

THE CYBERMEN

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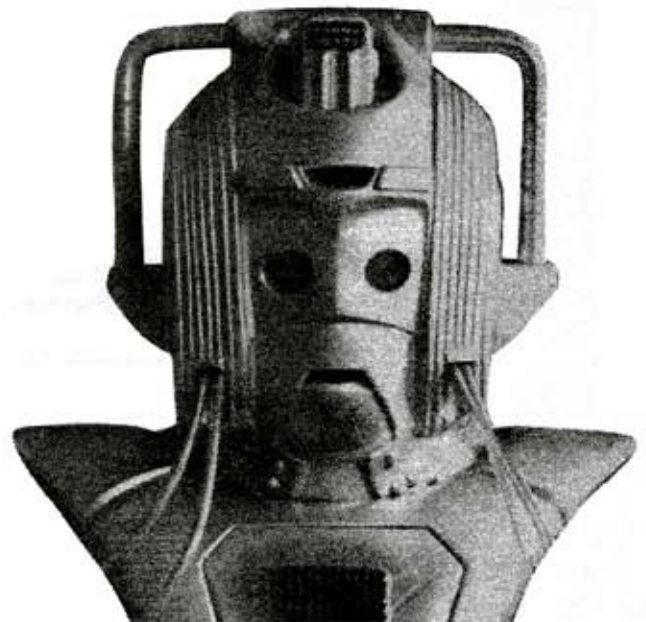
Stan Kowalski and Bill Karh

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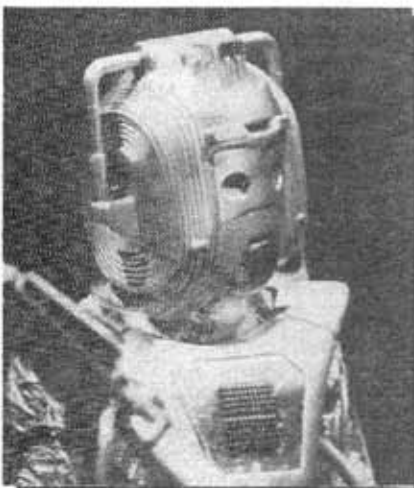
INTRODUCTION



MECHANICAL MONSTERS

Except for the Daleks and The Master, the Cybermen have been featured in *DOCTOR WHO* longer than any other villains. They have faced five of The Doctor's six incarnations, and are usually found near the top of fan polls of the series' most popular villains. Perhaps one reason for their popularity is that they are not really evil, just cold and logical. However, their lack of feeling tends to make them even more terrifying. Their popularity may also be due to the care that their creators, Kit Pedler and Gerry Davis, took in developing the race. They added details and quirks to the Cybermen, leaving them a balanced, well-developed culture.

This book contains information for gamemasters who wish to design adventures featuring these foes of The Doctor. Exercise care when gamemastering Cybermen because they are **EXTREMELY** powerful fighters. Do not place player characters in direct combat situations with large numbers of Cybermen. Otherwise, the gamemaster will soon have several dead characters on his hands.



CONTENTS OF THIS BOOK

This *DOCTOR WHO: The Role Playing Game* supplement is divided into two books: a large gamemaster's book and a short players' information booklet.

The first chapter of this book, **The Tenth Planet**, presents a complete historical chronicle that describes events beginning with the evolution of life on Mondas and going up through the current day. The **Timeline** chapter summarizes the main events of the Cybermen's history. **The Cyber-Mind** presents how Cybermen think, plan, and operate. It also contains their command control structure and the goals of their race. The **Cyber-Technology** chapter contains a detailed account of how Cybermen are built, how they work, and what they can do. The chapter also provides statistics for cyber-equipment and the various types of Cybermen that The Doctor has encountered. **Judging Moves And Combat** presents the rules necessary for conducting combat with Cybermen and contains notes on their usual battle tactics.



Cyberman Adventures contains a wealth of hints on designing adventures and campaigns involving the Cybermen, including a summary of *DOCTOR WHO* episodes that feature the Cybermen and statistics for various NPCs. The **Adventure Design** chapter discusses how a gamemaster should create an adventure involving Cybermen. Finally, **Cyber-Colony** presents maps and descriptions of a Cyberman tomb that the gamemaster may use in an adventure.

Give **The Cyber Files** book to the players so that they can refer to it when necessary. The book contains a series of data files that CIA agents illegally retrieved from the APC Matrix. Some of the player's book entries may be incorrect or misleading, as it presents aspects of the Cybermen that the Time Lords **THINK** are correct. The gamemaster's supplement presents the Cybermen as they actually are.



THE TENTH PLANET

Eons ago, when the Sol system was forming, the planets Mondas and Earth were part of the same body of matter. The great explosions that created Sol and its planets split this chunk of matter into two identical halves. Both fragments swirled about the sun and were caught in opposing orbits.

Because Earth and Mondas were formed from the same body of matter, the planets were duplicates of one another. All of Earth's land masses were recreated on Mondas. The biological potentials and chemical compositions of the two planets were also identical. Around 400,000,000 B.C., a protein-rich, primordial soup of amino acids formed on the two planets. This soup would eventually give birth to all Earthly and Mondasian lifeforms.

Life on Earth and Mondas should have evolved at exactly the same time. However, the explosion of a Jagaroth spaceship (as related in the *DOCTOR WHO* episode "City of Death") sped up evolution on Earth. This explosion also altered Earth's environment so that a race of intelligent reptiles (the Silurians and Sea-Devils) evolved on Earth before the mammals (who are much better-suited biologically to live on the planet). However, after the Silurians went into hiding from the rogue planet entering their system, the evolutionary lines on both planets proceeded along similar lines.



MONDASIAN PREHISTORY

The first intelligent creatures to evolve on Mondas were primitive mammalian cave-dwellers nearly identical to those who would later evolve on Earth. These cave-dwellers inhabited nearly all the temperate areas on the planet. Before long, the Mondasians were making tools and building simple shelters. Small groups of cave dwellers began to band together for defense and hunting, and they eventually discovered the basic principles of agriculture.

The first Mondasian civilizations were composed of large, barbaric tribes on the Eastern, Western, and Southern continents (roughly analogous to Eurasia, the Americas, and Australia, respectively, on Earth). The tribes of the West resembled the Germanic tribes of Earth, those of the East resembled the Orientals, and the tribes of the South resembled Earth's South Pacific Islanders. The primitive Mondasian tribes were an aggressive lot, and quarreled often among themselves. None of the three main groups had as yet encountered the other tribes.

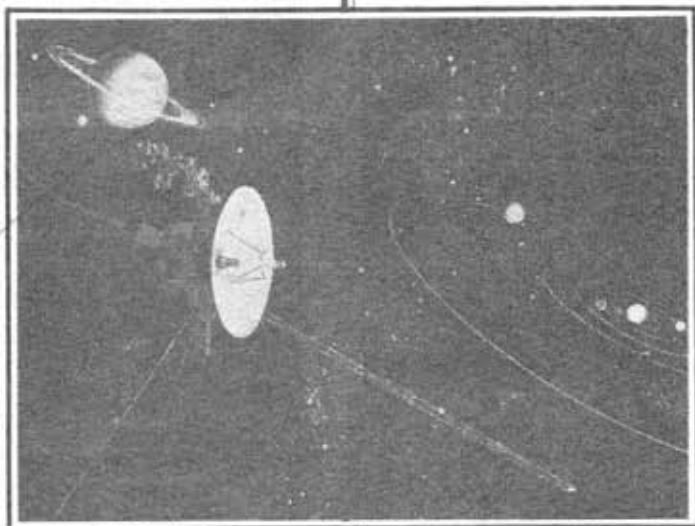


THE RISE OF THE EAST

The first important event in Mondasian history occurred around 200,144,000 B.C. when Xtiloth, a military scout from the planet Menkar, crashed his starcraft on the Eastern continent. Knowing that he was stranded on the planet for the rest of his life, Xtiloth decided to help its rapidly developing civilization. With his technologically advanced weapons, he quickly gained the respect of the Eastern tribesmen and began schooling them in mathematics and philosophy.

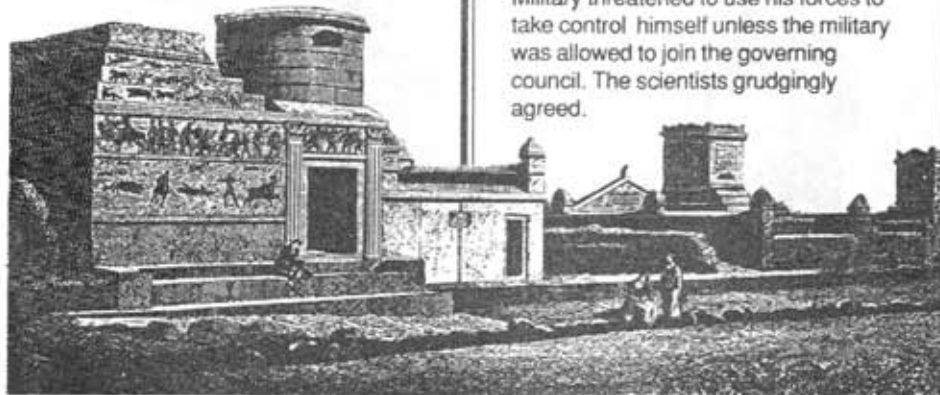
After Xtiloth died, the tribes of Eastern Mondas formed several powerful clans, each ruled by a religious hierarchy. Due to Xtiloth's teaching, the Eastern Mondasians worshipped technology. Any members of the society showing an aptitude for mathematics or philosophy were revered and became religious leaders. The Eastern clans fought many fierce wars, usually over natural resources or territory. The larger clans often enveloped smaller ones, assuming control of all their territory and belongings. Eventually, only three large clans remained: the Kazan-Tor, the Jing-Ro, and the Maza-Toru. The three clans were bitter rivals, but none was strong enough to conquer the others.

The Kazan-Tor was the first tribe to develop their nautical technology enough to sail to the Western and Southern continents. At this time, the tribes of the West and South were still quite barbaric, and could not resist the rapid colonization by the superior Easterners. The Kazan-Tor began to dominate the other clans through their natural resources and slave warriors captured from the other continents. Eventually, the other clans opened their own sea routes to the West and South, though the balance of power still favored the Kazan-Tor. The clans competed fiercely for overseas holdings. Fighting a losing battle, the Jing-Ro and the Maza-Toru formed a shaky alliance against the Kazan-Tor. This led to the most brutal period of warfare in Mondas history.



The conflict that began in the year 200,142,361 a.c. became known as the Millennial Wars because it lasted nearly 3,000 years. Battles were fought on land and sea, and later, in the air. When the wars began, the three clans had the technological level of Earth during its 17th century. At the end of the wars, they possessed the technology of Earth's World War II era. The turning point of the Millennial Wars came when Jing-Ro and Mazan naval forces accidentally attacked each other, which destroyed their alliance. Kannacht the Conqueror, marshal of the Kazan-Tor forces, soon defeated the Mazan forces, which were caught between their two enemies. Eventually, Kannacht smashed both the Mazan clan and the Jing-Ro. Then, he declared himself world emperor and founded the Karazan Empire.

The Karazan Empire prospered and dominated the planet for over ten thousand years. However, there were still a large number of unconquered, relatively primitive barbarian tribes on the Western and Southern continents. The empire grew lazy after the endless slaughter of the Millennial Wars. As a result, these tribes gained more and more strength, and eventually destroyed the Karazan Empire the same way the Germanic tribes overthrew the Roman Empire on Earth. Mondas then entered a long period of technological regression, often called the Great Dark Age.



THE GREAT DARK AGE

The Great Dark Age of Mondas lasted for nearly 130,000 years. While the primitive tribes ravaged the lands and fought among themselves, a group of scientists that had escaped the destruction of the empire founded a secret citadel called the Nest. Located in the wastelands of the small Southern continent, the Nest continued to develop Mondasian technology with the eventual aim of reassuming control of the planet. The founders of the Nest and their descendents used primitive equipment to develop weapons even more advanced than those of the Karazan Empire. Whenever a group of primitive barbarians discovered the Nest, the scientists eliminated them to preserve the citadel's secrecy. Throughout the Great Dark Age, no barbarian ever lived to tell the tale of the citadel's existence.

After 100,000 years, the scientists of the Nest achieved the technology and numbers necessary to ensure victory over the barbarian forces dominating the planet. After a brief struggle, the scientists quickly assumed control of Mondas. They had originally planned to have only the scientists and scholars govern (who, theoretically, were capable of making the best decisions). However, Marshall Karabinos of the New Mondasian Military threatened to use his forces to take control himself unless the military was allowed to join the governing council. The scientists grudgingly agreed.



THE REAWAKENING OF CIVILIZATION

After the new government stabilized, a great age of prosperity began. The scientists built laboratories and cities, and soon began to educate the various barbarian tribes. They made rapid improvements in Mondasian technology, while the military branches kept the barbarians under control and undertook their education.

After a few hundred years, Mondasian scientists developed space travel and began manned exploration flights to several planets in the Sol system. During this period, Mondas was a virtual utopia. The barbarian tribes were fully educated and incorporated into the mainstream of Mondasian society. The military branches of the government kept to their peace-keeping roles quietly. The Mondasian people became rather lax, and advances in technology slowed.



THE AGE OF WANDERING

In the year 199,999,785 a.c., the Mondasian scientists detected a rogue planet that would enter their system in five years and fling their planet into deep space. They were determined to find some way to escape disaster. All the greatest scientific minds on Mondas gathered at the Conference of Walatia to find a solution to the problem. After six months of heated debate, they drew up plans for huge underground complexes and massive power generators that would tap the internal energies at the planet's core. With the consent of the scientists, the military branch of the government declared martial law and supervised the construction of the shelters.

The Mondasians built seven colossal underground shelters on the Western continent. Six of the shelters were arranged around the remaining shelter, which contained the power generators. Each shelter was approximately three kilometers in diameter.

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and contained 20 separate levels. The generators in the central shelter were by far the most difficult to design and construct, requiring several years of intense research. They were completed in lightning time.

The people of Mondas moved into the shelters approximately one month before the rogue planet entered the system. There was room enough for all the inhabitants of the planet, and the evacuation went smoothly. When the generators broke down, technicians managed to correct the fault a mere two days before the rogue entered the system. Despite the government's best efforts, however, a number of people believed that the move was a sinister government plot, and they refused to go underground.

The rogue planet arrived on schedule, tearing Mondas from its orbit and flinging it into deep space. Earthquakes and tremors shook Mondas, causing a cave-in near the underground shelters. All of Shelter Four and half of Shelter Three were destroyed, killing millions of Mondasians. Fortunately, the power generators were not damaged, and most Mondasians survived.

The people of Mondas were very grateful to their scientists for saving their civilization. This caused some anti-military feelings among the citizens, and the scientists gained the upper hand in the government. The military branch lost some, but not all, of its influence.

For the next 200,000,000 years, Mondas wandered through the galaxy. Every 10,000,000 years or so, it

travelled close enough to another star system for the Mondasians to land on a planet and collect natural resources. During this time, Mondasian civilization was completely stagnant. Technological advances were devoted to maintaining and improving the power generators. Some minor squabbles erupted between the various shelters, and the military had to step in and quell them. Desperation and the horror of their underground existence caused several Mondasians to form primitive bands of scavengers.

Disturbed by the aimlessness of the Age of Wandering, a group of scientists created a mathematical and philosophical round table, the Forma Mathematica. The members of the Forma began philosophical discussions concerning Mondas' plight, and soon rekindled the Mondasians' interest in science and technology. Many members of the group rose quickly to influential governmental positions. Due to their efforts, Mondas experienced a new age of enlightenment.

At this time, medical technicians discovered how to replace organs and limbs with cybernetic parts. This increased the average Mondasian life span and led to several other revolutions in medical care. The hard-core members of the Forma Mathematica objected strongly to the cybernetic replacements, prophesying that if cybernetic technology continued to improve, the people of Mondas would eventually be robbed of their humanity. However, such thoughts were considered radical, and most members of the Forma supported the technology.

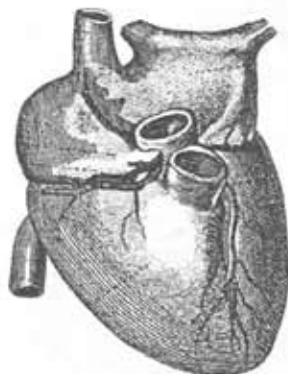


THE FAREAN WAR

About 100 years later, Mondas wandered through the star system of the warlike planet of Fareah. The Fareans had already developed short-range space travel, and so they launched an attack on Mondas as it passed by. After bombarding Mondas' surface, the Fareans landed a large expeditionary force on the planet and began battling the Mondasian military for control of the underground shelters. Because the Mondasians were not equipped for this type of fighting, the Fareans had little trouble routing their forces and eventually breaching the underground shelters.

In desperation, the scientists of Mondas recommended replacing the limbs and organs of a volunteer group of soldiers with cybernetic parts, thus creating a force of super-warriors. The military branch approved this idea, and it was implemented almost immediately. Needless to say, the radical members of the Forma Mathematica objected to this, and they managed to turn the majority of Forma members against the use of cybernetics. Finding no other available course of action, the Forma organized an armed revolt against the government.

The Cyborgs (as the new super-soldiers were called) forced the Fareans back to the airless surface and drove them off the planet. However, after they overcame their initial alarm, the Fareans threw even more troops against the Mondasians. Eventually, even the Cyborgs began to yield ground.



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HALVLAD

Halvlad, a ruthless though brilliant cybernetic engineer, observed the defeats of the Cyborgs and formulated a plan. He promised certain members of the military branch the power to defeat the Fareans in return for their support in a military coup. The military leaders readily agreed, and quickly and efficiently seized power. Halvlad provided the military with improved cybernetics and developed hundreds of Cyborgs. The new government was divided equally between himself and the military.

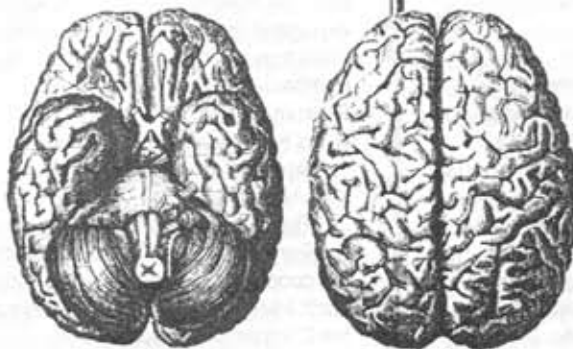
Many of the people of Mondas were horrified by Halvlad's brutal action. Support for the Forma Mathematica's armed revolt grew to colossal proportions, and government troops were soon fighting both the Fareans and the Mondasian freedom fighters. When Halvlad unleashed his new cyborgs against the freedom fighters, however, the Forma was soon defeated. With the rebellion quelled, Halvlad could turn his Cyborgs against the Fareans, quickly ending the war.



THE CYBERMEN COMETH

After the Farean War, the Mondasian government resembled a military dictatorship. Halvlad conducted intense research into newer and better forms of Cyborgs, which he planned to use as both a secret military police force and troops for conquest when Mondas strayed close to any planetary systems. No one volunteered for cybernetic replacement after the war, and so Halvlad began forcibly converting criminals and dissidents to increase the size of his armies.

Eventually, Halvlad began replacing the Cyborgs' organic brains with sophisticated computers to create the ultimate battle machine—the Cyberman. However, Halvlad underestimated the Cybermen's morality. The first Cybermen decided that Halvlad's evil was detrimental to the survival of the Mondasian race, which was their instinctive prime goal. They converted him into a Cyberman and assumed control of his government. To give the Mondasians the best chance for survival, they then began rounding up the entire Mondasian race for conversion. Within five years, nearly all the inhabitants of Mondas were forcibly converted into Cybermen. Only a small group of Mondasians escaped to natural tunnels under the mountains of the Eastern continent.



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EXPANSION OF THE CYBER-RACE

While the Cybermen were rounding up the Mondasians for conversion, the Time Lord Kelly and his Companions Gwendolyn and Phillip landed on Mondas due to a problem with their TARDIS' Mean Free Path Tracker. Believing them to be Mondasians who had eluded conversion, the Cybermen captured them. The trio managed to escape and find a group of Mondasian renegades hiding in the mountain tunnels. When Kelly prevented the Cybermen from capturing and converting them, the Mondasians helped the time travellers steal the parts they needed to fix their TARDIS.

The prime directive of the Cybermen was to preserve their race. Therefore, they decided to build a network of Cyber-colonies so that the Cyber-race would not become extinct if their planet collided with some cosmic body. The Cybermen formed an interplanetary strike force to be launched when their planet wandered through a system containing a suitable planet for a base.

In the year 49,582 B.C., Mondas wandered through the star system containing the planet Telos. Cybermen landed on the planet and conquered its peaceful inhabitants, the Cryons. Beneath the surface of Telos were

several frozen caverns with a natural cryogenic effect. The Cybermen placed a colony there in suspended animation and acquired the cryogenic technology of its caverns.

After leaving Telos, Mondas approached a large string of inhabited systems. As it passed, troops of Cybermen invaded and colonized each one. During this period, Cybermen established over 20 colonies, the most important of which, Ilathri, was a minor Temporal Nexus Point. (Shortly after the invasion of Ilathri, the Gallifreyans began monitoring the Cybermen very closely. Unfortunately, they found that the planet Mondas generates an

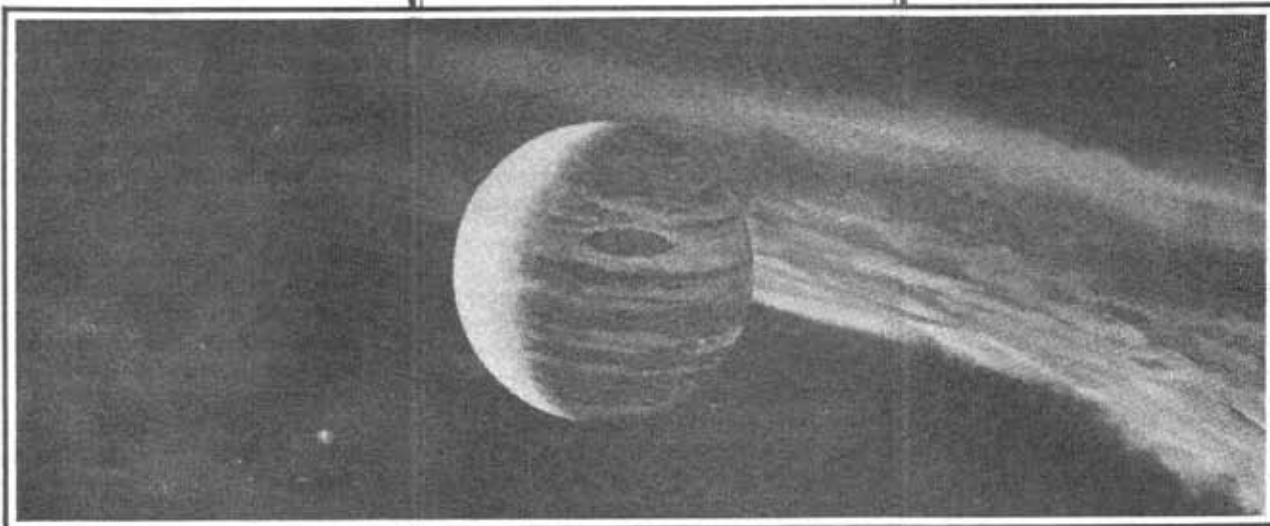


MONDAS COMES HOME

When the Cybermen discovered that they were returning to their original star system, they launched their usual deep-space probes to examine the potential for colonization in the system. On the third planet, they found a race of beings identical to Mondasians. Earth provided them with the perfect solution to their biggest problem—how to produce more

mission. However, the Cybermen had several back-up plans.

In 1978 A.D., the Cybermen landed another force on Earth to prepare the way for the Cyber-invasion. They enlisted the aid of a human agent, Tobias Vaughan, who was recruited when the Cybermen entered the Sol system. This invasion force attempted to capture the Earth so that the Cybermen could use it for their new home planet. This plan was foiled by The Doctor, with the aid of the newly formed UNIT, as chronicled in the *DOCTOR WHO* episode "The Invasion". (See the **Episode Guide** in this booklet.)



energy field that renders the planet impossible to observe for certain sporadic periods of time.) Mondas established its largest colony to date on the third, fourth, and fifth planets in the Alvai system. (When their own planet is destroyed, the Cybermen will choose this colony as their new main base.)

A colossal, extremely sophisticated computer controlled the various Cyber-colonies from Mondas. Cyber-control delegated tasks and sent out instructions to its colony worlds by deep space probes. Colonies with no task to perform were ordered into suspended animation to preserve resources. The Cybermen used this system until their empire was destroyed during the Galactic Cyberwars.

Cybermen. The Cybermen had converted many humanoid races that they had encountered during their galactic travels, but the resulting Cybermen were inferior to the original Mondasian Cybermen. Only the original Cybermen possessed superior decision-making ability. The more they expanded their galactic empire, the more they needed to replenish their numbers of superior Cybermen. Presumably, the inhabitants of Earth could be converted into Cybermen as intelligent as those formed from the Mondasians.

The Cybermen attempted to invade the Earth on several occasions. With the cooperation of the long-lost Time Lord Jolennon, the Time Lord Kelly and his Companions thwarted the Cybermen's initial reconnaissance

The Cybermen's invasion of Earth became more urgent when the Cybermen discovered that their store of energy from Mondas' core was nearly exhausted. They quickly developed a machine to drain energy from the Earth into large batteries beneath Mondas' surface. This plan backfired when Mondas sapped too much power too quickly, which overloaded the batteries and destroyed the planet. This invasion was chronicled in the TV episode "The Tenth Planet".

In the next hundred years, the Cybermen launched two similar invasions with the same goals. The Doctor stopped them both times, as recorded in the episodes "Moonbase" and "Wheel in Space".





THE GALACTIC CYBERWARS

Because they needed an ideal home planet and humans for conversion into Cybermen, the invasion of Earth remained the main goal of the Cyber-forces. After their fifth defeat at the hands of the Time Lords, the Cybermen tried a different approach. They began expanding their colonial power base so that their forces would be sufficient to launch a massive attack against the Earth Empire.

The Galactic Cyberwars began when the Cybermen decided that they had the strength necessary to launch their invasion. The Earth's colonies and allies quickly responded to the threat, and half the galaxy was soon involved in the wars. The Cybermen achieved several important victories, and the defense lines of Earth began to crumble after a few years. By this time, however, Earth scientists had thoroughly dissected Cybermen and discovered their vulnerability to gold. Earth officials rushed to meet with representatives of Voga, the planet of gold, at the Conference of Clongough. They convinced the Vogans that the Cybermen would attempt to destroy any large source of gold in the galaxy.

Voga's agreement to help the Earth Empire became the turning point in the Cyberwars. After a desperate attempt to destroy Voga, the Cyber-army was destroyed. The Earth forces then began hunting down the various Cyber-colonies scattered throughout the galaxy. Unfortunately, the colonies in suspended animation were absent from the records at Cyber-control on Alvari. As a result, these colonies were left untouched.



DECLINE OF THE CYBER-RACE

Several years after the Galactic Cyberwars, Earth scientists became interested in Mondasian culture. Teams of archeologists explored the ruins of the Cyber-colonies, and before long, they discovered vague references to the inactive colony planets. A team of scientists set out for Telos, where they revived the dormant Cyber-colony. In spite of the intervention of The Doctor, many Cybermen managed to escape and rendezvous with a group of Cybermen that had escaped the wrath of the Earth Empire's forces. This story is recorded in the *DOCTOR WHO* episode "Tomb of the Cybermen".

Then, in 2507 A.D., a time vessel crashed on Telos. The Cybermen there easily subdued the crew of the craft, and sent an expeditionary force to Earth, 1985 A.D., to blow up the planet. If they had succeeded, Mondas would not have been destroyed the following year. The Doctor and his Companion Peri thwarted their designs, and they helped the Cryons reclaim their planet by destroying the Cyber-colony on Telos. The episode "Attack of the Cybermen" recounts these incidents.

Only a small band of Cybermen escaped the carnage of Telos. These Cybermen planted a bomb on Earth during the Bywater Conference, where galactic leaders were debating whether or not to hunt down the roving bands of Cybermen. Although the Cybermen would have preferred to capture Earth and its inhabitants intact, destroying Earth would simplify conquering Earth's colonies. Once again, The Doctor stopped them, as recorded in the episode "Earthshock".

These attacks convinced Earth officials that the Cybermen were still a threat, and so they began to hunt down and destroy the few survivors. Although far from successful, the Earth forces managed to round up quite a few Cybermen, which further decreased their numbers. The few

remaining groups of Cybermen posed no threat to the Earth.

In the year 2576 A.D., a small group of Cybermen schemed to capture the plague-ridden world of Ionia, establish a home base there, and use the Ionians to replenish the ranks of the Cybermen. The Time Lord Kelly and his Companions foiled their efforts as recounted in FASA's **Countdown** module.

Frustrated by their many defeats at the hands of The Doctor, Kelly, and the Earth forces, the few remaining Cybermen abandoned their attempts to convert others and began to search for roving Cyber-bands. One large group of Cybermen reinstated the old position of Cybercontroller (the Cyberman who supervised the activities of all Cybermen). Varas, the new Cyber-controller, organized the Cybermen on an isolated asteroid and ordered them to begin massive computer reprogramming so that the Cybermen would be able to make tactical decisions much more effectively.

Although the new cyber-programming was somewhat effective, it failed to help them repulse Kelly yet another time. When the Cyber-controller sent forces to revive an inactive Cyber-colony, Kelly thwarted their attempts. However, the Cyber-forces rescued some Cybermen, which added considerably to their army.

Meanwhile, Professor Kellman of Earth contacted a roving band of Cybermen and informed them of Voga's location. Although Kellman planned to double-cross them, the Cybermen almost succeeded in blowing up the planet of gold. The Doctor, Sarah Jane, and Harry stopped them, and a missile from Voga destroyed the Cyber-ship and the Cybermen. This incident is depicted in the episode "Revenge of the Cybermen".

Varas' Cybermen then began one of their most ambitious plans yet. The Cybercontroller united all the forces at his disposal near a small airless world in the Korandr system, and converted the planet into a new home base/weapon called the War Machine. Complete drive systems are presently under construction to allow the planet to move throughout the galaxy. The Cybercontroller has also sent various groups of Cybermen to capture raw materials needed for construction and to contact others of their kind. What comes of this plan remains to be seen.

TIMELINE

This timeline presents dates using both the Terran A.D. and B.C. and the Gallifreyan TL systems. Gamemasters can convert back and forth between the two systems by using the following mathematical formulas.

When TL is greater than or equal to 70,709:

$$A.D. = TL - 70,708$$

$$TL = A.D. + 70,708$$

When TL is less than 70,709:

$$B.C. = 70,709 - TL$$

$$TL = 70,709 - B.C.$$

For example: The year 100,000 TL is 29,292 A.D. [100,000 - 70,708 = 29,292]. The year 70,708 TL is 1 B.C. [70,709 - 70,708 = 1 B.C.], and the year -1,000 TL is 71,709 B.C. [70,709 - (-1,000) = 71,709]. Gallifreyan present is the year 101,209 TL or 30,501 A.D.

Many of the events described in the timeline concern the interventions of the Time Lord Kelly and his Companions. Gamemasters running a DR WHO:RPG campaign are encouraged to design adventures around these situations and let the player characters foil the plans of the Cybermen. The Cybermen must be defeated in these encounters. If the player characters do not prevail, have other CIA agents (perhaps The Doctor or Kelly) help them. Make any necessary changes to the timeline for future references (i.e., the player characters foil the Cybermen plot to take over Ionia). Complete statistics for Kelly and his Companions can be found in FASA's **Countdown** and **The Hartlewick Horror** modules.

-299,929,291 TL

(300,000,000 a.c.)

Single-celled organisms evolve on Mondas from amino acids. Mondasian life develops in much the same way that life on Earth will (after the Silurians hibernate), due to their identical geological, chemical, and astrophysical properties.

-200,079,291 TL

(200,150,000 a.c.)

The first primitive cave-dwellers evolve on Mondas. Various tribes begin to form in the Eastern, Western, and Southern continents of the planet.

-200,073,291 TL

(200,144,000 a.c.)

Xtloth of Menkar crashes his spacecraft near a small Eastern tribe of nomads. His presence accelerates the development of Eastern Mondasian civilization and technology.

-200,071,791 TL

(200,142,500 a.c.)

The Kazan-Tor, one of the three Eastern clans, successfully crosses the ocean and discovers the Western and Southern continents. The other clans soon follow. The people of the West and South are barbaric compared to their Eastern counterparts; many are taken east as slave laborers and warriors. Fear of the Eastern marauders drives the barbarians into hiding and slows their development.

-200,071,652 TL

(200,142,361 a.c.)

The Millennial Wars begin on Mondas' Eastern continent, due to bitter rivalry and a shortage of natural resources. After 3,000 years, Kannacht the Conqueror unites the tribes of Eastern Mondas to form the Karazan Empire. The technology of the Empire resembles that of Earth in the year 1940 A.D. However, the Empire is unstable due to long years of incessant warfare.

-200,058,649 TL

(200,129,358 a.c.)

The savage tribes of the Western continent overthrow the Karazan Empire. Mondas is split into several warring tribes, and the Great Dark Age begins. Several scientists from the Empire establish the Nest on the Southern continent, and continue to improve Mondasian technology.

-199,932,074 TL

(200,002,783 a.c.)

The Great Dark Age ends when the scientists of the Nest overcome the savage tribes and take control of the planet.

-199,931,071 TL

(200,001,780 a.c.)

Mondas is finally united under one rule. The government is composed of both scientists and military leaders.

-199,930,370 TL

(200,001,079 a.c.)

Mondasian scientists develop space travel and travel to other planets within their star system. Technological improvements are slow, due to long periods of peace. Government by a combination of scientists and military leaders (who now act only as policemen) grows even more efficient.

-199,929,076 TL

(199,999,785 a.c.)

The Mondasian scientists predict that disaster will befall their planet when a rogue world enters the Sol system. Work begins on the massive underground cities and power generators that will allow the race to survive.

-199,929,071 TL

(199,999,780 a.c.)

The rogue planet crosses the joint orbit of Earth and Mondas. Its influence causes the Silurians and Sea Devils, the current inhabitants of Earth, to hide in caves and it also rips Mondas out of orbit and into deep space. Though the event is a tragedy, most of the Mondasians survive in their underground cities. Due to their role in saving the Mondasian race, the scientists gain the upper hand in Mondasian government. The Age of Wandering begins.

1,012 TL (69,697 a.c.)

Mondasian philosophers form the Forma Mathematica. The society has little support at first, but within the next 15 years, its numbers swell greatly. An age of enlightenment begins.



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1,047 TL (69,662 B.C.)

Scientists begin using cybernetic parts to replace damaged organs. In the next 20 years, the process becomes widespread. Most of Mondasian society sees this as a great medical advance, but some members of the Forma Mathematica claim that cybernetics is robbing their people of humanity.

1,124 TL (69,585 B.C.)

Mondas passes the expansionist planet of Fareah, which attacks Mondas for its minerals. Scientists suggest replacing certain soldiers' limbs and organs with cybernetic parts, thus creating the ultimate weapons. Members of the Forma Mathematica see this as a danger to the Mondasian race, and organize a revolution against the government.

1,126 TL (69,583 B.C.)

Halviad, a cybernetic engineer, joins the military branch of the government to declare martial law, and sets himself up as dictator. The members of the Forma Mathematica gain even more support, but Halviad succeeds in crushing the resistance. He drafts plans for newer and better Cyborgs, including some with computerized brains.

1,128 TL (69,581 B.C.)

Halviad's forces repel the Farean forces. He deploys Cyborgs all over Mondas as a secret police force. Having run out of volunteers, he begins converting criminals and dissidents into Cyborgs. These metal men achieve an ominous importance on Mondas.



1,132 TL (69,577 B.C.)

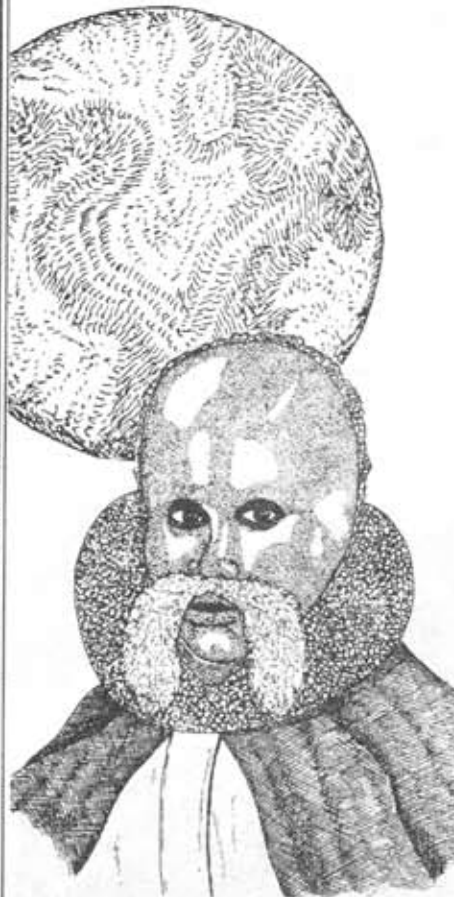
Halviad's attempt to create an even more powerful Cyborg backfires. Because his Cybermen are programmed to protect the Mondasian race, they seize control of the government. They begin forcibly converting all of Mondas' population into Cybermen. Within the next five years, all but a few Mondasians will become Cybermen.

1,227 TL (69,482 B.C.)

The Time Lord Kelly and his Companions Phillip and Gwendolyn land on the planet Mondas, due to a problem in their TARDIS' Mean Free Path Tracker. They encounter a nomadic band of Mondasians living deep in the mountains of the Eastern continent. While on the planet, the time travellers prevent the Cybermen from capturing and converting the last Mondasians on the planet. This is the earliest chronological encounter between the Cybermen and the Time Lords.

21,127 TL (49,582 B.C.)

Mondas wanders through the Telos system. The Cybermen defeat the Cryons, the planet's inhabitants, and learn cryogenic technology. A number of Cybermen remain on the planet in a large underground city, which becomes the first of many such colonies.



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39,042 TL (31,667 B.C.)

The Doctor accidentally materializes on Mondas and spends some time observing the Cybermen.

43,725 TL (26,984 B.C.)

Mondas travels through the Ilanthri system and defeats its humanoid inhabitants. After converting the Ilanthri into Cybermen, the Cybermen build an underground city there similar to their colony on Telos, but much larger. During their age of expansion, which lasts over the next 20,000 years, the Cybermen build complexes on over 20 planets.

43,828 TL (26,881 B.C.)

The Time Lords of Gallifrey begin to monitor the Cybermen and their expansion efforts.

70,631 TL (78 B.C.)

Mondas passes through the Alvari system. After a brief fight, the Cybermen defeat the Alvarian Empire. They set up their largest colony yet on the third, fourth, and fifth planets in the system.

70,715 TL (7 A.D.)

Scientists on Mondas predict that Mondas will cross through their original star system again in 2,000 years.



72,659 TL (1951 A.D.)

The Cybermen come close enough to the Sol System to detect that life on Earth is identical to the original Mondasian race. They make plans to invade the Earth and convert its inhabitants into Cybermen, which will increase their chances of survival.

72,681 TL (1973 A.D.)

Tobias Vaughan, an Earthling, detects Mondas approaching the Sol system. He contacts the Cybermen and becomes their spy.

72,683 TL (1975 A.D.)

The Cybermen launch a reconnaissance mission on Earth. The Time Lord Kelly, his Companions Phillip and Gwendolyn, and the Time Lord Jolennon battle the Cybermen in the jungles of Africa. They foil the plan to destroy Earth's defenses.

72,686 TL (1978 A.D.)

Cybermen use their newly developed interstellar travel to invade Earth. Tobias Vaughan shelters the invasion force in the tunnels of London and unleashes it when the Cybermen paralyze the Earth population. The Doctor and the newly formed UNIT foil the plan.

72,693 TL (1985 A.D.)

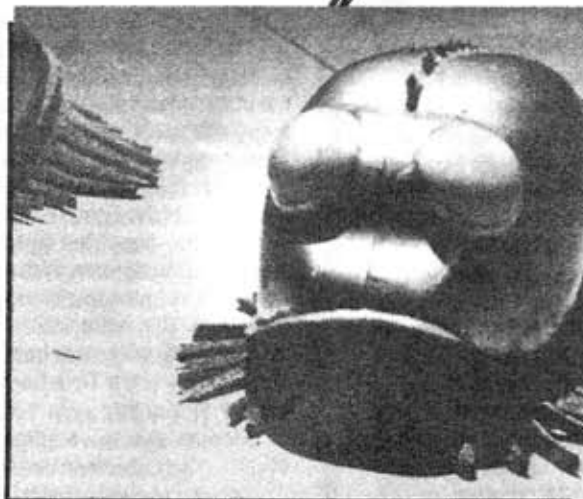
Cybermen from the year 2507 A.D. plant a bomb on Halley's Comet and take The Doctor and Peri to Telos. The Cybermen plan to destroy Earth before Mondas is destroyed the following year. The Doctor upsets their plot and returns to Earth, 1985, to defuse the comet bomb from the Cyber-base in the London tunnels.

72,694 TL (1986 A.D.)

Mondas wanders close to Earth, and the Cybermen attempt another invasion of Earth. They begin draining power from the Earth's core to replenish Mondas' power, planning to take the humans to Mondas for conversion into Cybermen. The Doctor and his Companions Ben and Polly delay the invasion until Mondas drains too much power from the Earth's core too quickly, which destroys Mondas. The strain of the events surrounding the Cyber-invasion is too much for The Doctor, and he regenerates for the first time.

72,778 TL (2070 A.D.)

The Cybermen attack the Gravitron on Earth's Moonbase in another attempt to convert humans and to capture the Earth for their new base. Their plot is once again foiled by The Doctor, with the aid of his Companions Jamie, Ben, and Polly.



72,782 TL (2074 A.D.)

The Cybermen attack the Wheel in Space, a gigantic Earth space station, in yet another attempt to conquer the Earth. The Doctor, with the help of Jamie and a young computer scientist, Zoe, repel the invasion.

72,788 TL (2080 A.D.)

The Cybermen begin expanding their empire to broaden their power base. They set up several new colonies over the next 300 years, converting six major humanoid races into Cybermen.

73,091 TL (2383 A.D.)

The Galactic Cyberwars begin when the Cybermen launch a massive attack against the Earth Empire on all fronts. Many of the Empire's allies are quickly drawn into the conflict.

73,163 TL (2455 A.D.)

The Cybermen win the battles at Viarnau, Korackk, and Velasht. The defense lines of the Earth Empire begin to collapse. The Viarnau, a warrior race, join the Earth forces when the Cybermen destroy their planet.

73,179 TL (2471 A.D.)

The Conference of Clongough takes place. Representatives of the Earth Empire convince the Vogans that the Cybermen are a threat to Voga. The Cybermen attempt to sabotage the conference, but the Time Lord Kelly (who helps negotiate the treaty) and his Companions thwart them. The Vogans join the Earth forces, who use Voga's massive supply of gold to turn the tables in the war.

73,191 TL (2483 A.D.)

The Cybermen launch a desperate attack to destroy Voga and the supply of gold that has been driving their invasion forces back. The gamble fails, and the Cybermen are routed (though much of Voga is destroyed). Earth forces gain ground very rapidly.

73,197 TL (2489 A.D.)

The allied armies of the Earth Empire invade the home base of the Cybermen on the planet Alvari. They send mop-up forces to all known Cybercolonies to destroy any Cybermen there. The Galactic Cyberwars end, although several small bands of Cybermen escape into deep space.



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73,211 TL (2503 A.D.)

A group of misguided scientists revives the Cybermen of Telos, one of several inactive colonies that the Earth forces failed to detect at the end of the Cyberwars. The Doctor attempts to seal the band of Cybermen in their tomb, but he succeeds only temporarily. These Cybermen organize some of the wandering bands that escaped after the Cyberwars.

73,215 TL (2507 A.D.)

A time vessel crashes on the planet Telos. The Cybermen use this vessel to travel back to Earth, 1985 A.D. to stop Mondas from being destroyed. The Doctor and Peri help the Cryons destroy Cyber-control on Telos, thus annihilating the time machine that the Cybermen had captured. Shortly thereafter, the remaining Cybermen of Telos are forced to flee the planet to avoid Earth forces.

73,234 TL (2526 A.D.)

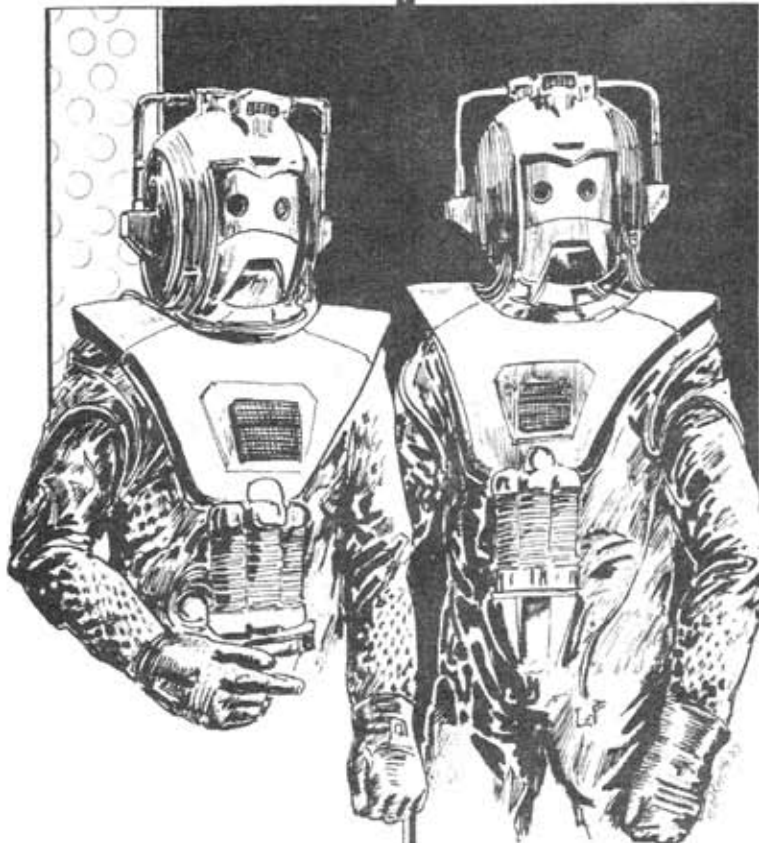
A wandering band of Cybermen attempts to destroy the Earth, where the allies of the Earth Empire are meeting at the Bywater Conference. The annihilation of the planet would weaken the Earth Empire so much that the small bands of Cybermen could easily carve out a home territory for themselves. The Doctor foils their plot. The Earth dispatches forces to hunt down the remaining bands of Cybermen.

73,284 TL (2576 A.D.)

A small band of Cybermen attempts to prevent the Earth courier *Leander* from delivering a shipment of serum to the planet Ionia. If the serum does not reach Ionia, the inhabitants will all die from Hadder's Fever, and the Cybermen can make Ionia their new home planet. The Time Lord Kelly and his Companions handle the Cybermen and some troublesome Vegan pirates.

73,300 TL (2582 A.D.)

By this time, the Cybermen are almost extinct. They are desperate to find a new base and a source of humanoids to swell their numbers. Cybercontroller Varas orders the Cybermen to design a new set of internal programs. The new programming increases the efficiency and speed of the Cybermen's decision-making process.



73,331 TL (2613 A.D.)

While searching the ruins of one of their old base satellites from the Cyberwars, the Cybermen discover another of their inactive colonies. The Cybercontroller orders a band of Cybermen to land on the planet and to reactivate the Cyber-forces there. Although the Time Lord Kelly and his Companions thwart their plans (with the aid of an Earth research team investigating mineral deposits on the planet), the reactivation is partly successful, and several Cybermen join their army.

73,608 TL (2900 A.D.)

A group of Cybermen from Telos encounter another band of their kind and make plans to destroy Voga. The Doctor encounters these Cybermen on Space Beacon Nerva, and defeats them with the help of his Companions Harry and Sarah.

74,461 TL (3753 A.D.)

The Cybermen begin building a military base, the War Machine, on the framework of an airless satellite. The Cybercontroller attempts to unite all the wandering bands of Cybermen on the War Machine. He plans to attack Voga and renew battle with Earth. Eventually, he hopes to conquer Earth, convert its inhabitants, and use it as the new home base.



THE CYBER-MIND



ATTITUDES

What makes the Cybermen such interesting villains is that they are not really evil, just ruthless. The Cybermen's goals are quite rational and reasonable. It is how they try to attain these goals that makes them seem malevolent. Their computer brains are programmed to use the simplest and most effective means to achieve their ends. Unfortunately, because they have little regard for other races, this is almost always violence.

DEALINGS WITH OTHER RACES

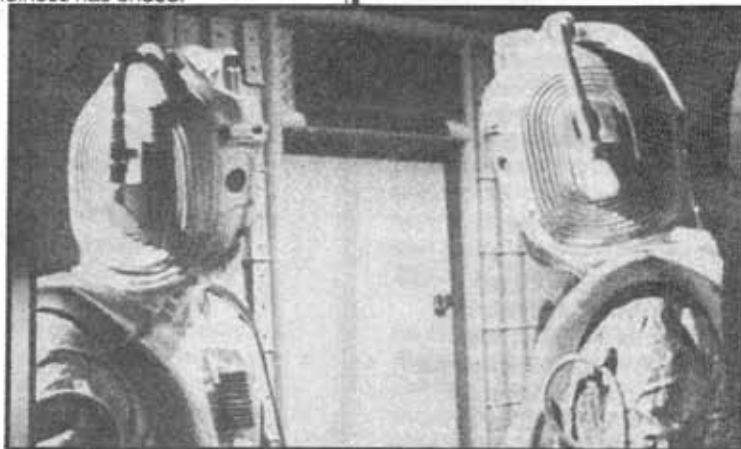
Unlike the Daleks and many other *DOCTOR WHO* villains, the Cybermen do not conquer other alien races at will. They only do so when it is necessary to achieve their current objective. In fact, the Cybermen would be quite content to leave all worlds in peace, because conquering an entire race requires a large commitment of manpower and equipment. The Cybermen are usually reluctant to undertake such missions.

However, on occasion, Cybermen have subjugated and even destroyed entire races. The episode "The Attack of the Cybermen" is a perfect example of this. The Cybermen attacked Telos because Mondas was in a vulnerable position. Any catastrophe could have easily destroyed their entire race. When they discovered the naturally cryogenic caverns on Telos, they decided to capture the planet and place an army of frozen Cybermen beneath the surface. Thus, the race would survive even if Mondas encountered some disaster. Cyber-control carefully studied the somewhat primitive Cryons, and determined that conquest of the race was relatively risk-free. The objective was important enough to the Cybermen to commit the necessary forces. Because of their easy success with the Telos invasion, the Cybermen became more willing to attack planets to establish colonies, using the cryogenic technology learned from the Telosian caverns.

Because they are unemotional, Cybermen are rarely motivated by malice or revenge. The Cybermen do not 'hate' any race, and would never attack one unless their strategic objectives warranted such a move. The Cybermen are currently trying to find a way to destroy The Doctor because his removal would make their future plans much easier, not because they wish to avenge their many defeats at his hands. They are completely unconcerned with the ultimate fate of most aliens, regarding them as tools to be discarded when their usefulness has ended.

promise of money or power is usually enough to seduce the alien spy. However, Cybermen rarely carry out their promise, because there is no logical reason to pay the spy after he has done what they wanted. Elimination is more cost-effective.

Cybermen never give very much responsibility to their alien spies and watch them very closely. Their spies have shown an alarming tendency to betray them (as seen in "Revenge of the Cybermen" and "Attack of the Cybermen").



Cybermen treat members of a humanoid race carefully because humanoids are a potential source of new Cybermen. They will never destroy a creature that can be converted unless it is absolutely necessary. Conversion is in the best interests of other races, as they can then achieve the physical and mental perfection of the Cybermen. Cybermen have been known to attack a planet of humanoids just to convert its inhabitants into Cybermen.

Whenever the Cybermen deal with another race, they try to recruit a member of that race as a spy. Over the years, the Cybermen have found this policy to be most effective. Examples of this can be found in the episodes "The Invasion", "Revenge of the Cybermen", "The Attack of the Cybermen", and the **Countdown** module published by FASA. The

NEGOTIATING

Cybermen will resort to negotiation and alliance with other races only reluctantly. They are well aware that most sentient beings do not behave in a fully logical manner, and any agreements made at the bargaining table are not automatically binding. Negotiations require trust by both parties, and the Cybermen trust no one. They always check on a race's dependability before negotiating, and rarely bargain with those not seen as 100 percent dependable. The Cybermen would not consider negotiating with a race as undependable as the Daleks for more than a millisecond. (Rumors of a Dalek-Cybermen alliance are completely unfounded!) Once the other party has fulfilled its side of the bargain, Cybermen believe there is no reason to fulfill theirs. They are usually after short-term goals only, and are unconcerned with the consequences of breaking a treaty or alliance. Cybermen also dislike negotiation because they are often able to take what they want without it. In short, Cybermen will negotiate rarely.



EXPANSION

As mentioned previously, Cybermen are not imperialistic and have no desire to build a large space empire. However, after observing the rapid growth of the Dalek, Sontaran, and human empires, the Cybermen decided that the only way their race could avoid destruction was to build a powerful, defensive empire. Thus, the Cybermen entered their great age of expansion, bringing them into conflict with the Earth Empire.

The Cybermen never expanded their empire for personal gain. They merely desired to maintain the balance of power with the other expanding races. By observing other races' empires, the Cybermen planned their own expansion to keep them in an easily defensible position. They veered away from the others' strategic objectives, hoping to avoid conflict.

Although the Cybermen have not developed time-travel technology, they once tried to prevent Mondas from being destroyed, using a captured time vessel (in "Attack of the Cybermen"). They are loathe to conduct research in time-travel technology for a number of reasons. First, intervention in the timestream almost always results in conflict with The Doctor or some other Time Lord, whom the Cybermen consider to be among their deadliest enemies. Cybermen do not have enough manpower and equipment to prevent the Time Lords from counter-intervention. In addition, they learned next to nothing from their captured time vessel. Cyber-logic has a difficult time explaining temporal phenomena. Most important, Cybermen cannot be certain of the effects that will result from their temporal meddling. One slight miscalculation could destroy their race completely.



GOALS

Every action that the Cybermen take is a direct result of the application of Cyber-logic. They would never go out of their way to kill someone, but they also would not care if they killed a person while pursuing a goal. The Cybermen always attempt to accomplish their goals in the easiest, most efficient manner possible. They will do anything to further their goals, including kill, lie, threaten, and destroy.

Cybermen are rather short-sighted. They are interested only in accomplishing their specific goals, no matter what the long-term effects may be. For example, the Cybermen would not think twice about pillaging a planet for its natural resources to improve their starships, even though this would greatly anger the inhabitants of the planet, possibly inciting them to attack.

MAJOR GOALS

Cybermen consider their major goals to be more important than the Cyber-forces involved. Therefore, forces in pursuit of major goals are expendable. Major goals always take precedence over minor goals. The major goals below are listed in order of their priority.

Preserve The Cyber-Race

Preserving the Cyber-race is the prime directive of all Cybermen. This was the result of the programming that Halviad gave the original Cybermen. They will drop or alter any mission to

preserve their race. If, while on a mission to retrieve a new radioactive-isotope to improve the drive systems of the Cyber-fleet, a Cyberleader discovered a fountain that could make people immortal, he would instantly drop his main mission and make the capture of the fountain his first priority. Likewise, if a Cyberman scouting mission on Earth learned of an upcoming attack on the main Cyber-base, the Cyberleader would make the sabotage or elimination of that attack his prime objective.

There are many types of adventures that can be built around this goal. The Cybermen could attempt to destroy some weapon, battle fleet, or other threat to their well-being, or they could build a giant computer/trap programmed to capture humanoids and turn them into Cybermen. Many of the Cybermen's other goals are merely extensions of their goal to preserve the Cyber-race.

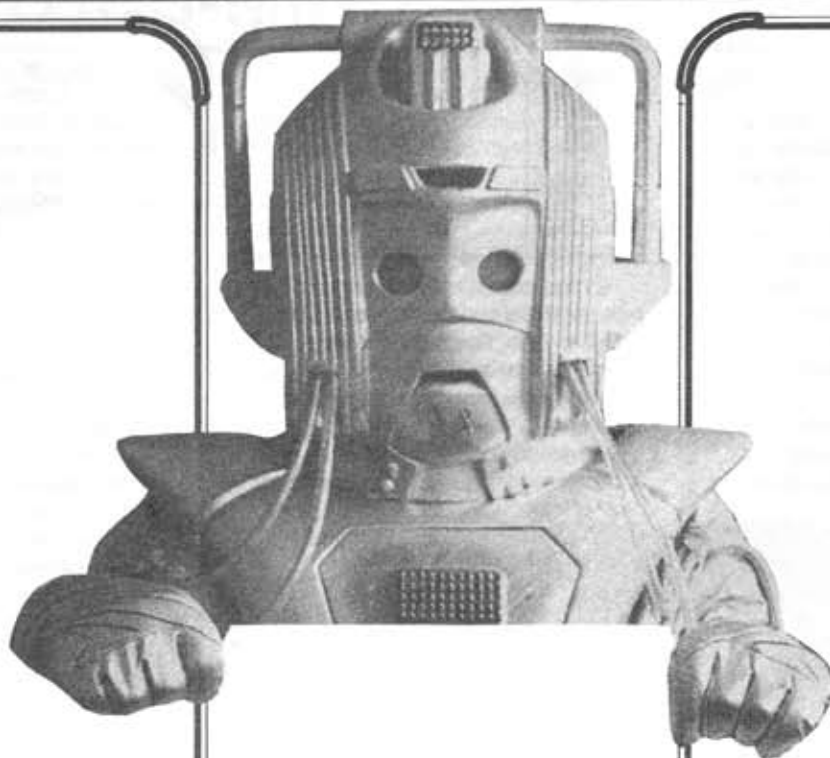
Regain A Home Base

Ever since the destruction of Mondas and their various other bases, the Cybermen have been desperately seeking a new home base. FASA's **Countdown** module is one example of a scenario based around the Cybermen's attempts to gain a new homeworld. Other adventures could include: invasion of a planet, temporal intervention to prevent one of their previous homes from being destroyed, or the capture of a huge ancient starcraft that would become the new Cyber-base.

Expand Their Numbers

As the Cybermen have no method of reproduction, their forces are constantly being depleted. They are always looking for humanoids (particularly humans or their derivatives) to convert into Cybermen. If things became desperate enough, the Cybermen might even attack a planet with the sole purpose of capturing its inhabitants and converting them into Cybermen. For such an operation, they would probably pick a small, primitive planet with inhabitants of human stock. The Cybermen always prefer to convert humans as they are extremely close to the original Mondasian race. However, they will settle for other humanoids.





MINOR GOALS

A minor goal is an objective of less importance than the forces sent to capture it. A Cyberleader will abandon such an objective if it is likely that his force will be destroyed. If the opportunity presents itself, a Cyberleader will attempt to achieve a minor goal while on another mission. For example, if a Cyberleader is having few problems gathering data and The Doctor shows up, he will attempt to destroy The Doctor because that goal has a higher priority than his present mission. Minor goals are listed in order of their priority.

Eliminate The Doctor

The Doctor has been a thorn in the side of the Cybermen ever since he repelled their invasion of Earth in 72,683 TL (1978 A.D.). He has since foiled them numerous times. Cyber-control has determined that the elimination of The Doctor would be beneficial to the Cyber-race and would increase the chances of success for almost all their missions. This could affect a *DOCTOR WHO* campaign in one of two ways. The player characters could discover a Cyberman plot to destroy The Doctor and try to thwart it (with or without The Doctor's help), or, after numerous engagements with the Cybermen, Cyber-control can slate the player characters for destruction as well. Many other Time Lords already share The Doctor's status (Kelaphaludner, for example).

Destroy Vega

The planet of gold helped the Earth Empire defeat the Cybermen during the Galactic Cyberwars. Until the planet is destroyed, the Cybermen can never really establish a large, defensible empire. The television episode "Revenge of the Cybermen" is an excellent example of an adventure designed around the planet of gold.

Acquire New Technology

From their very beginnings, the Cybermen have been a very technologically oriented race, as their robotic form suggests. They have reasoned that new technology is always beneficial, and will acquire alien technology if it would help them achieve one of their other goals. A large number of adventures can be designed around various alien artifacts or research projects that the Cybermen are trying to capture.

Seek Out Data

This is very similar to the goal above. Logic is useless without new data, and so the Cybermen are quite interested in gathering all the knowledge that they can. They are especially interested in learning all they can about their enemies.

FLOW CHART EXPLANATION

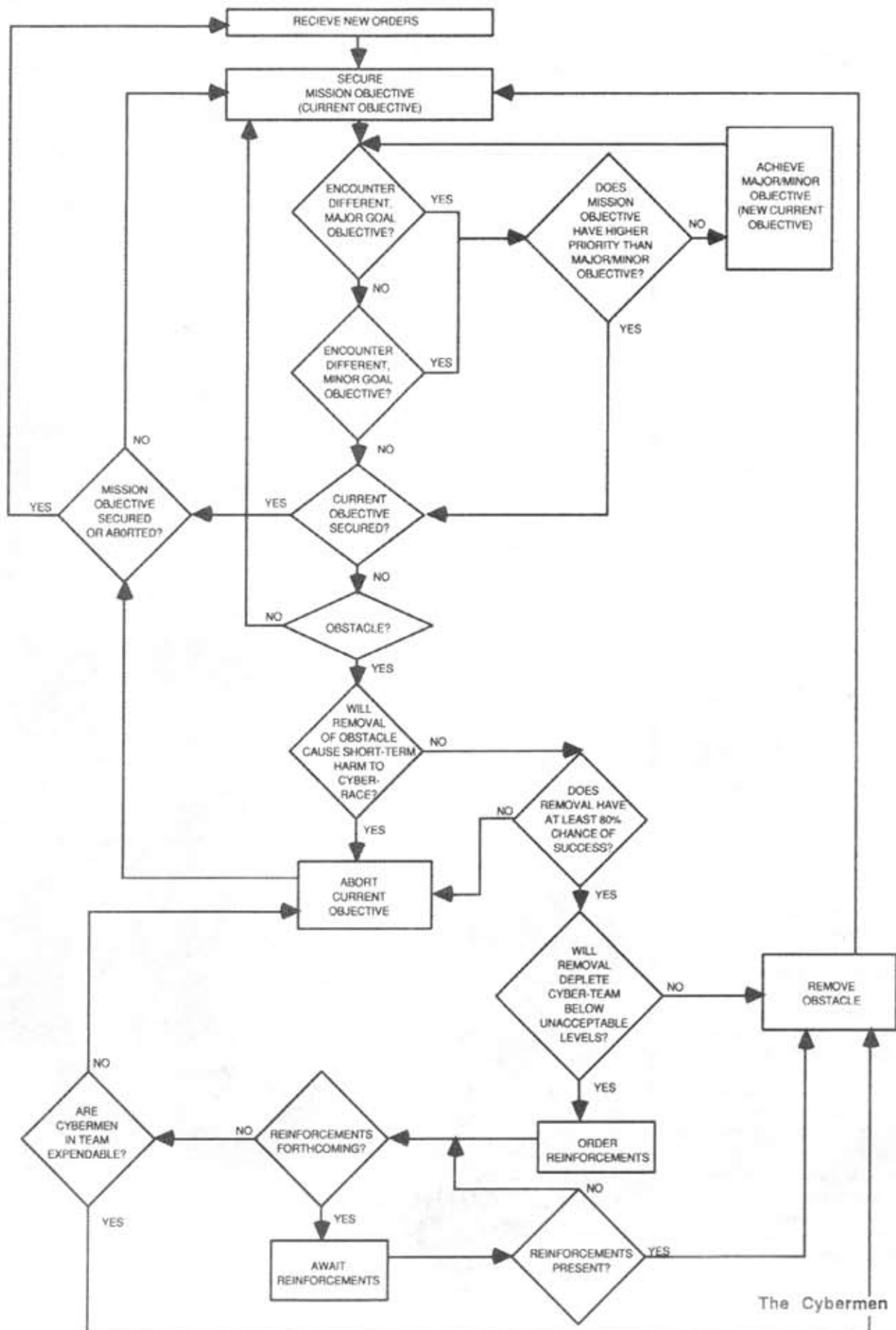
When pursuing any goal, Cybermen always prefer more subtle means to direct combat. For example, if the Cybermen wanted a ship's cargo, they would likely recruit a human spy to destroy the ship's life support systems (with the promise that they would help him escape) rather than engage the ship's security troops in a large battle.

If a Cyberleader finds that he is unable to remove any opposition that stands in his way, he would then call for reinforcements. This is rarely necessary, as Cybermen always scout out their objectives thoroughly and make a well-developed plan in advance. However, unforeseen difficulties occasionally arise and a Cyberleader may discover an objective that is more important than his original mission. The Cybermen have very limited numbers. Unlike the Daleks or Sontarans (who are usually willing to sacrifice units for almost any goal), the Cybermen put a large premium on their forces.

Minor goal missions are far less important to the Cybermen than the forces assigned to undertake them. When playing the Cybermen, the gamemaster should keep in mind the 80 percent rule. Cybermen will not attempt anything unless there is at least an 80 percent probability of success. While in the field, Cyberleaders almost always send along enough forces or choose a course of action that ensures an 80 percent of success.



CYBER-LOGIC COMBAT FLOW CHART





ORGANIZATION

Because Cybermen all use Cyber-logic to make their decisions, they need little supervision. Cyberleaders coordinate the actions of various Cybermen and supply information to Cyber-control. The Cybermen's hierarchy of command is based on quality of technology and length of existence. If a Cyberleader, Cybercommander, or Cybercontroller is eliminated, the most experienced and technologically advanced Cyberman immediately assumes his position.

The leader of all Cybermen is the Cybercontroller. There is only one Cybercontroller at any given time, and he is always the most technologically advanced Cyberman available. The Cybercontroller interfaces with the large Cyber-computer and computes the race's strategic objectives. Then he relays specific instructions to the various Cybercommanders, assigning them individual objectives.

When there were large numbers of Cybermen in existence (before the Galactic Cyberwars), there was generally one Cybercommander for every thousand Cybermen and one for every colony planet. When the Cybercontroller needed a dormant colony for some task, he would wake and relay instructions to the Cybercommander of the colony, who would then reactivate the rest of the Cybermen. Like the Cybercontroller, a Cybercommander is drawn from the most advanced type of Cybermen available. After the Cyberwars, a Cybercommander would command from 10 to 100 Cybermen.

The Cyberleader is the most commonly encountered command-rank Cyberman. Every band of Cybermen, no matter how small, has a Cyberleader. His main responsibilities are to coordinate the efforts of his forces and to report to his Cybercommander or Cybercontroller. Larger bands of Cybermen generally assign one Cyberleader to every 20 Cybermen. If possible, Cyberleaders are more technologically advanced than the other Cybermen in the group.

THE STATE OF CYBER-FORCES: 2489 A.D.

Before the Galactic Cyberwars, over three million Cybermen existed throughout the galaxy. Each colony or military force had between five and 100,000 Cybermen. The chart below lists the state of the Cyber-forces immediately after the Cyberwars. It contains only the number of active Cybermen and not any dormant colonies or roving bands that were not discovered.

rattletrap ships are listed in the Low-Quality Ship column. The numbers in the Stranded column are the number of bands that remained on a planet with no transportation. The table lists only those bands known to Cyber-control. As many as twice the listed numbers of Cybermen may have escaped.

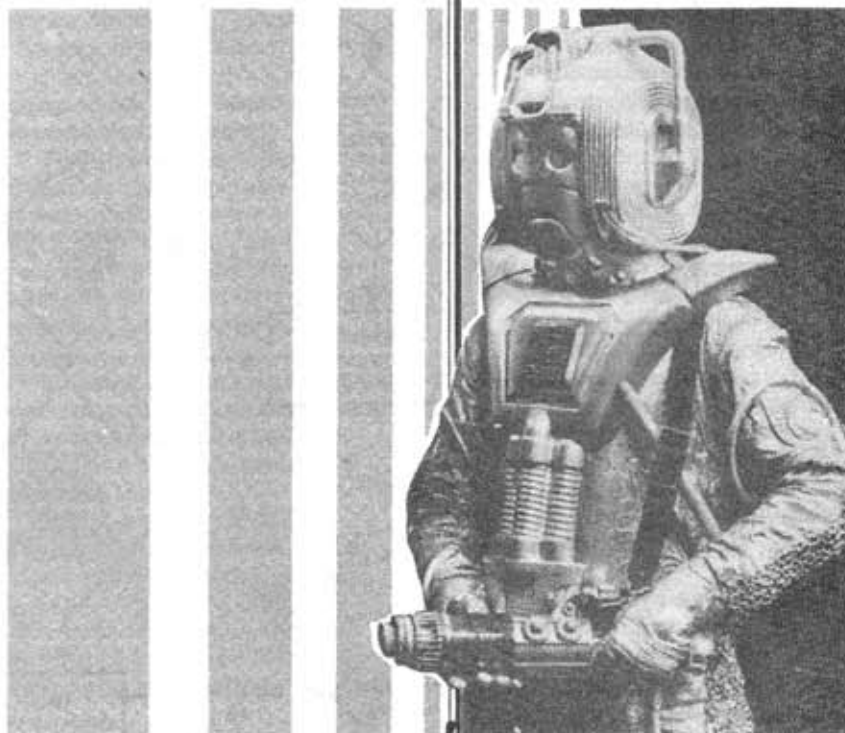
After the Cyberman Empire was reduced to roving bands, Cyber-control kept its forces well hidden. The Earth Empire was still hunting down Cybermen, and so discovery by

CYBERWAR SURVIVORS

Number of Cybermen In Band	High-Quality Ship	Low-Quality Ship	Stranded
10 or less	25	35	11
11-50	15	7	5
More than 50	1	None	None

The High-Quality Ship column indicates the number of bands that escaped with a high-tech combat vessel. Many Cybermen were forced to flee Earth forces using whatever was available. Cybermen travelling in old,

Earthlings would almost certainly destroy the last of their race. Therefore, the Cybermen conducted few missions during this era. Those missions attempted by the Cybermen were either very vital or had an excellent chance of staying undetected.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

CYBER-TECHNOLOGY

As their mechanical bodies suggest, the Cybermen place a great deal of faith in science and technology. This goes back to their Mondasian origins, probably as far back as 200,144,000 B.C. when Xtiloth of Menkar taught them the value of science. Whenever the Cybermen encounter a problem, they first apply science and technology to solve it. Consequently, player characters will encounter many examples of Cyber-technology while battling the Cybermen.



ANATOMY OF A CYBERMAN

Cybermen are always looking for new technology; specifically, technology that would help them improve their cybernetic bodies. The basic Cyberman has been greatly modified over the years. When engineers design improvements for the cybernetic body, Cyber-control recalls all existing Cybermen for conversion to that form. This is a long and somewhat costly process (in terms of raw materials), and rarely are the Cybermen able to refit all their forces. Therefore, a number of different types of Cybermen may exist at one time.

Bands of Cybermen cut off from Cyber-control cannot receive any technological improvements. It is also quite possible that small, roving bands of Cybermen exist with alien technological improvements, granting them fantastic powers. An encounter with such a group would make an interesting adventure (and would certainly surprise the players). Time and resources permitting, the Cybermen would wake their dormant colonies to update them with current technology.

MODEL I CYBERMAN

As discussed in *The Tenth Planet* chapter, the cybernetic engineer Halvrad built the first Cybermen in the year 69,577 B.C. The basic design of the Cyberman remained basically unchanged until around 50,000 B.C., when technological improvements on the Cyber-body began in earnest. The Doctor encountered Model I Cybermen in the episode "The Tenth Planet", when the Cybermen invaded Earth and forced The Doctor to destroy Mondas.

Although more technologically advanced models (Models II-IV) were available for the mission, lesser caliber troops were dispatched to allow more advanced models to assume command positions. In addition, the Cybermen were sending most of their raw materials to their space colonies. The colonies were battling more scientifically advanced races and needed the latest Cyber-technology more.

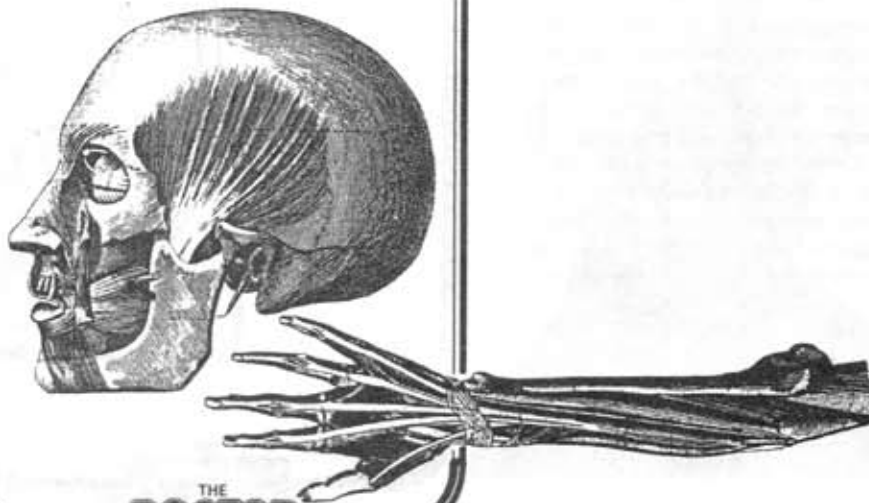
Unlike later models, the Model I's armor coating was not made of Cyberium alloy. Instead, the Model I was covered with a thick ballistic cloth that provided adequate protection against firearms and simple energy weapons. This model was the only variety of Cyberman to possess the Mark 1 Flash Weapon (see **Weapons**, below).

The Cyber-body is built around the infrastructure of the Mondasian's original humanoid form. Except for some remnants of the brain and nervous system, the skeletal system and muscle tissue are all that remains

of the original humanoid form. A powerful exo-skeleton surrounds the body, increasing the Cyberman's strength to superhuman levels. On the Model I, the exo-skeleton wires running down the arms and legs of the body were exposed and vulnerable to damage. The powerful exo-skeleton and heavy ballistic cloth make such Cybermen slow and clumsy (as reflected by their low DEX score).

The head of the Cyberman contains two tiny computers, both interfaced with the human brain and nervous system. One computer makes decisions and contains the memories and knowledge of the Cyberman, and the other translates these decisions into physical actions by moving the appropriate body parts and activating the appropriate systems. The knowledge computer can be programmed for a wide variety of specialties. The computers built into the Model I Cyberman were primitive and had limited storage capacity. In game terms, the Model I's knowledge computer has a storage capacity of ten. Thus, a Model I Cyberman can be programmed with a total of ten Skill Levels in any Mentality-related skills (i.e., Level V *General Medicine*, Cybermen and Level V *Electronics*, or Level VII *Technology*, *Cybernetics* and Level III *Technology*, *Astronautics*). None of the skills given on the Cyberman's character sheet count against his storage capacity.

Also contained in the head are the sensory banks and the Vocoder unit, which simulates speech. Cybermen



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possess all the human senses (except taste), each of which is at super-human levels. The sensory organs are all cybernetic parts. Their senses operate at approximately three times human efficiency, allowing them to see three times as far as an average human or to hear things three times as well. The Cybermen can see both the infrared and ultraviolet portions of the spectrum. Thus, they can see quite well at night (not suffering any penalties to skill rolls made while working in the dark).

Mounted on the chest and lower torso of the Cyberman is a large chest unit. The basic chest unit serves as a visual monitor for the various internal systems, allowing Cybermen to check their functioning at a glance. Cybermen have completely eliminated the needs to eat and breathe. Instead, they function through a heat/electrical battery. The Model I Cyberman has to recharge its battery every 36 hours. (See the **Miscellaneous Hardware** section for details on the mechanics of recharging.)

The chest unit also contains an exhaust grid that expels the gas resulting from their cooling system's chemical reaction. The exhaust chamber is coated with a special alloy because common metals would corrode from long-term exposure. Gold tends to stick to this special alloy. Whether in dust or solid form, gold applied near the chest area will seal the exhaust chamber, shutting down the cooling system and forcing the Cyberman to overheat and die in seconds. During the Galactic Cyberwars, Earth forces exploited this weakness by using the glitter gun, a weapon that shoots a thin stream of gold. (See the **Judging Moves and Combat** chapter for the game mechanics of gold and gold dust.)

Finally, the chest unit contains an outlet that leads to the Cyberman's internal power source. A wide variety of special devices can be plugged into the chest unit.

The Model I Cyberman had a peculiar problem with balance. To solve this problem, a system of gyro-rings were attached to its arms and legs. One gyroring each went above and below the elbow, with one above the wrist, one at the knee, and one above the ankle. This particular weakness was never discovered and exploited, but knowledgeable individuals could target the rings in combat (with a modifier of -4). Treat a successful roll as an automatic gyro-stabilizer critical hit (see **Judging Moves and Combat**). Model I Cybermen do not have internal gyro-stabilizers, and so treat a critical hit of this type as a hit on the gyrorings.

Name: MODEL I CYBERMAN

Attributes:

STR — Level V	CHA — Level I
END — Level VI	MNT — Level V
DEX — Level III	ITN — Level II

Combat Statistics:

AP:	6
Armed Combat,	
Cyberweapons:	Level IV
Unnamed Combat, Brawling:	Level III

Significant Skills

Leadership	Level IV
Military Sciences	
Ordnance Construction/Repair	IV
Small Unit Tactics	V

Storage Capacity: 10

Armor: Ballistic Cloth

Weapon: Mark 1 Flash



MODEL II CYBERMAN

The Model II Cyberman was created around 50,000 B.C. By the year 2500 A.D., all Cybermen were at least Model II. The Doctor encountered Model II Cybermen in the episodes "Moonbase", "Tomb of the Cybermen", and "Wheel in Space". The Model II Cyberman was a vast improvement over the original.

The Model II was the first Cyberman to be covered with the light, resistant alloy that the Time Lords call Cyberium. The exact make-up of Cyberium has puzzled the Time Lords for quite some time. It performs better than any similar alloy they themselves have developed! This Cyberium makes later-model Cybermen nearly invulnerable to all attacks save those that strike a vulnerable location. A thin coating of Cyberium also protects the thin exoskeleton wires running down the arms and legs. The old Mark 1 Flash Weapon, which was standard equipment on the Model I Cyberman, was discarded in favor of a built-in firearm with greater range and accuracy. Treat it as a rifle in the DR WHO: RPG rules, except refer to Table A to determine damage.

The Cybermen upgraded the chest unit of the Model II to correct several deficiencies in its earlier counterpart. The new unit was better-armored, better-protected, and contained a smaller, built-in version of the scanner that Model I Cybermen wore as an accessory. The hoses leading from the cooling exhaust holes on the back and

shoulders were also better protected. However, two more exhaust holes with tubing had to be installed on the waist.

The Model II Cyberman did not share the Model I's problem with balance. An internal gyrostabilizer replaced the outdated gyrorings. The Vocoder units were also updated, as the old ones had the tendency to stop working at extreme temperatures (below -75° C and above 120° C). Used on all the later models of Cyberman, the new Vocoder rectified this problem and had a deeper voice than the Model I's high-pitched whine. The Model II's knowledge computer was also improved, giving it a storage capacity of 13.

Name: MODEL II CYBERMAN

Attributes:

STR - Level V	CHA - Level I
END - Level VI	MNT - Level V
DEX - Level III	ITN - Level II

Combat Statistics:

AP:	6
Armed Combat:	
Built-in Rifle	Level V
Cyberweapons	Level IV
Unarmed Combat, Brawling:	Level IV

Significant Skills

	Level
Leadership	IV
Military Sciences	
Ordnance Construction/Repair	IV
Small Unit Tactics	IV

Storage Capacity:

13

Armor:

Cyberium I

Weapon:

Built-in Rifle

MODEL III CYBERMAN

The Model III Cyberman is identical to the Model II in every respect, except that a built-in energy weapon has replaced the built-in rifle weapon, and the storage capacity has been improved to 15. Treat the energy weapon as a laser rifle for game purposes. The Model III Cyberman was first built in 1850 A.D., though few Cybermen were converted to the Model III. The Cybermen generally use the Model III for special missions involving a great deal of combat.

MODEL IV CYBERMAN

The Model IV possessed a much better knowledge-computer than its predecessor, requiring a slightly larger head and increasing the storage capacity to 20. The chest unit was also redesigned, decreasing the size of the vulnerable exhaust grid and maintaining the built-in scanner unit of the Model II. Superior cooling technology enabled the Cybermen to remove the extra ports and hoses added to the waists of Models II and III. The internal battery systems were improved, allowing the Model IV to last as long as 72 hours without recharging. As the Model III's built-in energy weapon was costly, the Model IV abandoned built-in weapons altogether. The episode "The Invasion" featured Model IV Cybermen.

Name: MODEL IV CYBERMAN

Attributes:

STR - Level VI	CHA - Level I
END - Level VI	MNT - Level V
DEX - Level III	ITN - Level II

Combat Statistics:

AP:	6
Armed Combat,	
Cyberweapon	Level IV
Unarmed Combat, Brawling:	Level IV

Significant Skills

	Level
Leadership	IV
Military Sciences	
Ordnance Construction/Repair	IV
Small Unit Tactics	IV

Storage Capacity:

20

Armor:

Cyberium I

Weapon:

Cyberweapon



MODEL V CYBERMAN

After the development of the Model IV, improvements in Cyberman design slowed down greatly. The Model V did not appear until during the Galactic Cyberwars. The Doctor encountered this model in the episode "Revenge of the Cybermen".

The Model V is identical to the Model IV except that the former has a built-in weapon (treat as a laser rifle for range and damage). In addition, its exoskeleton wires are better-protected, and its Cyberium armor was refined, making the Cyberman almost invulnerable.

MODEL VI CYBERMAN

Cyber-control developed the Model VI Cyberman after the conclusion of the Galactic Cyberwars. The Doctor faced the Model VI in "Earthshock" and "Attack of the Cybermen". The Model VI Cybermen are also featured in FASA's *Countdown* module.

The Model VI's Cyberium coating is less bulky, giving it greater mobility. The Model VI does not have a built-in weapon.

Name: MODEL VI CYBERMAN

Attributes:

STR — Level VI	CHA — Level I
END — Level VI	MNT — Level V
DEX — Level IV	ITN — Level II

Combat Statistics:

AP:	7
Armed Combat:	
Cyberweapon:	V
Unarmed Combat, Brawling:	IV

Significant Skills

	Level
Leadership	IV
Military Sciences	
Ordnance Construction/Repair	IV
Small Unit Tactics	IV

Storage Capacity:

20

Armor:

Cyberium II

Weapon:

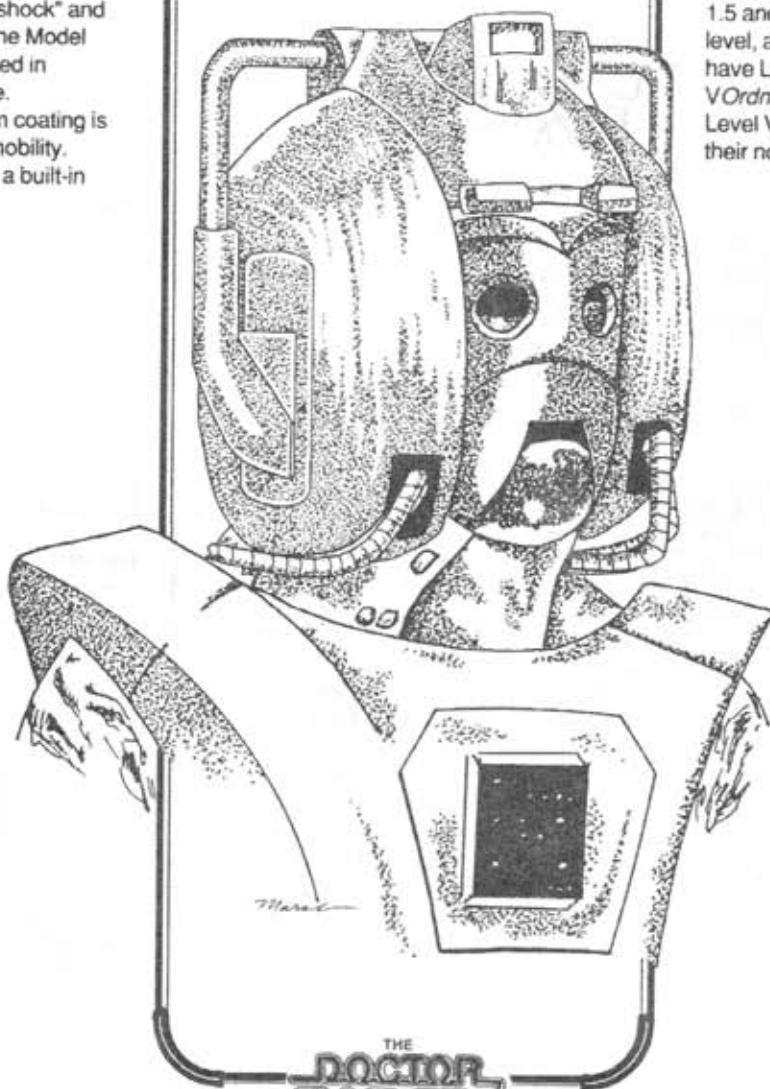
Cyberweapon

MODEL VII CYBERMAN

The Model VII is identical to the Model VI except that it is capable of drawing power from cosmic rays and need never recharge. The exoskeleton has been improved, granting Model VII Cybermen a Level VII STR. Cyberleader Vorak in FASA's *Countdown* adventure is a Model VII.

CYBERLEADERS

Cyberleaders (as well as Cybercommanders and the Cybercontroller) are always drawn from the best available model. In addition, Cyberleaders possess certain technological improvements that would be inefficient to install in all Cyber-soldiers. To determine the statistics for a Cyberleader based upon a given model, multiply its normal storage capacity by 1.5 and add one to its MNT level, ITN level, and CHA levels. All Cyberleaders have Level VI Leadership, Level V Ordnance Construction/Repair, and Level V Small Unit Tactics at no cost to their normal storage capacity.



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WEAPONS

The following are the preferred weapons of the Cybermen. If they discover another weapon that is more powerful than the one they have, they will use the new weapon. Many combinations of Cyberman and weapon are possible.

MARK 1 FLASH WEAPON

The Mark 1 Flash weapon was standard equipment for the Model I Cyberman. The weapon looked like a large spotlight and fit into a mount on the head. It is connected to the nervous system, which allows the Cyberman to fire it at will. This rather primitive energy weapon (treat as a blaster pistol in DR. WHO: RPG terms) could also produce a blinding flash of light that would temporarily stun its victims. To avoid being blinded for one to three rounds, characters within ten meters of the Cyberman must make a saving roll against DEX using the Cyberman's weapon skill as the Difficulty Level. Cybermen are immune to such flash effects. Blinded characters make all attacks with a -10 on the Ability Entry Line. All attacks against blinded characters are at +4. The energy blast of the weapon also has a stun setting.

EARLY MODEL CYBERWEAPON

In addition to their built-in weapons, Cybermen often carry hand weapons for greater range and power. In battle, one out of ten Model I Cybermen carried an Early Model Cyberweapon. When the Model II Cybermen were perfected, approximately 50 percent of all Cyber-forces had this weapon. Nearly all Model IV Cybermen were equipped with an Early Model Cyberweapon. In game terms, treat this weapon as a laser rifle. The cyberweapon draws power from the

internal power source of the Cyberman himself, and recharges after every shot. Any non-Cyberman can use this weapon, but after ten shots, it will be totally drained. The weapon also has a stun setting.

LATE MODEL CYBERWEAPON

Around the time that the Model V Cyberman was developed, an improved version of the Early Model Cyberweapon appeared. Standard equipment for Cybermen Models V, VI, and VII, this new cyberweapon outperformed its earlier counterpart in range and power. Treat this weapon as a particle beam rifle for DR. WHO: RPG purposes. It also has a stun setting.



BUILT-IN WEAPONS

Several models of Cybermen had built-in weapons. Treat the Model II's built-in firearms as a rifle, and the Model III's and Model V's built-in energy weapon as a laser rifle. Each of these has a 30-shot capacity.

MARK I HEAVY WEAPON

This weapon is a large, heavy unit that plugs directly into the Cyberman's chestpiece. It requires both hands to grasp and fire. It draws power directly from the Cyberman manning it, but the Cyberman can last only half as long as he ordinarily could before needing recharging. Thus, a Model VII Cyberman manning a Mark I can operate for only 36 hours (instead of 72 hours) before needing to recharge. The Mark I was developed at the time the Model III Cyberman appeared. Cybermen use this weapon only when they expect to engage a large military force, and even then, no more than 1 Cyberman in 20 will have one. In game terms, the weapon does Table A damage twice to any target it strikes. It also gives its operator 5 more points of armor against any frontal attacks. The MK I is an extremely deadly weapon, which is beyond the scope of all but the most unusual adventures.

FLAME WEAPON

While developing the Model IV Cyberman, engineers installed a low-powered flame thrower instead of the usual energy weapon. They found that the flame weapon had a great demoralizing effect on primitive cultures. The flame thrower does Table A Energy Weapon damage, and has a DDF of -2 and range statistics of 1/2/4/8/12. A successful hit sets the target on fire (if flammable), doing an extra 3D6 points of damage per round until the fire is extinguished.



MARK I CYBERBOMB

The Mark I Cyberbomb is the largest of the cyberbombs, and is used for large-scale demolition. It is a one by one-and-a-quarter meter box with two handles, one on either side. The bomb takes about ten minutes to arm, and can be set to detonate anywhere from one minute to several days in the future. When the bomb explodes, all targets within 100 meters take double Table A damage. All Cyberbombs are notoriously hard to diffuse (-4 to the Task Entry Line). The Mark I and Mark II Cyberbombs were both developed at the time of the Model I Cyberman.

MARK II CYBERBOMB

The Mark II Cyberbomb is identical to the Mark I except that it has a blast radius of only 20 meters. Cybermen use this bomb for smaller-scale demolitions. The Mark II looks like a large black globe approximately the size of a basketball. The Cybermen used Mark II Cyberbombs in the episode "Revenge of the Cybermen".



MARK III CYBERBOMB

Like the Terran hand grenade, the Mark III Cyberbomb was designed for use in battle. It is a baseball-sized black globe. The Mark III does Table A damage to all the targets within 5 meters of its detonation point. A Cyberman can throw a Mark III about 50 meters, although the average human could manage only 25 meters.

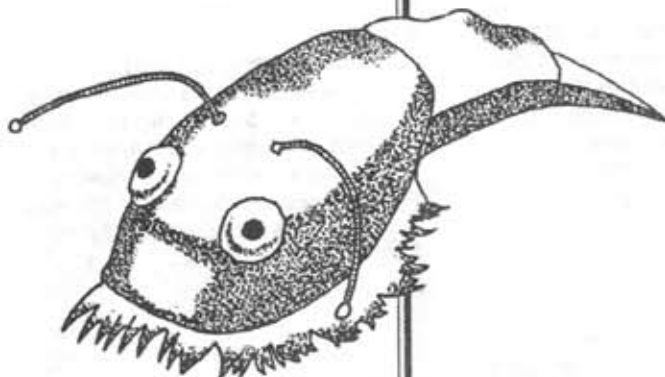


MISCELLANEOUS HARDWARE

The Cybermen use a wide variety of computers, accessories, and robots to carry out work for them. Accessories usually plug into the chest unit, from which they draw their power. The following examples will help the game-master to create equipment of his own.

MODEL I CYBERMAT

Cybermats are small, mechanical, snake-like creatures approximately 70 centimeters long and 18 centimeters wide. Their main function is to sabotage systems, though they are capable of attacking enemies. A Cybermat can be programmed to operate on its own, or it can be remote-controlled. The control unit is a small, hand-held box about the size of a television remote-control.



Cybermats can distinguish objects at only five meters. For sensory input, they rely on a series of short metal probes (or 'feelers') surrounding their head. A single Cybermat can sabotage a system in 3D6 minutes, which causes a minor systems failure. Each additional Cybermat reduces this by two minutes, to a minimum of one minute.

If discovered, Cybermats will attack. They leap into the air and attach themselves to the victim's neck, inflicting a painful bite. This bite automatically hits, and does 1D6 points of damage every round until the creature is removed, requiring a character to make a STR saving roll at Difficulty Level IV. Cybermats cease to function after taking 10 points of damage. They have 4D6 of armor. A character can reprogram an inactive Cybermat and turn it against its controller by making a *Computer Systems Skill Roll* at Difficulty Level VI.

MODEL II CYBERMAT

The model II Cybermat is identical to the Model I, except that the remote-control system has been improved. The Model II does not have the Model I's bulky antennae. Model II Cybermats also have better visual monitors, allowing them to distinguish objects at ten meters. Model I and II Cybermats appeared in most of the Cybermen episodes featuring The Doctor's second incarnation.

MODEL III CYBERMAT

The Model III Cybermat is identical to its predecessors, except that its bite injects Virulion, a deadly poison, into the victim's bloodstream. There is no known antidote to Virulion, which kills its victim in five minutes and leaves strange marks on the body. A wide variety of poisons can be used with the Cybermat. The Model III Cybermat appeared in the episode "Revenge of the Cybermen". After capturing the remote-control unit for a Model III Cybermat, The Doctor filled its poison receptacle with gold dust and used it against its creators.



CYBER-ANDROID

The Cybermen do not usually store any Cyber-robots, preferring to construct them as needed. Therefore, Cyber-robots may differ in appearance, though their basic capabilities are similar. Cyber-robots are used in combat when the number of available Cybermen is limited.

Cyber-robots cannot speak and are easily confused. They have blaster rifles built into their hands and 5D6 points of armor. Because they are assembled hastily, however, they usually have a flaw that can be found by a character who makes a *Cybernetics* Skill Roll at Difficulty Level IV or a *Mechanical Engineering* Skill Roll at Difficulty Level V. Flaws can be targeted at -3. Any shot striking the flaw inflicts damage ignoring the android's armor. Cyber-robots appear in the episode "Earthshock" and FASA's *Countdown* module.

Name: CYBER-ANDROID

Attributes:

STR	- Level VI	CHA	- N/A
END	- Level VI	MNT	- Level I
DEX	- Level II	ITN	- Level I

Combat Statistics:

AP:	5
Armed Combat,	
Blaster Rifle:	IV
Unarmed Combat, Brawling:	II

Significant Skills: None



CYBERSHIPS

Cybermen use a wide variety of spacecraft to carry out their various missions. Most Cyberships are small by Earth standards, usually designed to carry between 4 and 20 Cybermen. There are several reasons for this. Ten Cybermen are considered to be the equivalent of at least one company of 20th-century Earth soldiers in terms of destructive force. This is easily enough force for almost any mission, and the concentration of more force in a single area would be most inefficient. Also, smaller ships lend themselves better to the secretive, hit-and-run missions that the Cybermen usually undertake.

Cyberships are grouped into four categories: scouts, operators, transports, and sleepers. Cybermen use scouts to explore new territory, to investigate various phenomena, and to collect data. The typical Cyber-scout carries only three or four Cybermen. Scouts relay all their data to Cyber-control immediately, leaving little chance for data to become lost or intercepted.

Operators, the most versatile classification of Cyberships, are used as a base of operations for most missions. They can carry from 5 to 20 Cybermen, and are the type of ship CIA agents are most likely to encounter. The Model 100-1136 Cybership described below is an operator. Cybermen used transports before and during the Galactic Cyberwars to transport 20 to 50 Cybermen from place to place. After the Cyberwars, such large bands of Cybermen were rarely assembled in one place, and the need to keep such a band secret would force them to use operators or scouts. Cybermen began building sleeper ships before the Cyberwars. These ships were essentially large mobile versions of their underground colonies. The sleeper ships sometimes carried as many as 500 Cybermen, and were patched into Cyber-control in the same manner as the Cyber-colonies. After Earth Empire forces defeated the Cybermen, many of these ships were hunted down and destroyed. However, it is possible that a few still exist and carry hibernating passengers.



The insides of Cyberships all look alike. The first thing that most creatures note upon entering a Cybership is the lack of space. A human crew could never function in such a cramped environment, but Cybermen do not need recreational areas, galleys, or even sleeping quarters. A ship that could normally support an Earth crew of two could support as many as 15 Cybermen. Cyberships are also characterized by their extremely dark and dull interiors. Cybermen have no sense of esthetics, and the dull materials and designs they use are cheaper and more efficient. Cyberships feature a large central control room that serves as a gathering area and contains the ship's controls and monitors, which allow Cybermen to observe outside activity and the progress of their mission. There are few additional chambers. Besides the central control room, there are only storage, engineering, and hibernation areas. Cybermen who are unnecessary for various parts of the mission use the hibernation area to conserve energy and wear on their mechanisms.

The layout of all cyberships is determined by a logical process. Anyone who spends at least two minutes aboard a Cybership and can make a Skill Roll against his rating in *Mathematics* at Difficulty Level III can determine the exact location of any desired area.

All Cyberships carry recharge booths (see below). There is usually at least one such recharger for every two Cybermen aboard the ship. All Cyberships also include a direct link back to Cyber-control for relaying information back and forth. Therefore, most Cybermen on starships have direct access to the powerful computers of Cyber-control. Operators almost always carry a conversion chamber (see below) and usually have one or more Cybermats aboard. Cyberships sometimes feature useless additions to the hull infrastructure, making the vessel appear to be an Earth merchant, patrol cruiser, or other common vessel.

Due to the highly advanced nature of Cyber-technology, Cyberships can perform much more efficiently than their Earth counterparts. All Cyberships are armed, and a five-man operator packs the destructive force of an Earth battleship. This firepower is equalled by the engines, which have the power of a typical Earth frigate, but take up much less space.

CYBERSHIP 100-1136

Vessel Class:	Model 100
Designation:	Operator
Function:	Reconnaissance and Light Attack Craft
Hull Data:	
Length:	39 m
Width:	10.5 m
Height:	10.5 m
Wingspan:	15 m
Engines And Power Data:	
Power Plant:	Two Ion-Thrust Engines
Maximum Speed:	120 x Speed of Light
Maximum Operation Time:	Indefinite
Weapons and Firing Data:	
Armament:	Two Triple Particle Accelerators Four Rocket Banks
Other Data	
Crew:	20

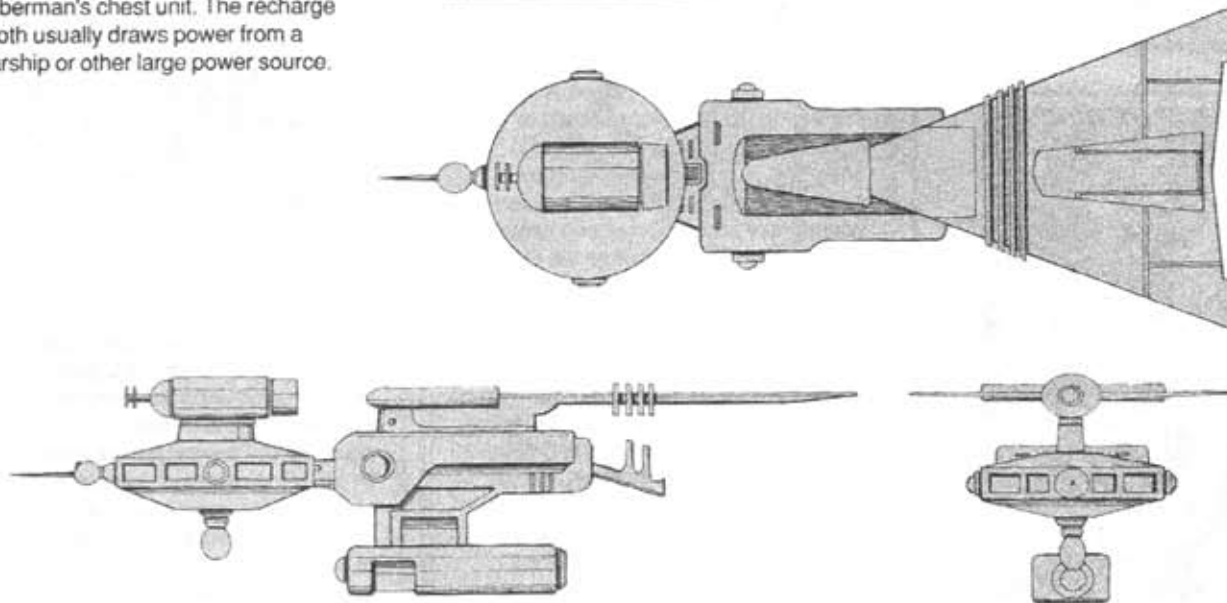
RECHARGE BOOTH

To recharge, a Cyberman must spend at least six hours in a recharge booth. The booth is a large box about the size of a telephone booth. While the Cyberman is inside, he may appear dormant and unaware, but this is not the case. Electrical plugs run from the bottom of the chamber to the Cyberman's chest unit. The recharge booth usually draws power from a starship or other large power source.

CONVERSION CHAMBER

The conversion chamber is where Cybermen place humanoid victims to convert them into Cybermen. It is a large, coffin-shaped object (appropriately enough!) that is completely opaque, except for a small glass window at the victim's face. Once placed inside the chamber, the victim cannot resist the process. Computer-controlled laser scalpels surgically dissect the victim while robotic arms add the appropriate mechanical parts. The entire process takes about 10 minutes. Before the conversion chamber can work, it must draw power for at least 30 minutes (giving player characters a chance to escape or be rescued).

Newly converted Cybermen have the statistics of whatever model Cyberman the gamemaster deems appropriate. It takes about 24 hours for the new Cyber-programming to take full effect, so it is possible to reawaken the human instincts in a victim (requiring a *Negotiation/Diplomacy* Skill Roll at Difficulty Level VI). This conflict will destroy the Cyberman, but in some cases, the victim can overcome the Cyber-programming and control his new body for a short period of time before it destructs. Such a case occurred in the episode "Tomb of the Cybermen".



COMMUNICATOR

All Cybermen wear a communication device on their wrist. The communicator looks like a large wrist watch, and its range is great enough to allow contact with orbiting space vessels from a planet's surface.

SCANNER

All Cybermen except the Model I have a scanner built into their chest units. Model I Cybermen often wear a large, bulky scanner attached to their chest plates. The scanner can detect all living creatures within a radius of 200 meters. The scanner gives only direction and distance to such creatures. The Model I's detachable scanner plugs into the chest unit, from which it draws its power.



EMERGENCY TRANSPONDER

All Cybermen possess an emergency signalling device in their heads that is automatically switched on if any of the Cyberman's systems fail. A Cyberman can also switch on this device at will to signal his comrades. The transponder signal is mentally activated, and no motion of any sort is required. All Cybermen within an 80-kilometer radius will pick up this signal, and, if possible, they will come to investigate. The signal broadcasts the injured Cyberman's exact location only, not the type of fault or danger encountered.

Individuals must open a Cyberman's head unit to determine if a Cyberman's transponder is functioning (a red light flashes when the signal is in operation). Clever player characters may wish to engage the transponder of a damaged or destroyed Cyberman to

lure his comrades into a trap. To open the head requires a Skill Roll against a character's *Cybernetics* or *Mechanical Engineering* skill at Difficulty Level II or a Saving Roll against his STR level at Difficulty Level IV. A Skill Roll against his *Cybernetics* skill at Difficulty Level III or his *Electronics* or *Electrical Engineering* skill at Difficulty Level IV will trigger the emergency transponder.

BATTLE COMPUTER

The battle computer is a fairly large box strapped under the Cyberman's chest unit, from which it draws power. The leader of an expeditionary force or military team usually wears the battle computer to compute battle tactics. In game terms, any Cyberman wearing a battle computer has Level VII *Small Unit Tactics* skill.

REPAIR KIT

The repair kit is a small pouch that allows a Cyberman to repair damage to his systems. At least 50 percent of all Cybermen wear the kit at all times. Without such a kit, Cybermen cannot heal any damage unless they are at a base or aboard a ship.

CHROMOSCON

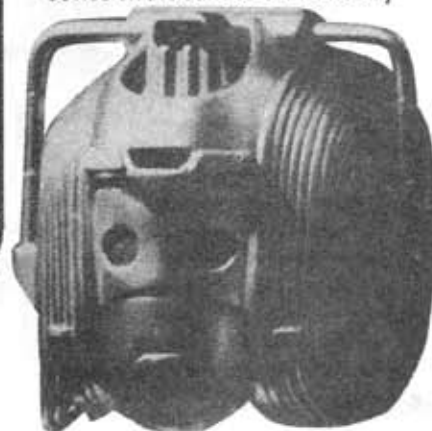
The Chromoscon is a large, building-sized device constructed by a band of Cybermen after the Galactic Cyberwars ended. This particular band of Cybermen discovered an unusual element, Chromastium, on the planet Getorix. When an electrical current travels through a large quantity of

Chromastium, this element generates an energy field on a frequency close to that of a living brain. Varying the current and the purity of the Chromastium would alter the exact wavelength of the Chromascon to match a race's brain patterns, allowing a form of rudimentary mind control.

The Chromoscon is very large as it draws on a huge source of Chromastium, which allows an incredible range of frequencies. With the Chromoscon, the Cybermen can gain almost complete control over all sentient creatures of any given race over a range of 1,000 kilometers. (The machine can only be set to work on one race at a time.) To prevent detection of the large machine, the Cybermen have disguised it to look like some sort of local building.

Characters can resist the mind control of the Chromoscon by making a Saving Roll against their MNT level at Difficulty Level VI. An afflicted player character gets one Saving Roll every hour. Lower the Difficulty Level of the MNT Saving Roll to V if someone attempts to convince the victim to fight off the effects. A knowledgeable character can create a device that blocks the mind-control effect on one individual. This requires a Saving Roll against his MNT level at Difficulty Level V to discover how to block the transmissions and a Skill Roll against his *Electronics* level at Difficulty Level VI to design and build the device.

[Gamemaster's Note: The exact details of where the Chromoscon has been built and for what purpose have been left open so that the gamemaster may easily integrate the device into his own adventure. Many *DOCTOR WHO* adventures featuring the Cybermen are based around such large, exotic devices. For example, the episode "Moonbase" is based around the Gravitron, Earth's large weather control device on the surface of the moon.]



JUDGING MOVES AND COMBAT

For the most part, tactical movement and combat involving Cybermen is handled exactly as for humans. Cybermen take and repair damage the same way that human characters do (see the **DR WHO: RPG Game Operations Manual**). To heal any damage, a Cyberman must either be in a base of some sort or have access to a repair kit (see the **Miscellaneous Hardware** section above). Cybermen have no unconsciousness threshold. A Cyberman stays conscious until the moment of his death. However, when a Cyberman's **CURR OP END** falls below six, his movements become jerky, and he loses control of his body. All combat and skill rolls at this point are made at -3.



ACTION POINT COSTS

Cybermen are slow and bulky, making many of the options listed on the Action Point Cost Table impossible. The following new Action Point Cost Table illustrates the actions that Cybermen may choose in combat.

CYBERMEN ACTION POINT COST TABLE

Position Change

Turn in place*	2
Change position*	2

Movement

Move 1 square sideways or up/down	1
Move 1 square diagonally	1.5
Evade	Not used
Crawl 1 square (any direction)	5
Run	Impossible
Climb Stairs/Ladder	2 x AP cost
Climb Rope	Impossible
Swim	Impossible

Equipment and Weapon Use

Short Communication*	1
Draw and Ready Device	2
Operate Familiar Device*	2
Draw and Ready Weapon	2
Aim Weapon	2
Quick Draw and Fire*	3
Fire Ready Weapon*	1
Throw Ready Weapon*	1
Adjust Weapon Setting	2
Reload Weapon	2
Survey Situation	4

Combat and Evasion

Attack*	Minimum of 3
Parry/Defend*	Not used
Dodge*	Not used
Duck*	Not used
Hide*	Not used
Roll Sideways*	Impossible
Drop Suddenly*	Impossible
Dive Roll*	Impossible
Flying Tackle*	Impossible

(* Indicates Opportunity Action)



ACTION DESCRIPTIONS

Specific actions are described only when they differ from those presented in the basic rules set. Actions not discussed are identical to those found in the original rules.

POSITION CHANGE

Change Position

Although a Cyberman is capable of kneeling and going prone, they will rarely do so. Cybermen almost always fight from their feet. Cyberman position changes cost more AP than usual due to the Cyberman's bulk and stiffness.

MOVEMENT

Move

Cybermen have a great deal of difficulty moving in rough or steep terrain. In such a case, double the normal penalty.

Evade

Cybermen never evade. They have determined that it is more efficient to create better armor so that they can withstand attacks. Thus, a Cyberman can get in more attacks, increasing his efficiency in combat.

Crawl

Cybermen can crawl, but will never choose this action willingly. They only crawl when circumstances prescribe it, or when they are unable to stand or walk.

Run

Cybermen are incapable of running. A Cyberman in a hurry moves at his normal movement rate. When planning their missions, Cybermen include as little movement as possible (no 60-kilometer hikes). They accept that they have sacrificed mobility for increased combat effectiveness.

Climb Rope

Few ropes exist that would hold a Cyberman's bulky frame. Besides, a Cyberman's powerful exoskeleton is not designed for an operation like climbing a rope.



Swim

A Cyberman will sink while in water and is much too heavy to swim. As Cybermen need not breathe and can survive at extremely high (under the ocean) or low (outer space) pressures, a Cyberman could walk along the bottom of a body of water at a cost of 3 AP. Note that Cyberium does not rust.

EQUIPMENT AND WEAPON USE

Draw and Ready Weapon

In any area where enemy activity is possible, Cybermen always walk with their weapons drawn and ready to fire.

Quick Draw and Fire

This option is rarely used.

Survey Situation

One of the Cybermen's weaknesses in battle is that they refuse to act until they have calculated the optimum battle strategy. Whenever new combatants enter the area or the enemy exposes a new, unexpected weapon, the Cybermen must survey the situation. Also, before a Cyberman can react from surprise, he must choose this action. When surveying, the Cyberman will make a *Small Unit Tactics* skill roll.

COMBAT AND EVASION

Attack

In hand-to-hand combat, Cybermen attack with either a simple, crushing blow with their fist or a strangling attack. They never kick.

For a strangling attack, make an *Unarmed Combat* skill roll. If successful, the Cyberman immediately does 2D6 points of damage to his target. He will do the same amount of damage every round until the victim is dead or surrenders. A character can pull a Cyberman off of a victim by making a STR Saving Roll, with a Difficulty Level equal to the STR of the strangling Cyberman.

Parry/Defend

Cybermen never parry. See

Evade, above.

Dodge/Duck/Hide

Cybermen will never perform any of these actions in combat. They do hide, but never in combat.

Roll / Drop / Dive / Flying Tackle

The bulk and slowness of the Cybermen make all of these actions impossible.



COMBAT

Whenever Cybermen engage an enemy, they stop moving and fire heavily at the enemy's position. They continue to do this until they weaken the resistance. Then, they advance for hand-to-hand combat and fire at those fleeing the battle. Cybermen will generally attack the strongest enemies first. However, they will change any tactics that do not have the desired effect. All in all, Cybermen are very competent fighters. Note that all Cybermen have *Small Unit Tactics* skill. Unlike the Daleks, Cybermen value their troops highly, and will almost never sacrifice them.

CYBER-ARMOR

Cybermen are very difficult to defeat in combat because of their nearly invulnerable armor. This armor covers the Cybermen from head to foot and provides protection from nearly all attacks. It functions like normal armor in the DR.WHO:RPG, except that it provides much more protection. Below is a table summing up the effect of Cyber-armor.

ARMOR EFFECTS TABLE

Armor Type	Armor Value
Ballistic Cloth (Model I)	35
Cyberium I	40
Cyberium II	45



SPECIAL TARGETS

The Cybermen have several vulnerable areas that characters can target in combat. If a character is targeting a special area, he must state his desire to do so before he rolls the dice. Add the appropriate area modifier to the normal combat modifiers found in the **Game Operations Manual**.

Gyrorings

The gyrorings that stabilize the Model I Cybermen may be targeted at -5. They have 5D6 points of armor. Any single shot striking a gyroring and inflicting 10 points of damage topples the Cyberman. He will jerk wildly on the floor for three combat rounds, after which he can function again, though he will not be able to stand. He must now choose the *Crawl* option to move, can no longer participate in hand-to-hand combat, and makes all ranged combat rolls at -3.

Exo-Skeleton Wires

The exo-skeleton wires running the length of the Cyberman can be targeted separately. A character must choose either the arms/chest exo-skeleton wires or the leg wires. They are difficult to hit (-7), but a successful hit causing 5 points of damage severs the wire. A severed leg wire freezes the Cyberman in place and prevents him from moving or changing position. A severed arm wire prevents the Cyberman from attacking in hand-to-hand combat, grasping, or dropping any objects, and subtracts 3 from all shots fired from a hand-held weapon. A severed arm wire also drops the STR of the Cyberman to Level I.

Exoskeleton wires on Model I Cybermen have no protection. Models II-IV have 4D6 points of armor over their wires, and Models V-VII have 5D6.

Cooling System Hoses

Severing his cooling system hoses causes the Cyberman to overheat, eventually destroying him. When a cooling system hose is severed on a Model I-III Cyberman, the hose emits a thick mist that obstructs vision in the two squares in front of the Cyberman. Models IV-VII simply leak a watery green fluid. The modifier to hit a cooling hose is -6 on Models I and IV-VII, and -5 on Models II and III. A single hit inflicting ten points of damage severs the hose. A Model I's hose has half its overall armor value, and all other models' hoses have two-thirds their normal armor value. A hit scored on a Cyberman's cooling system hose does 1D6 damage to the Cyberman (ignoring armor) each round until he is dead or repaired.

Head

The head is slightly more vulnerable to damage than the rest of the body. Targeted at -3, the head has three-quarters the Cyberman's regular armor value. Model VI and VII Cybermen have heads with full armor values.

Exhaust Grid

An attack using gold must strike the Cyberman's exhaust grid for full results. Other attacks have no special effect on the grid. The grid can be targeted at -3 on Models I-III, and -4 on Models IV and up.

USING GOLD

One of the chief weaknesses of the Cybermen is their susceptibility to gold. By exploiting this weakness, the Earth Empire was able to defeat the Cybermen in the Galactic Cyberwars. Gold dust works much better than solid gold. A hit on the Cyberman's exhaust grid with gold dust causes 3D6 points of damage (ignoring armor) on the first and all succeeding combat rounds until the Cyberman dies. Solid gold causes 2D6 points of damage every round. If the gold strikes anywhere but on the exhaust grid, it does 1D6 of damage for only one round.

Gold dust can be thrown a short distance, and has range modifiers of 1/2/3/4 and a DDF of -2. Thrown gold dust has no long range, and all attacks from farther than three squares are extreme. Throwing solid gold at the exhaust grid has no effect.

During the Galactic Cyberwars, the humans developed a glitter gun, capable of shooting gold dust at long ranges. The gun holds enough gold dust for 20 shots, and has range modifiers of 1/5/10/18/25 and a DDF of -1.



CRITICAL HITS AND FUMBLES

Because a Cyberman's internal arrangement differs from a human's, following are new Critical Hit and Fumble Tables. Use the Critical Hit Table to resolve all critical hits against Cybermen, and use the Fumble Table to resolve all fumbles by Cybermen.



CYBERMAN CRITICAL HIT TABLE

Die Roll	Effect
1	1D6 additional damage (ignoring armor) from concussion effects
2	1D6+3 additional damage from concussion effects
3	1D6+3 additional damage, and Cyberman stumbles to the ground
4	Lower the armor value by 1D6 permanently
5	Same as above, except lower armor value 2D6
6	Reroll
1	The attack strikes an exoskeleton wire. See above for the results of an exoskeleton hit. Roll another die.
1-3	Arm hit.
4-6	Leg hit.
2	The attack strikes the head of the Cyberman and knocks out the internal gyro-stabilizer. See the Special Targets section above on targeting gyro-rings for the effects of a Cyberman losing his balance. If the target is a Model I Cyberman, the shot strikes a gyroring.
3	The attack has partially sealed the exhaust grid. The Cyberman takes 2 points of damage every round until dead.
4	The attack severs a limb. Roll again.
1-3	Arm. The Cybermen will remain standing and become useless.
4-6	Leg. The Cyberman will fall to the ground and become useless.
5	A cooling hose has been hit. The hose has only half its normal armor value against a critical hit.
6	The attack has knocked the head off. After staggering about for 1-3 rounds, the body slumps to the ground.

CYBERMAN FUMBLE EFFECTS

Die Roll	Effect
1	Visual Malfunction; no attack next turn
2	Visual Malfunction; no attacks next 2 turns
3	Visual Malfunction; Cyberman fires at closest moving object
4	Visual Malfunction; Cyberman automatically attacks nearest Cyberman
5	Weapon overheats, inflicting 2D6 points of damage on Cyberman (armor has no effect)
6	Reroll.
1	Weapon overheats, inflicting 2D6 points of damage on Cyberman. No attacks for next 4 turns.
2	Same as above, except weapon does 3D6 points. No attacks for 5 turns.
3	Same as above, except Cyberman drops weapon after taking damage.
4	Weapon misfires. Roll damage against the firing Cyberman. Armor effects damage normally.
5	Same as above, except the weapon inflicts a critical hit on the firing Cyberman.
6	Weapon explodes, doing Table A damage to the Cyberman (armor has no effect).

CYBERMEN ADVENTURES



CREATING ADVENTURES

The gamemaster can use the material in this supplement to create adventures in several ways. The history section provides enough background to set several adventures in the ancient past of the Cybermen, during the Galactic Cyberwars, or later. All of the historical incidents featuring the Time Lord Kelly and his Companions can be designed for the gamemaster's own group of player characters. If the players have limited exposure to the *DOCTOR WHO* series, recreate some of The Doctor's exploits for them. Many players may not have had the opportunity to see some of the older episodes. By purchasing the Target novelizations of these episodes and applying a little creative thought, a gamemaster could easily turn them into adventures. However, the gamemaster must be careful, as some of the Cybermen episodes are described in the players' book.



EPISODE GUIDE

Below are brief summaries of the *DOCTOR WHO* episodes that feature the Cybermen. These episodes will be extremely valuable to the gamemaster wishing to design and run Cybermen adventures. Many of the episodes are available in syndication, and all but two ("Wheel in Space" and "Attack of the Cybermen") are available as Target novelizations.

"THE TENTH PLANET"

Broadcast in 1966, the first Cyberman adventure featured the appearance of the planet Mondas (and its eventual destruction) in the Earth's solar system and the attempts of the Cybermen to drain the Earth's power. This was the last episode for William Hartnell, the First Doctor; at the end of this story, he is seen regenerating into Patrick Troughton. Unfortunately, the BBC does not have a copy of the final episode and so it is not available for syndication. Target Books has published a novelization, *Doctor Who and the Tenth Planet*.

"THE MOONBASE"

This adventure featured the Cybermen attempting to take over the Earth's Gravitron moonbase to weaken the Earth's resistance to invasion. It contains some surprisingly well-done scenes taking place on the moon's surface. The BBC does not have a complete set of all the episodes, and so the story is not available for syndication. The Target novelization is entitled *Doctor Who and the Cybermen*.

"THE TOMB OF THE CYBERMEN"

This classic Patrick Troughton adventure features a group of misguided Earth scientists who land on the planet Telos and accidentally reawaken the Cyber-forces there. It was the first story in which a human undergoes the conversion process, and the first in which the Cybercontroller was seen. This adventure is highly recommended for gamemasters. The BBC does not have these episodes, but a Target novelization is available, *Doctor Who and the Tomb of the Cybermen*.

"THE WHEEL IN SPACE"

This adventure depicted the Cybermen invading a gigantic Earth space station as a prelude to launching an invasion of the Earth itself. It was the first story that featured functioning Cybermats

(inoperative Cybermats were seen in "Tomb of the Cybermen") and introduced The Doctor's long-time assistant Zoe. "Wheel in Space" is unavailable for syndication. Unfortunately, there is no Target novelization of this story available, though plans for one are under way.

"THE INVASION"

"The Invasion" is often cited as one of the Second Doctor's best adventures. The Cybermen are manipulating a large electronics firm through their puppet, Tobias Vaughan, who helps them invade Earth. This story was the first to feature the United Nations Intelligence Taskforce. It is not available for syndication, as parts of it are missing. The Target novelization is entitled *The Invasion*.

"REVENGE OF THE CYBERMEN"

After a long absence, the Cybermen returned to face the Fourth Doctor. The story featured their attempt to destroy the planet Voga from Space Beacon Nerva. The story introduced the Galactic Cyberwars, Voga, and the concept that gold is the Cybermen's major weakness. The episode is widely available in syndication and is novelized in Target and Pinnacle editions of *Doctor Who and the Revenge of the Cybermen*.

"EARTHSHOCK"

"Earthshock" is probably THE classic Peter Davison adventure. It features the Cybermen attempting to destroy an important political conference with a Cyberbomb, teaches the viewers the current theory surrounding the disappearance of the dinosaurs, and includes the (presumed) death of The Doctor's Companion, Adric. The adventure is widely available in syndication and is novelized in *Earthshock*.

"ATTACK OF THE CYBERMEN"

"Attack of the Cybermen" is one of the most complex stories in the history of the series. It takes place on present-day Earth and on the planet Telos in the year 2507 A.D. It features an attempt by the Cybermen to go back in time to prevent Mondas from being destroyed. It is widely available in syndication.





VARIOUS NPCS

Below are character sheets for races and individuals who played a major role in Cyberman history. These should be helpful for the gamemaster wishing to run an adventure in the Cybermen's past.

MONDASIAN PREHISTORY

Name: TYPICAL CAVE DWELLER

Attributes:

STR - Level V	CHA - Level II
END - Level V	MNT - Level I
DEX - Level IV	ITN - Level IV

Combat Statistics:

AP:	7
Armed Combat, Club	Level II
Unarmed Combat, Brawling	Level II

Significant Skills	Level
Wilderness Survival	III

Notes:

The first sapient life forms on Mondas were very similar to Earth's cavemen. Both lived on worlds dominated by wild plains, large mountainous regions, and dense jungles. The climate during this early era was unstable and unpredictable, and large mammalian and reptilian predators roamed the countryside. Gamemasters running adventures set during this era may wish to consult reference books on cavemen for more information. Most of Mondas' primitive inhabitants traveled about in small groups of 3 to 5, although primitive tribal bands later formed. These bands of 10-30 Mondasians usually lived in caves or other natural shelters.



Name: GROUND SLOTH

Attributes:

STR - Level VI	CHA - N/A
END - Level VI	MNT - N/A
DEX - Level V	ITN - Level III

Combat Statistics:

AP:	9
Unarmed Combat	
Bite	Level III
Claws	Level III

Notes:

The ground sloth is a predator found on primeval Mondas. It is a large bear-like creature with vicious claws and fangs. The sloth hunts small animals, but prefers man-size prey. Treat its claws as daggers and its bite as a long sword.



Name: KALU

Attributes:

STR - Level VII	CHA - N/A
END - Level VII	MNT - N/A
DEX - Level III	ITN - Level IV

Combat Statistics:

AP:	6
Unarmed Combat:	
Bite	Level II
Talons	Level II

Notes:

The name "kalu" translates into "man-hunter" in the primitive Mondasian language. The kalu is a bird with an 8-15 meter wingspan and vicious talons. At times, a kalu will swoop down, pluck up a cave-dweller, and take him to its lair to feed its young. Treat their talons as long swords, and refer to Damage Table A for their bite.



Name: XTILOTH

Race: Menkaran

Sex: Male

Profession: Scout

Attributes:

STR — Level IV	CHA — Level V
END — Level IV	MNT — Level IV
DEX — Level III	ITN — Level VI

Combat Statistics:

AP:	11
Armed Combat, Spear	Level V
Unarmed Combat,	
Martial Arts	Level IV

Significant Skills **Level**

Environment Suit Operations	IV
Leadership	VI
Life Sciences, Agriculture	II
Medical Sciences,	
General Medicine, Menkaran	III
Physical Sciences	
Mathematics	IV
Physics	IV
Technology, Astronautics	IV
Trivia, Philosophy	VI
Vehicle Operation, Spacecraft	IV
Verbal Interaction	
Negotiation/Diplomacy	VI
Haggling	V

Appearance:

Height: Short

Build: Stocky

Looks: Striking

Apparent Age: Mature Adult

Actual Age: 75

Recognition Handle: Xtiloth has golden skin, a proud demeanor, and a prehensile tail.

Distinguishing Physical**Characteristics:**

Menkarans look like golden-furred apes with prehensile tails. They walk upright, and their hands enable them to grasp and hold objects. Like most Menkarans, Xtiloth carries himself proudly. After he crash-landed on Mondas, he adopted the dress and customs of the local tribes, though he refused to discard his royal Menkaran robe.

Brief Personal History:*Birthplace:* Menkar

Xtiloth was the only son of Grakk Mtilor of Menkar, making him heir to the hereditary title of Grakk (or ruler). While a young man, Xtiloth excelled in both schooling and physical training. At a very early age, he was already in advanced studies and was besting records set by many of the planet's greatest athletes. All Menkar was very proud of the young prince, and even his father's traditional enemies had to admit that they were somewhat charmed by the boy. Xtiloth seemed to be a natural-born Grakk, and as he matured, he gained more and more devoted followers.

The princes of Menkar traditionally volunteer for military service when they come of age, and Xtiloth was no exception. His military performance was especially distinguished, and he quickly rose to the rank of Marshal. An isolated, peaceful race, Menkarans employed their military forces as a sort of rescue and disaster relief force. Xtiloth proved his worth again and again when he led rescue efforts, saving thousands from the great floods that periodically sweep the Menkaran rain forests. He undertook his ultimate mission when he volunteered to search for a large Menkaran science-barge that was lost in deep space. During this mission, his scoutship encountered a severe meteor shower that crippled its communications and drive systems. Xtiloth was forced to crash-land his ship on the Eastern continent of the planet Mondas, which orbited the star Sol.

Knowing that he could never return home, Xtiloth pledged to help the primitive nomadic tribes develop a rich civilization and culture. He quickly gained the respect of the various nomads by besting several of them in physical combat, and he soon became a tribal leader. He succeeded in uniting several of the tribes into a common band, and began teaching the barbarians basic lessons in the sciences and philosophy. With his help, the Eastern Mondasians developed a written language, and their technology began to develop rapidly.

Though the Mondasians learned quickly, they were not yet sociologically advanced enough to handle Xtiloth's knowledge. After Xtiloth's death, the Mondasians used his scientific lessons to build weapons to conquer the tribes on the Western and Southern continents. Unfortunately, only a handful of Mondasians understood Xtiloth's lessons in philosophy. The Mondasians' high esteem of the value and power of technology soon became central to their culture.

Personality:*Motivations/Desires/Goals:*

After landing on Mondas, Xtiloth became determined to help the Mondasian civilization develop along peaceful lines. He became leader of the coalition of Eastern tribes only to help them develop and prosper peacefully. Xtiloth greatly missed his homeworld and would return if given the chance, but not until he felt that the Mondasians were heading toward peaceful development.

Manner:

In his earlier years, Xtiloth possesses firm leadership and almost carefree idealism. Though kind, gentle, and peace-loving, he is certainly no stranger to physical force when necessary. Later in life, Xtiloth tends to talk in strange philosophical riddles and puzzles. Throughout his life, he maintains his princely nobility and strong sense of protocol. The fact that the Mondasians treat him like a father figure tends to make him act like one, and he is extremely protective of those who are younger, less able, or less experienced than himself.

Xtiloth can use his tail to strike or grapple opponents in hand-to-hand combat. Due to his extensive martial arts training, Xtiloth gains a +1 bonus on the Ability Entry Line when employing his tail in martial arts and when he has at least three meters in which to fight.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: TYPICAL EASTERN NOMAD

Attributes:

STR - Level IV CHA - Level III
END - Level V MNT - Level II
DEX - Level IV ITN - Level IV

Combat Statistics:

AP: 7
Armed Combat:
Spear Level III
Throwing Knife Level III
Unarmed Combat, Martial Arts Level III

Significant Skills

Level

Carousing III
Gambling III
Security Procedures, Stealth IV
Verbal Interaction, Haggling III
Wilderness Survival IV

Notes:

The Eastern nomads roamed the countryside in bands of approximately 10-200 travellers. They wandered in simple wagons pulled by beasts of burden, and often set up temporary tent cities. The Mondasian nomads greatly resemble early Chinese and Japanese nomads, and the gamemaster may wish to consult appropriate reference books for more information.



THE MILLENNIAL WARS

Name: TYPICAL EASTERN WARLORD

Attributes:

STR - Level IV CHA - Level VI
END - Level IV MNT - Level IV
DEX - Level IV ITN - Level IV

Combat Statistics:

AP: 7
Armed Combat:
Long Sword Level IV
Spear Level IV
Bow Level IV
Unarmed Combat, Martial Arts Level IV

Significant Skills

Level

Administration VI
Artistic Expression, Poetry IV
Gaming V
Leadership VI
Military Sciences, Small Unit Tactics V
Verbal Interaction
Haggling III
Negotiation/Diplomacy V



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: TYPICAL EASTERN WARRIOR

Attributes:

STR - Level V CHA - Level IV
END - Level V MNT - Level IV
DEX - Level V ITN - Level V

Combat Statistics:

AP: 9
Armed Combat:
Long Sword Level V
Spear Level V
Bow Level V
Unarmed Combat, Martial Arts Level V

Significant Skills

Level

Administration III
Artistic Expression, Poetry III
Climbing IV
Leadership IV
Military Sciences, Small Unit Tactics V
Security Procedures, Stealth V
Trivia, Horsemanship V



Name: TYPICAL SLAVE WARRIOR

Attributes:

STR - Level V CHA - Level II
END - Level V MNT - Level II
DEX - Level IV ITN - Level V

Combat Statistics:

AP: 7
Armed Combat, Spear: Level III
Unarmed Combat, Brawling: Level III

Significant Skills Level

Wilderness Survival, IV
Cool Temperate

Notes:

Eastern Clans, such as the Kazan-Tor, were groups of approximately 50,000-100,000 people. Each clan had two distinct social classes and were governed under a feudal system. The upper caste contained land owners and nobles, and the lower included peasant workers and farmers. Each clan had both a warlord with a large castle or stronghold and several less powerful nobles with the title of lord. Each lord administered certain lands and vassals and was at the beck and call of his warlord at any time. This social structure fostered a strong sense of honor, and lords who lost their honor were required to exile themselves or to commit suicide.



Before the Millennial Wars, armies were organized in groups of 50 unarmored spear-wielders under the command of a special warrior, usually a lord. These warriors were highly skilled and heavily armored (treat as wearing plate, per DR WHO:RPG rules). About 25 percent of the formations in any army were horse cavalry. All cavalry soldiers were lightly armored (treat as chain mail) and well-trained in the use of sword and bow.

Two battle tactics abounded during this era. In the first, an army would engage the bulk of the opposing army, and the cavalry would split into two equal groups that would attempt to surround the enemy's flanks. In the other tactic, the cavalry divisions would charge forward and attempt to break the opposing battle formations while the infantry groups followed close behind to exploit any breach.

Adventures set during this era might take place in a warlord's castle, in a small village, or at a military encampment. The Mondasians of this era resemble the feudal Japanese, and the gamemaster should consult reference books for more information.

At the beginning of the Millennial Wars, the technological level on Mondas was medieval, but by their conclusion, technology had progressed to that of Earth during the 1940s. Almost every weapon that appeared on Earth between the years 1400 and 1940 A.D. was used during these wars. Gamemasters wishing to set an adventure during this period of Mondas' history should pick an interesting period of warfare (i.e., the Napoleonic era, the American Civil War, and so on) and refer to encyclopedias and other reference books for specific details. Throughout the Millennial Wars, the clans retained their notion of honor, and so give a Japanese twist to the chosen period.



THE GREAT DARK AGE

Name: TYPICAL NEST SCIENTIST

Attributes:

STR - Level II CHA - Level IV
END - Level III MNT - Level VI
DEX - Level IV ITN - Level IV

Combat Statistics:

AP: 7

Significant Skills Level

Administration III
Any Science Skill V
Verbal Interaction
Negotiation/Diplomacy IV



Name: TYPICAL NEST SECURITY GUARD

Attributes:

STR - Level IV CHA - Level II
END - Level V MNT - Level IV
DEX - Level IV ITN - Level III

Combat Statistics:

AP: 7
Armed Combat, Submachinegun Level III
Unarmed Combat, Brawling Level IV

Notes:

About 150 scientists founded the Nest in a network of natural caves located in the wastelands of the Southern continent. When the members of the Nest assumed control of the planet, their number had grown to about 3,000. The cave complex contained hundreds of chambers, which were divided into living quarters, storage areas, and laboratories.

The Nest had an elaborate security system. Patrols both inside and outside the caves ensured that the barbarians would never discover the complex. Anyone approaching the Nest would immediately be detected. If it is obvious that the intruders are not barbarians, the security patrols might question them instead of killing them.



THE FAREAN WAR

World Log: FAREAH

Astronomical Data

System Name:	Kreki
Number of Stars:	2
Position in System:	3
Number of Satellites:	1

Planetary Data

Gravity:	1.1 G
Size	
Diameter:	15,600 km
Equatorial Circumference:	48,000 km
Total Surface Area:	612,000,000 sq km

Planetary Conditions

Major Land Area Types:	6 continents
Major Water Area Types:	4 major oceans
Length Of Day:	26 hours
Atmospheric Density:	Terrestrial
General Climate:	Cool Temperate

Cultural Data

Dominant Life Form:	Farean
Technological/	
Sociopolitical Index:	77764-565
Government Type:	Monarchy
Controlling Government Body:	Supreme Filimunder
Chief Governing officer:	The Kaz of Qyx



Name: TYPICAL FAREAN/ MONDASIAN TROOPER

Attributes:

STR - Level V	CHA - Level III
END - Level V	MNT - Level III
DEX - Level IV	ITN - Level IV

Combat Statistics:

AP:	7
Armed Combat, Blaster	Level IV
Unarmed Combat, Martial Arts	Level IV

Significant Skills

	Level
Administration	II
Climbing	II
Military Sciences, Small Unit Tactics	III
Security Procedures, Stealth	III
Vehicle Operation, Ground	III
Wilderness Survival	III

Notes:

The Fareans are a race of tall, thin, warlike humanoids. Both the Farean and the Mondasian forces used blasters and plate armor during this period. Engagements usually occurred between two platoons, each consisting of 40 soldiers.



Name: MONDASIAN CYBORG

Attributes:

STR - Level V	CHA - Level II
END - Level VI	MNT - Level III
DEX - Level III	ITN - Level IV

Combat Statistics:

AP:	6
Armed Combat, Blaster	Level V
Unarmed Combat, Brawling	Level V

Significant Skills

	Level
Climbing	IV
Leadership	IV
Military Sciences, Small Unit Tactics	V
Ordnance Construction/Repair	IV
Security Procedures, Surveillance	III
Vehicle Operation, Ground	IV
Wilderness Survival	V

Notes:

Cyborgs have 5D6 points of built-in armor and carry a blaster. Five of them are usually organized into one platoon.



Name: HALVLAD*Race:* Mondasian*Sex:* Male*Profession:* Cybernetic Engineer**Attributes:**

STR - Level II

CHA - Level II

END - Level II

MNT - Level VI

DEX - Level III

ITN - Level V

Combat Statistics:

AP:

6

Significant Skills**Level**

Administration

V

Engineering

Electrical

V

Mechanical

III

Metallurgy

IV

Leadership

V

Medical Sciences

General Medicine

V

Surgery

V

Physical Sciences

Chemistry

IV

Computer Science

IV

Mathematics

III

Physics

IV

Technology

Cybernetics

VII

Electronics

VI

Appearance:*Height:* Short*Build:* Average*Looks:* Plain*Apparent Age:* Middle-Aged Adult*Actual Age:* 40

Recognition Handle: Halvlad has a cold demeanor, and often broods and grasps his head while thinking.

Distinguishing Physical Characteristics:

Halvlad is a small, underdeveloped, and sickly individual. His countenance is very dark, and he has a cunning air, dark eyes, a cruel mouth, and thinning hair. He usually wears lab coats and has a wide variety of scientific apparatus in his pockets. He rarely wears any official insignias or uniforms.

Brief Personal History:*Birthplace:* Mondas

Halvlad showed an unusual aptitude for mathematics and the sciences at an early age. He spent much of his childhood in studies and experiments, neglecting to spend time with his peers, and so he became an outsider and the butt of his classmates' jokes. When his parents were killed in a tunnel collapse, Halvlad became even more immersed in his studies. In the Mondasian primary academy, Halvlad's scientific and technology skills eclipsed his teachers', and he was passed to the secondary academy years early.

While at the secondary academy, Halvlad began to study cybernetics and robotics with an unusual intensity. Just as in the primary academy, his abilities soon

began to rival those of the faculty, and he began studying with some of Mondas' most prominent scientists (most of whom were also important government officials). He showed extreme promise as a scientist, and was appointed Director of Research at the secondary academy at a very young age. After making a technological breakthrough that improved the geofomic generators providing Mondas with its power, he was quickly appointed to his first government position.

During this time, Halvlad never lost his obsession with cybernetics. He continued to experiment with cybernetic limbs and organs, and succeeded in replacing half a dog's limbs and organs with cybernetic constructs. His cybernetic breakthroughs revolutionized Mondas' medical technology, but his obsession to create better cybernetic parts soon drove him to exploit the military potential of his creations. He reasoned that because technology had been sacred to the Mondasians since the time of Xbiloth, the ultimate destiny of the race was to fuse with technology, thus creating a powerful race that could rule the galaxy. Despite his obvious eccentricities, Halvlad's scientific achievements continued to buy him better government positions, and he became one of the top officials in the government.

When the war with the Fareans broke out, Halvlad seized the chance to put his work to the test. He suggested that the military branch of the government replace the limbs and organs of several military volunteers with cybernetic parts to increase their combat effectiveness. The government's scientific branch was reluctant to allow this dehumanization, but the war was going poorly enough to warrant drastic measures. Halvlad's creations were a complete success, and many more Cyborgs were constructed. Halvlad designed more advanced technology for these Cyborgs, but the scientific branch and the Forma Mathematica, still wary of cybernetics, prevented him from creating any more.

Halvlad was so infuriated that he offered high-ranking officials in the military branch the technology to defeat the Fareans if they would overthrow the government and share the power with him. The generals agreed to his terms, declared martial law, and imprisoned the leaders of the scientific branch. Halvlad's Cyborgs soon won the war with Fareah, and later became a secret police force for the military dictatorship. They also succeeded in crushing the rebellion led by the members of the Forma Mathematica. When the number

of volunteers for cybernetic replacement dwindled to zero, Halvlad began forcibly converting a number of political prisoners and criminals. The Cyborgs became a powerful force on Mondas, and Halvlad's control of them made him far more powerful than his military 'equals'.

To fulfill the destiny of the Mondasian race, Halvlad designed an even more powerful Cyborg. Its brain was built almost entirely with computers, causing it to act on pure logic. These Cyborgs (the first true Cybermen) were programmed to ensure the survival of the Mondasian race at all costs. Thus, they concluded that the Mondasians would be more likely to survive if they were cybernetic, and began rounding up all Mondasians for immediate conversion. Many fought against this horror, but to no avail. Halvlad knew that his creations would eventually reach this conclusion, but he had hoped to make more improvements to their design before all the Mondasians were converted. Like the rest of the population of Mondas, Halvlad was converted into a Cyberman by his own creations.

Personality:*Motivations/Desires/Goals:*

Halvlad dearly wants to see his cybernetic creations flourish. He created the Cybermen to guarantee the preservation of the Mondasian race and to restore it to glory. He also has a great desire to prove himself superior to the Mondasians through his brilliant scientific discoveries. At times, he feels inadequate because he is a mere organic lifeform and does not possess the logic of a computer.

Although he is in a position of great power, Halvlad has little desire to rule or command. He disdains all things that he considers "living", and believes organic society and its trappings to be useless.

Manner:

Halvlad is quite insolent and often snaps at those who annoy him. He will take every opportunity to prove himself mentally superior, and gets very aggravated when he fails to do so. He pays little attention to those who are not on his own intellectual level. Any piece of technology beyond his capability will impress him, and he might become obsessed with duplicating such an item just to prove that he can do so.

Halvlad is brilliant and very crafty. He can be an excellent strategist and tactician, and is capable of a wide variety of dirty tricks. He has complete confidence in his mechanical creations and will rely upon them for most things.



ENEMIES OF THE CYBERMEN

World Log: ILATHRI

Astronomical Data

System Name:	Panarol
Number of Stars:	1
Position in System:	2
Number of Satellites:	2

Planetary Data

Gravity:	1.5 G
Size:	
Diameter:	19,500 km
Equatorial Circumference:	60,000 km
Total Surface Area:	765,000,000 sq km

Planetary Conditions

Major Land Area Types:	2 continents; many islands
Major Water Area Types:	1 vast ocean
Length of Day:	28 hr
Atmospheric Density:	Terrestrial
General Climate:	Tropical

Cultural Data

Dominant Life Form:	Ilathran
Technological/ Sociopolitical Index:	57776-778
Government Type:	Advanced Tribal
Controlling Governmental Body:	None
Chief Governing Officer:	None



Name: TYPICAL ILATHRAN

Attributes:

STR - Level III	CHA - Level III
END - Level IV	MNT - Level IV
DEX - Level V	ITN - Level VI

Combat Statistics:

AP:	9
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Significant Skills

Artistic Expression	Level
Poetry	IV
Music	IV
Verbal Interaction, Debate	VI

Notes:

Ilathrans are scaly reptiles with very peaceful natures. Although their planet, a minor Temporal Nexus Point, was invaded by the Cybermen, a few ilathrans escaped into the planet's remote swamps.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

Name: TYPICAL VOGAN

Attributes:

STR - Level III	CHA - Level IV
END - Level III	MNT - Level IV
DEX - Level IV	ITN - Level IV

Combat Statistics:

AP:	7
Armed Combat:	
Glitter Gun	Level II
Rifle	Level II
Unarmed Combat, Brawling	Level II

Significant Skills

Vogans can have a wide variety of skills. Guards or soldiers have at least Skill Level III in one or more of the various *Security Procedures* and *Military Sciences* skills. Scientists and nobles have Skill Level IV in one or more technical, scientific, or administration skills.

Brief Personal History:

The Vogans evolved as a peaceful race who lived in the lush jungles and rain forests that covered the surface of their planet. Having little use for technology in their jungle paradise, they developed slowly, learning agriculture only after hundreds of thousands of years. These primitive Vogans formed large food-gathering communities and lived in large networks of tree houses. Several thousand centuries changed the Vogan's lifestyle very little. Though both their technology and civilization became more complex, they still maintained their treehouse networks and loose tribal structure.



During the Galactic Cyberwars, the Earth Empire began treaty negotiations with the Vogans, as the core of Voga consisted almost entirely of gold, which is deadly to Cybermen. At first, the peaceful Vogans were reluctant to sign a treaty with the Empire, but after they learned that the Cybermen had discovered their planet and were planning to destroy it, they quickly conceded. The treaty between the Earth Empire and the Vogans was signed at the Conference of Clongough in 2471 A.D.

With the new supply of gold, the fortunes of war began to turn against the Cybermen. In desperation, they launched an all-out attack on Voga, hoping to destroy it. After a fierce battle that lasted over a year, the forces of Earth routed the Cyber-army.

During the battle, however, much of the surface of Voga was ravaged, and the Vogans were forced to move into large underground settlements constructed by the Earth Empire. After the Cyberwars ended, Voga was moved from its present orbit (requiring a massive engineering effort) and placed near Space Beacon Nerva to keep its location a secret from any surviving Cybermen.

Distinguishing Physical Characteristics:

The Vogans are short, thin beings who dress in long orange robes and coats. Their skin has a pale green hue, and their facial features are sharply defined. Their eyes are sunken back in their heads, and they have a slight ridge running the length of their brows. Their hair is yellowish, long, and stringy. They have fully functional hands with four fingers and an opposable thumb.

Personality:

Motivations/Desires/Goals:

The Vogans are an extremely xenophobic race. They prefer simply to be left alone. They enjoy the contemplative life and are abnormally inactive.

Manner:

Most Vogans are meek and rarely think of anything but poetry, art, and philosophy. However, some Vogans are bitter because their race must live in underground caves for fear of the Cybermen, and they constantly chide the meeker members of Vogan society. Due to these latter Vogans, the civilization maintains a police force, which was never necessary before the coming of the Cybermen.

Name: TYPICAL VLARNAU

Attributes:

STR — Level VI	CHA — Level III
END — Level VI	MNT — Level III
DEX — Level IV	ITN — Level III

Combat Statistics:

AP:	7
Armed Combat, Blaster:	Level V
Unarmed Combat,	
Martial Arts:	Level V

Notes:

Vlarnau are powerful, lizard-like creatures. They can possess a wide variety of military and administrative skills. All have had some type of military training. When the Cybermen destroyed their planet during the Galactic Cyberwars, they joined the Earth forces.



THE
DOCTOR
WHO
ROLE PLAYING GAME

Name: TYPICAL CRYON

Attributes:

STR — Level III	CHA — Level V
END — Level III	MNT — Level IV
DEX — Level IV	ITN — Level IV

Combat Statistics:

AP:	6
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Significant Skills

Cryons can possess a wide variety of skills, but few have any military training. Scientists have Skill Levels III-VI in technical and scientific skills.

Brief Personal History:

The Cryons are native to the planet Telos. Evolving in the frigid underground caverns of the planet, the Cryons fed on the mosses and small creatures that grow there. They thrive in the sub-zero temperatures found below Telos' surface, and cannot survive at any temperature greater than -18°C. Due to the lack of natural resources in their underground dwellings, the Cryons were slow to improve their technology. When the Cybermen first arrived on Telos, the Cryons were just beginning to discover the fundamental laws of chemistry and physics.

The Cybermen conquered Telos in the year 21,180 T.L. As part of their programming to preserve the Mondasian race, the Cybermen decided to use the naturally frigid caverns below the planet's surface to put a large number of Cybermen in suspended animation. From studying Telos' cave system, the Cybermen learned enough about cryogenics to construct their own underground hibernation centers, and began to do so on several planets that they conquered.

Distinguishing Physical Characteristics:

The Cryons are a tall, thin race with rough, whitish-blue skin. Their heads are large, bulbous, and translucent. They have two arms, two legs, and two fully functional hands with elongated fingers. They talk in high-pitched, wispy voices, and it is very difficult to distinguish the males from the females.

Personality:

Motivations/Desires/Goals:

The Cryons love receiving visitors and do everything in their power to please them. Not only are they polite, but they love to tell and to hear tales of romance and adventure. The only exception to their good nature is their attitude toward the Cybermen. The Cryons hate the Cybermen enough to seek their destruction, though the Cryons' physical condition makes it difficult for them to do very much damage.

Manner:

The Cryons are congenial and peace-loving.

Name: COLONEL LYTTON

Race: Riftonian

Sex: Male

Profession: Mercenary

Attributes:

STR - Level V CHA - Level V
 END - Level VI MNT - Level V
 DEX - Level VI ITN - Level V

Combat Statistics:

AP: 11
 Armed Combat:
 Pistol Level VII
 Rifle Level VII
 Submachinegun Level VII
 Knife Level VI
 Unarmed Combat,
 Martial Arts Level VI

Significant Skills	Level
Administration	III
Climbing	IV
Environmental Suit Operation	IV
Leadership	VI
Medical Science, General Medicine	III
Military Sciences	
Ordnance Construction/Repair	VI
Small Unit Tactics	VII
Trap Discovery	VI
Trap/Ordnance Disarmament	VI
Physical Sciences, Computer Science	III
Security Procedures	
Concealment	VI
Disguise	VI
Lockpicking	V
Stealth	V
Surveillance	VI
Social Sciences	
Economics	III
History, Galactic	III
Political Science	V
Sports, Swimming	V
Streetwise	V
Technology	
Astronautics	III
Electronics	IV
Vehicle Operation	
Aircraft	IV
Ground	V
Water	III
Spacecraft	V
Verbal Interaction	
Haggling	V
Negotiation/Diplomacy	VI
Wilderness Survival (all environments)	V

Appearance:

Height: Tall

Build: Average

Looks: Average

Apparent Age: Mature Adult

Actual Age: 33

Recognition Handle: Lytton's face is somewhat scarred. He is calm and well-mannered, but has the dangerous air of a professional killer about him.

Distinguishing Physical Characteristics:

Lytton is a tall, dark man with short black hair and dark, steely eyes. During one of his many military encounters, he was exposed to a nerve gas that scarred his face.

Lytton is a master of disguise and often uses a variety of them in his plans. He always carefully studies the customs of a planet so that he can adopt a disguise that makes him inconspicuous. When not in disguise, Lytton prefers to wear a military jumpsuit.

Brief Personal History:

Colonel Lytton was born on the planet Rifton V in the star system Vita XV, space sector 690. For over 250 years before Lytton's birth, Rifton V was engaged in a war with its neighbor, Rifton IV. The centuries of conflict made the Riftonians quite adept at the arts of war, and their training programs produced some of the galaxy's most skillful soldiers. While at training school, Lytton developed the unshakeable nerve and proficiency that would later become his trademarks. He quickly became a leader among his peers.

By the time Lytton finished training school, Rifton V was on the verge of victory. He participated in only three combat missions before the inhabitants of Rifton IV exploded a high-yield nuclear weapon over their planet, choosing to commit racial suicide rather than face defeat. The inhabitants of Rifton V celebrated their victory, but soon their planet began to suffer from an economic depression. After all, the Riftonians had completely restructured their government, economy, and society for war. Most of the planet's inhabitants had little or no skills outside their fighting and military training.

Wars throughout the galaxy are rather common, and many Riftonians became mercenaries to earn income. Lytton was no exception. With no family or physical ties, he was not particularly attached to his homeworld. After leading mercenary units in countless battles, his employers noticed his expertise and hired him to be a freelance spy. Over the next few years, he conducted espionage for various industrial firms and governments.

Lytton performed his work well and was able to charge substantial fees. He soon declared himself a freelance operative and troubleshooter willing to undertake any operation or task no matter how much risk was involved, if the price was right. Lytton thoroughly enjoyed the challenge of his assignments, which included toppling



governments, recovering rare artifacts, and assassinating targets of his employers' choice, but he refrained from taking assignments to assassinate those who were totally innocent.

Throughout his career, Lytton has encountered The Doctor a number of times. They first ran into each other when Lytton was forced into working with the Daleks to free Davros from his cryogenic prison. Also, they worked together to help the Cryons defeat the Cybermen on Telos. During this last mission, Lytton was presumably killed, but he is extremely resourceful, and it is quite possible that he survived.

Personality:**Motivations/Desires/Goals:**

Lytton is motivated by two things: money and the thrill of a challenge. Through his various contracts, he has acquired a large fortune, which he keeps in high-risk investments scattered throughout the galaxy. He sometimes thinks about retiring, though it is hard to imagine him doing so. Lytton especially enjoys the challenges provided by his various assignments. He takes a great deal of pleasure in matching wits with various opponents. Though preferring to take on assignments in which his targets deserve their fate, he has been known to take on other jobs if the price or the challenge was great enough.

Manner:

Lytton is calm under all circumstances. Though cordial, well-mannered, and quite charming, these features make him seem all the more evil. While undertaking an assignment, he always designs an elaborate plan with several contingencies. Before making such a plan, he will study his target, environment, and opposition to arrive at the plan with the greatest chance for success and the least chance of getting himself captured or killed. While on assignment, he prefers to work alone. He will avoid the use of direct force, preferring more cunning methods, but he is more than capable of violence if necessary.

Lytton regards his assignments as solemn contracts. Once he has undertaken an assignment, he will do anything in his power to complete it, even to the point of sacrificing his own life. However, he will never accept an assignment with an unfavorable chance of survival.



Name: JAMIE MCCRIMMON*Race:* Human*Sex:* Male*Profession:* Clan McLaren piper**Attributes:**

STR — Level IV CHA — Level III
 END — Level IV MNT — Level III
 DEX — Level IV ITN — Level III

Combat Statistics:

AP: 8
Armed Combat:
 Axe Level III
 Club Level III
 Skien Dhu (Dagger) Level V
 Sword Level IV
Unarmed Combat:
 Brawling Level IV
 Grappling Level IV

Significant Skills Level

Artistic Expression, Bagpipes VI
 Carousing III
 Climbing V
 Security Procedures
 Concealment IV
 Stealth III
 Sports
 Swimming IV
 Wrestling IV
 Wilderness Survival,
 Cool Temperate IV

Appearance:*Height:* Average*Build:* Average*Looks:* Attractive*Apparent Age:* Adolescent*Actual Age:* 17

Recognition Handle: Jamie speaks 18th-century English with a pronounced Scottish accent. He dresses in traditional Scottish kilt and heavy shirt.

Distinguishing Physical Characteristics:

Jamie has a boyish face and short red hair. Though quite young, he is in peak physical condition and is rather hardy. He has a sturdy frame and powerful limbs. He usually wears a heavy woolen shirt, a kilt, and high stockings. Sometimes, he carries a *skien dhu* in one of his stockings.

Brief Personal History:

The Doctor met young Jamie McCrimmon on Culloden Moor in Scotland in the year 1746 A.D. After he helped The Doctor, Ben Jackson, and Polly defeat the slavery scheme of a crooked solicitor on the moors, Jamie decided to accompany The Doctor in his travels. His childlike innocence and concern for his fellow living creatures soon endeared him to The Doctor, and he became The Doctor's longest-running Companion and one of his dearest friends.

Throughout his travels with The Doctor, Jamie saw many alien worlds and participated in several adventures. He encountered the Daleks, the Chamleons, the Yeti, the Ice Warriors, the Dominators, the Krotons, and the War Lords. Jamie met The Sixth Doctor when he accompanied The Doctor's second incarnation to the Research Institute on Space Station Chimera, and became embroiled in a plot by the Sontarans and a renegade scientist. He is one of the few Companions to visit Gallifrey. After The Doctor was exiled to Earth, the Time Lords erased all Jamie's memories concerning his adventures with The Doctor and returned him to Culloden Moor, where he eventually became Laird of Clan McLaren.

Jamie encountered the Cybermen on four occasions and became quite adept at fighting them. He aided The Doctor when he foiled the Cybermen's plot to capture the Gravitron device. Later, he was on Telos when the Cybermen there were reawakened, and he helped The Doctor make a narrow escape. He also helped foil the Cybermen's invasion of the Wheel in Space, and joined Brigadier Lethbridge-Stewart and the United Nations Intelligence Taskforce in thwarting the second Cyber-invasion of Earth. He is considered a dangerous opponent by the Cybermen, and ranks high on their list of enemies to be eliminated.

Personality:**Motivations/Desires/Goals:**

Like most of The Doctor's Companions, Jamie values life above all else. He would not think twice about sacrificing his own life for others, especially for The Doctor or one of his other friends (Ben Jackson, Polly, Victoria Waterfield, or Zoe Herriot). However, this does not mean that he is incapable of using force when necessary to protect others.

Jamie traveled with The Doctor for two reasons. First of all, he shared a unique relationship with the Time Lord that was somewhere between that of father/son and that of two old friends. He valued The Doctor's company, and the Time Lord held a special place in his heart for the boy. With the exception of his granddaughter Susan (and possibly Jo Grant and Sarah Jane Smith), Jamie was The Doctor's favorite Companion and friend.

Second, the young Scotsman adventured with The Doctor because he was fascinated by the marvels that he discovered. After an adventure or two, he overcame his fear of advanced technology and alien environments and began trying to understand them. During his adventures, he had no desire to return to his own time.

Manner:

Jamie is a kindly, somewhat shy young lad. His manners are excellent, and he always makes an attempt to deal with aliens and strangers on their own terms. Through his constant exposure to The Doctor, Jamie has taken on a few of his mannerisms and attitudes, much to the Time Lord's amusement.

Jamie is a man of action. He often acts impulsively, rarely taking any time to plan in advance. He cannot sit around and do nothing while one of his friends is in danger, and will often attempt a rescue on his own, no matter what the odds. He is almost fearless.





ADVENTURE DESIGN

To illustrate some of the principles behind designing adventures that feature the Cybermen, gamemasters should refer to the following example. When using the Cybermen, incorporate certain techniques or elements into the adventure to preserve the flavor of the various *DOCTOR WHO* Cyberman episodes (which are described in the **Episode Guide** section of this booklet). Obviously, all these elements will not fit into every Cybermen



adventure, but a gamemaster should feature as many of them as possible. In addition, the example below employs some elements or 'cliches' that are standard to many *DOCTOR WHO* episodes. Use these elements and plot twists whenever possible. They add the flavor of the television series to the game and make it seem more 'real' for the participants.

When designing any *DR.WHO:RPG* adventure, the gamemaster must answer three questions: who is the enemy? what do they want? where does the action take place? It does not matter which of these questions is answered first; that depends on the adventure and the preference of the gamemaster. Sometimes, a particular setting brings to mind a certain enemy or goal, and vice versa. An adventure set on a cold, arctic planet could feature the Ice Warriors. To select the object of the Cyberman's plot, see the **Goals** section in the **Cyber-Mind**

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chapter. In this example, the Cybermen will be planning to increase their numbers. Lastly, we must choose a setting. Nearly any-where will do, but to preserve the flavor of the race, we will choose a dark, planetary moon. Cybermen seem to work well in such a setting. (See "Moonbase".)

Now we need something to give the adventure a little flavor to set it apart from others. Looking over this supplement will provide many interesting elements to inject into a Cyberman adventure. Let's choose the Chromoscon from the **Cyber-Technology** chapter. The Chromoscon is large and disguised as a building, and so there should be some sort of buildings on this moon.

Next, start filling in the details. How are the Cybermen going to increase their numbers on the moon? Perhaps the Cybermen left a colony on this moon while Mondas was wandering through the galaxy. When the Earth forces began hunting down the remaining Cybermen after the Galactic Cyberwars, they never discovered this particular colony. A band of about ten to twelve roving Cybermen (the exact number would depend on the number of player characters) stumbled blindly onto the moon and were astonished to find that the colony had not been detected. They immediately made plans to revive the colony, which would give

them enough power to launch an invasion of the area. Their discovery of the element Chromastium prompted them to build the Chromoscon on the moon. The Chromoscon is designed for controlling beings, and so we will put a primitive humanoid race on the moon. This race worships a great lizard beast that is supposed to live at the core of the planet. These humanoids have constructed a number of pyramid-like temples to the lizard beast, and so the Cybermen have disguised the Chromoscon as one of them. The Cybermen could be mind-controlling the primitive aliens because the Cyber-colony entrance has been buried under numerous avalanches over the years on the unstable moon, and the Cybermen need the humanoids to unearth it.

What we have so far is good, but we need to make the situation even more complicated to capture the flavor of the television series. Perhaps a group of miners from Earth are mining the moon's vast supply of silicon. The miners have known of the primitives' presence on the world for a long time. The primitives have generally been peaceful, spending most of their time worshipping their lizard god, but lately they have begun to attack the miners in the tunnels. The Cybermen have used the Chromoscon to convince the primitives that the Earth people are enemies of their god and must be destroyed, hoping to force the Earth miners off the moon to eliminate any chance that the Cybermen's operations are detected.

As stated in the **Cyber-mind** chapter, Cybermen usually have a spy in their enemy's camp. The Cybermen could seduce one of the miners into betraying his fellow Earthlings with the lure of wealth. Under instructions from his cybernetic masters, this miner would begin sabotaging various pieces of mining equipment to make the scare even more dramatic.

Now that we have a solid framework for the adventure, we can start to figure out how the player characters are going to become involved in these events. First, we need to decide how they are going to land on the moon in the first place. The CIA would not know anything about the Cybermen's plot, and so the gamemaster could have the player characters' TARDIS materialize on the moon due to some sort of disturbance in the space/time continuum. During the disturbance, a vital but easily replaceable part burns out and needs replacing. A good choice would

be the mercury fluid link mentioned in the episode "The Daleks". When the fluid link burns out, it needs to be refilled with mercury to function properly again. Because the player characters do not have any spare mercury aboard their TARDIS, they will have to put on their protective suits and travel to the mining camp (which would probably be located just over a ridge). Add a little excitement by having the primitives attack them on the way. The player characters should easily handle the aliens, who will run off when things begin to look bad.

This gives us a perfect opportunity to use a plot twist that has often been used on the *DOCTOR WHO* television series. When the player characters arrive at the mining camp, they are accused of committing the recent sabotage and of inciting the war with the aliens. Of course, at the forefront of their accusers is the traitor. The player characters are then locked up to await trial. Then, they should probably escape their cell and descend into the mining tunnels to investigate the cause for the primitives' warlike behavior.

Once the player characters reach the primitives' village, they discover that the humanoids are being mind-controlled. Through various clues, they learn that the center of the mind-control is the Chromoscon building and that the true menace is the Cybermen. This keeps with the tradition of not revealing the Cybermen until late in the adventure, and making their revelation dramatic. The player characters will then find out about the lost colony, the Cybermen's plans to unearth it, and the Cybermen's traitor in the mining camp.

What is now needed is a way for the player characters to triumph. Tackling ten or more Cybermen is tough enough, but fighting ten Cybermen and a huge army of fanatical, mind-controlled aliens is almost impossible. A simple solution is to allow the players' group an opportunity to enter the Chromoscon and to reprogram it to operate on the frequency of the Cybermen themselves, scrambling their computerized brains and eventually destroying them. To accomplish this, however, they will have to fight their way through a number of Cybermen.

The player characters will obviously need help overcoming the Cybermen. What if the primitives regarded gold as holy and kept large supplies of golden objects for their religious ceremonies? If the player



characters can get their hands on some of the gold, they would have the edge they need to enter the Chromoscon. Just to give them an extra advantage, have the leader of the miners order an all-out attack on the aliens, which should provide the player characters with an excellent diversion. (The players' group should also do their best to prevent the miners from hurting any of the innocent primitives.) When designing adventures involving the Cybermen, the gamemaster must always remember to create opportunities like this for the player characters. Cybermen are fearsome opponents, and expecting the CIA agents to overpower them in combat is unreasonable.

The scenario is good, but to make it more like *DOCTOR WHO* adventures, it needs a subplot. In this case, the primitives suggest a good subplot. Let us say that their religion is real, and a large lizard is hibernating deep beneath the miner's tunnels. While the player characters are in the primitives' village, they may witness religious ceremonies and hear talk of a "great arising". Between the miners' digging

and the primitives' activities at the behest of the Cybermen, the creature is being disturbed and will eventually awaken. Now the player characters have a situation worthy of The Doctor. Not only must they defeat the Cybermen, but they must also stop the giant lizard creature from devouring the miners, the primitives, and just about everything else (maybe by reprogramming the Chromoscon). If these disasters are timed to coincide, the situation becomes even more tense.

The last step is to polish up the adventure by adding a few encounters to create interesting role playing situations. The storyline easily lends itself to such encounters. When the player characters enter the primitives' village, one of them might be captured for sacrifice to the lizard god, requiring the other player characters to save him. Also, the encounter where the adventurers reveal the presence of the traitor to the other miners will provide players with good opportunities for role playing. They might conduct this encounter in a very dramatic fashion, unmasking the traitor with a great deal of flash.

The adventure above is certainly compatible with the Cybermen as depicted in the TV series. Note how special effort was taken to ensure that the goal of the Cybermen, their methods of operating, and even the setting were all consistent with their recorded behavior. Skilled use of this supplement allows such adventures to be created quickly and effortlessly.

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CYBER-COLONY

This section contains a description of a typical cryogenic Cyber-colony. This is a perfect setting for many adventures, and gamemasters may modify the basic design of the colony to use it again and again. The number of Cybermen in the colony has been left for the gamemaster to decide. The Doctor visited a colony like this one in the television episode "Tomb of the Cybermen". Gamemasters setting an adventure in the colony environment should pick up a copy of the Target novelization of this episode to get the 'feel' and atmosphere of the setting. The episode also provides a very useful plot springboard for gamemasters.



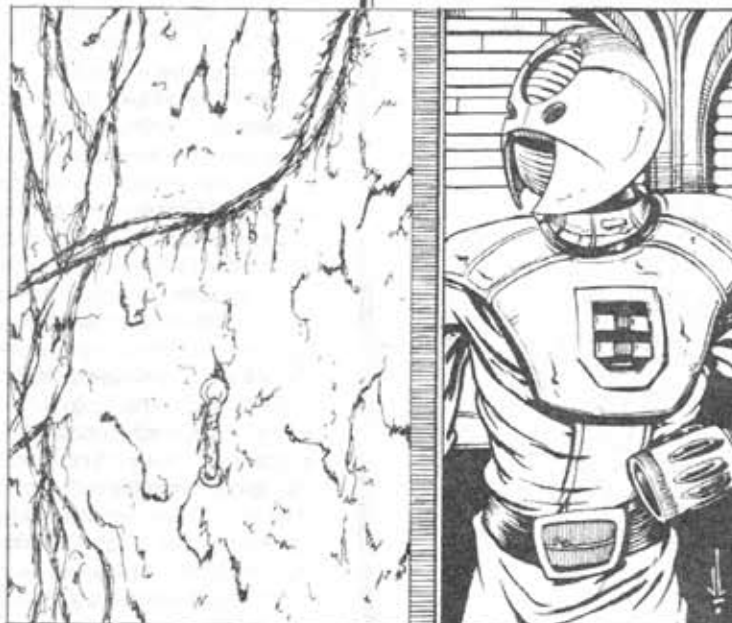
EXTERIOR

The entrance to a Cyber-colony is usually well hidden; deep in a mountain range, surrounded by marsh, or other camouflage. The entrance consists of two plain, electrified metal doors, approximately four meters tall by one-and-a-half-meters wide with a large

handle (about a half-meter long) on each one. Unless some sort of precaution is taken (such as wearing insulated gloves), anyone who touches the doors automatically takes energy damage from Damage Table A. The doors have only enough charge to affect the first two people who touch them. When the charge has been dissipated, it takes about an hour to build up again. If someone touches the doors after the charge has been dissipated, the metal will feel slightly cool to the touch.

The doors are extremely heavy and require a Difficulty Level VII *STR* Saving Roll to open. If four or more people combine their strengths to open the doors, have the character with the greatest *STR* in the party make a Saving Roll against his *STR* score at Difficulty Level V. If someone sets up some sort of pulley or block and tackle rig by making a Difficulty Level III *MNT* Saving Roll, the Difficulty Level for a single individual to open the doors decreases to IV, or to III if three or more are trying.

After the players' group enters the tomb, the doors suddenly slam shut. The only way for the group to re-open the doors is to analyze the console in the main control room and make three Difficulty Level VI *Mathematics* skill rolls, each one after 30 minutes of studying the console.



FIRST LEVEL

The inside of the tomb is lined with smooth metal very similar to that used to construct the doors. Power will be off in the tomb, leaving the entire complex dark. The cryogenic chambers on the lower levels of the tomb make the entire complex cold and uncomfortable. Anyone within the tomb who is not protected from the cold (by wearing heavy clothes or a coat) suffers a penalty of two columns on all saving and skill rolls. The cryogenic chambers also cause a strange and sinister mist to rise from the floor, which decreases visibility to three meters.

Because the doors of the complex are fashioned smoothly into the walls, they are difficult to detect. They can only be opened when someone stands on a pressure plate about one-third of a meter in front of them. It requires an *INT* Saving Roll at Difficulty Level III to locate a door. There is a 50 percent chance that a character searching a section of wall that actually contains a door will accidentally step on the pressure plate and open the door. As the tomb has been designed in a completely logical manner, anyone who makes a Skill Roll against his *Mathematics* skill at Difficulty Level VI will see the logic behind the design and be able to locate doors and specific chambers automatically.

Cyber-colonies are well-protected to discourage intruders. In addition to the electrical trap on the door, a group of Cybermats hide in the shadows and patrol the complex. Roll 2D6 for the players' group every 15 minutes after they enter the tomb. A roll of 5 or higher means that one of the Cybermats has detected the characters and radios the information to the others. One Cybermat will follow every group of characters and attack anyone who is isolated. If the characters seem to be a threat to the complex's security, all the base's Cybermats will ambush them. (Three Cybermats per character is a fair ratio).

The Cybermats will try to keep hidden as long as possible, and the darkness of the complex makes this simple. For every 30 minutes that the characters are being observed, have a player character make an *INT* saving roll at Difficulty Level V. If successful, then the character sees a sudden motion out of the corner of his eye. Critical success means that the character also catches the gleam of metal.

Main Control (1)

The main control is the heart of the complex. From here, the Cybermen can follow all their operations and watch the various monitors scattered about the complex. When they enter the complex, the players' group will find themselves on a small landing, with stairs leading down to the main control room. A monitor globe is at the bottom of the stairs, and along the walls are various computers and devices for monitoring and controlling base functions. In one corner of the room is a large hatch that leads to the lower levels. The hatch is secure and requires a Difficulty Level VII *STR* Saving Roll to open. Anyone who makes a Difficulty Level V *Mathematics* Skill Roll can understand the logic behind the design of the monitor and controls, and can find the switch to open the hatch. In addition, any character who makes the skill roll will find the switch to re-energize the station, but the switch will not work. Cyber-colonies remain shut down until they receive a special signal from Cyber-control.

Weapons Lab (2)

This is the area where the Cybermen conduct research and development on offensive and defensive weapons. On the wall opposite the door are three mannequins, each constructed of an unknown metal alloy. They are wired to a series of computers with programs simulating the effects of heat, cold, electricity, impact, and other stresses. There are also computers for recording data, and a character who makes a *MNT* Saving Roll at Difficulty Level V will learn that the parts lying on the tables in this room are weapons. On one table is a deactivated Cybermat that looks like the object of some experiments.

At the far end of the room is a long, tube-like corridor. One end of the corridor supports a charred metal rack, and there are curious markings on the wall behind the rack. This area actually serves as the Cybermen's firing range. It is also programmed to serve as a trap against intruders. If anyone

examines the markings at the end of the corridor, panels will drop down on the other end, and a Cyberweapon (choose one from the **Cyber-Technology** chapter of this booklet) fires at the victim with a Level IV proficiency. The weapons range fires only once, then it will shut down and begin recharging (which takes about an hour).

Logic Lab (3)

The logic lab is where the Cybermen test new circuits for their computerized brains and other electronic equipment. On the wall opposite the door are a series of bins containing various circuit modules and components. In front of the bins are two work tables. This room also contains computers for recording data and monitoring experiments.

Astrophysics Lab (4)

The astrophysics lab is used to study space/time phenomena and to conduct experiments on a variety of subjects, including instigating cosmic disasters and improving space travel. The room contains a series of monitors that scan the star system in which the colony is located and a series of controls that adjust the position of the monitor's antenna. There is also a powerful computer that simulates the movement of the astronomic bodies in the area. The room also contains a series of controls and monitors that can receive transmissions from deep-space probes. The launching controls for the probes are also found here.

Biochemical Lab (5)

Cybermen use the biochemical lab for research on chemicals and living things (usually to find ways to kill them more efficiently). Lockers in this room contain various chemicals, and there are several work benches and experimental tables. On the south wall of the room is a series of specimen jars containing some horrible-looking creatures, the products of research into mutation. The creatures are all dead.

If anyone disturbs any of the lab equipment, a gas canister on the far wall is programmed to release a deadly nerve gas into the room. The door will automatically slam shut at the same time. The characters have only three

rounds to open the door before they are killed by the gas. In the first round, a Difficulty Level V *Lockpicking* Skill Roll is needed to open the door. For each round thereafter, the Difficulty Level of the roll increases by one. The door can also be opened by a Difficulty Level VII *STR* Saving Roll. If the characters do not open the door in three rounds, they will die.

CYBERNETICS LAB (6)

This is where the Cybermen conduct research into revamping their cybernetic bodies. Damaged Cybermen are also brought here for repairs. In the room are three work tables, two of which support complete exoskeletons (a Difficulty Level *MNT* Saving Roll is necessary to recognize them as belonging to Cybermen). This room's computers record data and monitor experiments, and there are various electrical and mechanical tools used to install parts. A doorway leads to a locker room containing a wide variety of spare parts (heads, leg, torsos, and so on). These can easily be recognized as belonging to Cybermen. In the long, tube-like corridor on the far side of the room are half-built cybernetic bodies of various types.

STORAGE (7)

This area houses two large storage bins. One contains a number of data packs for the main computer, containing nearly all the information known to the Cybermen. The other one contains tool and spare parts to keep the base in order.

STORAGE MONITORING (8)

This area is very similar to THE above. There is one storage bin containing more spare parts and supplies, and a series of computers monitor the contents of the various storage bins and keep inventory.

STORAGE (9)

This area is also identical to area (7) above. It contains two vehicles for use on the planet's surface and another storage bin holding supplies and spare parts.

DATA BANKS (10)

This room contains a large computer bank. A character who makes a *Computer Science* Skill Roll at Difficulty Level VI will discover that the machinery is the data banks for the main computer, and that person can tap the banks by making another Difficulty Level VI *Computer Science* roll while in the main computer room (12). The banks are extremely valuable to the Cybermen and have been electrified the same way as the entrance doors.

COMMUNICATIONS ROOM (11)

This room is the base for interstellar communications. In addition to the antenna base, there are computers for boosting communications signals and monitors that can scan a wide spectrum of frequencies. The computers are capable of processing as many as three million communications simultaneously. This room is used chiefly to communicate with Cyber-control.

MAIN COMPUTER (12)

This area contains the Central Processing Unit and the data bases of the main Cyber-computer. As the computer is extremely complex, a Difficulty Level VI *Computer Science* Skill Roll is necessary to determine its function. From here, a player character can tap information from the data banks (Room 10) by making a Difficulty Level VI *Computer Science* Skill Roll. The main computer has been electrified in the same way as the door and data banks.

COMMUNICATIONS ROOM (13)

Identical to Room 11, this room is used chiefly to communicate with other colonies and Cybermen from the colony who are out on a mission.

PLANNING ROOM (14)

There are main computer banks in each of the corners of this room, and they all interface with the master computer in Room 12. The Cybermen came to this room to interface with the master computer directly so that they could plan any important operations. Up to four Cybermen can interface with the master computer and each other through this facility.

PRISONER HANDLING AREA (15)

This is where the Cybermen bring their prisoners for interrogation and processing. There is a glass booth (actually an interrogation chamber) and a group of control panels that control the interrogation chamber. Inside the booth is a crystal necklace, a remnant of a former victim. If anyone enters the booth to look at the necklace, the door of the booth will suddenly close. The booth then activates, and purplish light floods the glass chamber, inflicting immense pain on anyone inside. Such a character takes 3D6 points of damage per round until the booth door is opened. To open the door, a character must make a Skill Roll against his *Lockpicking* skill at Difficulty Level V or a *Saving* Roll against his *STR* at Difficulty Level VII. If a character inside the booth attempts these rolls, give him a five column penalty due to his pain.

Anyone who studies the controls and makes a Difficulty Level IV *Mathematics* Skill Roll can find the control to open the booth. The other two doors of this room lead to fully functional conversion chambers. Also in the room are monitors connected to the hidden cameras in the detention cells.

DETENTION AREAS (16)

The detention cells are plain, drab rooms containing two cots and two benches. Both cells have hidden cameras (Difficulty Level VI *INT* *Saving* Roll to spot) that are monitored in Room 15. If anyone wanders into a detention area, the doors will close, automatically sealing them inside. To open the door, someone must make a Difficulty Level V *Lockpicking* Skill Roll or a Difficulty Level VII *STR* *Saving* Roll. If anyone examines the controls in Room 15 and makes a Difficulty Level IV *Mathematics* Skill Roll, he can open the cells automatically.

SECURITY MONITORS (17)

In this room are a series of controls and monitors capable of viewing the entire complex. However, none of the monitors will work unless the player characters manage to find a way to restore power to the complex. Anyone who makes a Difficulty Level V *Mathematics* Skill Roll will find the switch to turn off the various traps set around the complex. However, this switch will not work unless Cyber-control has beamed the reactivation signal to the colony. A player who makes a Difficulty Level V *MNT* *Saving* Roll will discover this.

PLANETARY SECURITY (18)

This room is similar to Room 17, only the monitors here are connected to cameras placed at various points on the planet's surface. From this room, the Cybermen could monitor the entire surface of their colony world.

CRYOGENIC MONITORS (19)

This chamber has a series of screens and controls that monitor the cryogenic levels and the frozen Cybermen. None of the monitors will work unless power is restored to the base.



LOWER LEVELS

The lower, cryogenic levels are all identical. The exact number of levels has not been specified so that the gamemaster can make the Cybercolony as large or as small as he likes. Each level holds approximately 70 Cybermen in cryogenic stasis.

ENTRY WAY (1)

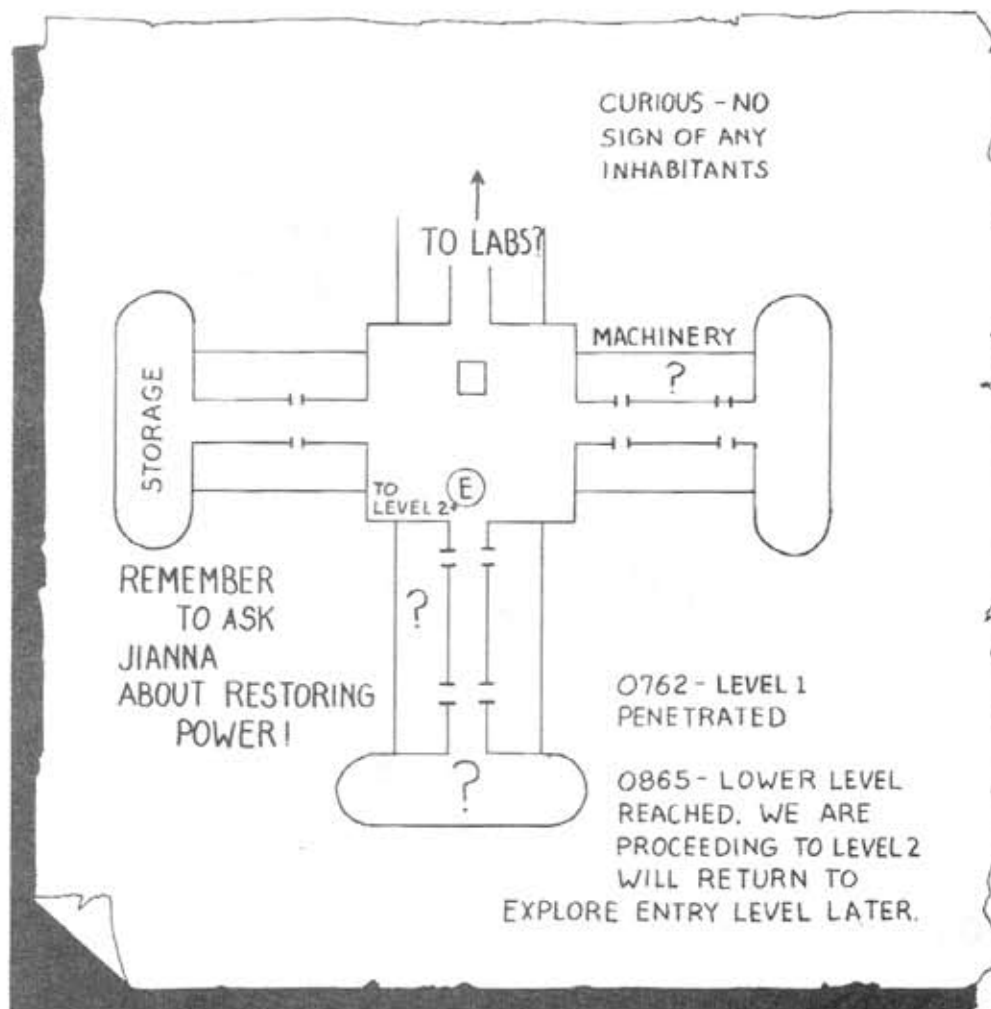
This is where the hatch from the main control room (Room 1) leads. The levels are connected by iron ladders, which span the immense space between levels. There is a hatch on the floor of this room leading to the level below, and four corridors radiate outward. Each of these corridors slopes slightly upward and meets a large ring that encircles the level. Four sets of stairways lead up from the ring to the main cryogenic stasis rooms.

CRYOGENIC STASIS AREAS (2)

These areas contain a number of cryogenic cells, each containing one Cyberman. The cells are frosted over, and so no one will be able to see inside without opening the doors. If someone opens a cell, the Cyberman within will reanimate in three rounds. A reanimated Cyberman will first destroy any intruders if he is capable (or reanimate assistance if he is not) and then reactivate the Cyberleader, who will reanimate the rest of the colony. If someone just tampers with a cell but does not open it, there is chance that reanimation will occur anyway (roll 2D6; a 6 or less indicates reanimation). Exactly how long it takes to reactivate the colony and the exact consequences of reanimation are left up to the gamemaster to decide.



TIME LORD'S MAP 1



TIME LORD'S MAP 2

