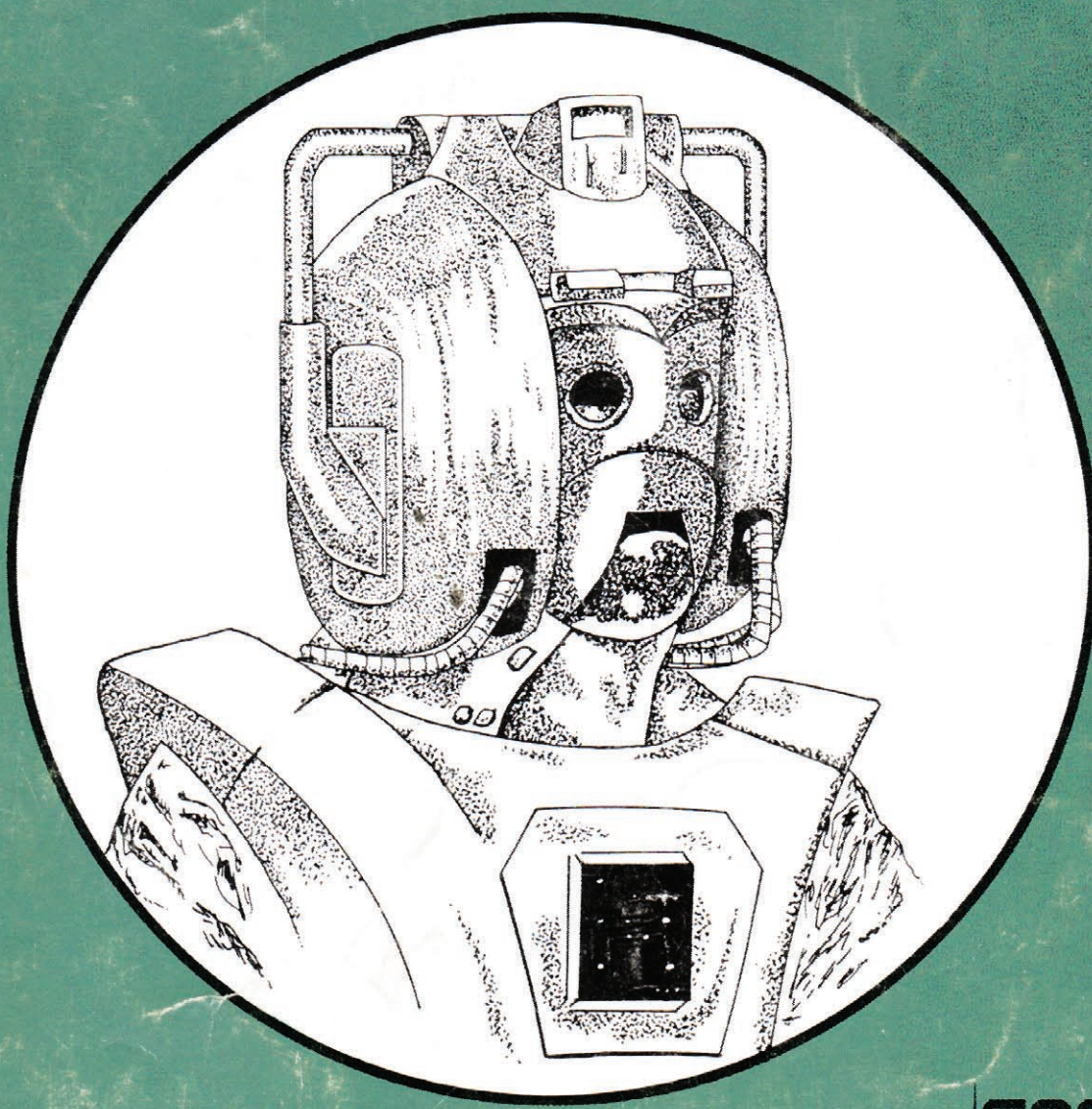


THE CYBER FILES

CIA SPECIAL REPORT

COMPILED BY CIA OPERATIVES JOLMAN AND PALMAC



FASA
CORPORATION

THE CYBERMEN

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INTRODUCTION

MESSAGE FROM CIA HEADQUARTERS

Upon determining that the Cybermen posed a threat to the universe, the High Council ordered governmental field researchers to observe Cybermen activity and the planet Mondas. Unfortunately, Mondas generates a strange temporal field similar to that generated by Temporal Nexus Points. This field has prevented all but direct observation of Mondas by Time Lord agents for sporadic periods of time. Gallifrey's best scientists have failed to determine why only certain time periods are so affected. Sometimes, the field blocks Mondas' surface for a few minutes, and other times, the effects last for several centuries. Thus, the APC Net has little hard data concerning the Cybermen and their origins.

The exact nature of the field is not fully understood. One theory states that it is a simple magnetic disturbance caused by a meteor collision that altered Mondas' core. Another holds that the field is a shield built by an advanced culture or individual who is using the Cybermen as pawns in some devious plot.



The following data was obtained at great risk from the APC Matrix Net itself. To minimize the risks to our internal security, it is best to keep the exact circumstances behind this data's acquisition a secret. The Matrix contains far more data on the Cybermen than we were able to access. For some reason, several files were impossible to retrieve, and a few were damaged. To the best of our knowledge, this phenomenon has never occurred before. When questioned about the protected and damaged files, the Matrix could only state that no one has ever experienced any difficulties accessing any information before. To date, the only reasonable theory we have holds that some renegade has been using a system similar to our own to enter the Matrix. For some reason, this renegade removed or damaged certain key files concerning the Cybermen and possibly other subjects. Needless to say, if a renegade such as The Master has access to the APC Net, there is no limit to the amount of damage he could do to the timestream. As soon as we gain enough forces, the CIA will look into the matter.

The Cyber Files were collected to provide our field operatives with useful information and recommendations for dealing with Cybermen. Being particularly formidable opponents, Cybermen have exhibited an abnormally high tendency to interfere in the affairs of TNP *Earth*, whether intentionally or accidentally. To date, they have foiled and destroyed two CIA missions (more than any of the other Temporal Marauders). Their almost invincible physical form and cold, well-balanced logic make Cybermen one of the deadliest foes in the universe.

These reports and CIA supplements provide a somewhat detailed history of the Cybermen, provide technical data, and present an overview of their operating methods. At the conclusion of the extract are a series of recommendations for agents forced to deal with the Cyberman menace. Good luck and be cautious.

Time Lords Jolennon and Palmac
CIA Administrative Operatives

A NOTE FROM THE CIA

We found the two following reports when we searched the matrix for information relating to the Cybermen. Until now, these two events have not been examined together, nor has anyone followed through on the Council of Temporal Research's findings.

The first report concerns the bizarre temporal nature of the planet Mondas, a phenomenon no doubt familiar to many agents. On Gallifrey, it has become a favorite schoolboy's oddity. Until now, the speculation that the phenomenon was the result of deliberate temporal interference seemed to be a load of rubbish designed for children's adventure stories. The second report details a bizarre temporal anomaly concerning the Cybermen that was witnessed on TNP *Earth* during the planet's 20th century. This report is one of many that were quoted during The Doctor's famous trial, and is one of the main reasons that the tribunal considered such harsh retribution at first.

During The Doctor's questioning, the prosecution informed him of the existence of this temporal anomaly. The Doctor rejected the notion that the frequent operation of his time capsule ripped the Earth's timestream. He pointed out that Gallifrey itself is a Temporal Nexus Point, and if the excessive operation of TARDISes in the vicinity of a TNP was dangerous, Gallifrey "would be a smoking hole in space". The temporal scientists that supported the theory argued that there may be other factors involved that are not yet understood. It is now considered unlikely that this theory has any merit.

If one speculates that someone deliberately altered the timestream around the Cyber-invasion, then it is also likely that the temporal disturbance around Mondas is also deliberate. CIA operatives are hereby warned that there may be some powerful Temporal Marauder interfering with the timestream around the Cybermen for some unknown purpose. This marauder would obviously have a very advanced knowledge of temporal science and a great deal of resources. It is possible that such a being could be a renegade Time Lord. For this reason, any missions involving the Cybermen are to be recorded in the greatest detail possible and relayed to CIA headquarters so that our scientists can analyze any bizarre temporal phenomenon.

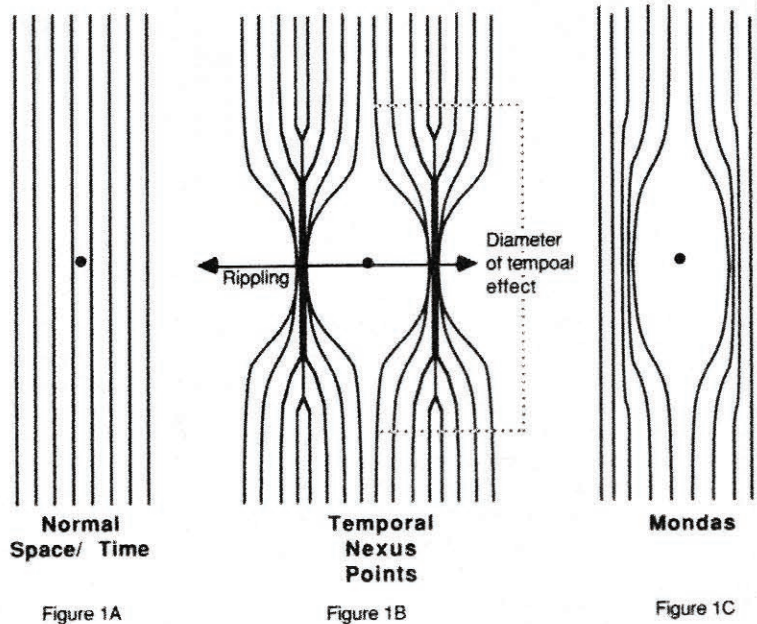
Lord Palmac

Player's Manual / 3



Mondas is definitely not a Temporal Nexus Point, though it shows many of the outward characteristics of one. Space/Time is strangely curved about Mondas, for example, looking like concentric ovals on a flat, cross-sectional plane, which is very similar to the Space/Time distortions found around Temporal Nexus Points. This Space/Time curvature must somehow be responsible for the massive discharge of photogravitic and electromagnetic energy surrounding Mondas, another phenomenon observed in the vicinity of Temporal Nexus Points.

The subtle factor that proves conclusively that Mondas is *not* a Temporal Nexus Point is that the distortions in the temporal portion of Space/Time do not overlap. The timestream bends toward Temporal Nexus Points, and the lines overlap, causing a rippling effect throughout Space/Time.



(Compare Figures 1-A and 1-B). As the timestream does not overlap around Mondas, there is no rippling effect. (Refer to Figure 1-C).

Mondas' Space/Time distortions are probably the cause of the peculiar temporal interference observed when time capsules operate in the vicinity of Mondas. At present, there is no reasonable explanation for why these distortions produce that effect. Though time capsules can easily compensate for the overlapped lines surrounding TNP's, they are unable to navigate properly around Mondas' peculiar 'flat lines'.

The strange temporal field around Mondas might also prevent temporal scanners from focusing on the surface of the planet. Again, this body can find no reason for this, but we can find no other explanation. Members of this body have proposed that the scanner signals returning from the planet are somehow caught in the temporal field, and are forced to swirl about the planet endlessly.

The most unusual characteristics of the temporal field surrounding Mondas is that it is periodic. The field seems to appear and disappear at random. After analyzing the measurements of the field over a period of several thousand years, we found no mathematical pattern for its periodic character. The field never varies in intensity; it is always either on or off. An attempt to correlate the field's appearance with other Space/Time factors and events in the area has also proved fruitless. Members of this body can offer no reasonable physical explanation of this behavior at this time.

Individual members of this body were encouraged to submit theories concerning the nature of Mondas' temporal character. These generally fell into one of three categories:

1. The distortion around Mondas is a natural space/time phenomena that has not been previously observed. Most members of the council favor this explanation. However, a great deal of evidence casts doubt on this theory. We have observed a vast number of planets from several galaxies, and no other planet exhibits a temporal field similar to Mondas. If the field is a natural phenomenon, other planets should possess this characteristic. Also, the fact that the field appears and disappears at random tends to contradict the supposition that the phenomenon is natural. In fact, many of this planet's chief scientists postulate that such a phenomenon is impossible. However, members of this body argue that the appearances and disappearances of the field are not random, but instead depend on a mathematical principle that we do not yet understand.
2. Mondas exhibits its strange temporal character due to its link with TNP Earth. Mondas was formed in the same manner, in the same location, and from the same substances as was the planet Earth. The two planets are identical in almost every respect. Some scientists believe that Mondas is essentially a proto-nexus point, and believe that it does not show the same temporal character as Earth because it was not exposed to some unknown factor that the Earth encountered. If this theory were indeed correct, it could provide new insight into our understanding of Temporal Nexus Points and how they are formed. By studying and comparing the two planets, it might be possible to isolate the exact factors that turn a spacial area into a nexus point.
3. The strange field around Mondas is not a natural phenomenon at all, but some sort of weapon or defensive screen built by an advanced intelligence. Though it explains why Mondas' temporal field does not seem to be natural, this theory seems unlikely. The life forms indigenous to Mondas never developed temporal technology of any sort, much less the complex temporal engineering required to accomplish such a feat. Also, the purpose of such a field is unclear. Individuals who support this theory have postulated that perhaps a renegade Time Lord such as The Master constructed the field to hide some plot.

COUNCIL OF TEMPORAL RESEARCH: REPORT 75846378/A
TO: The High Council of Gallifrey
FROM: Lord Torana, Director of Council for Temporal Research
Re: REPORT ON TEMPORAL ACTIVITY ON EARTH, Ca. 72,686 TL

THIS COMMUNICATION IS CONFIDENTIAL AND
FOR THE EYES OF THE HIGH COUNCIL ONLY

A strange anomaly has been observed on Temporal Nexus Point *Earth* in the Sol system. Through some unknown means, the first Cyberman invasion of the planet, occurring around 1978 A.D. (or 72,686 TL), has been removed from Earth's timestream. No one on the planet Earth has any knowledge that the invasion ever took place, though the Cybermen still have full records of it. Needless to say, any interference in the timestream around a major Temporal Nexus Point such as Earth could be disastrous to Mutter's Spiral and possibly to the universe itself. However, this particular anomaly does not seem to have had any ill effects. In addition, a few other events seem to have been altered, although none of these appear significant. There seems to be no pattern connecting the forgotten events.

This body has assembled a list of possible causes for this distortion and some recommendations for action. The possible causes are as follows:

1. An individual may have intervened to cause this temporal disturbance. Such intervention is not unknown; renegade Time Lords have been known to attempt it frequently. The most conclusive piece of evidence supporting this theory is the precision with which the timestream was changed. Only the invasion of the Cybermen and a few, minor, random events were blocked out. Any natural change in the timestream could hardly have been so precise. It seems likely that the renegade known as The Doctor was either directly responsible for the intervention or had knowledge of it. Our scientists observed that The Doctor was directly involved in the 1978 A.D. invasion of Earth, as he helped the Earthmen repel the Cyberman attack. The Doctor has also been observed to have intervened in the timestream on numerous previous occasions, both on TNP *Earth* and off. Usually, he appears to take great care while intervening in temporal affairs and has yet to leave any sort of temporal disturbance. However, such intervention is risky and foolhardy, and is almost certain to cause an incident sooner or later.

2. Certain members of this body have advanced the theory that the temporal anomaly was caused by the frequent activity of time capsules near Earth. The Doctor and The Monk (among others) have been observed to operate their time capsules in this area often. Perhaps the constant coming and going of time capsules has fractured the fragile timestream around Earth. There is some technical evidence to support this theory, which I have included at the end of this report. Such a phenomenon has not been previously observed, but as the exact nature of Temporal Nexus Points is not yet understood, anything is possible.

3. The anomaly is somehow the result of a natural temporal phenomenon. No members of this body were willing to support such a theory, as it is an extremely unlikely possibility. The alteration of the timestream was just too precise to allow for a reasonable probability of there being a natural phenomenon involved.

RECOMMENDATIONS: This body respectfully recommends that the High Council take the following actions as soon as possible:

1. Locate The Doctor and question him regarding the temporal anomaly. As indicated in the report, there is a good possibility that The Doctor was somehow responsible for the temporal disturbance. In any case, his frequent interventions in the timestream pose an extreme threat to temporal reality. We cannot allow such a threat to continue.

2. Step up efforts to find and capture any and all renegades. This incident should serve as a warning. We have seen just how effective temporal intervention can be. In this case, no real damage was done to the timestream, but we were extremely fortunate. Again, this sort of spontaneous intervention is bound to lead to eventual disaster.

3. Dispatch scientific expeditions immediately to investigate both the exact nature of Earth's temporal anomaly and the possibility that time capsule operation ruptures Space/Time. However, such teams must proceed with extreme caution in case the latter theory is correct. Reckless operation of time capsules in the area could prove disastrous.



TIMELINE

The following entries represent relevant dates and events in the history of Mondas and the Cybermen.

-199,929,077 TL

A rogue planet enters the Sol system, ripping Mondas out of its orbit. The Mondasians had predicted the disaster, and they built underground shelters and power sources for this eventuality. Mondas will continue to wander throughout the galaxy for 200 million years. Little is known about the shelters and power systems built by the Mondasians.



1,000-1100 TL

The Doctor speculates that during this period the Mondasians began replacing their body parts with cybernetics, and the Cybermen were born. Evidence suggests that the first Cybermen were very crude and no more effective in combat than the average humanoid.

1,117 TL

The energy emanations present over Mondas since 986 TL suddenly cease, allowing limited observation. A powerful dictator, Halvad, rules the planet with the aid of early Cybermen. Mondas is engaged in a fierce war with Fareah, a warlike planet located on the outer arm of the galaxy. After three weeks, the emanations begin again, making further observation impossible.

1,226 TL

The Time Lord Kelly and his Companions Phillip and Gwendolyn land on Mondas, due to a TARDIS malfunction. At this time, almost the entire population of the planet has been converted into Cybermen. Kelly encounters a small band of nomadic Mondasians living in caverns and foils a plot by the Cybermen to capture and convert them. This is the first chronological encounter between Time Lords and Cybermen, and Kelly's report arouses concern among the members of the High Council.



21,180 TL

Mondas wanders through the Telos system. The Cybermen launch an invasion of Telos and defeat its inhabitants, the Cryons. The freezing caves beneath the planet's surface have a natural, cryogenic effect that allows the Cybermen to place large numbers of their race in suspended animation to conserve energy and resources. The Cybermen acquire the technology to build similar colonies on their own.

43,700-800 TL

The Cybermen branch out into space, leaving frozen colonies on various planets. These colonies are left dormant until needed, when Mondas will transmit some sort of signal to activate the colony. Unlike the Daleks, the Cybermen are very cautious about their expansion and choose their targets carefully. Most of the galaxy never learns of their rapidly growing empire.

43,881 TL

The High Council becomes concerned by the rate at which the Cybermen are building their empire. Direct observation of Mondas is approved, and two Time Lords are sent to the planet Mondas.

44,071 TL

The Cybermen slow down their expansionist activities. Their fears being apparently unwarranted, the High Council recalls its special observers ending the period of direct observation that began almost two hundred years earlier.

72,659 TL

Mondas wanders back into the Sol system and passes near Temporal Nexus Point Earth. The power generated by tapping the energy at Mondas' core is beginning to run out, and the Cybermen make plans to conquer the Earth as a new home (as the two planets are almost identical). Over the next few years, the Cybermen will invade Earth on several occasions.

72,683 TL

The Cybermen begin short reconnaissance missions on Earth and encounter Kelly and his Companions.



72,686 TL

Cybermen make their first attempt at invading Earth, with the aid of Earthling Tobias Vaughan. The plot is foiled by The Doctor (in his second incarnation) and his Companions Jamie and Victoria. Also helping The Doctor are Brigadier Lethbridge-Stewart and the newly formed UNIT.

72,693 TL

Cybermen from the year 73,215 TL plant a bomb on Halley's Comet to destroy the Earth before the Earthlings destroy Mondas the following year. The Doctor and his Companion Peri defuse both the plot and the bomb.

72,694 TL

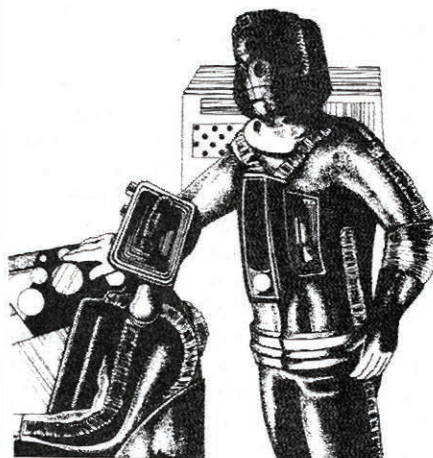
Mondas wanders close to Earth and attempts to drain the planet's energy into giant storage batteries. The Doctor and his Companions Ben Jackson and Polly foil the attempt, and Mondas is destroyed. The Doctor regenerates for the first time.

72,778 TL

The Cybermen attack the Gravitrone on Earth's Moonbase to gain control over the planet. The Doctor (in his second incarnation) and his Companions Jamie, Ben Jackson, and Polly defeat their plans.

72,782 TL

The Cybermen continue their efforts to obtain control over the Earth by attacking the gigantic Earth space station known as the Wheel in Space.



73,091 TL

The Galactic Cyberwars begin when the Cybermen launch a massive invasion of the Earth on all fronts. Many worlds allied with the Earth are quickly drawn into the conflict.

73,163 TL

Terran battle lines begin to collapse. Conquest of the Earth appears imminent.

73,179 TL

At the famous Conference of Clongough, Earth officials manage to convince the government of the planet Voga that the Cybermen pose a grave threat to Voga. The Vogans join forces with the Terrans, contributing their planet's massive supplies of gold to the cause. Earth forces begin to gain ground, and the tide of the war turns against the Cybermen.



73,197 TL

The Galactic Cyberwars end when Earth forces reach and destroy the home colonies of the Cybermen. The Terrans begin mopping up the remaining Cyber-forces.

73,211 TL

A group of Earth scientists accidentally revive an unknown, dormant colony of Cybermen on the planet Telos. The Doctor and his Companions Jamie and Victoria do everything they can to slow down the new spread of Cybermen, but fail to stop it completely.

73,215 TL

A time vessel crashes on the planet Telos. Cybermen use this vessel to travel back to the year 72,693 TL to prevent Mondas from being destroyed. The Doctor upsets their plot, and the Cybermen's time vessel and colony are destroyed.

73,234 TL

By some unknown means, the Cybermen are reborn. A small group attempts to sabotage an important political conference taking place on the planet Earth. The Doctor (in his fifth incarnation) and his Companions Nyssa, Tegan, and Adric save the day. Adric almost loses his life, but is rescued by The Master, who uses him in one of his attempts to gain revenge on The Doctor.

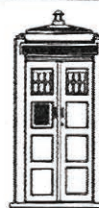
73,284 TL

Kelly and his Companions encounter the Cybermen and foil their plans to take over the planet Ionia.

73,608 TL

The Cybermen make an attempt to destroy Voga. The Doctor and his Companions Sarah Jane and Harry foil their plans.

Since this time, no one has seen the Cybermen, though they almost certainly still exist. Note how the Cybermen were 'extinct' after their colony on Telos was destroyed, but they appeared once again. This has greatly troubled CIA operatives. Anyone who discovers evidence that may help resolve this question should report it to the CIA immediately.



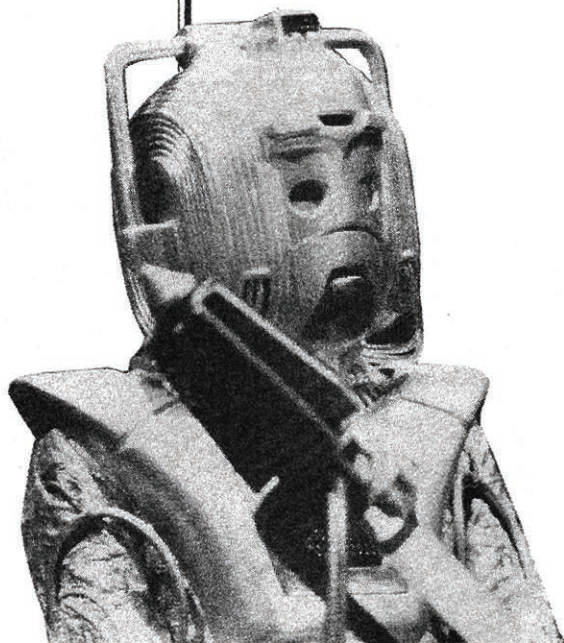
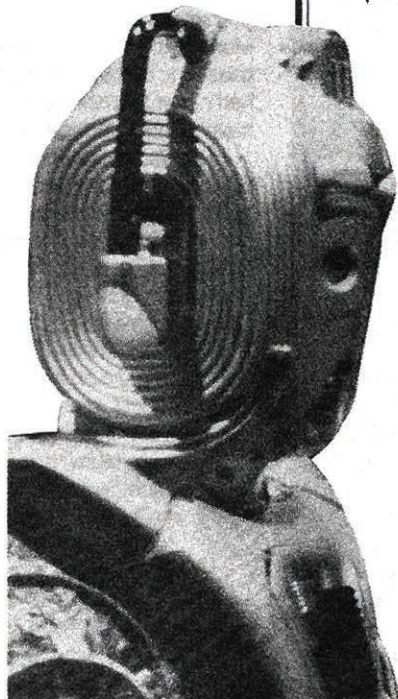
APC DATA FILES

As mentioned earlier, Time Lord records are not very specific about Cybermen. In addition to the timeline above, the only historical information on file was a set of case files for some of The Doctor's encounters with Cybermen. These are presented below to illustrate the operating methods of the Cybermen.

FILE #117747-589

The Destruction Of Mondas

During the year 72,694 TL, the rogue planet Mondas reentered its original star system, which contained its twin, the planet Earth. At this time, Earth had reached its 20th century and was just beginning to develop short-range spacecraft. Through monitoring their space flights, the inhabitants of Earth learned that their planet was losing its internal power.



Actually, it was the Cybermen of Mondas who were causing the power drain. Mondas derived all of its power from a giant reactor that tapped the energies of the planet's core. After millions of years of drifting through space, the planet's energy stores were becoming depleted. Therefore, the Cybermen decided to invade the Earth to establish a new home planet. When the invasion failed, they built large storage batteries on Mondas and began draining the power of the Earth's core into them. Because Earth and Mondas were almost identical geologically, the energies of the Earth could easily re-energize Mondas' core, renewing the Cybermen's power source for hundreds of millions of years. Apparently, the Cybermen also planned to move the Earth's population to Mondas. There, the humans would be converted into Cybermen to provide more forces for expansion. The Cybermen would then destroy the Earth, receiving an additional supply of energy from the explosion.

A team of Cybermen landed on a space tracking base at the Earth's South Pole. Once there, they were to ensure that Earth defenses would not hinder the Cyber-invasion effort and that the power drain was proceeding well. They also had orders to plant the Z-bomb that would eventually destroy the Earth. The first group of Cybermen must have been small, probably ranging from three to eight.

Just before the Cybermen landed, The Doctor and two of his Companions materialized in the region due to the

erratic nature of his old and ill-maintained time capsule. The observation's security forces captured them and suspected them of being saboteurs. The Doctor gained the confidence of the humans by describing the nature of the planet that the Earthlings saw heading into their system. When the Cybermen landed, they imprisoned The Doctor, his Companions, and the staff of the Earth base.

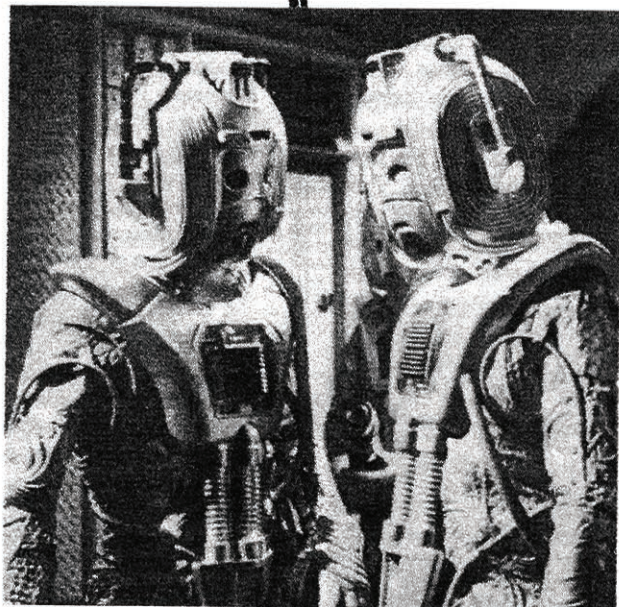
Ben Jackson, one of The Doctor's Companions, managed to escape from the detention area and helped the base security staff overcome the Cybermen garrisoning the area. The Earthlings quickly reestablished control of the base and informed Earth authorities of the Cybermen's invasion plans.

The Cybermen then returned to the base in greater numbers and managed to reassume control. Fortunately for the humans, the Earth was emitting more energy than the Cybermen expected. The Cybermen's storage batteries overloaded, causing Mondas to explode violently. As their internal power was beamed to them from Mondas, the Cybermen on Earth ceased to function. (The Cybermen had never tried this tactic before, and have not tried it since.)

The strain surrounding the events of Mondas' destruction was too much for The Doctor's frail form to handle, and he regenerated, to the surprise of his Companions.



THE
DOCTOR
WHO
ROLE PLAYING GAME



FILE #856448-823

The Cybermen's Attempt To Destroy Voga in 73,608 TL

After the Galactic Cyberwars ended, the Cyber-race was split into several small bands. One such band contacted an Earthman named Kellman and enlisted his aid in capturing Space Beacon Nerva, which was orbiting a mysterious planetoid. The Cybermen discovered that this planetoid was the remains of Voga, the planet of gold that had helped the humans win the Cyberwars. (The Earth Empire had moved Voga and had kept its location a secret to prevent reprisals from the Cybermen.) Actually, Kellman was working with Vorus, one of the Vogans. The two hoped to draw the Cybermen to the space beacon, which would then be destroyed by the Skystriker rocket that Vorus was constructing. Both Kellman and Vorus believed that destroying this band of Cybermen would extinguish the Cyber-race, end the threat to Voga forever, and allow the Vogans to come out of hiding.

The Doctor and his two Companions materialized on Space Station Nerva just prior to the fruition of Kellman and Vorus' plan. They found Nerva ravaged by a vicious plague that had already claimed the lives of several of the station's crew. The surviving crewmembers accused The Doctor and his Companions of causing the plague and sabotaging Nerva beacon. The Doctor soon discovered that the 'plague' was actually caused

by Cybermats. Unfortunately, he was too late to prevent a Cybermat from injecting poison into Sarah Jane, one of his Companions. The Doctor used a transmat beam to remove the poison from Sarah and to send both his Companions down to the caves on Voga.

When the Cybermen arrived on Nerva, they forced The Doctor and the station's crew to carry cyberbombs to the core of Voga. Once there, the Cybermen would detonate the bombs, thus destroying the planet. Meanwhile, Vorus' followers, who wished to destroy the Cybermen, began a civil war against the Vogan government, who wished to preserve the planet's hidden status. The Doctor's Companions escaped this conflict and helped The Doctor and the Nerva crew save Voga and destroy the Cybermen on the planet.

In a last attempt to destroy Voga, the Cyberleader loaded cyberbombs onto Nerva and locked its navigational computers on a collision course toward Voga. The Doctor deflected the Vogan rocket toward the fleeing Cybermen and prevented the space station from crashing on Voga's surface.



FILE #759028-461

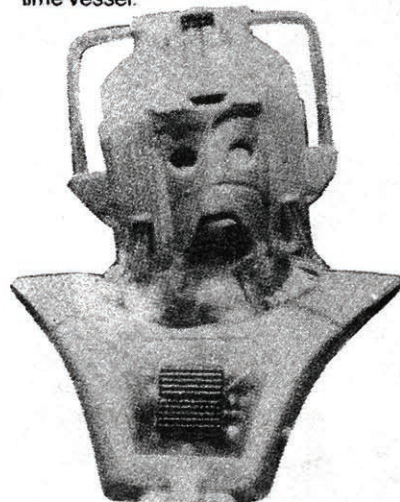
The Attempt To Destroy the Bywater Conference of 73,234 TL

In 73,234 TL, the Earth Empire and its allies during the Cyberwars were negotiating a long-term treaty to forge a permanent alliance. The Cybermen tried to dissolve this alliance so that they could regain their former eminence in the galaxy. They planted a powerful Z-bomb below the Earth's surface and stationed two androids there to guard it.

An Earth survey team in the area encountered the androids, who killed several of the team members. The team also met The Doctor and three of his Companions, who had materialized below the Earth's surface. The Doctor won the confidence of the humans, and helped them defeat the androids and defuse the bomb. He then traced the bomb's detonation signal to an Earth freighter. Several members of the survey team accompanied The Doctor and his Companions to the vessel.

The Doctor detected Cybermen on the vessel, but he could not prevent them from gaining control of both the freighter and his own TARDIS. Because the Z-bomb failed, the Cybermen planned to load the freighter with bombs and to crash it into the Earth, eliminating both the planet and the conference. They locked the drive systems of the freighter, causing it to increase speed and to head straight for the Earth. However, the freighter accelerated so quickly that it travelled backward in time. When it struck the planet, the resulting explosion wiped out the Earth's dinosaurs.

The Doctor managed to destroy the remaining Cybermen aboard his own time vessel.





BIODATA FILE EXTRACTS

The following CIA documents illustrate some of the personalities that play an important role in the history of the Cybermen. Many of the following individuals are or have been involved with the CIA, either directly or indirectly. All of the following individuals are classified as reliable, and CIA agents are encouraged to enlist their aid if encountered in the field.

If the opportunity arises, question any of the above individuals about their experiences with the Cybermen and report all findings to CIA Headquarters Command.

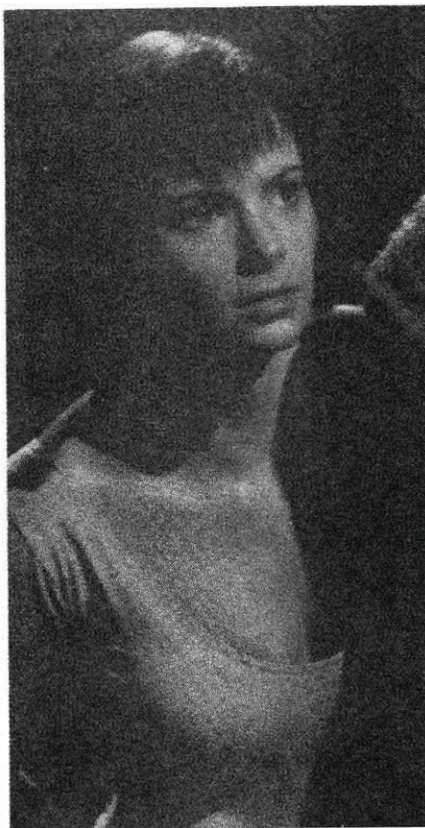
ADRIC

An inhabitant of the planet Alzarius, Adric became involved with The Doctor when the Time Lord's TARDIS was accidentally drawn into E-space. Adric was presumed to be dead after the Cybermen's attempt to destroy the Bywater Conference on Earth, but The Master saved the boy to use him as a weapon against The Doctor. Adric has a very advanced mastery of mathematics, and is the only person in the universe to master the Logopolitan technique of block transfer computations. At times, he is clumsy and inefficient, but when placed in a truly dangerous situation, he is clever and level-headed.



BROWN, PERPUGILLIAM

Peri is an inhabitant of Earth's 20th century. She joined The Doctor during his encounter with The Master on Sarn. Peri encountered the Cybermen during their sole attempt to intervene in the timestream. She possesses an extremely strong will, as she demonstrated on the planet Sarn by wrestling mental control of a Kamelion robot from The Master.



DOCTOR, THE

This member of the Prydonian Order of Time Lords became a renegade in the year 101,177 TL when he stole a Type 40 TARDIS and fled Gallifrey. He was later captured by the High Council of Gallifrey and sentenced to indefinite exile on TNP Earth. His exile was removed when three of his incarnations helped the Gallifreyans during the first Omega affair (the only recorded occasion when the High Council intentionally broke the laws of time). The Doctor was also the key agent in the unsuccessful intervention attempt to halt the creation of the Daleks on Skaro. Through his actions, the High Council successfully uncovered the involvement of The Master in the assassination of Lord President Pandar V. As Lord President in 101,198 TL, he foiled a Vardan/Sontaran invasion of Gallifrey, then stepped down from office. More recently, he prevented Time Engineer Omega from reentering this universe.

The Doctor has encountered the Cybermen several times throughout his six incarnations. He was greatly responsible for destroying their home planet Mondas and for defeating several of their attempts to conquer TNP Earth. CIA High Command used The Doctor to foil the Cybermen's one recorded attempt to intervene in the timestream. Though The Doctor is often unwilling to undertake missions for the CIA, he has a particular attraction for TNP Earth. If convinced that there is a threat to its life or liberty in any situation, he will almost certainly attempt to intervene.



DuLAKE, PHILLIP

An inhabitant of Earth's 17th century, this poet and adventurer became involved with the Time Lord Kelly during one of the Gallifreyan's trips to TNP Earth. He has travelled with Kelly since the Time Lord's earliest interventions, and has encountered the Cybermen several times. He is quite experienced and quick to act.



HERRIOT, ZOE

This inhabitant of Earth's 21st century joined forces with The Doctor during the Cybermen's invasion of Earth's Wheel in Space. She was later separated from him at the time of his exile. Zoe also participated in the defeat of the second Cyberman invasion of Earth. During her brief stay on Gallifrey, tests showed that she is extremely intelligent, even dwarfing many Time Lords in mental capacity. Her intelligence could prove useful in any intervention attempt.



JACKSON, BEN

This sailor from the Earth's 20th century aided The Doctor during the WOTAN affair and several other encounters. He parted company with the Time Lord during the Chameleon affair. Ben encountered Cybermen when they attempted to drain the Earth's energy into Mondas. He also helped defeat their attempt to invade Earth's Gravitron Moonbase. Jackson is a courageous and resourceful young man, who was uncannily effective in combat with the Cybermen.



JOVANKA, TEGAN

Tegan is an inhabitant of Earth's 20th century. She became involved with The Doctor during the Logopolis incident and left him after the Daleks' rescue of Davros from cryogenic freeze. Tegan became one of The Doctor's most trusted assistants, and aided him in a number of his interventions. She is level-headed and thinks quickly. She could be a valuable resource during any intervention attempt.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME

KELLALPHALUDNER

Also known as Kelly, this Time Lord became a renegade shortly after The Doctor fled Gallifrey. He has worked actively for the CIA on many occasions by facing Daleks, Sontarans, Elderands, and several other powerful marauders. Kelly has encountered the Cybermen on a number of occasions. He thwarted their attempt to capture the world of Ionia and their first attempt to invade Earth. Though he has left the CIA to wander about the universe, he has frequently helped CIA agents who have encountered him in the field. Kelly's experience and abilities are difficult to match.



LETHBRIDGE-STEWART, BRIGADIER ALISTAIR GORDON

An inhabitant of Earth's 20th century, the Brigadier first encountered The Doctor during the Yeti's second attempt to conquer the Earth. This affair was instrumental in founding the United Nations Intelligence Task Force (with the covert aid of the CIA). Lethbridge-Stewart encountered The Doctor again during the second Cyberman invasion of Earth. During The Doctor's exile, he cooperated with the Time Lord on many occasions. Like all UNIT members, the Brigadier is highly reliable in the field. He is quite experienced and not subject to the usual Earthling's panic.



McCRIMMON, JAMIE

This inhabitant of Earth's 17th century became one of The Doctor's fondest assistants. He assisted The Doctor in several of his interventions and was unwillingly separated from him when The Doctor was exiled.

McCrimmon encountered the Cybermen four times. He participated in The Doctor's efforts to stop their invasion of the Moonbase, the Wheel in Space, and the Earth. He was also present when Earth scientists activated the Cyber-colony on Telos. McCrimmon is an experienced and powerful man, whose assistance is extremely valuable.



NYSSA

An inhabitant of Traaken, Nyssa first encountered The Doctor when The Master tried to acquire the powers of the Keeper of Traaken. She was reunited with The Doctor during the collapse of Logopolis, and left him to help victims of Lazar's Disease. Nyssa encountered the Cybermen when they attempted to eliminate an important political conference on Earth. She is an experienced interventionist and knows a great deal of biology and bio-electronics.



POLLY

Polly is an inhabitant of Earth's 20th century. She joined The Doctor's TARDIS crew during the WOTAN affair. After helping The Doctor during several of his adventures, she parted company with him. Polly's resourcefulness was instrumental in preventing the Cybermen from capturing the Earth's Moonbase.



SMITH, SARAH JANE

A journalist from Earth's 20th century, Sarah became involved with The Doctor during an encounter with a Sontaran trapped in Earth's Middle Ages. The Doctor abandoned her when he rushed to Gallifrey to battle The Master and to prevent the assassination of Lord President Pandar V. Sarah is one of The Doctor's most treasured assistants. She encountered the Cybermen during their attempt to destroy Voga using space beacon Nerva. Resourceful, independent, experienced, compassionate, and courageous, Miss Smith is one of the most valuable non-Gallifreyans an agent can call upon for aid.



SULLIVAN, HARRY

This 20th-century Earth doctor is a member of the English Navy and attached to UNIT. He joined The Doctor after the Time Lord's third regeneration, and left him after the Zygon affair. Harry encountered the Cybermen with The Doctor and Sarah Jane Smith near Voga. Though at times clumsy and rash, he is amazingly cool under pressure.



WATERFIELD, VICTORIA

Victoria is the daughter of the famous 19th-century Earth professor Edward Waterfield. She met The Doctor when the Daleks attempted to acquire the human factor to improve the state of their forces. Shortly after the affair with the North Sea weed menace, she parted company with The Doctor. Victoria briefly encountered the Cybermen while on the planet Telos, where she witnessed the reactivation of the Cyber-colony.



THE
**DOCTOR
WHO**
ROLE PLAYING GAME



TECHNICAL DATA

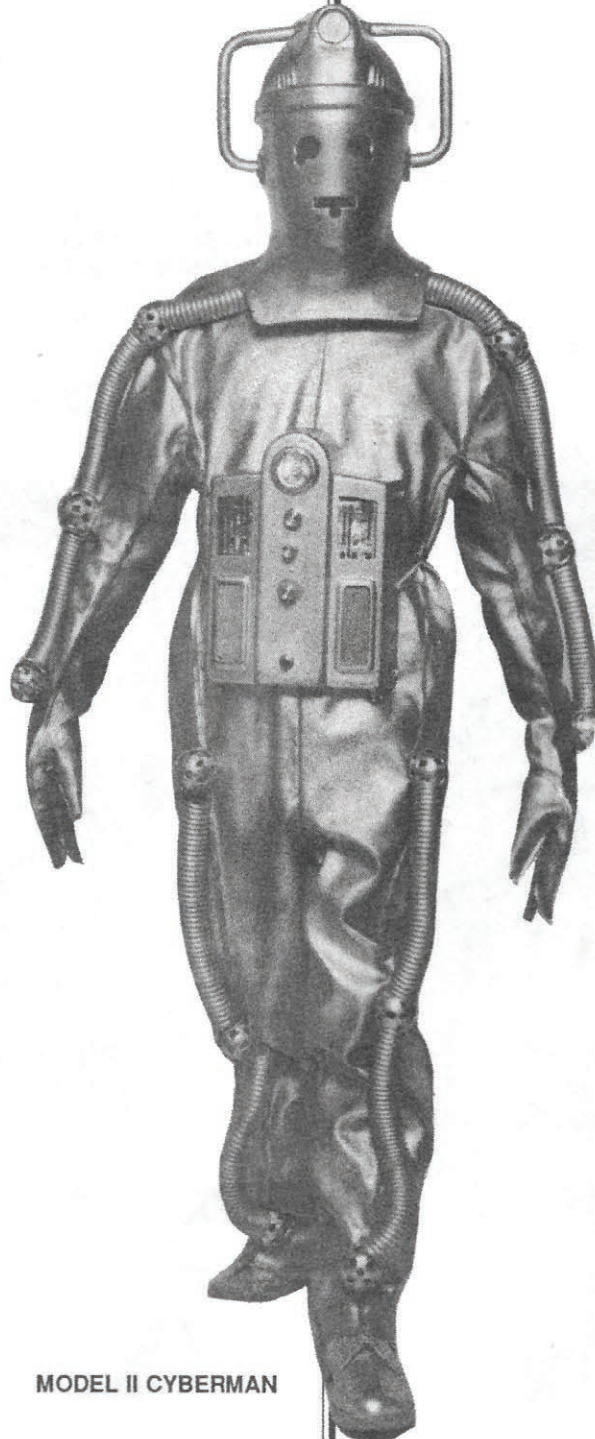
The following information is drawn from the few APC Net files containing technical data on the Cybermen. Note that several different variants on the Cyberman's basic design have been encountered. However, all variants possess the same basic capabilities.

EXOSKELETON

Built around the internal computers and humanoid organs is a powerful exoskeleton running the length of the body. This exoskeleton gives the Cyberman tremendous strength, but makes him slow and unwieldy, an advantage that can often be exploited. The framework contains a series of small servomotors that increase the Cyberman's muscular strength. The typical Cyberman can lift almost 1,000 kilograms over his head. The servomotors also give the Cyberman an incredible ripping or crushing strength.

ORGANIC INTERFACE

The Cybermen are not merely robots. At the core of their mechanical bodies lie certain humanoid organs and tissues. Their brain helps the decision-making process and the mind-body interfacing. Muscle tissue provides a solid foundation for the powerful exoskeleton. In addition, the nervous system is maintained for its ability to interface directly with the brain. The brain is supplemented by two computers: one holds factual data, and one aids the mind-body interfacing. Both computers are connected to a wide variety of artificial sensory apparatus that give the Cyberman ten times the sensory ability of a human.



MODEL II CYBERMAN

ARMOR

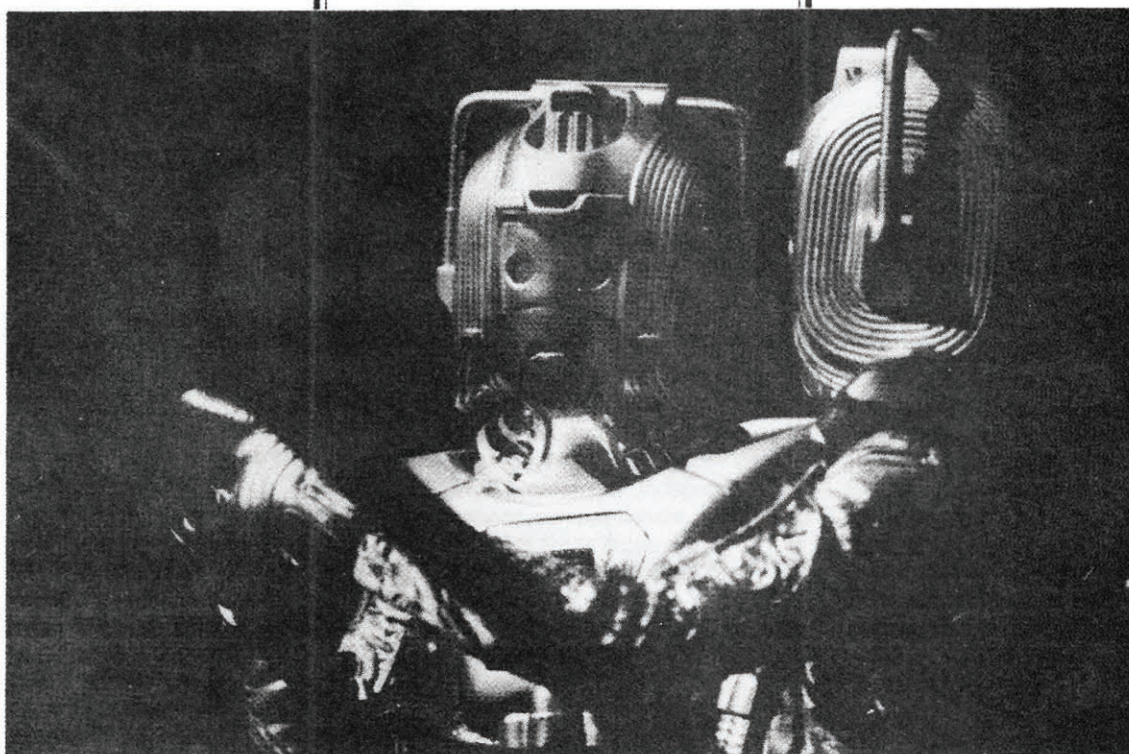
Built over the exo-skeleton is a nearly impenetrable coating of armor that slows the Cyberman down even more, but makes him all but invulnerable. In the early history of the Cybermen, this armor coating was a simple ballistic cloth. Later experiments created an armor composed of a sturdy alloy of unknown construction. A Cyberman can take direct hits from powerful field artillery with only minimal damage.

POWER SYSTEM

At present, the exact nature of the Cyberman's power system is undecipherable. Apparently, each Cyberman has large storage batteries that can maintain a charge for as long as 15 hours. These batteries power the exoskeleton, computers, and every Cyberman function. Located in the lower torso, the batteries are presumably recharged by connecting to a direct power source.

COOLING SYSTEM

The Cyberman's storage batteries release a great deal of internal heat, which makes an elaborate cooling system necessary. Running the entire length of the body, this system is generally fluid-based, though CIA agents have noted several variants. The fluid is condensed, super-cooled, and pumped through the body at high pressure. Cooling system failure has been known to cause the internal organs to melt due to the excess heat.



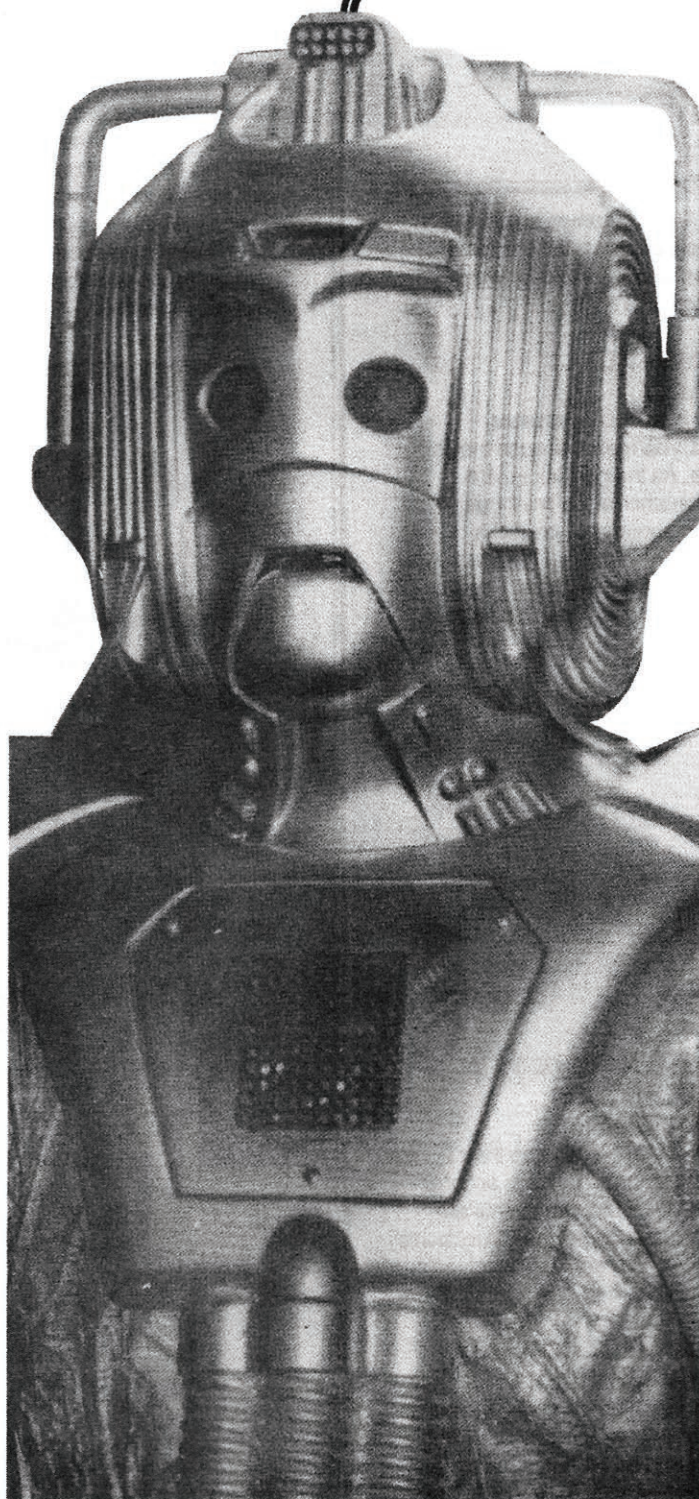
EXHAUST GRID

The batteries that store the Cyberman's power probably produce some sort of biochemical reaction, because exhaust can be seen coming from their front chest unit. The exhaust is a thin, sparse mist that a Cyberman must expel to prevent internal system meltdown. This ventilation system is the most fatal weakness of Cyberman design. When the chest grid is blocked, the Cyberman rapidly dies. Gold is particularly useful for blocking the lining of the grid. It somehow reacts with the lining to form a residue that plugs up the grid and causes the Cyberman to die.



WEAPONRY

Several of the Cyberman variants have built-in weaponry. However, most Cybermen rely on more powerful, hand-held weapons. The Cybermen have a very advanced arsenal, and they manufacture particularly deadly beam weapons. As a Cyberman has never been seen reloading his weapon, these weapons probably draw power from the Cyberman himself. Undoubtedly, the Cyberman's internal power source automatically recharges the weapon every time its power runs down.





SUMMARY

The CIA has formulated a list of known facts and suggestions for operatives who have to deal with Cybermen in the field.

CYBERMEN ACT LOGICALLY

There is never any dissent between Cybermen, because they all think alike. As their decisions are based on mathematical methods, agents can sometimes predict a Cyberman's next move. Cybermen will always select the most logical course of action that moves them closer to their goal.

CYBERMEN PREFER TO WORK THROUGH INTERMEDIARIES

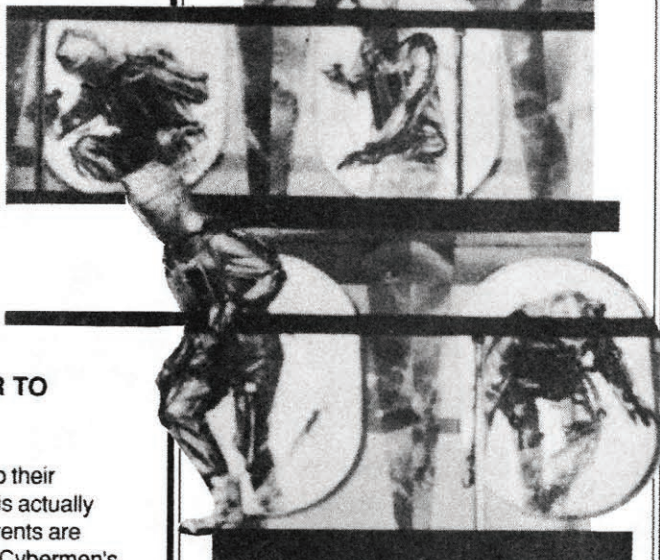
Cybermen like to keep their presence unknown. This is actually quite logical. If random events are bringing about one of the Cybermen's goals, they are very likely involved in the situation.

AVOID DIRECT COMBAT WITH CYBERMEN

Cybermen are probably the most deadly race in direct combat. A single Cyberman is more than a match for several well-armed humanoids. Be very cautious when entering a situation that could result in combat with Cybermen.

THE ACTIONS OF CYBERMEN REVOLVE AROUND CERTAIN GOALS

The Cybermen are chiefly occupied with three things: capturing the Earth as their new home base, building a galactic empire, and increasing their forces. We do not yet understand the exact, logical correspondence between these three goals. No matter how unlikely it may seem, everything Cybermen do is an attempt to satisfy one of these goals.



IF THEY CANNOT ACHIEVE THEIR OBJECTIVE, CYBERMEN WILL USUALLY RETREAT

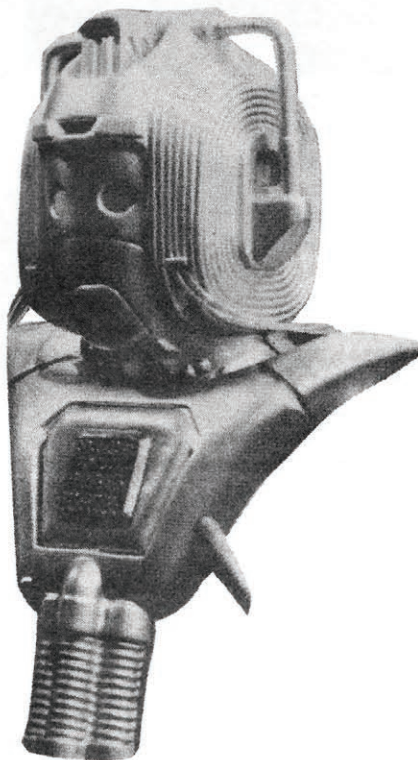
It is not necessary to destroy a group of marauding Cybermen. If an agent can demonstrate that their objective is unobtainable, they will usually flee to cut their losses.

WHERE THERE ARE CYBERMEN, THERE ARE CYBERMATS

Cybermats are small, snakelike creatures that remain hidden until they strike. They can conduct sabotage and launch attacks against humanoids (sometimes using poison). Their sabotage is generally crude and easy to recognize.

REPORT ALL FINDINGS TO THE CIA IMMEDIATELY

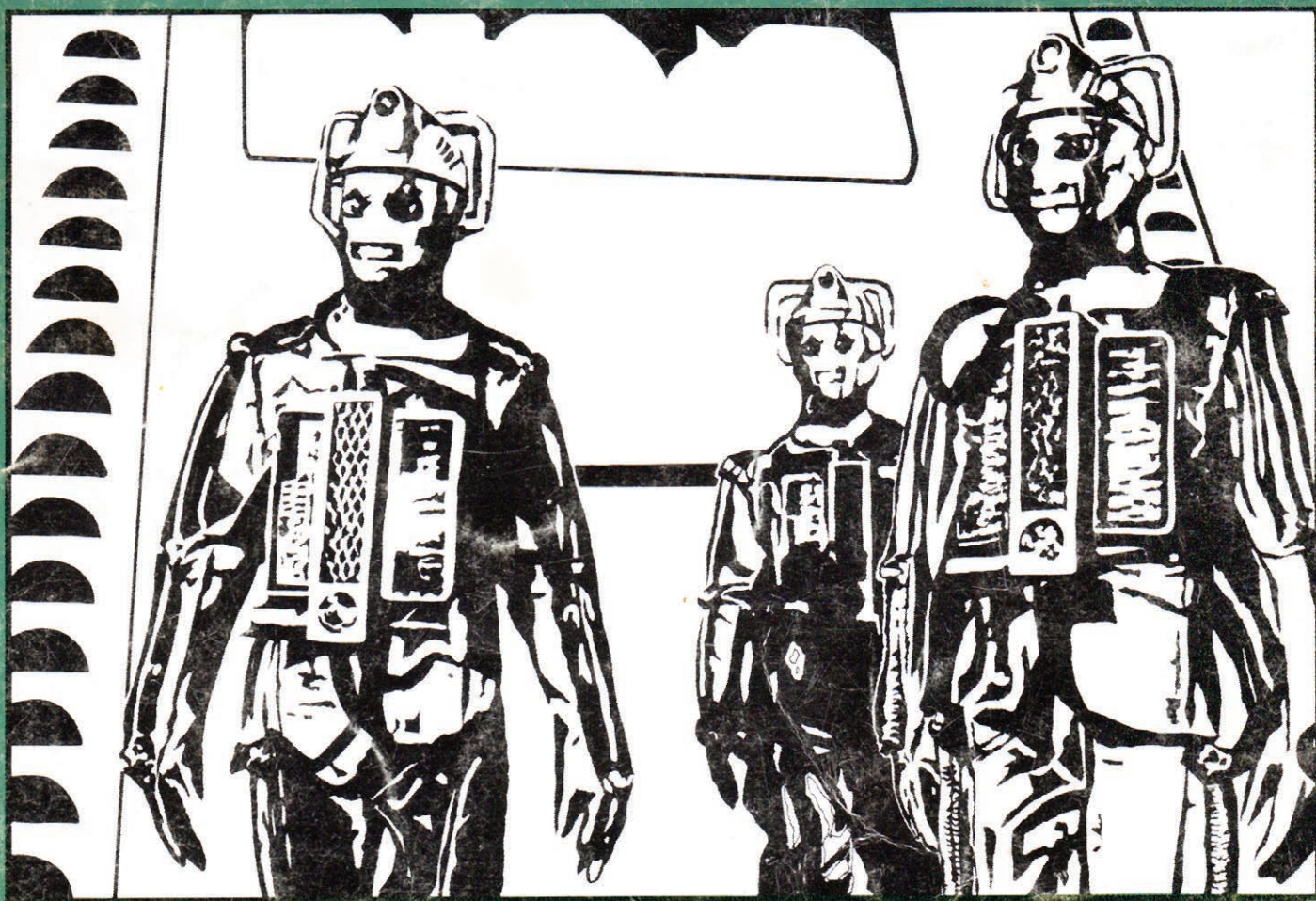
As so little is known about the Cybermen, who are among our deadliest foes, any new information obtained is of crucial importance.



Hundreds upon hundreds of metallic bodies lined the walls of the cold, dark tomb. They were silent, completely still, and must have been frozen for centuries. They rested patiently, waiting...

Gradually, a green light intensified inside the chambers. At first, nothing happened. Then, one after another, they stirred and plunged through the doors of their cryogenic crypts. Mechanical voices shattered the stillness of the long-dead tomb. The Cybermen were on the move again!

The Cyber Files is intended for players and contains CIA reports and APC data files concerning the planet Mondas, the Galactic Cyberwars, foes of the Cybermen, Cyber-logic, Cyber-technology, Cyberman anatomy, and the history of the Cyber-race. **The Cybermen** book is for the gamemaster's eyes only and provides detailed information concerning Cybermen and hints for creating adventures.



Cybermen have been known to appear anytime and anywhere. Many CIA teams have been lost to these mechanical monsters—like humans, Gallifreyans make excellent Cybermen.

