inhabitants of Telos were Cryons, a race which needed a controlled sub-zero environment in which to survive. They build refrigerated cities in which to survive, and it was these that attracted the attention of the cybermen. They subjugated the Cryons and transformed their cities into "tombs", in which they rested and recuperated in a form of living death.

|                                     |               |
|-------------------------------------|---------------|
| <b>Title.</b> Cybertelosian Warrior | <b>2 PTS.</b> |
|-------------------------------------|---------------|

| <b>Actions Available</b> |           |             |      |         |  |  |
|--------------------------|-----------|-------------|------|---------|--|--|
| Move                     | Move Fast | Move & Fire | Fire | Assault |  |  |

| <b>Hits</b> | <b>Save</b> | <b>Assault</b> | <b>Fire Arc</b> | <b>Move</b> | <b>Move Fast</b> | <b>Sneak</b> |
|-------------|-------------|----------------|-----------------|-------------|------------------|--------------|
| 3           | 6           | +2             | -               | (u) 4       | 5                | -            |

| <b>Weapon</b> | <b>D</b> | <b>EFF</b> | <b>PB (0-2)</b> | <b>S (2-5)</b> | <b>M (5-10)</b> | <b>L (10-15)</b> | <b>E (15-25)</b> |
|---------------|----------|------------|-----------------|----------------|-----------------|------------------|------------------|
| Telo Pistol   | 2        | -          | 2+              | 3+             | 4+              | 5+               | -                |

### Description

Cybertelosians have changed very little since their time as late Cyberfaction, the exo-skeleton frame has moved back to its 'original' location on the side of the warrior. The built in Sonic Lamp weapon has also been replaced by a slim hand held 'pistol' which slots under the front control panel.

|  |                 |
|--|-----------------|
| <b>Title.</b> Cybertelosian Controller | <b>2.5 PTS.</b> |
|--|-----------------|

| Actions Available |           |             |      |         |  |  |
|-------------------|-----------|-------------|------|---------|--|--|
| Move              | Move Fast | Move & Fire | Fire | Assault |  |  |

| Hits | Save | Assault | Fire Arc | Move  | Move Fast | Sneak |
|------|------|---------|----------|-------|-----------|-------|
| 3    | 5    | +5      | -        | (u) 4 | 5         | -     |

### Special Rules.

ASSAULT - Extra Strong

- The cyber Controller causes 2 points of damage in combat.

### Description

The Cybertelosian controller is in effect a walking computer, which controls and commands cyber operations. The controller is of similar appearance to the warriors, but the chest unit is gone and a high dome, which contains the extra circuitry required for command, has replaced the top of the head. The cyber Controller is not armed, but has been enhanced with extra strength and body armour.

### ORGANISATION AND COMMAND

Other than the central cyber Controller figure, the Cybertelosian have no other form of squad or detachment leader.

- Only one cyber Controller may be involved in any battle.

### MAXIMUM DETACHMENT POINTS: 20

ALLIES: None

### CYBERNEOMORPHS (Earth shock, Five Doctors, Attack of the Cybermen)

The last and 'most' evolved form of Cybermen to develop was formed from the two remaining cyber sub species - cyberNomad and Cybertelosian. A small detachment of Nomads arrived on Telos during the period in which the Cybertelosian 'slept'

in their tombs, they reactivated their long lost 'brothers' and together joined forces to form a new, super, cyber Race - The cyberneomorphs. The forging of the cyberNomads began a period of successful expansion and colonization for the cyber Race. As conquests were made their subjugated victims were delivered back to Telos for 'cyber-conversion'.

|                             |               |
|-----------------------------|---------------|
| <b>Title.</b> Cyberneomorph | <b>3 PTS.</b> |
|-----------------------------|---------------|

| Actions Available |           |             |      |         |  |  |
|-------------------|-----------|-------------|------|---------|--|--|
| Move              | Move Fast | Move & Fire | Fire | Assault |  |  |

| Hits | Save | Assault | Fire Arc | Move  | Move Fast | Sneak |
|------|------|---------|----------|-------|-----------|-------|
| 3    | 5    | +3      | -        | (u) 4 | 5         | -     |

| Weapon  | D | EFF | PB (0-2) | S (2-5) | M (5-10) | L (10-15) | E (15-25) |
|---------|---|-----|----------|---------|----------|-----------|-----------|
| Blaster | 2 | -   | 2+       | 3+      | 4+       | 5+        | 6+        |

**Description**

The most evolved form that the Cyberman appeared in, Cyberneomorph are deadly. The pistol has been replaced by a much powerful blaster, and the Cyberman's armour has been improved too. The helmet has also been extensively modified.

**ORGANISATION AND COMMAND**

Nothing published to my knowledge.