

## LATE CYBERNOMAD CYBERMAN (Revenge of the Cybermen)

Upgraded from early cyberFaction (see *The Invasion*), these cybermen retain stridated head blocks and five fingered hands but are more rugged. These cybermen have hydraulic muscles that increased their strength. A self-contained blaster is housed in the cyberman's head with the controls located on the chest unit. The late cyberNomad forces were scattered after their defeat by the Earth Alliance. The Alliance gained an edge with the invention of the glittergun, with gold supplied from the planet Voga.

### Name: LATE CYBERNOMAD CYBERMAN

#### Attributes

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

#### Special Ability

- *Built-in Cyberweapon:* Treat as blaster rifle.
- *Cyber-Armour:* 45 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 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 erosion 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 IV

#### Significant Skills

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

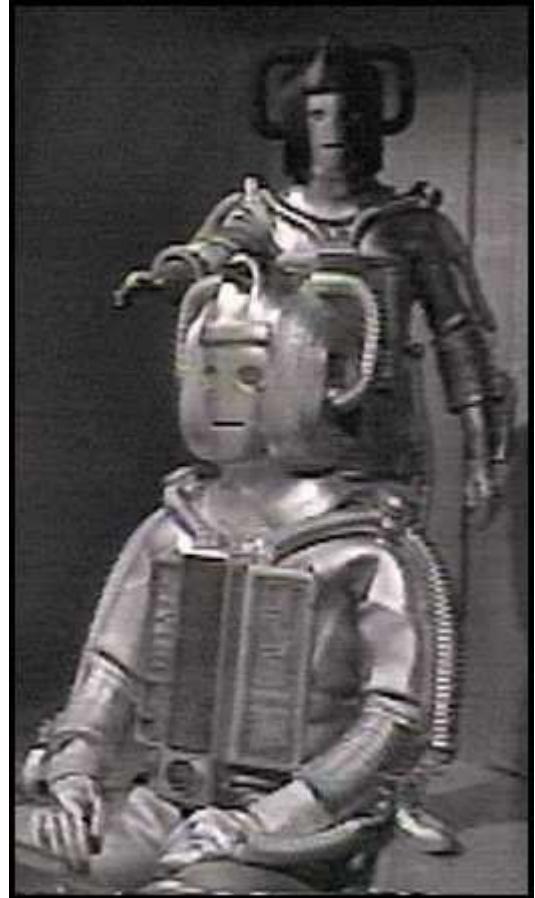
### Name: CYBERNOMAD CYBERLEADER

#### Attributes

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

#### Special Ability

- *Built-in Cyberweapon:* Treat as blaster rifle.
- *Cyber-Armour:* 45 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 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 erosion 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 V
Unarmed Combat, Brawling	Level III

**Significant Skills**

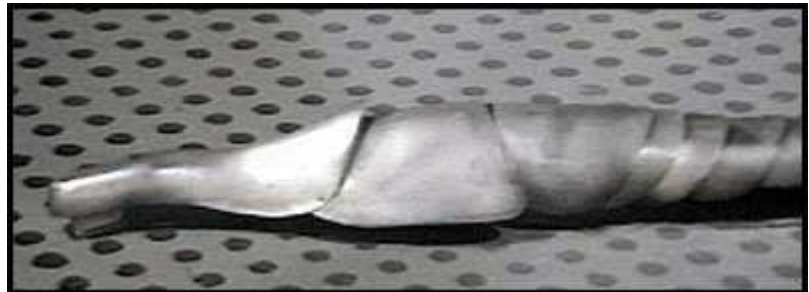
Leadership	Level V
Military Sciences, Ordinance Construction/Repair	Level IV
Small Unit Tactics	Level V
Technology, Cybernetics	Level V

**PORTABLE CYBERBOMB:** This explosive is a large metal sphere that can easily be worn on the back of an adult human. The bomb takes five minutes to arm and once activated, can be activated by remote or by timer. The timer can be set up to seven days in advance. When the bomb explodes, all targets within 100 meters take double Table A damage. As with all other cyberbombs, these are hard to diffuse (-4 to the Task Entry Line).

**Name: CYBERNOMAD CYBERMAT**

**Attributes**

STR – Level III	CHA – Level I
END – Level IV	MNT – Level III
DEX – Level IV	ITN – Level I



**Special Ability**

- *Cyber-Armour:* 2 point of protection.
- *Neurotropic Virus:* STR saving roll vs Difficulty Level IV, or else lose 1D6 points of damage per round.
- *Miscellaneous Cyber-Enhancements:* GM's discretion. Some suggestions are communications cyberlink, miniature cameras, telescopic vision, infrared vision, stealth mode, etc)

**Combat Statistics:**

AP:	7
Armed Combat, Bite	Level IV

**Significant Skills**

Military Sciences, Small Unit Tactics	Level III
Trap Discovery	Level III
Security Procedures, Concealment	Level IV
Stealth	Level V
Surveillance	Level V
Technology, Cybernetics	Level V
Electronics	Level IV