

# REVENGE OF THE CYBERMEN

## PART 2

Last time, we left the Doctor and his Companions battling the evil of the Cybermen and the Master. Now determine the fate of Voga and the Cybermen with the final scenario in the campaign, as the Doctor and his allies make a desperate bid to prevent the total destruction of the planet of gold...

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Episode 3

## THE BIG BANG

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This scenario requires:

- 1 detachment containing 1 Vogon Leader armed with a Glitter Gun, 3 Vogons armed with V-Rifles and 1 Vogon armed with a Glitter Gun
- 1 detachment containing 1 Vogon Leader armed with a Glitter Gun, 4 Vogons armed with V-Rifles and 1 Vogon armed with a Glitter Gun
- 1 Doctor detachment containing the 4th Doctor, Harry and Sarah (plus The Master: see below)
- 1 detachment of 3 Cybermen and 1 Cyberleader
- 1 detachment of 4 Cybermen (plus the Master; see below)
- 3 crewmen captives and a commander model

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.

Back on Voga, the Master and the Cybermen have got control of the situation once again. The Doctor and the soldiers are in captivity, and the Cybermen are leading them towards their doom. The Master, keen to mock the Doctor asks him if he's enjoying the trip, and in a quiet moment away from the prying ears

of the Cybermen, the Doctor tries to persuade the Master that the Cybermen plan to kill him too. The Master doesn't believe the Doctor at first, but a seed of doubt is planted in his mind which germinates and grows into fully-fledged suspicion.

Before the next scenario, the Doctor may attempt to persuade the Master that the Cybermen have it in for him. He may try to convince the Master of the Cybermen's evil intent by using artefacts that he has collected along the way in the form of Discovery Counters.

For each piece of Scientific Equipment or Useful Junk collected in Discovery Counters, the Doctor receives +1 on his "Persuade Master" Roll. For each Alien Artifact, he gains +3 to his D6 roll. If the score is above 5, the Master realises that the Doctor is telling the truth and joins forces with him to prevent the Cybermen carrying out their plan. The Doctor may try this roll even if he has no Discovery Counters left; in that case he gets a straight D6 roll. Any Discovery Counters used in this way are still available to exchange for more troops (see Outline - The Doctor & The Vogons below).

If he fails to convince the Master, then the evil Time-Lord will stay allied to the Cybermen and will help them carry out their plan. He acts as the leader to one of the Cybermen detachments. However, if the Doctor does convince him, then the Master will join the Doctor's detachment, arming himself with a Glitter-Gun, one of few weapons effective against the Cybermen. Treat him as a Vogon for the purposes of firing.

Unfortunately for the Cybermen, the Vogons have been waiting for the day that their enemy would attack. Kellman is in fact a double-agent, and though the Master and the Cybermen believed he worked for them, he actually works for the Vogons. He was to bring the Cybermen to the beacon so that the Vogons could fire their Skystriker rocket at Nerva and destroy everything on it, including the Cybermen. The Vogon's plan almost

worked, but the Cybermen landed sooner than Kellman anticipated. The Skystriker must now be guided towards the Cybermen's own vessel, as they have left the Beacon in preparation for the devastating explosion they intend to unleash on Voga.

### Outline - The Doctor & the Vogons

The Doctor must stop the Cybermen from herding the crewmen to the detonation point. At the same time, they must try to stop the Cybermen from killing the Commander, who is helping the Vogons guide their rocket. The forces given can be increased in exchange for Discovery Counters that the Doctor or Harry collected over the last two scenarios. For each piece of Scientific Equipment or Useful Junk collected in Discovery Counters, the Vogons receive 1 extra point to spend on troops. For each Alien Artifact, they receive 2 points.

### Outline - The Cybermen

The Cybermen are determined to detonate the bombs at the correct location. They will not use the Cyberbombs unless at least two of the soldiers reach the detonation zone. There must be a Cyberman in base to base contact with at least one of the two soldiers for the bombs to be triggered. In addition to this, they must stop the Skystriker from hitting their ship; if this happens, then the Cybermen may be wiped out...

The forces given can be increased in exchange for Discovery Counters that the Master or Kellman (or the Cyberleader took from Harry or the Doctor) collected over the last two scenarios. For each piece of Scientific Equipment or Useful Junk collected in Discovery Counters, the Cybermen receive 1 extra point to spend on troops. For each Alien Artifact, they receive 2 points.

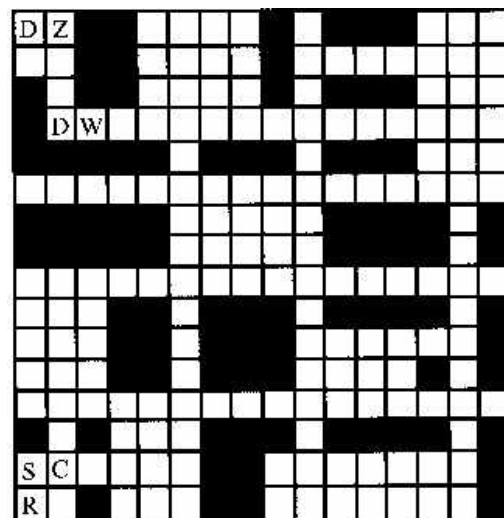
### Scenery, Deployment and Special Rules

The game board is 4' x 4'. Once again, the fighting is in the mine tunnels, using the map as a layout. The Doctor and one detachment of Vogons begin in the area marked DW, the other Vogon detachment begins in the Skystriker control room (marked SCR) with the commander. The commander is a non-

combat character in this scenario; if he is killed, then the Skystriker misses its target. He must remain at the controls throughout the scenario.

The detachments of Cybermen begin anywhere on the eastern board edge. The prisoners may not fight or run away, but for the Cyberman player to move them, there must be a Cyberman within 2" of the prisoners at the beginning of the Cyberman Turn. If not, the prisoners remain stationary that Turn. The detonation zone is marked DZ on the map.

### The Big Bang – Deployment Map



### Victory Conditions

The Cybermen win total victory if they manage to detonate the bombs and kill the commander. A partial success can be claimed if they succeed in one of their aims. The Vogons win if they stop the Cybermen from detonating the bombs and killing the commander. A partial success can be claimed if they stop the Cybermen blowing up Voga. They can not claim a partial success if Voga is blown, as they'll all be dead...

If both sides claim a partial success, then it's a draw. Of course, whatever the outcome, the Doctor will somehow nip onto the beacon, find the TARDIS and escape, as doubtless will the nefarious Master...