Official Scenarios

Across Time

A Multiplayer Past and Future Scenario for Two or More Players

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Back-story

The war rages between SkyNet and the Human Resistance forces. SkyNet has chosen to focus greater efforts on the Past, sending Infiltrators back across time to alter the Future, or even conquer humanity before the war has begun. Learning of this plan, the Resistance has taken dynamic action. At great cost in human lives, they have captured one of SkyNet's Time Displacement Labs and have established a Firebase nearby. Now the Resistance is preparing to send its own forces across time, to counter this latest SkyNet threat.

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; plus Time Displacement Lab. Characters begin play at the Firebase.

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

Combat Pool: 5

Primary Victory Requirements:

1) Kill 'Em All: Destroy all opposing Main Characters in both Future and Past timelines.

Alternate Victory Requirements:

1) Missions: Acquire 10 Mission Points and immediately win.

2) Importance: Protect 10 Importance worth of Supporting Characters in the Past, by taking them to the Police Station and rotating them 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.

SkyNet Player

Stating Hand: None

Starting Characters & Items: 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: Research and Development Facility; plus Time Displacement Lab. Characters begin at Research and Development Facility.

Hand Size: 5

Combat Pool: 5

Primary Victory Requirements:

Kill 'Em All: Destroy all opposing Main Characters in both Future and Past timelines.

Alternate Victory Requirements:

1) **Missions:** Acquire 10 Mission Points and immediately win.

2) **Importance:** If 10 Importance worth of Supporting Characters die in the Past, immediately win.

Location Deck

Must contain 9 different locations. One of the locations must be Tech Noir. You may not have more than 3 Distinct locations in this deck. At the beginning of play, this deck is shuffled and Tech Noir is placed on the bottom.

Special Rules

1) This Scenario has two Variants. All players must agree beforehand which Variant they are playing. The Variants are:

- o **Variant One**: Team Play (requires an equal number of Resistance and SkyNet players). Factions work together to win. As soon as any Team's combined effort achieves a Victory Condition, they win. For this Variant, only Main Characters for the enemy Faction are considered "opposing."

- o **Variant Two:** Melee Play. All players are opponents. As soon as any one player achieves a Victory Condition, that player wins. For this Variant, a SkyNet player only gains Importance from a character they are personally responsible for terminating.

2) In this Scenario, each player will eventually have two HUDs: One for the Future timeline, and one for the Past. These HUDs are to be kept separate from each other, and may only connect to other HUDs in the same timeline.

3) Time Travel: During their segment of the Movement step, if no opposing characters are present, your Infiltrator or non-SkyNet characters may rotate at an undamaged Time Displacement Lab to "Time Travel" (discard those characters' non-Implant Items, and move them to any one of your Past Exterior locations).

4) At the start of the Play Location Step, each player **must** play one (and only one) location, while they have cards remaining in their Location deck. A player may play a location from his/her hand, or the top location of the Location deck.

5) Cards restricted to the Past timeline or the Future timeline may only be played in that particular timeline (unless otherwise allowed by a card effect). Past/Future cards may be played in either timeline, and the same Past/Future location may exist in both timelines. However, such locations are **only** considered the "same place" as other identical copies **in the same timeline**.

6) If John Connor (Supporting Character) is killed in the Past (or if Sarah is killed before John is found in the Past), General John Connor is removed from play (all copies), along with half of each Resistance player's Resistance characters (not counting John, round down, owner's choice). Plus, the John Connor Persona may not enter play for the remainder of the game. If John Connor is Protected in the Past (or if Sarah is Protected before John is found in the Past), each Resistance Player may immediately bring three new Resistance characters (with 1 Item each) into play at their Future Firebase. These cards may come from Draw deck, Discard pile, or Sidebar.