

# REVENGE OF THE CYBERMEN

## PART 1

After another of his escapades, the Doctor, Sarah and Harry find themselves swirling through space on the time ring and return to Nerva, but discover they are in a period thousands of years earlier than their first visit. Unfortunately the TARDIS is not there; it is drifting backward through time and all the Doctor and his friends have to do is wait for it to materialize. However, the Doctor and his Companions soon discover that something is seriously amiss.

Most of the crew of the beacon are dead, and it is some time before the Doctor bumps into the remaining survivors. They explain that the station is currently acting as beacon, warning ships of a new asteroid orbiting Jupiter. This is Voga, also known as the planet of gold due to the abundance of the metal. The beacon appears to be in the grip of a deadly space plague, which has killed off most of the crew. The Doctor discovers the plague is actually a poison, injected into victims by Cybermats, the machine creations of the Cybermen. He suspects that the civilian scientist, Kellman, is in league with the Cybermen, and after searching Kellman's quarters, the Doctor's worst fears are confirmed. Warning the crewmen of the beacon, they and the Doctor decide to hunt down Kellman and confront him.

Little do they know it, but Kellman's masters, the Cybermen, are already on their way...

---

Episode 1

## BOARDING PARTY

---

This scenario requires:

- The Doctor;
- 1 detachment of crewmen (use UNIT profiles) containing a Captain, 5 SLR troopers and 3 SMG troopers;
- Kellman;
- 1 detachment of 4 Cybermen (10 points)

Ever since the Doctor became suspicious of the loyalty of Kellman, the scientist has successfully evaded the crewmen. They are

determined to find him, but Kellman knows that they are hunting him, as he placed a spy camera in the control room. Still eager to strike at the Doctor and his companions, Kellman uses one of the Cybermats to attack Sarah, escaping just as the Doctor arrives to find her in the grip of the poison.

The Doctor risks his life to save Sarah by temporarily repairing the transmat beam, which Kellman has sabotaged. Sending her and Harry down to Voga in order to destroy the poison, the Doctor then resumes the search for Kellman. As everyone plays Kellman's game of hide and seek, no-one notices a craft docking with the beacon...

By the time the search party returns to the control room, the Cyberman landing party have already landed. With his companions down on Voga, the Doctor is still desperate to look for Kellman, who has the pentanium drive, the missing component from the transmat beam. The crew commander notices that a ship has docked, and the Doctor tells them that it must be the Cybermen. The Doctor decided to search for Kellman, and suggests that the crewmen try and resist the Cybermen.

### Outline - The Doctor & Allies

The Doctor still needs to find the pentanium drive, and has to find Kellman so that he can bring Sarah and Harry back to the beacon. Kellman should be no match for the Doctor, as the Doctor has seized most of the traitor's equipment and one of the Cybermats Kellman used to turn Nerva beacon into a quarantine zone.

The surviving crewmen are determined to resist the Cybermen, at least to buy the Doctor enough time to find Kellman. They have been warned about the power of the Cybermen, and know that they are merciless. They hope to use the security doors to their advantage; it will take the Cybermen a while to blast through them, buying them time for the Doctor to defeat Kellman.

The Doctor player must either defeat Kellman in melee combat (only the Doctor can engage him) or destroy all the Cybermen to win the game. If the Doctor loses the conflict, he is not killed, as Kellman wishes to preserve him for later missions.

### Outline - Kellman and the Cybermen

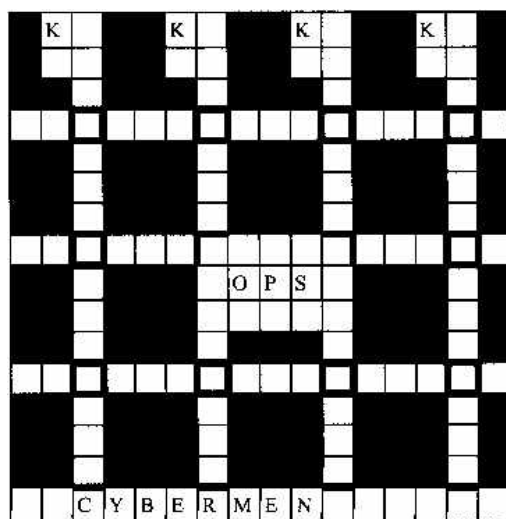
Kellman must remain free from the other humans on the ship. The Cybermen have promised to pay him well to aid them in their plan, and he has other plans for them too. The Cybermen are determined to capture the remaining humans for use in their own nefarious scheme, which, even for Cybermen, is pretty evil. Even the Cyberleader is getting passionate about this mission...

### Scenery, Deployment and Special Rules

The map is 4ft x 4ft. As all the action takes place on the beacon, you'll need floorplans. Use commercially available plans or make your own. To give you an idea of how to lay out the part of the beacon where the fighting occurs, follow the map below. Place Discovery Counters as usual.

The Doctor, the crew commander and his crewmen are deployed in the operations room. The Doctor gets one free move before anybody else does, as his mind is fixed on catching Kellman who has revealed his position by opening one of the outer doors in the beacon.

**Map For Boarding Party**



The Cyberman player has two deployment zones. Kellman must be deployed in the northern one, and the Cybermen in the southern. The Cybermen are blocked by the security doors, which they can only open by blasting them open. Once the door has been blasted, it presents no future obstacle to the Cybermen. Two Cybermen take a whole Turn to blast through a door; all four Cybermen would blast through a door and then still move 2" (or move 2" and then blast the door, leaving it open next Turn). The Cybermen may not use their Cranial Blasters against any other targets during the Turn in which they blast a door. The simplest way past the doors is through Kellman; if he can join up with the Cybermen, he can open the doors for them as he knows the security codes.

Kellman is more important than both the Doctor or the Cybermen know. If the Doctor engages him in Assault combat, then Kellman will not flee and nor will the Doctor. Kellman still has a Cybermat control device, and will use his Cybermat to defeat the one that the Doctor controls. Neither of them will flee once battle is joined. Whoever loses their Cybermat first loses the Assault, and is captured by the other (the Cybermat's venom is designed to paralyse the victim; both Kellman and the Doctor want the other alive). Both can modify their Cybermat using Discovery Counters and Tech rolls.

### Modifying Cybermats

Both of the scientists involved in this struggle have some knowledge of Cyberman technology. Both can attempt to modify their Cybermat to defeat the other's. The Cybermats involved in this scenario aren't the terrors they usually are, as these two have been designed only to stun their opponents. The basic Cybermat model has 3 Hits, a Save of 6 and an Assault of +1. However, they can be modified with the use of Tech rolls and Discovery Counters.

For each piece of Scientific Equipment or Useful Junk collected in Discovery Counters, the Doctor or Kellman receives +1 on his Tech Roll. For each Alien Artifact, he gains +3 to his roll. They must have collected at least one of the above counters before they can modify the Cybermat. They may only attempt to modify the Cybermat once.

Once you have rolled, consult the table to see what modification has been made to the Cybermat.

Tech Roll	Cybermat Modification
3 or less	The Scientist fails to modify the Cybermat.
4-6	The Cybermat's armour is improved, giving it a Save of 5 instead of 6.
7-8	The Cybermat's armour and durability are improved, giving it 4 Hits instead of 3 and a Save of 5 instead of 6.
9+	The Cybermat's armour, durability and damage causing abilities are improved. The Cybermat receives a Save of 5, 4 Hits (in total) and a +2 bonus to its Assault rolls.

### Victory Conditions

If the Doctor wins the Cybermat battle, then Kellman is considered captured. The Doctor will learn all his secrets, which gives the Vogons an extra 3 points for their forces in the next battle. If the Cybermen are destroyed, then the Cybermen start the next scenario with one less Cyberman (and an unhappy, unusually emotional Cyberleader) than the number given from one of their detachments. Any Discovery Counters collected by Kellman pass to the Doctor, even if they were used to modify the Cybermat.

If the Cybermen defeat the humans or if Kellman defeats the Doctor in the Cybermat battle, then victory goes to the Cybermen. They gain the full benefits of Kellman's information about the Vogons. Defeating either brings the Cybermen the news that the Vogons are prepared to fight them, and that they will need more Cyberwarriors than they had originally planned. For the next scenario, the Cyberman force is increased by one Cyberman. Any Discovery Counters collected by the Doctor pass to Kellman, even if they were used to modify the Cybermat.

---

#### Episode 2

## IN THE MINES

---

This scenario requires:

- The Doctor, Sarah & Harry and three crewmen armed with pistols;
- 1 detachment of 6 Vogons armed with V-Rifles, 1 Vagon armed with a Glitter-Gun and a Vagon leader armed with a Glitter Gun.

- The Master and Kellman;
- 1 detachment of 4 Cybermen & 1 Cyberleader

More and more Cybermen land on the beacon, eventually overwhelming the humans. As the Cybermen question the Doctor, he sees a familiar figure talking to Kellman, another humanoid who landed with the Cybermen. It is his nemesis, the Master!

The Master reveals gloatingly his part in the plot against Voga. The Cybermen intend to destroy the planet, not just invade, and plan to wipe Voga off all star-charts forever, annihilating the Vogons and their planet of gold. Then, with the Cybermen as his allies, the Master will invade Earth to enslave humanity. He tells the Doctor that he used Kellman to infiltrate the beacon, and has helped build three Cyberbombs, terrible destructive devices capable of blowing the planet to smithereens. It will be the honour of the Doctor and the remaining crewmen to carry the bombs to their destination on Voga.

To ensure that everything goes according to plan, the Master and detachment of Cybermen will accompany them to the gold mines of Voga. Once they have reached the correct place, the Master and the Cybermen will kill them, allowing them to detonate the bombs from the safety of the beacon.

However, the Master has not bargained with Harry and Sarah, who have warned the Vogons that the Cybermen are probably on the beacon. After much effort, they manage to persuade the Vogons that the Cybermen intend to land, but as yet, neither Companion knows what the Cybermen have planned. The Vogons, desperate to stop the Cybermen, decide to try and ambush them at the location of the transmat station, which Kellman set up to transport him (and later his Cyberman allies) from the beacon to Voga.

The Cybermen send the Doctor, the remaining crewmen and one Cybermen to Voga in advance of the main party. The Cybermen have warned the Doctor that should he try anything, they will detonate the bombs immediately. The Doctor gambles that as their mission is to destroy Voga, the Cybermen will only explode the bombs when they are at the right place. Taking a chance on this, he throws a handful of gold dust into the escorting Cyberman's chest unit, disabling it, and allowing them to escape. Chancing upon his Companions and the Vogons on their way to

the transmat station, the Doctor warns them that the Cybermen and the Master are on their way. Little does he know it, but they are already here...

### Outline - The Doctor & Allies

The Doctor and the crewmen must evade the Cybermen by leaving the eastern edge of the board. The Vogons will do their utmost to help clear the way and stop the Cybermen. Harry and Sarah must try to reach the transmat station, as they need to return to the beacon in order to collect some of the Doctor's scientific equipment in order to disarm the bomb.

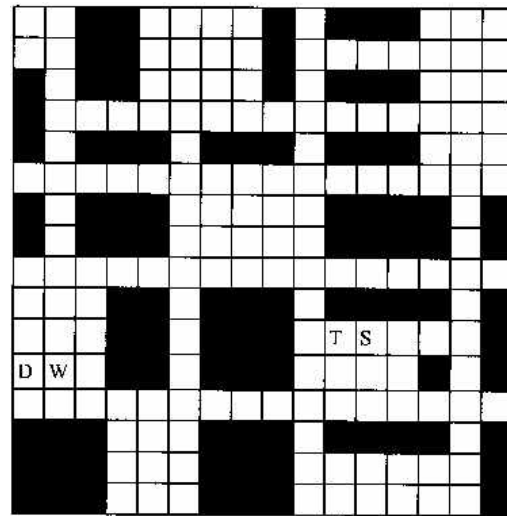
### Outline - The Master, Kellman and the Cybermen

They must capture the Doctor and at least one of the crewmen carrying the Cyberbombs, or their plans may go awry. Kellman is armed with a pistol; treat him as a Resistance Fighter for statistics purposes. The Master has the same statistics as the Doctor.

### Scenery, Deployment and Special Rules

The map is 4ft x 4ft. All the action takes place in the upper levels of the mines. The Cybermen begin at the transmat station (TS), and the Doctor's detachments begin in the zone marked DW. Use the map to recreate the mines. You can use either floor-plans or standard terrain; the mines are quite open and full of large caverns, so there will be lots of open space. You should deploy Discovery Counters as usual. Kellman, the Master, Harry and the Doctor can pick them up in this scenario.

### Map For Into The Mines



### Victory Conditions

If the Doctor and the soldiers escape off the board, then the Vagon player receives 1 extra point with which to buy troops in the next scenario for every character that makes it off the board. If Harry and Sarah make it back to the beacon by coming into base to base contact with the transmat station, the Vagon player receives an extra point for each character who successfully reaches the beacon (1 each for Harry and Sarah). If Kellman or the Master are killed, then they forfeit any Discovery Counters that they have collected during this and the previous scenario.

If Harry and/or Sarah don't make it back to the beacon (they are "killed" by the Cybermen) then the Cybermen receive 1 extra Cyberman for the final scenario. For every soldier they "kill" they receive an extra point to spend on troops for the next scenario, and if they "kill" the Doctor or Harry, the Cyberleader claims any Discovery Counters that they've accumulated over the two scenarios.

## IN PART TWO:

After the confrontation in the mines, Sarah and Harry make it back to the beacon one way or another, and begin looking for the items the Doctor needs. While searching, Harry overhears some Cybermen talking about their plan to blow up Voga, and he realises that they intend to double-cross even the Master! Once the bombs are in place, one of the Cybermen with the group will manually detonate the bombs, destroying itself, the Doctor, Kellman, and the Master as well as Voga. Can the Doctor convince the Master of the Cybermen's evil intentions, or will the Cyberwamors be victorious and destroy the Planet of Gold?