

# 5150 CYBERMEN

## QRS:

**2 IN-SIGHT TEST**  
**Pass 2d6**  
 • All fire.  
**Pass 1d6**  
 • In cover will fire normally.  
 • In open will rush shot and fire at maximum Target Rate and at -1 to Rep.  
**Pass 0d6**  
 • All remain in place and do nothing.

**2 RECEIVED FIRE TEST**  
*"Star" may choose his reaction.*  
*If called on to fire Inactive will always return fire.*  
*If called on to fire Active may choose their target*  
**Pass 2d6**  
 • Those in cover - If outgunned will return fire normally.  
 • Those in open - If outgunned and fast moving will continue move to cover if within 8", otherwise duck back. If outgunned and not fast moving will go prone and may fire. Otherwise finish move and may fire as normal.  
**Pass 1d6**  
 • Those in cover - If outgunned will Duck Back. If fired on to flank or rear will Duck Back. Otherwise return fire at -1 to Rep.  
 • Those in open - If outgunned will immediately go prone and may not fire. If fired on to flank or rear will Duck Back. Otherwise cease movement and fire at -1 to Rep.  
**Pass 0d6**  
 • Those in cover will Duck Back.  
 • All others will Runaway.

**2 LD "WANTING TO CHARGE" CHECK**  
*"Star" may choose his reaction.*  
**Pass 2d6**  
 • All will charge into hand-to-hand combat.  
**Pass 1d6**  
 • All will charge into hand-to-hand combat.  
**Pass 0d6**  
 • Those in cover will remain in place and if possible will fire instead.  
 • Others charge.

**CYBERMEN ATTRIBUTES**  
 All Cybermen share the following Attributes:  
**Cold as ice:** Never outgunned.  
**Slow:** Subtract 2" from move.

**2 "BEING CHARGED" CHECK**  
**Pass 2d6**  
 • Those that can will fire and prepare for melee.  
 • Those charged to flank or rear may not fire but will prepare for melee.  
 • Others will remain in place and prepare to melee.  
**Pass 1d6**  
 • Those in cover - Fire and prepare for melee.  
 • Those charged to flank or rear will turn to face enemy and count as -1 to Rep for first turn of melee.  
 • Others may not fire but will prepare for melee.  
**Pass 0d6**  
 • Those in cover - May not fire but will prepare for melee.  
 • Others Runaway.

**2 KNOCK/BACK RECOVERY CHECK**  
*"Star" may choose his reaction for Duck Backs only.*  
**Pass 2d6**  
 • All back in the fight. Carry on as desired.  
**Pass 1d6**  
 • Immediately roll again counting a result of pass 1d6 as if a result of pass 0d6.  
**Pass 0d6**  
 • Knockdowns are "out of the fight".  
 • Duck Backs will Runaway.

**2 LD "RALLY" CHECK**  
**Pass 2d6**  
 • All back in the fight. Carry on as desired.  
**Pass 1d6**  
 • All back in the fight. Carry on as desired.  
**Pass 0d6**  
 • Those in cover/buildings back in fight.  
 • Others - Remove figure from play.

### CURRENT HISTORY

Cybermen were originally a wholly organic species of humanoids originating on Earth's twin planet Mondas that began to implant more and more artificial parts into their bodies. This led to the race becoming coldly logical and calculating, with emotions usually only shown when naked aggression was called for.

Cybermen have EXO armour.



Weapon	Range	Targets	None	SB	HB	AB	REF	DIS	SHIM	EXO	BTA	COST
Cyber Blaster	24	1	OD	OD	3	Special	Special	Special	4	2	1	35
Unarmed Combat	x	1	OD	OD	2	2	2	2	2	1	0	16