

# TERMINATOR

## GENISYS

### The Miniatures Game

*This article 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 fourth scenario, that allows you to recreate the tense moments as a T-1000 hunts down Kyle Reese in downtown Los Angeles, 1984. Riverhorse would like to thank Sarwat Chadda for his invaluable help in developing this scenario.*

## Campaign Scenario 4: Bad Cop, Good Cops

Knowing that the T-800 has been sent back in time to assassinate his mother, John Connor calls on Kyle Reese to follow the machine forty-five years into the past to protect his mother, Sarah. "She'll be scared, weak, she won't know how to fight or defend herself," Connor tells Reese. The last thing Reese sees before being catapulted back into the past by the time displacement unit is John Connor attacked from behind by a mysterious enemy.

Reese materialises in an alleyway, and manages to pull on a pair of filthy trousers stolen from the drunken derelict, before a cop car pulls up and a policeman gives chase. Panicked, Reese bolts into the shadows. The cop follows, only to be ambushed by Reese lunging from the darkness and stripping him of his pistol. "What day is it? What year?" snarls Reese, aiming the .38 at the cop. "May 12, 1984," replies the cop. "The day you arrive." The cop's hand elongates into a silver blade...



### Assemble Forces

#### Resistance

The Resistance player has Kyle Reese (use the stats for Kyle Reese – The Past on page 65 of the *Terminator Genisys* rulebook), Garber and O'Brien (two cops each armed with a pistol - Garber also has the pistol he took from Reese when he arrested him), Sarah Connor armed with a pistol and driving a Brinks armoured truck, and Pops armed with an Uzi 9mm (submachinegun).

#### Machines

The Machines player has a T-1000 ('armed' with stabbing and cutting parts and a poly-alloy javelin).

## Terrain

This game is played on a roughly 2'x2' play area. The action takes place on the first storey (ground floor) of a department store. Set up the terrain as shown on the scenario map (right).

There should be plenty of scenery inside the store to provide cover (clothing rails, photo booths, etc.). There's a mirror (M) on one wall. There's also a stationary escalator leading up to the second storey. The main entrance from the building leads to a sidewalk alongside a main road.

All areas marked dark grey on the map count as impassable – these are racks and stacks full of merchandise. Light grey areas count as Size 1 barriers – these are desks or till counters that can be jumped over and used as cover.

The scenario map is based on a very useful resource downloaded from the Wargames Vault at a minimal cost ([www.wargamevault.com](http://www.wargamevault.com) – Modern Floor Plans - Retail Store 1 by Black Falcon Games). The floor plans are designed for 28mm models, with each square on the plan measuring one square inch. Once downloaded, you can print out the floor plan and either use it as is, or use it as reference for making a 3D version of the store.

Black Falcon Games provide many other floorplans of modern buildings, ideal for Terminator Genisys games set in the late 20th/early 21st century.

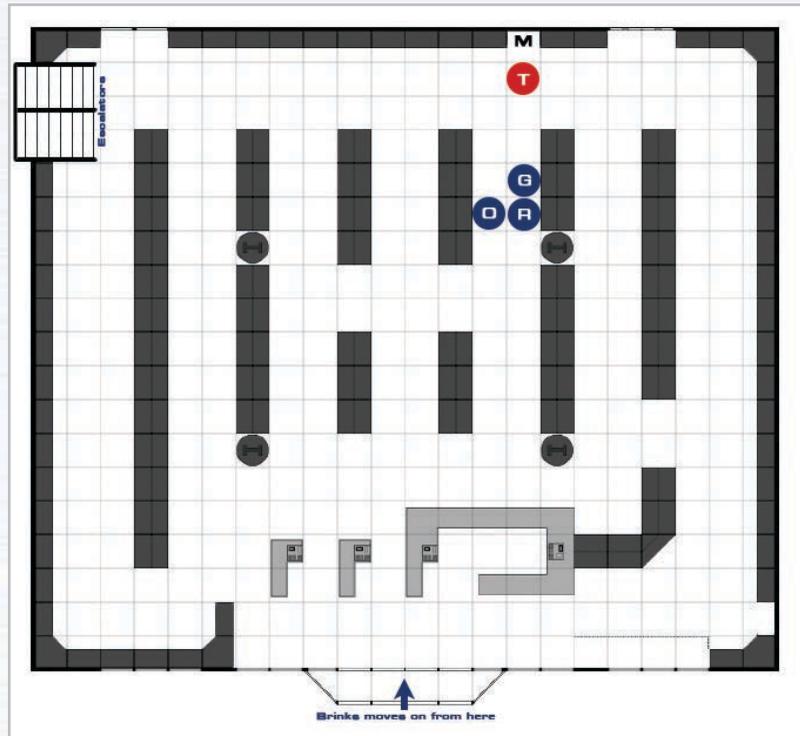
## Objectives

### Resistance

Kyle Reese and Sarah Connor must survive.

### Machines

Destroy Kyle Reese or Sarah Connor.



Map based on a design by Black Falcon Games

## Deployment

The action begins after Reese has escaped the clutches of the T-1000 in the alleyway, and evaded it on the second storey of the department store. He has leaped down the escalator to the first floor, where he encounters the two cops on patrol.

## Resistance

Reese (R) and the two cops, Garber (G) and O'Brien (O) are placed as shown on the scenario map, with each cop in base contact with Reese. The cops, assuming Reese is a burglar, have disarmed and cuffed him, and are leading him out of the store for interrogation at their police station.

Sarah and Pops do not participate in the game until later (see below).

## Machines

The game begins when the T-1000 appears from the centre panel of a three-way mirror, emerging from the glass behind Reese and the cops. Place the T-1000 (T) next to the mirror (M), within close combat range of Garber (G) – see the map.

## Tactical Edge

The cops are completely unaware of the presence of the T-1000, and ignore Reese's warnings of its presence, so the Machines player has the Tactical Edge at the start of the game. In subsequent turns, Tactical Roll-Offs are determined as normal.

## Game End

Continue until one player achieves his objectives.

## Victory!

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

## Special Rules

There's a lot of special rules in this scenario, but because there'll be at most six models in play, it shouldn't be too hard to keep track of them all.

## Vital Mission

The fate of humanity rests on the shoulders of the heroes in this scenario. Kyle Reese, Sarah Connor and Pops treat a 'Retreat' result from a Determination test as a 'Reeling' result instead.

### Fate Points - Summary

Whenever one of the major characters (Kyle Reese, Sarah Connor, Pops and O'Brien) 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 campaign scenarios. If you're playing this scenario as a one-off game, the Resistance player begins with 10-D6 Fate.

## Relentless Pursuit

The T-1000 will not cease until it has killed its targets. It treats a 'Retreat' result from a Determination test as a 'Reeling' result instead.

In addition, the T-1000 is not fated to be destroyed in this encounter. When it is about to sustain its third point of damage, the Machines player rolls a Fate die. If he rolls a number, the T-1000 immediately regenerates and ignores the damage but gains one Done marker for each number rolled. However, if a Fate result is rolled, the T-1000 is blasted into a puddle of silver – it will soon reform, but by that time the good guys will have made their escape and the game ends.

## Prime Target

In the first turn of the game, the T-1000 will attack the closest target – the unfortunate Garber. After that, it is free to attack any viable target.

## Time to Re-arm

If the T-1000 kills a cop in close combat and is unarmed, after removing the cop from the game, place a token in the space previously occupied by the killed model. If any model without a ranged weapon moves onto that token, it can immediately arm itself with one pistol (if the dead cop is O'Brien) or two pistols (if the cop is Garber), but its activation immediately ends – turn the model's 'Ready' token to 'Done'. Then remove any tokens representing a fallen cop.

## "You're Under Arrest!"

Reese begins the game in handcuffs. While cuffed, his Skill is reduced to D4 and he cannot wield any weapons, attacking with his fists.

## A Rookie With a Future

O'Brien is a tough cookie, so has the Resilient (2) special rule. He's also an excellent shot, with a Skill of D8. Fated to survive this encounter, he counts as a major character in this scenario.

## Cramped Area

It's difficult to move fast in a store crammed with merchandise. All models inside the building cannot use the Run template to move.

## Hunker Down

There are plenty of places for Reese and the cops to hunker down from enemy fire. If a model on the Resistance side does not move, or only moves at Crawl distance, place a 'Hunker Down' token next to it, unless it has one already (use any suitable marker).

If a model with this token takes a Cover Save, its Save die is upgraded by one.

A model with this token discards its token if it moves at greater than Crawl distance.

## No Escape?

Reese knows that he cannot flee the T-1000, and that if he tries to run from the store, it will easily catch and kill him. He is resigned to fighting to the bitter end and so cannot be moved out of the playing area.

## "We're screwed, aren't we...?"

The Resistance player can move a cop off the playing area via the department store's front entrance at any time during the game. All other potential exits (such as the escalators) will not lead to safety, so are ignored.

If a cop suffers a Retreat result due to a Resolution test, the cop bolts for the entrance and escapes – he is removed from the game, but counts as having survived the carnage.

## "What part of 'Kills Humans' is confusing to you?"

If Reese and any cop are in cover from the T-1000 and within close combat range of each other, at the start of each of Reese's Activations, before Reese executes his Activation, he can try to persuade the cop to release him from the cuffs.

The Resistance player rolls a D12 and the Machines player rolls a D6 – if the Resistance player rolls higher than the Machines player, the cop immediately gains a Done marker and then uncuffs Reese - Reese's stats immediately return to normal (and if the cop is Garber, he gives Reese his spare pistol). Otherwise the cop resists Reese's desperate pleas.



## Blam! Blam! Blam! (Click...)

During this scene in the movie there's a lot of unloading entire pistol clips by the protagonists. Any model can fire a pistol at ROF 2. If he decides to do this, the pistol needs reloading before it can be fired again. The T-1000 simply drops useless pistols, but other models can reload by gaining a Done marker at the start of their activation. Place a suitable marker next to a model with a gun that needs reloading as a reminder, and remove that marker when the weapon is reloaded. Of course, a model with a second pistol can use that one if his first cannot be fired...

## Ram Raid

During the game, keep track of the number of game turns played. This rule kicks in at the start of **game turn 3**. Before the Resistance player makes the Tactical Roll-Off, he rolls a die to determine whether the Brinks ram raids the department store. If the die scores a 6 or more, this triggers the arrival of Sarah Connor in her Brinks truck.

The first time the player makes this roll, he uses a D6. In subsequent turns, the type of die used is upgraded one step higher than the die used in the previous game turn (e.g. the second time the Resistance player makes this roll, he rolls a D6, the third time, a D8, and so on, up to a maximum of D20).



Sarah's arrival interrupts the normal activation sequence. The Resistance player moves the Brinks truck in a straight line, starting from any point at the department store entrance, up to two Run templates into the store and ending its move completely within the playing area. The truck ignores all terrain – any terrain in its way is destroyed and removed from play.

If Sarah moves through Reese or the cops, they are moved as per the *Moving Through Models* rule (see page 40 of the *Terminator Genisys* rulebook).

If the Brinks truck counts as having made a double move, so can make a Run It Over! attack against the T-1000 (see page 40 of the rulebook). Such is the force of impact that if the T-1000 takes a hit from the truck, the Resistance player can move it up to a walk template away from the point of impact, in the direction that the truck was moving. If the T-1000 strikes any terrain during this move, it halts.

When it comes to a halt, Sarah Connor leans out of the truck and shouts at Reese, "Come with me if you want to live!" Sarah Connor is now in play, positioned in the truck's driving seat.

The Brinks' arrival is as much of a surprise to Reese and any surviving cops as it is to the T-1000. The current activation immediately ends, and the players must skip to the End Turn phase of the game turn. Then a new game turn begins.

## The Brinks

The Brinks armoured truck has the following stats:

**Skill:** D8, **Armour:** 7, **Special:** Vehicle, Transport (8)

The truck is integral to the heroes' getaway, so in this game the Resistance player can spend Fate points to save it from destruction as if it were a major character.

After its initial move, the truck cannot move again until the driver gets its engine starting again (see below).

Any model inside the truck can take over the driving seat by gaining a Done marker at the start of its activation.

The driver can shoot at the T-1000 if it is in the front, left or right arc of the Brinks. Up to two models inside the Brinks can shoot from the rear door at the T-1000 if it is in the truck's rear arc. Models firing from within the Brinks can use ranged weapons even if the T-1000 is within close combat range.

The T-1000 can either target the truck itself, or the driver (if attacking from the vehicle's front, left or right arc), or one other model in the truck (if attacking from the vehicle's rear arc). If in close combat range, it must make a close combat attack.

## The Getaway

As a single action during her or his Activation, the Brinks' driver can attempt to exit the department store by peeling the truck out backwards from the smashed entrance and spinning it 180 degrees before speeding away. To do this, the driver rolls their Skill die. If the result is a 4 or more, the Brinks and all its occupants escape. Otherwise the truck cannot perform the manoeuvre - its engine stalls or its wheels are stuck on a piece of debris.

If the T-1000 is within close combat range of the Brinks and is not Reeling, the driver cannot perform this action, knowing that the T-1000 will simply lock on to the truck and smash its way inside. The T-1000 needs to be Reeling or more than close combat range from the truck before the getaway can be attempted.

Note that a cop will not embark onto the Brinks. The cops have no idea what's going on and certainly do not trust Reese or the strangers who come to his rescue.

## The Guardian

Pops starts as a passenger inside the truck, but the Resistance player does not have to reveal Pops during this scenario if he does not wish to.

Pops can be revealed at the start of any game turn after the Brinks has arrived, during the Tactical Roll-Off phase, after the players have rolled off. If revealed, Pops enters play having disembarked from the truck, in base contact with one of the truck's side or rear doors - this counts as free move, and so Pops can still activate that game turn.

As soon as Pops is revealed, Reese treats it as an enemy - he doesn't realise that this Terminator is programmed to protect Sarah Connor. When Reese has an opportunity to fire at Pops he must do so, unless the T-1000 is closer to Reese or Sarah. Note that in this case, Reese can use a ranged weapon even if he is within close combat range of Pops. His

urgency to protect Sarah when Pops makes his appearance allows him to do this.

When Sarah is activated, and Pops is revealed and regarded as an enemy by Reese, Sarah will try to warn Reese that Pops is a friend. At the start of her activation, the Resistance player rolls a D20 (representing Sarah shouting at Reese) and the Machines player rolls a D12 (representing Reese's stubbornness). If the Resistance player rolls higher than the Machines player, Sarah persuades Reese that Pops is friendly, and Reese no longer counts Pops as an enemy. Otherwise, Reese continues treating Pops as an enemy.

## Mini-Arsenal

Any of the models inside the truck, apart from the driver, can arm themselves at the beginning of their Activation with any of the following weapons: Shotgun, SMG, assault rifle, one or two pistols. One of the assault rifles is an MG4 with attached grenade launcher (once per game it counts as a grenade launcher). There's also Sarah Connor's heavy sniper rifle, but this has only one round in it so can only be used once (and unlike in the previous scenario, it's loaded with a normal round for its type (Power D8)).

## Campaign Events

### Resistance Victory

If Reese and Sarah escape, play the next scenario in the campaign: Power Up.

If Reese emerges from this scenario without having been taken out of action, this proves he's made of stern stuff. He can upgrade his Resolve to D20 for the rest of the campaign.

### Machines Victory

If Kyle Reese or Sarah Connor perish, John Connor cannot exist, and so Skynet ultimately rules over the future.

Even if the Resistance player wins, if he was forced to expend a lot of his Fate points, this can count as a morale victory for the Machines player, and it will make things a lot more difficult for the heroes in the later scenarios.

### Pops

If Pops did not survive the game, or was reduced to becoming a Crawler, it manages to repair itself in time for the next confrontation - however, in the next campaign scenario, Power Up, its Skill is downgraded to D8 for that scenario only.

If Pops was left behind at the store by Sarah and Reese escaping in the Brinks, it cannot appear in the Power Up scenario. However, it reunites with Sarah and Reese should they manage to destroy the T-1000 at the end of that scenario.

### O'Brien

O'Brien is destined to meet the heroes again decades later (from his point of view anyway). If he does not survive the game, this will have a drastic effect on the timeline, as explained in the future scenario in which he appears...