



There was a time, aeons in the past, when earth's 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 and died like the earthlings who were to evolve after them, times however changed.

Mondasian scientists where unable to accept death as part of the natural cycle of life, they saught 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.

## EVOLUTION OF THE CYBERMEN

In keeping with the cyber-logic of "evolve and conquer" the race has seen many changes over 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 collectively called the cyber race.

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

## CYBERMONDASIANS (The Tenth 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 devastated, 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 join 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 backfired; Mondas took on too much energy, and exploded. The Cybermen's home planet was no more.

### ORGANISATION AND COMMAND

CyberMondasians have no leader figures or command structure.


**MAXIMUM DETACHMENT POINTS: 20 ALLIES: None**

### SPECIAL RULES

#### *WEAPON - LASER LAMP*

Area Effect - Medium Blast Template.

No Template Re-Alignment.

	<b>CYBERMONDASIAN</b>		<b>2 PTS</b>				
	<b>ACTIONS AVAILABLE</b> MOVE // MOVE FAST // FIRE // MOVE & FIRE // ASSAULT						
<b>SPECIAL RULES</b> , Weapon 1) Laser Lamp							
Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak	
2	-	+1	-	(U) 4	6	-	
Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)
Laser Lamp	1	-	-	3-6	4-6	5-6	6
<b>DESCRIPTION</b>							
<p>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 cybermans head is a conductor channelling energy to the relevant parts of his body.</p> <p>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.</p>							

## EARLY CYBERFACTION (INVASION)

Whilst Mondas continued 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 came when Mondas passed 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.

### ORGANISATION AND COMMAND

EcF leaders offer a point of command and contact for detachments of cyberWarriors. Although they afford no moral benefits 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**

### SPECIAL RULES

#### *DUEL WEAPON*

Warriors may use either one of the two weapons available.

#### *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)



## EARLY CYBERFACTION 2.5 PTS

### ACTIONS AVAILABLE

MOVE // MOVE FAST // FIRE //  
MOVE & FIRE // ASSAULT

SPECIAL RULES, 1) Dual Weapon

SPECIAL RULES, Weapon 1) Sonic Blast

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

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

### DESCRIPTION

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

This evolution of the Cyberman is armed with an energy rifle and a powerful Sonic Blaster.



## EARLY CYBERFACTION LEADER 3.5 PTS

### ACTIONS AVAILABLE

MOVE // MOVE FAST // FIRE //  
MOVE & FIRE // ASSAULT

SPECIAL RULES, 1) Three Weapons

SPECIAL RULES, Weapon 1) Sonic Blast 2) Hand Bomb

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)
Energy Rifle	2	-	3-6	4-6	5-6	6	-
Sonic Blast	1	4	3-6	3-6	6	-	-
Hand Bomb	5	4	-	-	4-6	5-6	6

### 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'.

## LATE CYBERFACTION (Wheel in Space, Moonbase)

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 were 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 cyber-Faction.

### ORGANISATION AND COMMAND

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

LcF detachments may only contain 1 Laser Cannon Team.

**MAXIMUM DETACHMENT POINTS:** 20

**ALLIES** None

### 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.

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.

		<b>LATE CYBERFACTION</b>		<b>2.5 PTS</b>			
		<b>ACTIONS AVAILABLE</b>					
		MOVE // MOVE FAST // FIRE //					
		MOVE & FIRE // ASSAULT					
		<b>SPECIAL RULES, Weapon 1) Sonic Blast</b>					
	Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
	3	6	+2	-	(U) 4	(U) 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	3-6	3-6	6	-	-
<b>DESCRIPTION</b>							
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.							



## LASER CANNON TEAM (2x) 5 PTS

**ACTIONS AVAILABLE**  
MOVE // MOVE FAST // FIRE //  
MOVE & FIRE // ASSAULT

**SPECIAL RULES**, 1) Dual Weapon  
SPECIAL RULES, Weapon 1) Sonic Blast 2) Laser Cannon

		Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak
		3	6	+2	-	(U) 4	(U) 6	-
Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)	
Laser Cannon	5	3	-	-	4-6	5-6	6	
Sonic Blast	2	4	3-6	3-6	6	-	-	

**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.

## 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 cyber-Faction 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-faring race, they sought 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 Cybermen's Achilles heel; Gold. Using the Vogons resources the humans developed The Glittergun, it's shot of gold dust was deadly to the Cybermen and its timely invention led to the cyberNomads being almost wiped out.

### ORGANISATION AND COMMAND

CyberNomad leaders offer a point of command and contact for detachments of cyberWarriors. 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**

### SPECIAL RULES

**WEAPON - CRANIUM BLASTER**  
Area Effect: Medium Blast Template.  
No Template Re-alignment.  
'Line of Sight required.

**WEAPON – LEADER'S CRANIUM BLASTER**  
Area Effect: Giant Blast Template.  
No Template Re-alignment.  
Line of Sight required.

**CYBERNOMAD****3 PTS**

**ACTIONS AVAILABLE**  
 MOVE // MOVE FAST // FIRE //  
 MOVE & FIRE // ASSAULT

**SPECIAL RULES**, Weapon 1) Cranium Blaster

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

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

**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.

**CYBERNOMAD LEADER****4 PTS**

**ACTIONS AVAILABLE**  
 MOVE // MOVE FAST // FIRE //  
 MOVE & FIRE // ASSAULT

**SPECIAL RULES**, Weapon 1) Leaders Cranium Blaster

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

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

**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.

## CYBERTELOSAINS (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 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.

### ORGANISATION AND COMMAND

Other than the central cyberController figure, the cyberTelosians have no other form of squad or detachment

leader. Only one cyberController may be involved in any battle


**MAXIMUM DETACHMENT POINTS:** 20


**ALLIES:** None

### SPECIAL RULES

#### *ASSAULT - EXTRA STRONG*

The cyberController causes 2 points of damage in combat.

		<b>CYBERTELOSIAN</b>					<b>2 PTS</b>	
		<b>ACTIONS AVAILABLE</b> MOVE // MOVE FAST // FIRE // MOVE & FIRE // ASSAULT						
	Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak	
	3	6	+2	-	(U) 4	(U) 5	-	
Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)	
Telo Pistol	2	-	2-6	3-6	4-6	5-6	-	
<b>DESCRIPTION</b>								
Evolved directly from the early Cyberfaction these Cybermen retain many of the same features. Their weapon system is however radically different. A small protruding section of the 'cranium' now houses a blaster, which is controlled by pressing a button on the front control panel.								

	<b>CYBER CONTROLLER</b>		<b>2.5 PTS</b>																																
	<p><b>ACTIONS AVAILABLE</b>          MOVE // MOVE FAST // FIRE //          MOVE &amp; FIRE // ASSAULT</p> <p><b>SPECIAL RULES</b>, Assault 1) Extra Strong</p>																																		
<table border="0"> <tr> <td>Weapon</td> <td>D</td> <td>EFF</td> <td>PB (0-2)</td> <td>S (2-5)</td> <td>M (5-10)</td> <td>L (10-15)</td> <td>E (15-25)</td> </tr> <tr> <td>None</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> <td>-</td> </tr> </table>		Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)	None	-	-	-	-	-	-	-	<table border="0"> <tr> <td>Hits</td> <td>Save</td> <td>Assault</td> <td>Fire Arc</td> <td>Move</td> <td>Move Fast</td> <td>Sneak</td> </tr> <tr> <td>3</td> <td>5</td> <td>+5</td> <td>-</td> <td>(U) 4</td> <td>(U) 5</td> <td>-</td> </tr> </table>		Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak	3	5	+5	-	(U) 4	(U) 5	-		
Weapon	D	EFF	PB (0-2)	S (2-5)	M (5-10)	L (10-15)	E (15-25)																												
None	-	-	-	-	-	-	-																												
Hits	Save	Assault	Fire Arc	Move	Move Fast	Sneak																													
3	5	+5	-	(U) 4	(U) 5	-																													
<p><b>DESCRIPTION</b></p> <p>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 cyberController is not armed, but has been enhanced with extra strength and body armour.</p>																																			

**CYBERNEOMORPHS (Earthshock, 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 cyberTelosians 'slept' in their tombs, they reactivated their long lost 'brothers' and together joined forces to form a new, super, cyberRace - The cyberNeomorphs. The forging of the cyberNeomorphs began a period of successful expansion and colonisation for the cyberRace. As conquests were made their subjugated victims were delivered back to Telos for 'cyber-conversion'.

**ORGANISATION AND COMMAND**  
 Nothing published.  
**MAXIMUM DETACHMENT POINTS**  
 20  
**ALLIES**  
 None



## CYBERNEOMORPH

3 PTS

### ACTIONS AVAILABLE

MOVE // MOVE FAST // FIRE //  
MOVE & FIRE // ASSAULT

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

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

### DESCRIPTION

The most evolved form that the Cybermen have yet appeared in; Cyberneomorph Cybermen are deadly.

The pistol has been replaced by a much powerful blaster, and the Cyberman's armour has been greatly improved too.

The helmet has also been extensively modified.