

Official Scenarios

Future War

Back-story

The war between Man and Machines rages on. SkyNet's Infiltrator units have successfully infiltrated various key regiments of the Resistance. After the destruction of Firebase Zulu and Firebase Victor at the hands of the Infiltrators, virtually all human regiments immediately cut all communication with other Firebase compounds and compartmentalized their own units and regiments. No one knew which unit had been compromised with Infiltrators and which units had not. Unable to trust anyone outside their own Firebase compound, each Resistance unit was forced to treat every other Unit as if it had been compromised. The Resistance is in a desperate position.

Immediately after it gained self-awareness, SkyNet (the living computer intelligence) made backups of its Core programming in case its main system ever went offline. After a successful Resistance attack against a series of Processor Banks, the dormant SkyNet clones became animated and sought refuge in the World Wide Satellite Network. Unfortunately, all the backups were slightly damaged from the attack. At the same time, thousands of SkyNet personalities gained self-awareness and immediately sensed each other in the Net. It is not known which SkyNet entity attacked first, but each believed that it was the real SkyNet and that all other entities were viral agents introduced by the humans. Now the world itself is burning, as war rages everywhere.

No Man or Machine can be trusted.

Resistance Player

Starting Hand: None

Starting Characters: Any 4 Resistance Main Characters (only 1 Leader)

Starting Items: Each Character may begin the game with 1 Ranged Item and 1 piece of Body Armor.

Starting Locations: : Any one Firebase; Rubble Hills; plus any 1 additional location of your choice. (All starting locations are considered Distinct.) All Resistance Characters begin play at Firebase Delta.

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

Combat Pool: 4

Primary Victory Requirements:

- 1) Kill 'Em All: Destroy all opposing Main Characters.

Alternate Victory Requirements:

- 1) Missions: Acquire 12 Mission Points and immediately win.
- 2) Sabotage: When a Resistance Player (or his characters) causes 3 Factory locations brought into play by an opponent to gain the Damaged resource, he wins immediately. One additional Factory location is required for each SkyNet opponent beyond the first.

3) Alter the Past: If at any point you have Time Traveled 3 more Main characters than the opponent with the next highest total of Time Traveled characters, you immediately win the game.

Special Resistance Rules

1) Drone Reconditioning Facility: No Resistance player may have a Drone Reconditioning Facility in his Draw deck or Location deck.

2) Demolitions: At the beginning of any Ready round that you control 4 characters with Demolitions at a location with the Factory resource (and no opposing characters), you may rotate all 4 characters and permanently add the Damaged resource to that location.

SkyNet Player

Starting Hand: None

Starting Characters: Begin play with 30 Production points worth of SkyNet characters and/or SkyNet Items. All Implants purchased are added to your starting characters in any manner you wish to allocate them. No more than 10 Production points can be spent on Drones.

Starting Locations: Barren Wasteland; Drone Reconditioning Facility; plus any 1 additional location of your choice (All starting locations are considered Distinct.) All SkyNet Characters begin play at the Drone Reconditioning Facility

Starting Items: See Above.

Starting Location: Barren Wasteland; Drone Reconditioning Facility; plus any 1 additional location of your choice (All starting locations are considered Distinct.) All SkyNet Characters begin play at the Drone Reconditioning Facility

Hand Size: 4

Combat Pool: 3

Primary Victory Requirements:

1) Kill 'Em All: Destroy all opposing Main Characters.

Alternate Victory Requirements:

1) Missions: Acquire 12 Mission Points and immediately win.

2) Conquer: If at any point your characters are alone (no opposing characters) at 2 Firebase locations at the same time, you win the game immediately.

3) Alter the Past: If at any point you have Time Traveled 3 more Main characters than the opponent with the next highest total of Time Traveled characters, you immediately win the game.

4) Reprogramming: During any Production step if you rotate a D-80411 Servo-Admin Drone at an opponent's Starting Drone Reconditioning Facility with no opposing characters present, you immediately win the game.

Special Skynet Rules

- 1) Firebase: No SkyNet Player may have any locations with the Firebase resource in his Draw deck or Location deck.

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.