CYBERMONDASIAN CYBERMAN (The Tenth Planet)

In the distant past, the Earth had a sister planet called Mondas. The planet was thrown from its orbit and drifted out into the galactic void. To ensure the survival of the Mondasian race, their scientists designed cybernetic spare parts to replace their vulnerable organs. Emotions were also removed during the conversion process, producing a new race of cyberMondasians who were cold, logical and machine-like in their ruthlessness. The cyberman race was born. They used Mondas as a launching pad for conquests in many galaxies until its destruction in 1986 while the cybermen tried to conquer the earth (see *The Tenth Planet*).

Name: CYBERMONDASIAN CYBERMAN

Attributes

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

Special Ability

●   *Built-in Cyberweapon:* Treat as laser rifle. The weapon can produce a blinding flash that temporarily stuns its victims. To avoid being blinded for 1 to 3 rounds, characters within 10 meters must make a saving roll against DEX using the cyberman's weapon skill as the Difficulty Level. Cybermen are immune to such flash attacks. 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 cyberweapon also has a stun setting.

●   *Cyber-Armour:* 35 points of protection.

●   *Miscellaneous Cyber-Enhancements:* GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)

●   *Vulnerability:* The cyberMondasians are exceptionally vulnerable to high radiation levels. Intense radiation fields (or weapons) cause 2d6 Damage per turn exposed (this damage ignores the cyberman's armour).

●   *Vulnerability:* The cyberman's cybernetic organs require cooling via an intricate series of vents, located within the chest unit, to avoid overheating which leads to organ failure and then eventually death. Unfortunately, these cooling vents are especially vulnerable to errosian by Gold Dust. Should the vent be hit with gold dust, the cyberman receives 3d6 damage directly to HPs (ignore armour).

Combat Statistics:

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

Significant Skills

Leadership	Level IV
Military Sciences,	
Ordinance Construction/Repair	Level IV
Small Unit Tactics	Level V
Technology,	
Cybernetics	Level IV

Name: CYBERMONDASIAN CYBERLEADER

Attributes

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

Special Ability

● *Built-in Cyberweapon:* See cyberMondasian cyberman above.
● *Cyber-Armour:* 35 points of protection.
● *Miscellaneous Cyber-Enhancements:* GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)
● *Vulnerability:* See cyberMondasian cyberman above.
● *Vulnerability:* See cyberMondasian cyberman above.

Combat Statistics:

AP: 6
Armed Combat,
    Cyberweapon   Level V
Unarmed Combat,
    Brawling   Level III

Significant Skills

Leadership   Level V
Military Sciences,
    Ordinance Construction/Repair   Level IV
    Small Unit Tactics   Level V
Technology,
    Cybernetics   Level V

World Log: MONDAS (Pre-1986 AD)
Astronomical Data
    System Name: Sol
          Number of Stars: 10
          Position in System: Unfixed orbit
          Number of Satellites: None

Planetary Data
    Gravity: 1.0
    Size
          Diameter: 12,756.1 km
          Equatorial Circumference: 40,075.16 km
          Total Surface Area: 510,072,000 km²

Planetary Conditions
          Major Land Area Types: 5 continents
          Major Water Area Types: 4 major oceans and 9 minor oceans (seas)
          Length of Day: 24 hours

Cultural Data
    Dominant Life Form: CyberMondasian
    Technological/
    Sociopolitical Index: 78887-969
          Government Type: Unity (Cybermind)
          Controlling Government Body: The Committee
          Chief Governing Officer: Cyberplanner

NOTES: The Committee was originally composed of twenty of Mondas's finest thinkers permanently plugged into a giant computer. That gave birth to the Cyberplanner and the beginnings of the cybermen race. These cybermen would build rocket fleets and send their forces out to the stars.

One group of exploring Mondasian cybermen would travel to Planet 14 and set up a new Cyberman base. These cybermen would continue to upgrade themselves until they become known as an early cyberFaction (see *The Invasion*). After the destruction of Mondas, these cyberfactions would continue to expand and spread out among the stars.