

# TERMINATOR

## GENISYS

### The Miniatures Game

*This article is the first in a series that continues the scenarios for the narrative campaign based on the events of the Terminator Genisys movie. The first two scenarios, Cheyenne Mountain and LAX, can be found in the rulebook for the Terminator Genisys miniatures game, produced by River Horse Games. Here we present the third scenario, that allows you to recreate the brutal duel between the Guardian and a younger version of itself.*

## Campaign Scenario 3: Guardian Angel

In the previous scenario, Resistance fighters led by John Connor and Kyle Reese attacked the Skynet work camp in the ruins of Los Angeles International Airport, and located a subterranean complex containing a time displacement device – a tactical time weapon created by Skynet. John Connor and his men capture the machine, but not before Skynet sends a T-800 Terminator through the device back to 1984.

The hulking T-800 stalks the Los Angeles night, searching for its target – John Connor's future mother, Sarah. But shortly after its arrival in 1984, still naked and unarmed, it encounters its twin, an older version of itself – hair greying, skin looser and weathered. "You won't be needing any clothes," mutters its doppelganger in a flat, robotic monotone, aiming the barrels of its shotgun at the intruder's torso... Sarah Connor has a mysterious protector!



### Assemble Forces

#### Resistance

The Resistance player has Pops (the Guardian), armed with a shotgun and Terminator claws, and Sarah Connor, armed with a combat knife, a pistol and a heavy sniper rifle.

#### Machines

The Machines player has a Cyborg Infiltrator, armed with just Terminator claws.

### Terrain

This game is played on a 2'x2' play area, with scenery arranged to resemble the area of the

Griffith Park Observatory in Los Angeles where the action takes place.

Set up a road, building, railings and bushes as illustrated on the scenario map (right). The areas marked with a 'T' show where you should place a piece of terrain that can be used by the combatants as improvised weapons, such as viewing telescopes, lamp-posts, park benches, etc. You could also place cars parked alongside the road to provide cover and a source of improvised weaponry.

## Objectives

### Resistance

Destroy the Cyborg Infiltrator.

### Machines

Terminate Sarah Connor.

## Deployment

The Machines player places his model first, at the spot indicated on the scenario map (within a walk template distance from each of the nearest table edges).

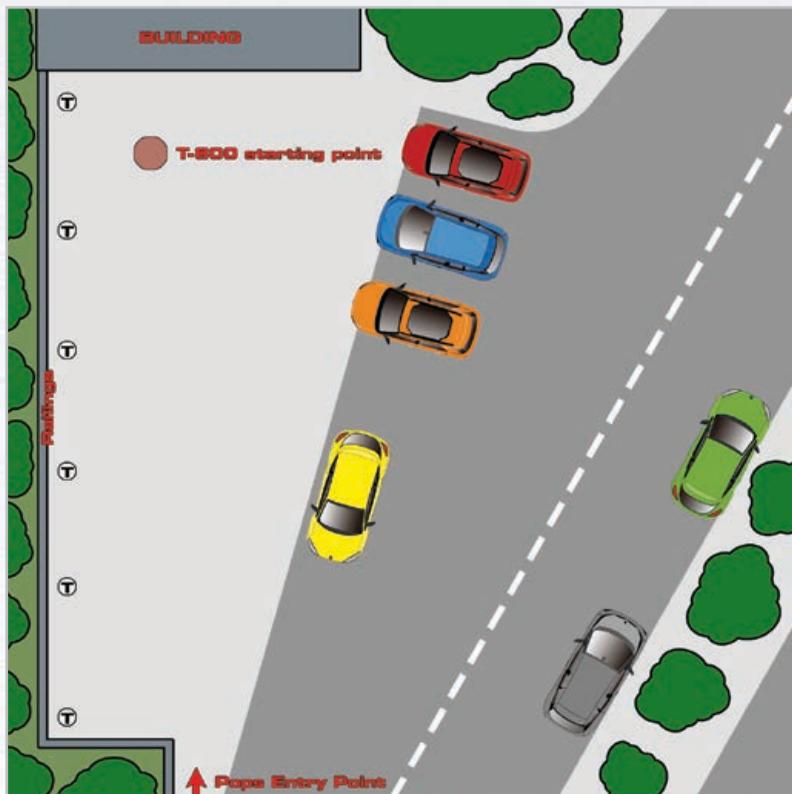
The Resistance player begins with Pops off-table, and keeps Sarah Connor out of play in reserve (see later).

## Tactical Edge

Pops has taken the Cyborg Infiltrator by surprise, so has the Tactical Edge. It moves on to the table from the entry point marked on the map (at Walk distance from the table edge lined with bushes).

## Game End

The game continues until one player achieves his objectives.



Car graphics designed by Freepik

## Victory!

At the end of the game, the player who achieves his objective wins the game.

## Special Rules

### Tactical Edge & Fate Roll

Until Sarah is activated, Pops retains the Tactical Edge each turn unless a scenario rule specifies otherwise. In addition, until Sarah is activated, each player does not make a Fate roll at the start of their impulse, but automatically counts as rolling a '1' on the Fate die. When Sarah is activated, the normal rules for determining who has the Tactical Edge, and for Fate Rolls, apply.

### No Backing Down

Pops is determined to defend Sarah Connor to the bitter end, and the Cyborg Infiltrator is likewise determined to kill her. Each Terminator counts a 'Retreat' result caused by a Resolution test as a 'Reeling' result instead.

## Fate

The Cyborg Infiltrator will put up a hard fight in this combat. The Machines player has 2 Fate points, which he can use as described on page 89 of the Terminator Genisys rulebook, and summarised right. However, Sarah Connor has a sniper bullet with its name on it - no Fate points can be used against damage caused by Sarah Connor's sniper rifle.

## Shotgun

To represent the fact that Pops has effectively ambushed the Cyborg Infiltrator, he counts as being in ambush during his first activation, and the enemy's first activation. He is in ambush even if he moves, unless he moves further than Walk distance.

As soon as the Terminators are within close combat range of each other, Pops must abandon its shotgun and no longer counts as being armed with it. From that moment on, the two Terminators slug it out with their fists and whatever they can lay their hands on.

## Sniper

Sarah Connor is hiding in the shadows, her sniper rifle trained on the enemy Terminator, waiting for the right moment to take him out. While in reserve, she counts as being in Ambush mode.

The Resistance player can announce that she's trying to interrupt with Opportunity Fire at any point during each of the enemy Terminator's activations (once per activation). The player rolls a Fate die, and if he scores a 'Fate' result, the opportunity arises for Sarah to take her shot without risking hitting Pops. Otherwise she can't fire and remains in reserve off-table. If the enemy Terminator is more than Close Combat distance from Pops, or if either Terminator is Reeling, Sarah has a clearer shot at her target and the player can re-roll the 'Fate' die if it scores a number.

If Sarah succeeds in taking her opportunity to fire, the Resistance player places her so that she is over one Run template away from the enemy Terminator, within line of sight of him, and positioned in base contact with terrain ensuring that the terrain is between her and the Cyborg Infiltrator. She then fires at the Infiltrator. She is

## Fate Points - Summary

If any model is destroyed during this game, their controlling player must roll a Fate die. He expends an amount of Fate points equal to the number he has rolled (a 'Fate' result counts as 0), and the character ignores the damage that should have destroyed it. If the player does not have enough Fate points left, the character is killed.

At the start of this scenario, the Resistance player will have 10 Fate points minus whatever amount he has expended over the course of the previous two campaign scenarios.

well-prepared for confronting the Terminator and is using specially modified rounds to take it out – her sniper rifle has a Power of D20 for this scenario.

Note that if the enemy Terminator destroys Pops, and Sarah Connor has not yet been revealed, the Resistance player must immediately reveal her as described above, and she can take her Opportunity Fire immediately, seeing as her guardian is already out of the picture.

Note that at the beginning of the scenario Sarah is still getting into position, so cannot attempt to take her Opportunity Fire until after the Cyborg Infiltrator has activated twice in the game.

## Duel to the Death

To represent the action of the fight from the movie, use the following rules for close combat:

Each player begins the game with a pool of Combat dice, comprising one of each polyhedral dice.

During the game, if a player rolls or discards a D4 from his pool for any reason, he immediately returns that die and all other Combat dice he discarded from his pool back into his pool.

### Roll To Hit

Whenever either Pops or the Cyborg Infiltrator ends its activation in close combat range of the other, both players roll to hit at the same time – as normal, rolling their Skill die and needing a 3+ to hit.

### Combat Roll

Each player who scored a hit selects (in secret) the Combat dice from their pool they are going to roll, then both players simultaneously reveal their chosen die and roll it. The die is then discarded from the pool.

If a player failed to score a hit, or is Reeling, he must discard one die from his Combat dice pool, and counts as scoring a '0'.

The highest scoring Terminator counts as the winner of this bout. The player controlling that Terminator deducts the lowest score from his score, and refers to the Wrestling Table, overleaf, which shows him the style of attack used.

If both players score the same, refer to result '0' on the Wrestling Table, overleaf.

The winning player carries out the instructions for the attack, which tells him how to roll to damage the opposing Terminator.

When a player is instructed to reposition a model, he must move it anywhere within Close Combat range of the Terminator opposing that model (however, see the Pile Drive entry on the Wrestling Table).

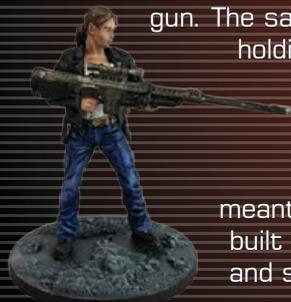


### Dodging

To represent the fighters dodging or blocking, before a Terminator rolls for damage, the opposing player can choose one die from his Combat pool and rolls it. If he scores 4+, he dodges the hit and his opponent cannot roll for damage. The die is then discarded.

**From the River Horse team:** At some point we hope to release the model of Sarah armed with a sniper rifle. However, we couldn't wait until then, so created this conversion (below) using the Sarah from the 1984 set and the .50 sniper rifle from the Resistance command and support set.

Using a sharp craft knife, the shotgun was cut away from Sarah's arm, making the cut where the right hand meets the gun. The same was done to the arm holding the sniper rifle. The .50 was positioned on the Sarah arm, and glued into place. The position of the weapon meant that its stick had to be built up with a bit of old sprue and some green stuff. The left



arm was glued onto Sarah in its normal position. When dry, a hairdryer was used to heat the arm so that it could be bent into the body, so that when the gun was attached, the arm would meet the hand on the weapon. The right arm was then glued into place and a bit of green stuff used to fill any gaps on the shoulder/wrist that appeared due to the repositioning. Then the model was ready to be undercoated and painted.

For the 1984 version of the 'Arnold' Cyborg Infiltrator, until we produce that figure, use any suitable model as a stand-in, such as a T-800 Endoskeleton (preferably without a weapon). Perhaps Pop's first few shotgun blasts have stripped away the Infiltrator's synthetic flesh revealing the metallic endoskeleton beneath. Or, of course, you can try your hand at a challenging conversion project – good luck!

# Wrestling Table

## Score Result

- 0 Deadlock.** The Terminators are locked in a fierce grapple – no effect.
- 1 Body Shot.** The winning Terminator works out damage against its opponent as normal. In addition, the player controlling the winning Terminator can reposition his model.
- 2 Surprise Strike.** The winning Terminator works out damage against its opponent as normal – this attack cannot be dodged. In addition, the player controlling the winning Terminator can reposition his model.
- 3 Uppercut.** The winning Terminator works out damage against its opponent as normal, except that if the hit is not dodged, the attacking player can remove a Combat die from his opponent's pool. In addition, the player controlling the winning Terminator must reposition the opposing model.
- 4 Haymaker.** The Terminator tries to pulverise its opponent with a flurry of powerful strikes. The winning Terminator works out damage against its opponent as normal, and then can immediately roll to hit and, potentially, to damage again using the normal Close Combat rules. In addition, the player controlling the winning Terminator can reposition his model.
- 5-6 Fighting Dirty.** The Terminator grabs a nearby item to strike its opponent with (this could be a park bench, a door wrenched from a nearby parked car, or, as in the movie, a heavy telescope!). Alternatively, the Terminator smashes its opponent's head into a nearby lamppost, or headbutts it. The winning Terminator works out damage against its opponent as normal, except that the attack's Power die is upgraded to D20 if any terrain suitable for use as an improvised weapon is within Close Combat range of the attacker. If there is no such terrain nearby, the attack's Power die is upgraded to D12. In addition, the player controlling the winning Terminator must reposition the opposing model.
- 7-8 Concussion Strike.** The winning Terminator works out damage against its opponent as normal, except that the target's Resolve is degraded to D10 (as opposed to D12) for any Resolution test caused by this attack. In addition, the player controlling the winning Terminator must reposition the opposing model.
- 9-10 Pile Drive.** The Terminator smashes into its opponent, seeking to bulldoze it to the ground. The winning Terminator works out damage against its opponent as normal, except that the target's Resolve is degraded to D8 (as opposed to D12) for any Resolution test caused by this attack. In addition, the player controlling the winning Terminator must reposition the opposing model, but at a distance of more than Close Combat range and within Point Blank range.
- 11+ Sucker Punch.** The winning Terminator works out damage against its opponent as normal, and if it damages the target, the target is automatically destroyed (and no Fate points can be used to prevent this), representing chronic trauma to its cranium – Hasta la vista, baby! In addition, if the target survives, the player controlling the winning Terminator immediately repositions the opposing model.

## Campaign Events

### Resistance Victory

The original Cyborg Infiltrator sent back to terminate Sarah Connor is destroyed before it has even begun its mission! Continue the campaign with Scenario 4, Bad Cop, Good Cop.

### Machines Victory

In all probability, because of the amount of Fate points the Resistance player has at this stage of the campaign, the Cyborg Infiltrator will not survive this encounter. However, this scenario is a good way of forcing the Resistance player to throw away those precious Fate points of his. If you've managed to lower his Fate points

significantly during this game, you can count this as a good result. If you do manage to kill Sarah Connor, though, you've won the game and the campaign. Skynet conquers all.

### Pops

If Pops survives the game, it has acquired valuable data on fighting its fellow Machines, and its Skill upgrades to D12 for the rest of the campaign. If it does not survive the game, it manages to repair itself in time for the next confrontation. However, in Campaign Scenario 5 (when it next appears), its Skill is downgraded to D8 for that scenario only.