

Official Scenarios

Termination

Back-story

John Connor had finally mobilized the fragments of the Resistance into a cohesive fighting force. Battle after battle was waged and won by Resistance forces. The outcome could be predicted; SkyNet was going to lose. Using experimental time displacement equipment, SkyNet sent an Infiltrator back through time. Its mission: to exterminate the ancestors of humans detrimental to SkyNet's success in the Future. Connor's forces stormed the Time Lab minutes after the Infiltrator(s) were sent through. The Resistance mobilized their own squad and sent them back to preserve the past. Welcome to 1984.

Resistance Player

Starting Hand: None

Starting Items: None

Starting Characters: Any 3 Resistance Main Characters (only 1 Leader)

Starting Locations: Pawn Shop - Starting Locations are considered Distinct

Hand Size: 5 (+1 for each of your living Leaders)

Combat Pool: 3

Primary Victory Requirements:

- 1) Destroy all SkyNet Main Characters.

Alternate Victory Requirements:

- 1) Importance Win: Protect 10 Importance worth of Supporting Characters (minimum 3 characters). In order to protect them, these Supporting Characters must be taken to the Police Station and rotated during the Protection Step of the Staging Round (there can be no opposing characters present). Characters rotated in this manner are assumed to have been taken into protective custody and are removed from play.
- 2) Mission Win: At any time you acquire 10 Mission Points, you immediately win the game.

SkyNet Player

Starting Hand: None

Starting Character and Items: Begin play with any single Terminator with the Infiltrator resource. Up to 20 Production points may be spent on your starting Terminator, including the base character and any combination of Implants you wish to purchase. Your starting Terminator begins play with all Implants you purchase. You must ensure that your Terminator still has its Infiltration after your Implant purchases when you are ready to begin play. (Advanced variant of this scenario: allow up to 2 Terminators with the Infiltrator resource to be used.)

Starting Items: See above

Starting Location: Alamo Sport Shop

Hand Size: 5

Combat Pool: 3

Primary Victory Requirements:

- 1) Destroy all Resistance Main Characters.

Alternate Victory Requirements:

- 1) Mission Win: If at any time you acquire 10 Mission Points you immediately win the game.
- 2) Importance Win: Terminate 10 Importance worth of Supporting Characters to win immediately (minimum 3 characters).

Location Deck

Both players must utilize location decks that contain 9 different locations with the Past or Past/Future Resource, one of which must be Main Street. No more than 3 Distinct locations can be used. Note: The Police Station is recommended for Resistance players who wish to be able to Protect Supporting Characters. At the beginning of play, both players shuffle all the cards in their location decks, except Main Street, and then place Main Street on the bottom of their deck.

Scenario Rules

- 1) Future Resource: Cards with the Future Resource or Restriction are not legal (and so cannot be played) in this Past Scenario (unless otherwise allowed by a card effect).
- 2) Starting Hands: Players' starting hands are limited to the Characters, Locations and Items given by the scenario, plus one optional Condition card.
- 3) Time Travel: The SkyNet player may use as much or as little of his allowed initial production (20 points) as he wishes. How much (or how little) the SkyNet Player decides to use of his allowed initial Production determines when SkyNet characters will begin the game. Unused initial production is lost.

Production Used:

Players not currently in the game literally begin playing on the turn that they arrive. They may not play or draw a single card until that turn.

0-6: SkyNet player begins 2 full turns ahead of the Resistance player.

7-10: SkyNet player begins 1 full turn ahead of the Resistance player.

11-14: Resistance and SkyNet players begin at the same time.

15-18: Resistance player begins 1 full turn ahead of the SkyNet player.

19-20: Resistance player begins 2 full turns ahead of the SkyNet player.