

# Cyber Wedding Cards

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General rules regarding cards-

- You may not have two of the same item in play in front of you at the same time.
- Whenever moving something mentioned in the cards, it must be moved to a legal space on the map - that is an empty space without any characters or Cybermen in it.

[View the old rules for cards](#)

ID	#	Name	Type	Description
1	2	Hedge Trimmer	[item]	Play this card in front of you if you are in the Rex Hazzlewood Rose Garden. From that point on, you may discard this card to add 2 to all your die rolls in combat for that turn.
2	1	Cyberscanner	[item]	Play this card in front of you when you are in the same square as a Cyberconversion unit. From that point on, you may discard this card to look at another player's cards and take one of them.
3	2	Emergency teleport	[item]	Play this card in front of you whenever a Cyberman is destroyed. Place that Cyberman on this card. You may discard this card to play the Cyberman on any legal space on the map.
4	2	Fire axe	[item]	Play this card in front of you when you are in a building. From that point on, you add 1 to your die roll in combat.
5	2	First Aid Kit	[item]	Play this card in front of you if you are in a building. From that point on, you may discard this card instead of discarding an Escape token.
6	3	It's gold!	[item]	Play this card in front of you. You remember you have some gold jewelry. Discard this card at any time to destroy any Mark III or Mark IV Cybermen next to your square.
7	3	Tent pole	[item]	Play this card in front of you if you are in the Cricket Pitch. From that point on, you add 1 to your die roll in combat.
8	3	Wait, I've got some nail varnish remover...	[item]	Play this card in front of you. You remember you have some nail varnish remover. Discard this card at any time to destroy any Mark I or Mark II Cybermen next to your square.
9	2	Adrenaline rush		Play this card before making a roll. You may either double your movement roll or add 2 to your combat roll.
10	2	Back off!		Play this card to move another player from your square to an adjacent square. They may not be moved through impassable terrain.
11	2	Bad editing		Play when another player has just won in a combat. They must now re-do that combat.
12	2	Bad sense of direction		Move target player back to any legal square on a starting tile.
13	2	Butter fingers		Target player must discard an item in play or receive 2 Fatigue tokens.

14 2	Claustrophobia	Target player may not enter any buildings during their next turn. If in a building, the target player must use all movement to exit.
15 2	Conversion glitch	Play as someone is converted. The conversion process is not completed. The character is a Partial Cyberman but retains their humanity. This Cyberman character may be moved during the turn of original player. It moves as a Cyberman. If attacking a Cyberman, it will destroy the Cyberman on 4-6, cards may be discarded. Escape tokens cannot be spent. If the combat is lost, Partial Cyberman is destroyed.
16 2	Cybercontroller	Place 5 Cybermen on any legal spaces on the map. One Cyberman per tile.
17 2	Cybersearch error	Move up to four Cybermen on your tile to adjacent tiles. One Cyberman per tile.
18 2	Did you hear that?	Move all Cybermen next to your square to a legal adjacent square.
19 2	Discombobulated	Play when another player begins to move. You may decide where that player moves.
20 1	EM Interference	No Cybermen attack anyone until the end of your next turn.
21 2	Fear	Target player may not move during their next turn.
22 2	Fully rested	Increase your Escape and decrease your Fatigue tokens to match those of one other player.
23 1	Hacking	[item] Play this card in front of you if you are in the Old Parliament House building. You have rigged your mobile phone to trigger a network virus. Discard this card when next to a Mark V Cyberman to destroy all Mark V Cybermen in play.
24 2	Hey, I got one of those!	Play this card when another player plays an item card. This card is an exact copy of their item card.
25 2	Hide!	Move another player to the nearest square to them that contains trees.
26 2	Hysterical paralysis	Target player skips their next turn.
27 2	Reverse the polarity	Discard this card and all cards in your hand, if any. Immediately draw back up to 5 cards.
28 2	I don't think they're dead	Put up to 2 Cybermen counters on empty squares where Cybermen were destroyed. They must be of the same Mark and type. You may not place a Cyberleader if there is one already on the map.
29 2	I'm coming with you!	Play when another player moves or starts in the same square. You move with them until the end of their turn.
30 2	Is that a passage?	Discard this card to move through a hedge.
31 2	Cyberman says "Excellent!"	Play this card to cancel any card that directly effects you.
32 2	Is that the Doctor over there?	Move one Cyberman next to your square to be adjacent to another player's square immediately.
33 2	It's hard being you	Play this card after a player loses a character to cyberconversion. You may take one item of your choice from them and place it in front of you.
34 2	Just when you thought it couldn't get any worse	Place a Cyberman in every empty space of a building of your choice on a revealed tile.

35 2	Lethargy	Until the end of your next turn, no player may discard cards in combat.
36 2	Lost	Target player may not move off their current tile until after their next turn.
37 2	Lots of running and screaming	Play when someone else rolls movement, you use their roll and move now instead of them. This does not stop your regular movement in your turn.
38 2	Much needed rest	Instead of moving, gain 2 Escape tokens. You may not have more than your limit.
39 2	My, this looks familiar	Play this card to look at the top three cards. After looking, discard one, place one at the bottom of the deck and one at the top.
40 2	On the edge	Play when you have 1 Escape token and more than 1 Fatigue token. Take another turn.
41 2	Reinforcements necessary	Place another Cyberconversion unit on a legal space on the map. You may not place the unit within 4 squares of any player or inside a building.
42 2	Cake	Play this card if you are in a building. Lose 3 Fatigue tokens.
43 2	Sprinklers	Play this card to prevent all Cybermen from moving until your next turn.
44 2	Stiff upper lipperedness	Discard 1 Escape and gain 1 Fatigue token to take any card from the discard pile into your hand.
45 2	That didn't just happen!	Cancel any card as it is played.
46 4	The keys are still in it!	You may use a car if there is one in the space you are in (see the Car rules).
47 2	There you are!	Place your counter in the same square as the nearest other player.
48 2	They're coming for you	Place a Cyberman on half the legal squares on another player's tile.
49 1	They're everywhere!	Place 10 Cybermen on any legal spaces on the map. Two Cybermen per tile.
50 2	This isn't so bad	Move any 2 Cybermen in play to any legal space.
51 2	Too tired to run	No players may roll for movement until the end of your next turn.
52 2	Wedding rage!	During their next turn, the target player attacks the nearest player. Both roll 1 die and add discard cards to increase the roll. The loser moves immediately to the starting tile.
53 2	What are they up to?	Look at another player's hand.
54 2	What luck!	Play any item card in front of you that is in your hand, you do not need to fulfil it's conditions of play.
55 2	What the?	Play this card when on a road square. Immediately switch places with another player.
56 2	Where did everybody go?	Play this card to move another player 5 spaces. They may not be moved through impassable terrain.
57 2	With friends like you	If you have an item in play, you may play this card. Everyone, including you, must discard all the items they have in play.
58 2	Your shoe's untied	Divide target player's movement roll by half, round down.

## Changelog

- 6,8,11,12,13,16,17,18,20,22,23,27,32,35,38,40,42,44,49,52 changed 2/3/09
- 1,18,25,27,31,42 were changed 5/12/08
- 11 was corrected (title wrong) and numbers of cards changed slightly on 12/12/08

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