

# TERMINATOR

G E N I S Y S

The Miniatures Game



**Errata + FAQ**  
Version 3 - 09/09/2015





# Errata - Rulebook

## Page 49 – Retrieve Mission

*The following will be added:*

Vehicles cannot pick up the object. Transports can transport models carrying the object, but cannot make double moves when doing so (they too have to slow down for fear of damaging the intel).

## Page 58

*VTOLs that are not landed are always in Extreme range rather than Long.*

*Will be changed to:*

VTOLs that are not landed and are in Extreme range do count as in Extreme range, while those not landed at any other range count as in Long range.

## Page 65 – Pops, Machine special rule

*This model has the Mindless and Fire Control rules (see Machines force list). In addition, enemy Machine models cannot target this model until this model attacks.*

*Will be changed to:*

This model has the Mindless and Fire Control rules (see Machines force list). In addition, enemy models cannot target this model until this model attacks. Alternatively an enemy model can move to within Close Combat range of this model and 'challenge' it – this is an attack that hits automatically and causes no damage, but it reveals the model automatically.

# FAQs - Rulebook

## Q1

*When talking about certain weapons upgrades that you can take per 250pts, is that full 250pts? By this I mean if you want a rocket launcher you can take one in a 250 pt game but could you take one in a 200 pt game or two in a 300/400 pt game? I'm guessing one per full 250pts but just wanted to double check.*

## A1

Yes, it is per full 250pts. So for example an army of less than 250pts cannot have any. However we assume that 250pts is the minimum game size. So a 500pts army can have two, and a 750pts army can have three, a 1,000pts army can have four and so on.

It is important to remember though that we are talking about agreed game sizes and not actual points spent. So, for example, an army coming to 498pts is still a '500pts' army and can therefore have two of these restricted weapons.

## Q2

*Say that an endoskeleton has been upgraded with Command 1 or 2 and is then destroyed, but instead simply turns into a crawler thanks to the I'll be back rule. Does it keep the Command special rule?*

## A2

Yes, it is now a Command crawler!

## Q3

*If a Resistance model could take a shot against an enemy model, but there was a Machine with the Infiltration or Friendly? special rules (not yet revealed as a Machine) partially in the way of a shot against other Machines behind it... could the Resistance take the shot?*

## A3

Yes, the model in the way is still an enemy model – rules as written. Assume that the firer harbors some serious doubts about the identity of that 'strange guy'...

## Q4

*If there is an unrevealed infiltrator in the middle of some endoskeletons & they are targeted by an area effect weapon, can that weapon fire at them? The primary is a normal endoskeleton.*

## A4

By the same reasoning as above, the endoskeleton (primary) can be targeted and the infiltrator will also be hit (because it's not a 'friendly model'... more like a 'suspicious contact'... what is he doing walking around with those endoskeletons?!). Collateral damage!

## Q5

*Can vehicles or other models with the stabilized special rule conduct suppressive fire after they have moved?*

## A5

No, You have to remain still, even if you have the stabilized rule. Stabilized does not allow models (including vehicles) to do aimed shots and suppressive fire on the move.

The suppressive fire should read like the aimed shot one:

Also, models with the Stabilized special rule can only make Suppressive Fire if they don't move – the Stabilized rule does not allow them to move and make Suppressive Fire.

## Q6

*How many shots does the HK gunship have with its 2 'twin' heavy plasma guns?*

## A6

The HK gunship has two guns, not four. The 'twin' rule simply means that they cannot be shot at different targets, so all 6 shots must be fired at the same target. If the gunship does not move, it can however do suppressive fire as normal.

# FAQs - Rulebook

## Q7

*The rules allow for 25% of a Resistance player's force to be re-programmed machines, and allow 25% of a Machine player's force to be human collaborators. Question is... does the other army automatically KNOW they are working for the enemy? Skynet can't tell that Pops is an enemy till he shoots at a machine, and Human forces can't tell that Cyborg Infiltrators are enemies until they've attacked or been challenged, so you'd think that reprogrammed endoskeletons or human collaborators would cause the same confusion.*

## A7

Strictly speaking, by the rules, they do know who is who – so the Machines can recognize 'reprogrammed machines' (other than Pops), and the Resistance can recognize human collaborators (but not the infiltrators...).

Of course, as stated in the rules – if you do mix up forces, you are going to encounter odd situations like the ones mentioned here, and the players are free to agree that every Machine on the Resistance side counts the same as Pops and every human on the Machines side counts the same as an infiltrator.

## Q8

*Can Cyborg Infiltrators dual-wield weapons? Normal endoskeletons can dual-wield plasma rifles, and Pops can dual wield assault rifles / shotguns etc. If they can, do we use the endoskeletons as a guide (20 points to give an endoskeleton two plasma rifles instead of a plasma gun), or do we use Pops as a guide (1 assault rifle is 5 points, 2 assault rifles are 10 points, so if 1 plasma rifle is 9 points, presumably 2 plasma rifles is 18 points.)*

## A8

Yes, Cyborg Infiltrators can be equipped with more than one weapon, bought as normal from their entry. For example, you could buy a plasma rifle (+9pts) and then another weapon at the cost listed, including another plasma rifle (spending another 9 pts). They can then fire two weapons simultaneously thanks to the Fire Control rule.

## Q9

*Pop's weapon list is intended for 1984 / 2017. If we have Pops fighting alongside the Resistance in the Future War, is he limited to using past weaponry, or can he be armed with plasma rifles or a plasma gun? (Back in T1 Arnold asked the gunship owner for a plasma rifle, so they certainly all know how to use them!) If so, would the points cost be based on the Cyborg Infiltrator: 9 points per plasma rifle, 12 points for a plasma gun? I guess the same question applies to Sarah Connor, if she ends up in the future war can she use plasma weapons.*

## A9

Strictly speaking, by the rules, Pop cannot have any other weapons than those listed in his entry. However feel free to agree with your opponent to equip him with any weapon chosen from the Cyborg Infiltrator list at the points cost presented there.

## Q10

*If a Resistance soldier "challenges" an Infiltrator and reveals them to be a Terminator, are they able to attack them during that same activation? Or does "challenging" them use up their attack phase?*

## A10

It is the same as a close combat attack, so the model cannot attack any more in that activation – revealing infiltrators is risky business!



# FAQs - Rules Reference Sheet

## Q1

The second paragraph of the "I'll be back" rule in the quick play reference states that crawlers are Size 0. What does that mean? Size is not explained in the reference sheet or the small rules booklet.

## A1

Size is explained in the main rulebook, on page 15. Basically, models can see other models over the crawler.

# FAQs - Fast Play Rules

## Q1

The Occupying Dense Terrain diagram on page 7 states that the Dense Terrain is Size 2. What does that mean? Size is not explained in the reference sheet or the small rules booklet.

## A1

Size is explained in the main rulebook, on page 15. Basically, the Zone of Dense Terrain blocks line-of-sight to other models behind it.

